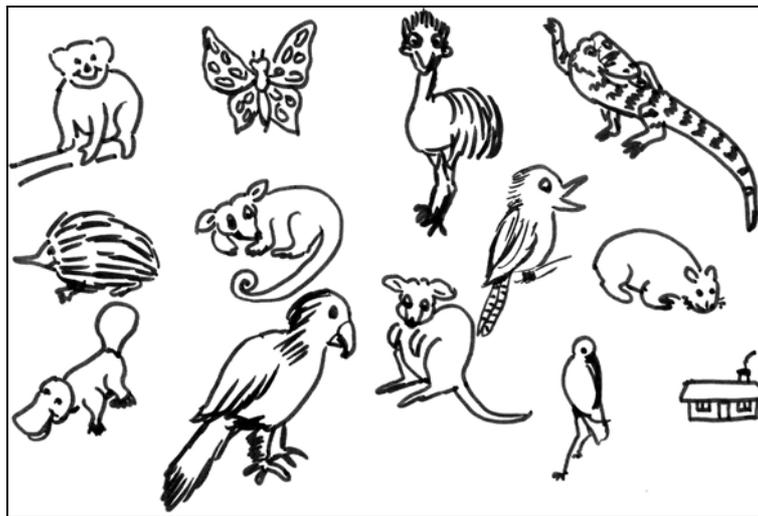


JOEY SCOUT

PROGRAM KIT

For Joey Scout Leaders

CREATURES



Creatures and Us

Sea and Air

Creatures Everywhere



The Scout Association of Australia



CREATURES

An Australian Scout Publication

Published by authority of the National Executive Committee of The Scout Association of Australia.

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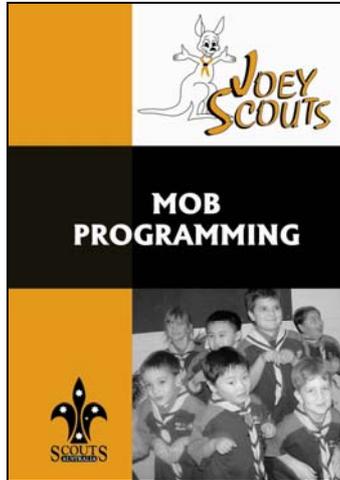
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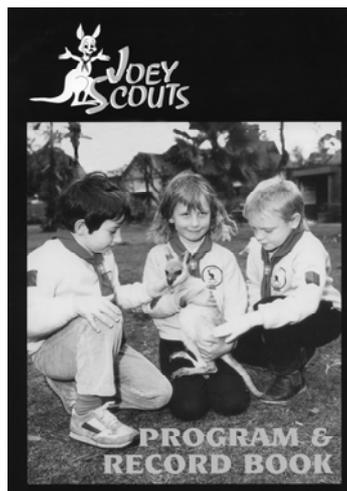
INTRODUCTION

This publication has been designed to give the Joey Scout Leader an insight into developing programs on a theme. Pages 7-13 outline the method used in developing and planning programs for the Mob. For more detailed information on program planning refer to the publication *Joey Scouts Mob Programming* (see below).



This publication consists of introductory notes; program planning guidelines; three monthly summary planning sheets (covering eleven weeks excluding Outing Plan); weekly program planning sheets (covering eleven weeks excluding Outing Plan); information on all the activities, songs, games and stories shown on the weekly program sheets; and blank program planning sheets to assist leaders with developing further programs.

Once the programs have been accepted or modified to suit your Mob, they are then entered into your *Joey Scouts Program & Record Book* (see below).



STARBURST THEME - CREATURES

The starburst theme chosen for this series of three major programs is *Creatures*. Creatures on this planet are encountered by many of us and could lead you to many ideas for themes/sub themes for your Mob programs. You can see from the starburst that there is a wealth of ideas that could be used and no doubt you could add several yourself. We have chosen three broader themes that encompass areas of the Earth and a person's life where they will encounter the many creatures of all shapes and sizes they share the planet with. Your Mob should learn a great deal about creatures they may come across in their lives through the topics chosen. There are several to choose from if you consult the starburst.

In this kit we have also included a suggestion for an Outing Plan. Creatures are a most appropriate reason to take your Mob into the world and discover how humans are just one creature of the many species that inhabit planet Earth.

For more programming ideas for Joey Scouts, read the other publications in this series called *Seasons*, *International*, *Colours*, and *Circus*.

HOW TO USE THIS KIT - CREATURES

First read through *Understanding Programs* on pages 7-13. Next layout the starburst sheet on page 16, monthly summary sheets on pages 18, 34, 43-44 and see how the themes *Creatures And Us*; *Sea And Air*; and *Creatures Everywhere*, have evolved.

Next look at the weekly program sheets on pages 19, 22, 27, 31, 35, 38, 45, 49, 53, 56, 60 and see how the themes (e.g. *Sea And Air*) have special weekly program sub themes (e.g. *Belonging to the Sea*; *Of the Air*). Suitable games, activities, songs and stories for each week are added in to complete the sub theme.

When developing your own programs with themes and sub themes, involve all your Leader Team and proceed from your starburst to a monthly summary sheet to suit your requirements. Blank monthly summary and weekly meeting sheets have been left on pages 14-15 to get you started.

Next, list out the weekly themes and sub themes. Then using resource books, ideas from your Leader Team and District Training Meetings (DTMs) plus your imagination, plan out the activities, games, songs and stories for each week, who is to run them and what gear is required. Do not forget to incorporate at least one outdoor program every three weeks.

UNDERSTANDING PROGRAMS

PROGRAM PLANNING

The key to providing a program which meets the needs of Joey Scout children is effective planning. Good planning makes the difference between a program that offers no meaningful fun and one that gives a variety of quality activities and experiences.

WHY DO WE PROGRAM?

When we have an efficient program for our Mob we are able to offer a challenge to each child. This in turn helps to achieve a well-disciplined and enthusiastic Mob. Planning enables us to:

- Give our Joey Scouts lots of exciting activities.
- Be prepared and organised to run efficient, fun meetings.
- Develop a commitment to the program from all leaders.

HOW DO WE DEVELOP PROGRAMS?

There are many ways of developing programs. Over the years it has been found that the following method is an effective way of achieving efficient and interesting programs. This is not the only way but until you develop your own methods it is a good method to use.

1. Develop a long range program (yearly).
2. Develop the themes for a term's program.
3. Using the themes, plan each week.
4. Evaluate and revise your programs.

LONG RANGE OR YEARLY PROGRAM

On this plan you should note the following:

- School holiday dates.
- Special holidays e.g. Queen's Birthday etc.
- Religious festivals e.g. Easter.
- Special community events.
- Special Scouting dates e.g. JOTA/JOTI.
- Branch, Region, or District events.
- Group events.
- Special days that could help with themes e.g. Mother's Day, St. Patrick's Day.
- Outings/Camps.
- Major activities e.g. zoo visit.

