



SCOUT MEETING SCHEDULE : Week 1

Theme: Remembrance

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
15 mins	Gathering Activity	Battleship Game (See detail planning sheet)	
10 mins	Opening Ceremony	(Details can be found in the Scout Leader's handbook)	
20 mins	Game	Match Up Relay (See detail planning sheet)	
40 mins	Skills	Morse Code & Twine Signalling (See detail planning sheet)	
20 mins	Game/Challenge	Prisoner's Base (See detail planning sheet)	
20 mins	Patrol/Troop Meeting	Poems For Peace (See detail planning sheet)	
10 mins.	Closing	- Read Patrol Poems - Closing (See Scout Leader handbook)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:			

Meeting Notes:



Scout Meeting Schedule: One Week

Theme: Remembrance Week 1

GATHERING ACTIVITY

Battleship Game

Equipment: none unless leaders post signs on corresponding walls

Instructions:

Gather the Scouts together in the middle of the meeting area. Explain that they are all now soldiers on a Battleship. The leader is going to call out some commands and the Scouts must do the appropriate actions.

Stern – Run to the wall marked stern.

Bow – Run to the wall marked bow.

Starboard – Run to the right wall.

Port – Run to the left wall.

Captain Aboard – Stop running and salute.

Swab the Decks – Use an imaginary mop and mop the floor.

Man Overboard – Drop to the floor and start to swim.

Bombers – Run to the closest wall, then drop to the floor and cover their heads with their arms.

Peace – Gather in the centre of the room and make the peace symbol (first and second finger in a “V”, thumb holding other fingers curled in. See diagram.)



OPENING CEREMONY

Honoured Son

He came, this young Canadian,
From out the Golden West,
Full of courage and of faith,
Of ardour, hope, and zest.
A willing volunteer, he came –
And offered us his life –
His youth, his strength, his heart and soul
To fling into the strife.

The final sacrifice he made,
He lies in foreign earth –
Far from home, an exile
From the country of his birth.
And yet, amongst his kin he sleeps
In friendly company –
No stranger, but an Honoured Son
Of one great family.

Anonymous



GAME

Match-Up Relay Game

Equipment: copy of attached Match-Up game

MATCH UP

Match up the four things that belong together.

1950-1953

1939-1945

1914-1918

Nobel Peace Prize 1988

Vimy Ridge

Kapyong

Rwanda

Dieppe

Lester B. Pearson

Flanders Fields

D-Day

Wall of Remembrance,
Brampton Ontario



Instructions:

Cut out each word and picture and arrange on a table at one end of the meeting room.

Assemble Scouts in four Patrols in relay fashion at opposite end of the room.

Give each Patrol a subject: Peacekeeping; First World War; Second World War; Korean War

First Scout runs to opposite wall and picks one item that he believes relates to his subject.

He then returns to his patrol and verifies his answer with his leader.

If the answer is correct, the next person in line races up to continue the game.

If the answer is incorrect, the next person in line returns the answer to the table and picks up another answer.

Continue in this manner, until each Patrol finds all four of their answers.

First Patrol to do so, wins.

Answers:

Peacekeeping: World symbol; Rwanda; Nobel Peace Prize, 1988; Lester B. Pearson

First World War: plane; Vimy Ridge; 1914 – 1918; Flanders Fields

Second World War: female worker; 1939 – 1945; Dieppe; D-Day

Korean War: male soldier; 1950 – 1953; Kapyong; Wall of Remembrance, Brampton Ontario



SKILLS

Morse Code and Twine Signalling

Equipment: morse code cards (below); long lengths of twine, pencil & paper

Instructions:

Divided into pairs, provide each Scout with the morse code card.

Give each pair of Scouts a length of twine, stretching the twine from one Scout to the other.

Give one Scout the message, "Take Time to Remember", which he/she must send to the other.

A big pull signifies a dash, and a short jerk signifies a dot.

If a mistake is made, the erase signal is eight "E's".

Upon completion of a word, let the line go slack and wait.

When the receiving Scout has understood the word, he/she signals using a single E. The sender then starts the next word.

End of message signal is "AR".

Message received signal is "R" if the message has been received properly.

A • —	J • — — —	S • • •	2 • • — — —
B — • • •	K — • —	T —	3 • • • — —
C — • — •	L • — • •	U • • —	4 • • • • —
D — • •	M — —	V • • • —	5 • • • • •
E •	N — •	W • — —	6 — • • • •
F • • — •	O — — —	X — • • —	7 — — • • •
G — — •	P • — — •	Y — • — —	8 — — — • •
H • • • •	Q — — • —	Z — — • •	9 — — — — •
I • •	R • — •	1 • — — — —	0 — — — — —



GAME

Prisoner's Base

Equipment: one bean bag

Instructions:

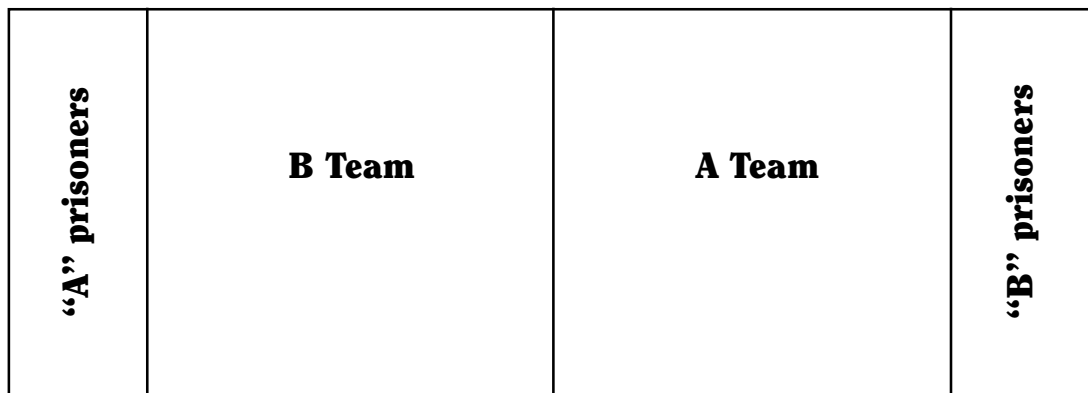
Mark off meeting area as shown in diagram.

Divide Scouts into two teams. Identify the teams with pinnies around their arms or in some other fashion.

The object of the game is to try to hit one of the other team so making him/her a prisoner. Team that makes all the opposing team prisoners wins.

Rules:

1. The game starts when the bean bag is thrown into the centre by a leader.
2. For the bean bag to be "live" it must be caught before thrown. It may not be picked up off the ground and thrown straight away.
3. On being hit a Scout goes into the opposing team's "prison".
4. Either team may grab for the bean bag in the opposite court, but feet must remain on their own side.
5. Once a team gets a prisoner, if he gets the bean bag, and providing he follows rule #4, he may throw it back over the heads of the opposing team to his own team, who, if they catch it, may throw it straight away to tag an opponent. If there are two prisoners, they may throw the bean bag to each other before throwing to their own team.
6. A direct catch of the bean bag does not constitute a tag, and may be directly thrown back at the opposing team to tag one of them. However, in this case, it may only touch the hands, not any other part of the body.



PATROL MEETING

Poems for Peace

Equipment: paper and pencils

Instructions:

Each Scout is asked to write one word down that signifies Peace to them.

Using everyone's words in the Patrol, create a four line (or more) poem about Peace.

Read these poems during Closing Ceremony.