JOEY SCOUT SECTION TERM PROGRAM				
Year: _____		Term: _____		
DATE WEEKLY MEETING	TYPE OF MEETING - OUTSIDE EVENTS	MEETING THEME	MAJOR ELEMENT THAT WILL BE USED TO EMPHASISE THEME	LEADER RESPONSIBLE FOR ORGANISING THE MEETING
1	t			
	e			
2	t			
	e			
3	t			
	e			
4	t			
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5	t			
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REMINDEES: _____

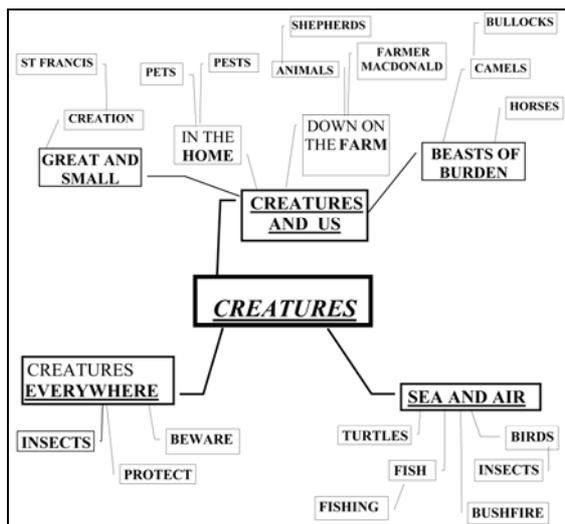
This term program sheet is from the *Joey Scouts Program & Record Book*.

Themes

All programs run at Joey Scout meetings should have a theme. When we are trying to teach something to our Joey Scouts it is best to use as many methods as we can. By having a theme for a meeting and running games, telling stories, making things, singing songs etc, we are using as many ways as possible to get our message across about this theme.

How Do You Find a Theme?

There are many methods of finding ideas for themes. The way to generate the most ideas is to use a starburst method and brainstorm ideas from a central starting point. This method also involves the participation of all the Mob Leadership Team. All ideas that develop should be written down. If you have the advantage of a white board or similar board in your hall, then this would be the ideal place to write down your ideas. You will find that as each idea is written down, it will generate more thoughts from others in the team. This idea will also work if you are the only leader. However, it is much easier to gain lots of ideas if you are not the only one participating. See the starburst on page 16 and smaller version on next page.



After all the ideas are noted, the team should then eliminate the themes that are unsuitable and combine themes that are similar or related. From the rearranged list, the team should then choose the theme or themes that they wish to develop.

Another method is to use the letters of the alphabet to create a selection of possible themes.

When the major theme has been chosen and the starburst has developed other ideas along this, the leaders need to decide how many meetings they wish to devote to this theme and whether or not a special activity will be involved. A special activity can be a dress-up adventure type meeting or it may be an outing to a nature reserve or some other highlight for the chosen major theme. Usually the special activity will occur at the end of a series of programs on a specific theme.

The leaders should then allocate the themes to the weeks. Each meeting program should emphasise some part of the Joey Scout Section Themes within its chosen topic i.e. Nature, Self, Others – Promise and Law, Duty to God, and fun should form part of all meetings. The checks that need to be made after the term’s programs have been allocated are:

- Are the Aim and Principles of Scouting met?
- Are the Joey Scout Section Themes involved?
- Are the needs of the Joey Scouts met?
- Is there an outdoor component?

THE WEEKLY PROGRAM

This type of program is the one that puts into action all the planning and preparation you have done with your long range and medium range programs. Your weekly program contains the details of how you will develop the themes you have chosen for your Mob’s development goals. The success of your Mob depends on how you present your weekly program and how much imagination you are able to inject into the activities.

Program Ingredients

The secret of being a good cook is to use the right ingredients in the correct proportion for the recipe.

So it is with running a Joey Scout Program. We have a selection of ingredients to choose from and we need to use them in the right proportion for the program and for the Joey Scouts in our Mob. It is also important to use fresh ingredients i.e. do not use the same games or activities each week.

Program Layout

The program layout is the order in which your chosen ingredients are presented to the Joey Scouts. Here is an example:

Coming-In Activity – This gathers and organises the children while at the same time it may set the theme for the meeting.

Opening Ceremony

Game – This is usually a fairly active game that involves the entire Mob.

Activity – This is often the highlight of the meeting. It can be either craft-related or some other practical activity.

Game – This may be a team game or one that allows the children to join in as they finish their craft.

Story – The teaching part of the theme is often presented in this way.

Singing – Remember to choose sufficient songs to fill the time allowed.

Game – If time allows a quiet game at this point, it will send the children home in a relaxed mood.

Closing Ceremony – Similar to the Opening Ceremony except that this one usually includes the giving out of messages.

You will note that the games have been used to separate the other activities and to move the children around between more stationary activities. Games can also be used to set the mood of the meeting. Try to quieten down the meeting towards the end as this will send the Joey Scouts home in a less excited state.

The timing of the segments of the meeting will depend on the activity. Generally games should be short – around five minutes. Singing usually takes about five minutes and stories usually not more than ten minutes. Craft or practical activities may take more time. Be prepared to be flexible with your time. If a particular activity seems to be achieving the aim of the program, it may need more time devoted to it and necessitate leaving out a less important item. For example, the creativity, development of teamwork, caring, sharing and helping that children experience from building a Mob Castle out of cardboard boxes, will warrant giving them more time on this activity.

Use of Leaders

All leaders (including Youth Helpers) should have a part to run in the program. It is the responsibility of each person to be ready to run their part before the meeting

begins. This allows flexibility within the program. It also helps to eliminate the gaps between items and thus helps in the control of the Mob. If there is only one leader present then the Adult Helpers will need to be involved in the program. It is important that the jobs the leaders conduct in the meeting vary so that each leader will gain experience in all aspects of running the meeting.

Give Joey Scouts Ownership of Programming

Using Joey Scout ideas and imagination encourages them to feel “ownership” of the program and ensures we meet their needs.

At the Mob meeting, discuss with the Joey Scouts their interests, what they like to do after school and on weekends, places they would like to visit, and special guests they would like to invite to the Mob meeting.

Divide the Mob into small groups and appoint a leader, Youth Helper or Parent Helper for each group. They will write down all the ideas the Joey Scouts have on what activities they would like to do for the term.

Every idea is to be accepted and not rejected. Every Joey Scout is to be encouraged to contribute.

What Happens Next?

At the Leader Team Programming Meeting, use the Mob’s programming ideas to plan your weekly meetings for the term. The Mob can supply the ingredients (ideas) and the Leader Team make up the recipe (the program).

This method can be used at the end of every term or twice a year, which allows newly invested Joey Scouts to have input into the program too through their ideas. Give a copy of the Program to every Joey Scout – this is the best form of advertising for your Mob’s Program, activities and excursions. Joey Scouts can see that their ideas have been accepted and are being used.

This is an incentive for other children to join your Mob when they will be able to actively contribute to program planning.

SUMMARY OF CREATING THE WEEKLY PROGRAM

1. Choose a theme.
2. Choose an activity or craft on that theme.
3. Choose or create some games on the theme.
4. Choose or create some songs and a story for the theme.
5. Sort out the resources you need for this program.
6. Place all these items in order; add some ceremonies; allocate the jobs; and write the program in your *Joey Scouts Program and Record Book*. Have fun putting your program into action and then, with your team, evaluate it.

EVALUATING PROGRAMS

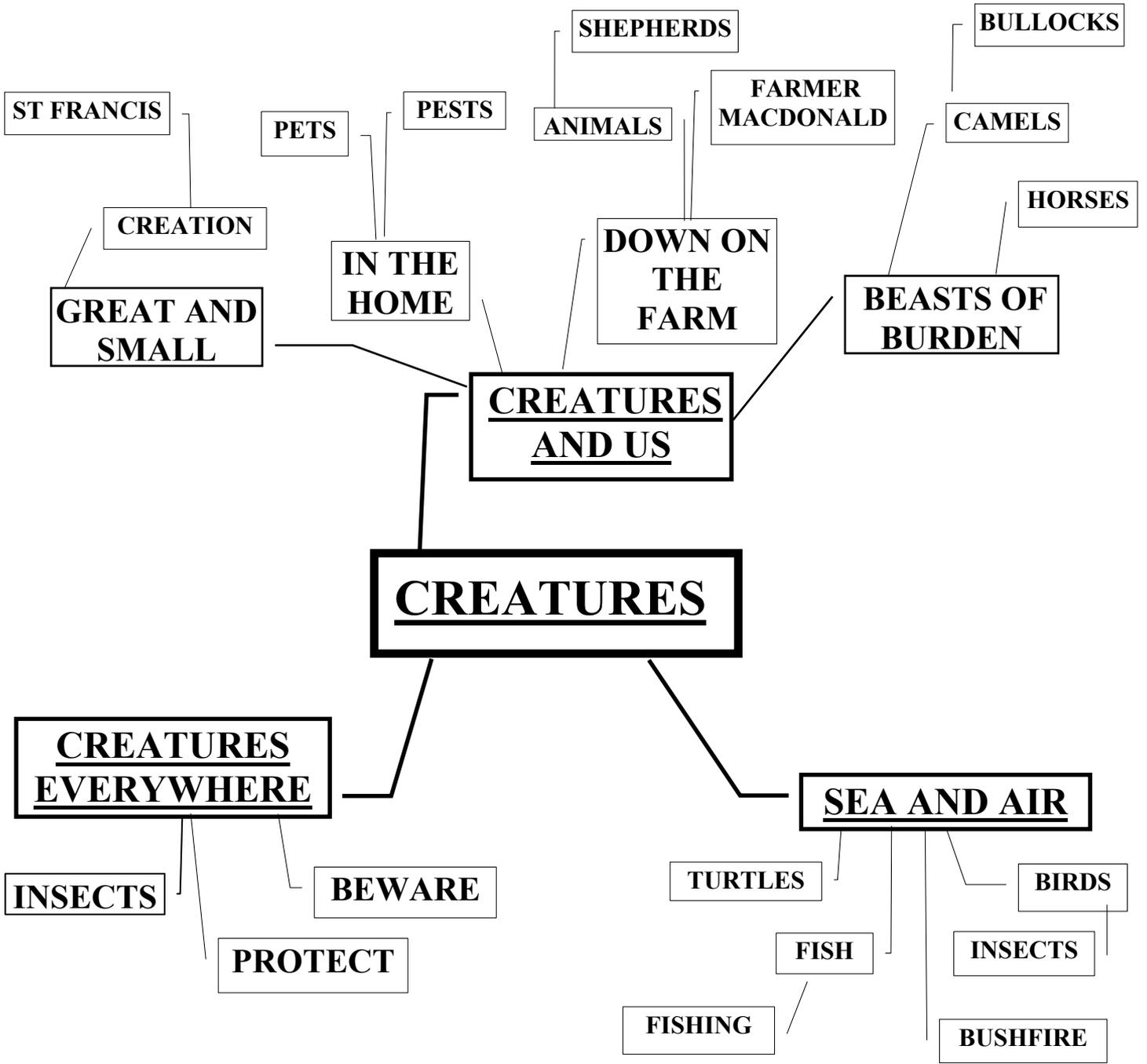
At the end of each program the leaders should get together briefly and evaluate it. For every program you run, try asking the following questions:

- Was it fun for the children and the leaders?
- How did this program relate to the previous program and to the next program (continuity)?
- Was the theme recognisable by the children?
- What outside resources or help from experts or parents did you use?
- Did such help enhance the program?
- Were there any surprises for the children or did the program follow a regular one?
- Was there something in the program for every Joey Scout?
- Was the program well balanced?
- Who planned the program?
- Were the leaders busy most of the time?
- Did the Joey Scouts do anything that they would be eager to talk about when they arrived home?
- Did the Mob as a whole seem to enjoy most or all of the program?
- Did you listen to what they said about the program?
- Did you have control of the situation, especially during games or activities?
- Were they attentive while games were explained or prayers said?
- What attempt was made to influence or allow for spiritual development?
- Did you get 60 minutes out of the hour?
- Could this program have been carried on outdoors/indoors?
- Are you repeating favourite games or other favourite things over and over again?

FINAL POINTS

Keep It Simple; Keep It Flexible.
Remember...Plan Your Work...Work Your Plan
AND
Have Fun!

STARBURST - CREATURES



DEVELOPING THE PROGRAMS

From this starburst, sub themes for the theme of *Creatures* were selected to develop into weekly programs. These sub themes, with their weekly program topics are:

CREATURES AND US

Great And Small
In The Home
Down On The Farm
Beasts Of Burden

CREATURES EVERYWHERE

Is It An Insect?
Bug Attack
Beware!
Help Protect
Earth, Water and Sky

SEA AND AIR

Belonging To The Sea
Of The Air

Programs have been over-programmed to cater for the variety of needs and circumstances of Mobs.

Other elements could be easily substituted especially with stories. Suitable stories about creatures can be found in Aesop's Fables, Rudyard Kipling's "Just So Stories", Aboriginal myths and stories and similar collections which can be found in libraries, retail and second-hand book stores and many Scouters' book resources. Play-acting and puppetry could be linked with themes and stories.

Each set of programs contains all essential elements for successful programming e.g. - fun, Self and Others activities, Nature, Duty to God, Promise and Law, simple Scouting skills, sense activities, variety of self-expression, outdoor and indoor ideas, and usually simple equipment.

JOEY SCOUT MONTHLY SUMMARY – CREATURES

THEME: CREATURES AND US

PROGRAM ITEM	WEEK 1 SUB THEME: GREAT AND SMALL	WEEK 2 SUB THEME: IN THE HOME	WEEK 3 SUB THEME: DOWN ON THE FARM	WEEK 4 SUB THEME: BEASTS OF BURDEN
GAME	CREATURE GREETING	TAILS	WHERE ARE THE SHEEP?	FILL THE SADDLEBAGS
GAME	STEPPING OVER CREATURES	A JOEY SCOUT CARES	ANIMAL HEADS	HORSESHOE THROW
GAME	LAND, SEA, AIR	PAIRS OF PETS	THE GOOD SHEPHERD	BULLOCK TEAMS
GAME		FOLLOW THAT DOG	TAKE HOME THE CHEESE	CAMELS
GAME				BLIND HORSES
STORY		SOMETIMES WE MAKE MISTAKES		A CAMEL STORY
ACTIVITY	CREATURES LIST - TALK	LIST OF PETS	FARM CREATURES – TALK	BEASTS OF BURDEN – TALK
ACTIVITY	HOW DO YOU KNOW?	BIRD IN A CAGE - CRAFT	MOTHER DUCK KNOT	ROPE CAMELS – CRAFT
ACTIVITY	CREATURE SIZING	PET BABIES	DUCK RING – CRAFT	
ACTIVITY			ROUND UP COW – SENSE	
SONG	ALL CREATURES GREAT AND SMALL	THE LITTLEST WORM	OLD MACDONALD HAD A FARM	ALICE THE CAMEL

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CREATURES AND US** **SUB THEME: GREAT AND SMALL** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING.	FLAG.	
	GAME	CREATURE GREETING	CARDS WITH CREATURE PICTURES.	
	ACTIVITY - TALK	CREATURES LIST - TO CONTINUE IN FOLLOWING PROGRAMS	PRINT PAPER, LARGE TEXTAS.	
	GAME	STEPPING OVER CREATURES	LIST OF CREATURES OR USE SAME CARDS USED IN "CREATURE GREETING".	
	GAME	LAND, SEA, AIR	LARGE BALL.	
	ACTIVITY	HOW DO YOU KNOW?	PICTURE OF BIRD AND FISH.	
	ACTIVITY	CREATURE SIZING	CARDS WITH PICTURES OF CREATURES.	
	SONG	ALL CREATURES GREAT AND SMALL	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

GREAT AND SMALL

RESOURCES - GAMES

CREATURE GREETING

Equipment: Cards with creature pictures.

Method: Joey Scouts in circle, leader hands out shuffled cards. Call two creature names. Those with these names run around the circle in opposite directions. When they meet, they shake hands and the one who was called first, says the first line of Joey Scout Law, the other says remaining line.

STEPPING OVER CREATURES (*Like Fruit Salad*)

Equipment: Leader has list of creatures. (Can use cards from *Creature Greeting* game).

Method: Joey Scouts in two lines facing each other. Each pair of Joey Scouts is named after a different creature. The children lie on their backs with feet touching and a good body width between each pair. The leader calls out a creature. The pair with that creature's name stands up and step over the legs to the top of the Scout lines. Then run down the outside of the lines to the end and step back over the legs of Scouts until they reach their own place again and lie down. The leader can call more than one creature's name. When "FIRE" is called, all stand and race to the end of hall away from the fire.

LAND, SEA, AIR

Equipment: Large ball.

Method: In a circle. Leader throws the ball to a Joey Scout and calls "land", "sea" or "air". The Joey Scout catching the ball names a creature found there.

RESOURCES - ACTIVITIES

CREATURES LIST - TALK

Equipment: Large length of print paper, large coloured textas.

Method: Make list of the creatures that Joey Scouts can name. Over the weeks this is added to. Using a different coloured texta, further details can be added when the Joey Scouts identify the creature as e.g. on a farm, at home.

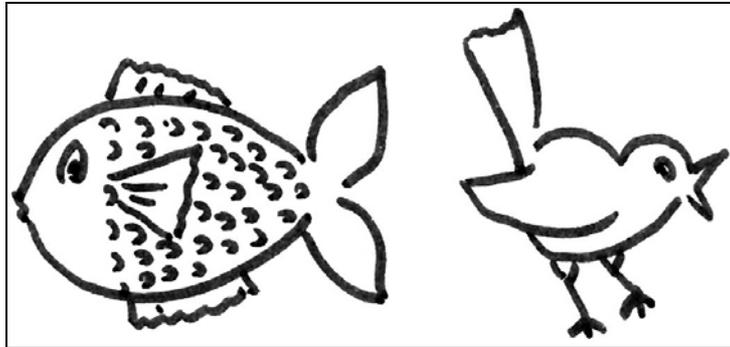
HOW DO YOU KNOW? (*original*). (*See illustration on next page*)

Equipment: Pictures of a bird and a fish.

Method: Show the picture of a bird - What is it? How do you know? How is it different from us? What can it do that we can't? (Mention size, shape, flight). Show the picture of a fish - Ask similar questions. (Size, shape, lives in water, does not walk). God had a special purpose in mind when he created all the creatures for the world. He made birds, fish, animals, insects, reptiles, spiders and humans. With birds, he made so many different types. Can you name some? They look different from each other. How? What about fish names?

What about people? Are we different from each other? We have different fingerprints, teeth (dental records assist police in identification), hair, voices and smell.

Have you ever noticed how dogs will bark at strangers and wag their tail at you if you are a friend? Dogs are very sensitive to smells and voice tones as well as sight.



CREATURE SIZING

Equipment: Cards with pictures of creatures - well known, very large to very small.

Method: Give each child a picture of a creature. Without saying the name of the creature, they make the creature's sound or mimic them. They attempt to form a line with the biggest at one end and the smallest at the other.

RESOURCES - SONGS

ALL CREATURES GREAT AND SMALL

All things bright and beautiful, all creatures great and small,
All things wise and wonderful, The Lord God made them all.

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CREATURES AND US** **SUB THEME: IN THE HOME** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING.	FLAG.	
	GAME	TAILS	FABRIC OR PAPER TAILS FOR EACH.	
	GAME	A JOEY SCOUT CARES	NIL.	
	ACTIVITY	LIST OF PETS	PET CHART, PAPER AND TEXTAS.	
	GAME	PAIRS OF PETS	PAIRS OF CARDS WITH PET PICTURES.	
	STORY	SOMETIMES WE MAKE MISTAKES	NIL.	
	SONG	THE LITTLEST WORM	NIL.	
	GAME	FOLLOW THAT DOG	DOG OR SIMILAR MASK.	
	ACTIVITY - CRAFT	BIRD IN A CAGE	CARDBOARD, TEXTAS, SCISSORS, GLUE, STICKY TAPE, STAPLER, SKEWER, TEMPLATES.	
	ACTIVITY	PET BABIES	LIST/PICTURES OF PETS.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

IN THE HOME

RESOURCES - GAMES

TAILS

Equipment: Strips of material, crepe paper (tails).

Method: Each Joey Scout has a tail tucked into the back of their waist. All try to grab a tail from another Joey Scout.

A JOEY SCOUT CARES

Equipment: Nil

Method: Sitting in a circle. One Joey Scout outside the circle walks around, lightly tapping each on the head, saying with each tap a word from the Joey Scout Law. When the word “share” is reached, the Joey Scout who is tapped then stands up and both race each other around to the space, each in different directions.

PAIRS OF PETS

Equipment: Pairs of cards with pet pictures. Separate cards and shuffle the two sets.

Method: Two teams lined up back to back. Hand out a card from one set to one team and the cards of the other set to the other team. All take ten paces forward, turn and making the noise of that pet, find partner.

FOLLOW THAT DOG

Equipment: Leader has a dog mask or similar (optional) and Joey Scouts form a line behind the leader, linked with arms around waists in front.

Method: All follow the leader winding in and out of trees/furniture, under and over obstacles, walking, running, skipping, making dog sounds or singing a dog song (e.g. Do Your Ears Hang Low?).

RESOURCES - ACTIVITIES

LIST OF PETS

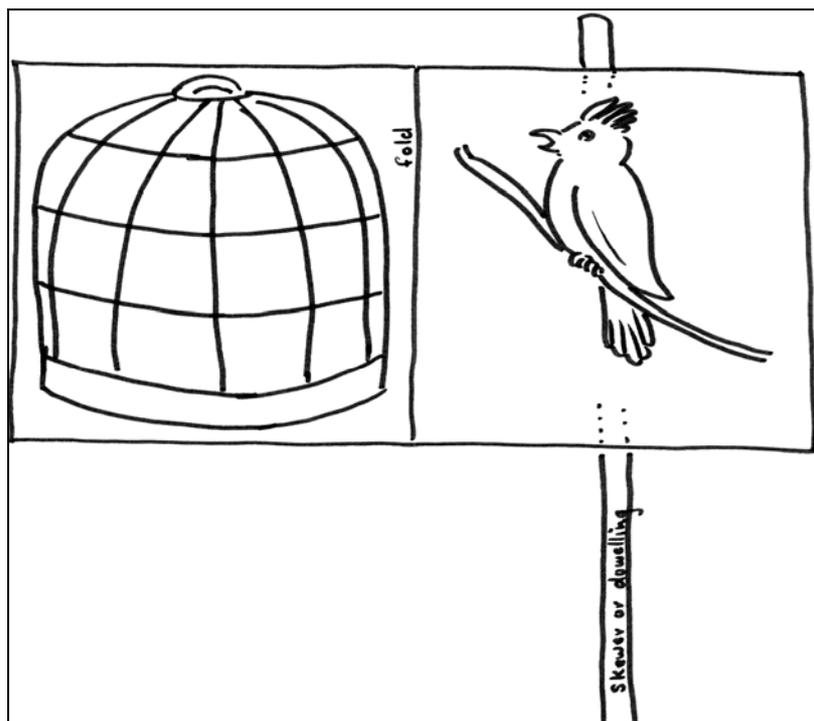
Equipment: Original chart from first meeting, coloured textas.

Method: Using the chart, outline the pets mentioned and add any more.

BIRD IN A CAGE - CRAFT (*see illustration on next page*)

Equipment: Cardboards, (double postcard size); cage and bird templates, textas, scissors, glue, sticky tape, stapler, skewers/thin dowelling.

Method: Prepare cardboards with a cage outline on one side and a bird outline on the other for each Joey Scout. Colour the bird. Place skewer down centre back of one of the pictures, sticky tape in place. Glue/staple/tape the other picture, facing out, so they're back to back. Roll the skewer briskly between hands to see the bird go into the cage.



PET BABIES

Equipment: Sets of cards with drawings and names of the adult animal and the baby of that animal on separate cards e.g. Cow/Bull - Calf; Pig/Sow/Hog - Piglet; Rooster/Hen - Chicken; Guinea Pig/Cavy - Piglet; Bird - Fledgling; Horse/Mare/Stallion - Foal/Filly/Colt; Frog - Tadpole; Cat - Kitten; Dog - Puppy; Sheep/Ewe/Ram - Lamb; Goat - Kid; Duck/Drake - Duckling; Goose/Gander - Gosling.

Method: Allow each group to sit around a set of cards that are face down. They are to sort out which belongs to which. Allow discussion, and all participating.

RESOURCES - SONGS

THE LITTLEST WORM (Tune: *The Other Day*)

Joey Scouts repeat * each line, like an echo, then all sing the last two lines of each verse together.

1. The littlest worm * I ever saw *
 Was stuck inside * My drinking straw *
(All sing together) The littlest worm I ever saw
 Was stuck inside my drinking straw

2. He said to me * Don't take a sip *
 Cause if you do * I'll surely slip *
 He said to me, don't take a sip
 Cause if you do, I'll surely slip.

3. I took a sip * And he went down *
 Right through my pipes * He must have drowned *

I took a sip, and he went down
Right through my pipes, he must have drowned.

4. He was my pal * He was my friend *
And now he's gone * And that's the end *
He was my pal; he was my friend
And now he's gone and that's the end.

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RESOURCES - STORIES

SOMETIMES WE MAKE MISTAKES *(adapted from a newspaper story)**

Have you ever done something and found out later it would have been better if you had or had not done some little thing to it? We all have and that is how we learn, but we must be prepared to try each time, thinking it out and making decisions.

Maria was an artist and had a pet poodle - a mischievous pet poodle at times. One day the poodle took one of her favourite shoes and hid it in the garden. When she eventually found it, it was under a bush and as she got up she saw a Superb Blue Wren, a favourite bird found in many Australian yards, parks and the bush. Immediately Maria began to draw him as he trilled his tune as loud as he could, showing off as he twittered around, lording it over the surrounding flowers and plants. What a performance!

Each day Maria looked for him. One day his manner changed - he was quieter, bobbing about, trying not to be noticed and was always near some thick-growing climbing plant. She looked closely and saw Blue's mate Jenny busy building a nest there with Blue standing guard. Jenny was a downy brown, full of bounce, doing most of the work, flying in most of the nesting materials - dry leaves, grasses, feathers, fine twigs. She took a week to finish the ball shaped nest, with side entrances. Then she laid two eggs - shell pink, sprinkled with cinnamon brown - so fragile.

While Blue went off about his business, Jenny sat on her eggs, waiting for Blue to return with food for her so she did not have to leave the nest for long, only to drink and bathe. Maria placed fresh water each day in a safe place for them.

One day disaster struck! Maria found the nest torn to shreds, the eggs gone and so were the wrens! She picked up the bits of woven fibres, thinking that all that time and effort was spent for nothing! Who was responsible? Was it the neighbour's cute cat? Or her pet poodle? She thought it was all over.

But no! Three days later while watering the garden, there was Blue bobbing about the lawn, his eyes on Maria all the time. He was up to something. After searching, Maria discovered a new nest taking shape in the grevillea (God made many grevilleas so little birds could fly from underneath into the lower branches without being hurt by

the thorns which face upwards, to ward off birds and animals coming in from the sides and top).

It was good they had survived the raid and were starting over again and had not given up. This time it was a safer place. Maria put up some wire netting and stuffed in some leaves to camouflage the spot.

This time Jenny laid three eggs. Even though the weather was extremely hot, Blue excelled himself, bringing juicy food for Jenny all day, allowing her to go for a drink a lot so she did not get sick and dehydrated. When the three nestlings hatched, there were two weeks with Blue and Jenny searching and bringing food for the always hungry youngsters. Then they made their first fluttering from the nest.

Their first sight of the big world frightened them - they flitted straight for the nearby woodpile for a rest and shelter. Blue sat up on the top, keeping watch while Jenny checked the shrubs ahead. Eventually they headed for the bush.

It was a little time later that Maria saw Blue again in her back garden. Jenny appeared with a beak full of bark. She then flew to the dead leaves Maria had put in the wire netting shelter that was placed around the last nest. Maria was puzzled. She realized the parents would not have left the fledglings yet. She investigated. On the woodpile she found some downy feathers and a large lizard. Was the lizard large enough to have made a meal of the tiny birds?

Once again, Blue and Jenny made a nest; a very strong one with some of the material used from their old nest. This time in a more protected position. Three eggs were laid. This time they waited for the brood to outgrow the nest even though they seemed to almost exhaust their mum and dad always wanting more food!!

Maria stood by the woodpile making a noise to keep the lizard away. Blue and Jenny flitted nervously about, calling and coaxing their youngsters to leave. The fledglings fluttered and hopped straight for the woodpile. This time Blue flew across in front of them and headed them off, changing their direction. He kept them amongst the shrubbery around Maria's lawn.

He had remembered the mistakes of the past, but his instinct to win through and survive were a gift from God. It is all right to make mistakes because that was how two birds learned to do better next time. God watches over us, but we still have to watch out for dangers and take care to look for what is the safest way of doing things.

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JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CREATURES AND US** **SUB THEME: DOWN ON THE FARM** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	WHERE ARE THE SHEEP?	NIL.	
	GAME	ANIMAL HEADS	CARDBOARD HEAD BANDS WITH FARM CREATURES.	
	GAME	THE GOOD SHEPHERD	THREE TIN CANS, STONES, THREE PAPER BALLS, BLINDFOLD.	
	ACTIVITY – TALK	FARM CREATURES	PRINT PAPER WITH FARM CREATURES, TEXAS.	
	GAME	TAKE HOME THE CHEESE	EMPTY BUCKETS, PAPER BALLS, EYELINER, TISSUES AND LIQUID SOAP.	
	ACTIVITY	MOTHER DUCK KNOT	CHALK AND MUSIC.	
	SONG	OLD MACDONALD HAD A FARM	NIL.	
	ACTIVITY - CRAFT	DUCK RING	THICK (PACKAGING) CARDBOARD, TEMPLATE, STRING, PLASTIC/METAL RING, TEXAS, SCISSORS AND HOLE PUNCH.	
	ACTIVITY – SENSE	ROUND UP COW	BELLS AND BLINDFOLDS.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

DOWN ON THE FARM

RESOURCES - GAMES

WHERE ARE THE SHEEP?

Equipment: Nil

Method: Identify walls/outside areas as N, S, E, W. Revise finding the compass points. (Point right hand towards east where sun rises, left hand to west where sun sets, north is in front and south behind - allow Joey Scouts to become accustomed to using this method as preparation to map reading). Some Mobs may only need the North indicated. Leader asks if the sheep are east and all run in that direction. Keep the directions fast so as to try to confuse them and allow them to let off some steam.

ANIMAL HEADS

Equipment: Paper/cardboard headbands with farm creature names and drawings for each Joey Scout.

Method: Each asks questions as to what creature is on their headband, requiring an answer of either YES or NO from the other Joey Scouts. This happens until they guess the animal.

THE GOOD SHEPHERD

Equipment: Blindfold, three tins with stones and three paper balls.

Method: Tell a brief story about the Good Shepherd who always looked after the sheep and would search for any lost ones, no matter the hardship. In a circle, all are seated except for a Joey Scout who is the shepherd in the centre, blindfolded with the tin cans (sheep) at feet and holding the three balls (rocks). It is night-time and the leader indicates one Joey Scout to be the dingo/wild dog approaching (and announces it to the shepherd). All remain quiet to allow the shepherd to try and hit the dingo/wild dog with a ball before it grabs a sheep and moves back to the sitting position.

TAKE HOME THE CHEESE

Equipment: Empty buckets, paper balls, eyeliner, tissues and liquid soap to remove eyeliner.

Method: At each end is a bucket (home), the balls (cheese) in centre. One to three children (according to Mob numbers) are chosen as the cats (eyeliner whiskers on face). The rest are the mice that have to get the cheese (one at a time) home. The cats have to try to stop them getting home with the cheese. Change over cats frequently.

RESOURCES - ACTIVITIES

FARM CREATURES - TALK

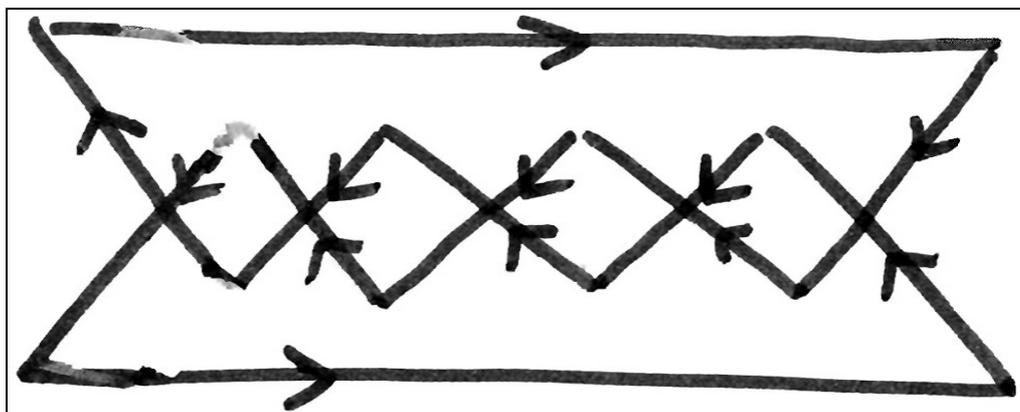
Equipment: Original printed paper with farm creatures on each and coloured textas.

Method: Mob identifies the farm creatures, then adds extra creatures.

MOTHER DUCK KNOT (See illustration below)

Equipment: Chalk out dance knot formation on floor; walking music.

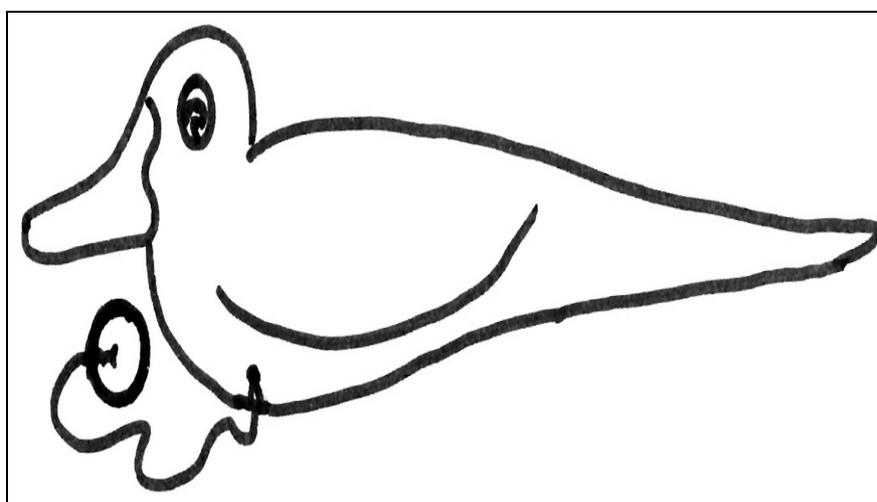
Method: The leader is Mother Duck and all follow like ducklings do. Either walk upright with hands on hips, feet outwards and “waddle” or squat down with hands on hips and “waddle”. With the music, follow the knot formation laid out on the floor. If ducks are to cross paths, do so alternately.



DUCK RING - CRAFT (See illustration below)

Equipment Thick (packing) cardboard, duck template, texas, scissors, string, hole punch, metal/ rubber/ plastic ring per person.

Method: Cut out duck, colour both sides. Tie string through hole in duck (can be reinforced with tape) with round turn and two half hitches and similarly tie other end to the ring. Holding tail end in hand, try flicking the ring onto the duck’s beak.



ROUND UP COW - SENSE

Equipment: Bells or some means of making a noise, blindfolds.

Method: Explain how a bell is placed on the neck of an animal in a herd so the whole herd can be found more easily. In groups, with a leader moving around slowly with a bell, and the rest are blindfolded and must find the bell. Note: Adult supervision will be needed.

RESOURCES - SONGS

OLD MACDONALD HAD A FARM

Old MacDonald had a farm, Eeyii, eeyii-o
And on that farm he had a cow, eeeyii, eeeyii-o
With a moo, moo here and a moo, moo there,
Here a moo, there a moo, everywhere a moo, moo.
Old MacDonald had a farm, eeyii, eeeyii-o.

Old MacDonald had a farm, Eeyii, eeyii-o
And on that farm he had a pig, eeeyii, eeeyii-o
With an oink, oink here and an oink, oink there,
Here an oink, there an oink, everywhere an oink, oink.
With a moo, moo here and a moo, moo there,
Here a moo, there a moo, everywhere a moo, moo.
Old MacDonald had a farm, eeyii, eeeyii-o.

Old MacDonald had a farm, Eeyii, eeyii-o
And on that farm he had a hen, eeeyii, eeeyii-o
With a cluck, cluck here and a cluck, cluck, there,
Here a cluck, there a cluck, everywhere a cluck, cluck,
With an oink, oink here and an oink, oink there,
Here an oink, there an oink, everywhere an oink, oink.
With a moo, moo here and a moo, moo there,
Here a moo, there a moo, everywhere a moo, moo.
Old MacDonald had a farm, eeyii, eeeyii-o.

Continue with a horse, sheep, goat, duck, turkey, fish, cat, dog, mouse etc.,

THREE BLIND MICE is another song that fits this theme.

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CREATURES AND US** **SUB THEME: BEASTS OF BURDEN** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	FILL THE SADDLEBAGS	PAPER BALLS, PLASTIC BAGS.	
	GAME	HORSESHOE THROW	HORSESHOES OR QUILTS, STICK/TENTPEG AND MALLET.	
	GAME	BULLOCK TEAMS	NIL.	
	ACTIVITY – TALK	BEASTS OF BURDEN	ORIGINAL PRINT PAPER, TEXAS.	
	STORY	A CAMEL STORY	NIL.	
	GAME	CAMELS	BALLOON FOR EACH PAIR.	
	GAME	BLIND HORSES	BLINDFOLDS FOR HALF THE MOB.	
	ACTIVITY - CRAFT	ROPE CAMELS	ROPE, RAFFIA, SCISSORS, PHOTOCOPIES OF HOW IT IS DONE.	
	SONG	ALICE THE CAMEL	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

BEASTS OF BURDEN

RESOURCES - GAMES

FILL THE SADDLEBAGS

Equipment: About twenty paper balls, plastic shopping bags (saddlebags) hung around walls.

Method: One person in front of each saddlebag constantly tossing balls out of saddle bags using two hands. Others, using one hand, pick up the balls to put into the saddlebags. Set a time limit for the game.

HORSESHOE THROW

Equipment: Tent peg/stick, mallet, three horse shoes/rings/quoits for each team.

Method: Drive peg/stick into ground. Place a marker four to six paces away. A Joey Scout stands at marker to attempt to score with the horseshoes/rings/quoits.

BULLOCK TEAMS

Equipment: Nil.

Method: All are bullocks milling around waiting to be put into teams. Leader claps hands for the sound of whip cracks. The number of cracks indicates the number of people required per team. Use other adults to make up the numbers.

CAMELS

Equipment: A balloon for each pair.

Method: All line up, back to back with hump (balloon) between their upper backs. Race to end and back, keeping their balloon in place, stopping to replace it, if it drops.

BLIND HORSES

Equipment: Blindfolds for half the Mob.

Method: The blindfolded half are horses lined up, on hands and knees with a space between along a sidewall or similar outdoors. The remainder are riders on the horses. The riders verbally guide their horses across the room. Change places when the other side of the room is reached and return to original places where the reward (e.g. two lollies) is awaiting.

RESOURCES - ACTIVITIES

BEASTS OF BURDEN - TALK

Equipment: Original print paper and textas.

Method: Joey Scouts identify the beasts of burden and add extras.

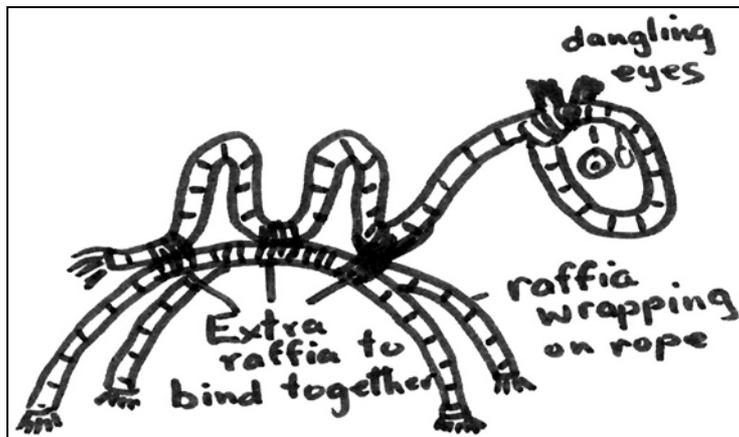
This is a repeat of the activity on Farm Animals.

ROPE CAMELS – CRAFT *(See illustration on next page)*

Equipment: Thick sisal rope (the type with wire threaded through is ideal), raffia, scissors, photocopies for each to see how it is done.

Method: Use 45cm for head, body, hump and tail and two leg pieces, 20cm long. Bind raffia around the ropes. Using extra raffia shape head; make humps and bind to

the curved shaped legs; and frizzle out tail and feet. Cardboard/googly eyes can be glued to short threads and hung from top of head.



RESOURCES - SONGS

ALICE THE CAMEL

All gather in circle, shoulder to shoulder

Alice the camel has five humps,
Alice the camel has five humps,
Alice the camel has five humps,
Go Alice, go, boom, boom, boom. (*Here all wiggle hips*).

Alice the camel has four humps,
Alice the camel has four humps,
Alice the camel has four humps,
Go Alice, go, boom, boom, boom. (*Here all wiggle hips*).

Continue thus until:

Alice the camel has no humps,
Alice the camel has no humps,
Alice the camel has no humps,
Because Alice is a Horse!

RESOURCES - STORIES

A CAMEL STORY. The story could be *How The Camel Got Its Hump*, from Rudyard Kipling's "Just So Stories" or from other similar collections.

JOEY SCOUT MONTHLY SUMMARY – CREATURES

THEME: SEA AND AIR

PROGRAM ITEM	WEEK 1 SUB THEME: BELONGING TO THE SEA	WEEK 2 SUB THEME: OF THE AIR	COMMENTS
GAME	THE NET	BUSHFIRE	
GAME	SLAP, HAT, CRAB	PASS THE BIRD'S EGG	
GAME	TURTLE PROMISE AND LAW	JABIRU	
GAME		BOWERBIRD	
STORY	A SEA STORY	HOW THE SILVER-EYE LEFT AUSTRALIA	
ACTIVITY	SEA CREATURES – TALK	WHY PROTECT BIRD EGGS? – TALK	
ACTIVITY	UNDER SEA COLLAGE – CRAFT	SILVER-EYE JIGSAW PUZZLE	
ACTIVITY	SEA CREATURE MEMORY TRAY – SENSE	INSECT FOOD	
ACTIVITY		HUNTING BIRD	
SONG		LITTLE BINDI JOEY	

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: SEA AND AIR** **SUB THEME: BELONGING TO THE SEA** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	THE NET	NIL.	
	GAME	SLAP, HAT, CRAB	HAT PER TEAM.	
	ACTIVITY-TALK	SEA CREATURES	CHART/PAPER WITH SEA CREATURES, TEXTAS.	
	STORY	A SEA STORY e.g. "LOOKING FOR CRABS"	NIL.	
	GAME	TURTLE PROMISE AND LAW	PRINT PAPER, TEXTA, STAPLES, STRING.	
	ACTIVITY	UNDER SEA COLLAGE – CRAFT	SIX BLUE CARDBOARD SHEETS, STICKY TAPE, SAND, SHELLS, GREEN CREPE PAPER, SCISSORS, PAINTS, EGG CARTONS, GREY CARDBOARD, TEXTAS, BUBBLE WRAP, GLUE, STAPLES AND MARINE TEMPLATES.	
	ACTIVITY – SENSE	SEA CREATURE MEMORY TRAY	TRAY, CLOTH AND PICTURES OF SEA CREATURES.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

BELONGING TO THE SEA

RESOURCES - GAMES

THE NET

Equipment: Nil

Method: Two Joey Scouts in centre, holding hands and are the “net”. They call out “Who’s afraid of the net?” Others are “fish” who call out from one end of the room, “Not us, we are brave fish” and race to the other end, avoiding being caught in the net. If caught, they join the net, which must not break and catch other fish when they race down to the end of the room. Only the outside hands can tag.

SLAP, HAT, CRAB

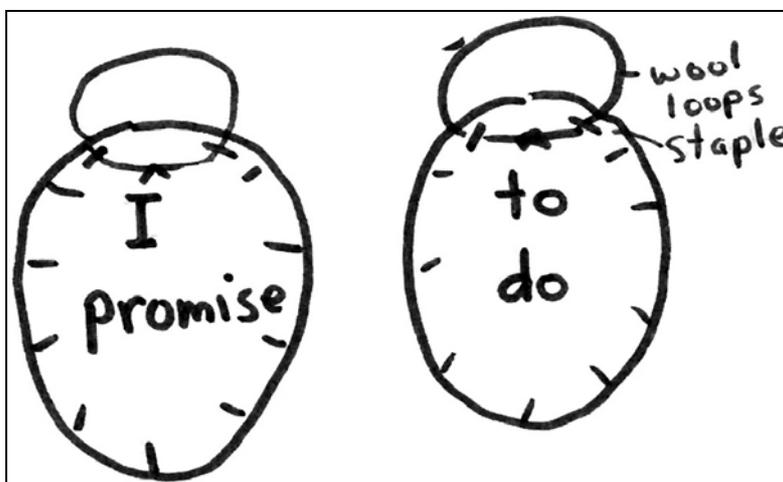
Equipment: Cloth hat per team.

Method: Crabs walk sideways. To avoid sunburn slap on a hat. Half the team at each end of the room. First players in crab position (using hands and feet behind them, bodies facing upwards) hat on and race to the end. Change with next player who returns.

TURTLE PROMISE AND LAW *(See illustration below)*

Equipment: Large circles of print paper with some word(s) of Promise and Law on each and string. (Turtle shells).

Method: Turtle shell placed on each Joey Scout’s back. They arrange themselves into correct order for the Promise and/or Law.



RESOURCES - ACTIVITIES

SEA CREATURES - TALK

Equipment: Original print paper, coloured textas.

Method: Joey Scouts identify sea creatures on chart. Add more - can be bird, reptile and animal life.

UNDER SEA COLLAGE - CRAFT

Equipment: Six blue cardboard sheets, joined together with sticky tape, strong glue, scissors, textas, paints, items for the collage e.g. - sand, shells, small coloured pieces of cardboard, egg carton pieces, pipe cleaners, green/brown crepe paper, bubble wrap, templates of fish, seahorses, sharks, dolphins, etc.

Method: The whole Mob works together to make a collage of under the sea. The collage should be secure enough to hang on the wall of the meeting hall. Adult help will be needed to do this. Joey Scouts add items to their collage - shells, seaweed of twisted strips of crepe paper, shapes of sea creatures to be traced, cut out and coloured, octopus from egg cartons and pipe cleaners, free hand drawings, bubbles from bubble wrap packaging etc.

SEA CREATURE MEMORY TRAY - SENSE

Equipment: Tray, cloth, pictures of sea creatures.

Method: Have Joey Scouts identify pictures. Cover them and then remove one. Uncover them and then identify the one removed. Eventually remove more than one at a time.

RESOURCES - STORIES

A SEA STORY e.g. “LOOKING FOR CRABS” by Bruce Whatley. This is an excellent book, often found in a library; the illustrations are ideal for Joey Scouts to practice observations and to show their humour.

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: SEA AND AIR** **SUB THEME: OF THE AIR** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	BUSHFIRE	NIL.	
	GAME	PASS THE BIRD'S EGG	TWO SMALL BALLS.	
	ACTIVITY – TALK	WHY PROTECT BIRD EGGS?	BIRD CHART AND TEXTAS.	
	GAME	JABIRU	NIL.	
	STORY	HOW THE SILVER-EYE LEFT AUSTRALIA	NIL.	
	ACTIVITY	SILVER-EYE JIGSAW PUZZLE	PICTURE OF A SILVER-EYE BIRD PER TEAM AND SCISSORS.	
	ACTIVITY	INSECT FOOD	SMALL PIECES OF COLOURED (MAGAZINE) PAPERS.	
	GAME	BOWERBIRD	SMALL BLUE ITEMS, CHALK OR HOOPS OR TYRES.	
	ACTIVITY	HUNTING BIRD	CARDBOARD, TEMPLATES, SPLIT PINS, STRING, SINKERS, SCISSORS, SPRING PEGS, HOLE PUNCH.	
	SONG	LITTLE BINDI JOEY	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

OF THE AIR

RESOURCES - GAMES

BUSHFIRE

Equipment: Nil

Method: Explain the danger of bushfires for creatures. Small teams, seated in lines, alongside each other at one end of the room. Each team has the name of a creature of the air - eagle, butterfly, rosella etc. Leader calls a name and that row races to the end, all touch wall and then back to place. When “bushfire” is called, all race to the end and wait until “Bushfire gone” is called to then move back to their places.

PASS THE BIRD’S EGG

Equipment: Two small balls.

Method: Two teams, each with a ball (the egg). Players are lined up behind each other with a space between. On “Go”, pass the egg with both hands, between the legs; the next player passes it over their head to the next player who passes it between their legs. When last player has the egg, they run up to the front holding the egg in both hands (all move back a pace) and the egg is then passed down the line as before.

JABIRU

Equipment: Nil.

Method: Jabiru is the Australian stork that often stands on one leg. When Jabiru is called, all stand still on one leg, holding the other leg with the other hand. Leader calls the names of various birds for Joey Scouts to move around hall imitating the birds.

BOWERBIRD

Equipment: Small blue items.

Method: Nests are indicated around the edges of play area with hoops, tyres or chalk circles. All stand in circle, hands cupped in front. Leader walks around, drops a blue thing into a hand and keeps walking, pretending to put an item into the cupped hands. The one with the blue thing, when ready, “flies” back to a nest before others catch him/her.

RESOURCES - ACTIVITIES

WHY PROTECT BIRD EGGS? - TALK

Equipment: Original bird chart and textas.

Method: The importance of leaving bird nests alone. Check birds on the chart and add others that are thought of.

SILVER-EYE JIGSAW PUZZLE *(See illustration on next page)*

Equipment: Silver-eye pictures cut into six pieces for each small team.

Method: Hide pieces around area. Each team hunts for six pieces then puts picture together. If piece is duplicated, try to swap with a team with the piece needed to complete your picture.



INSECT FOOD

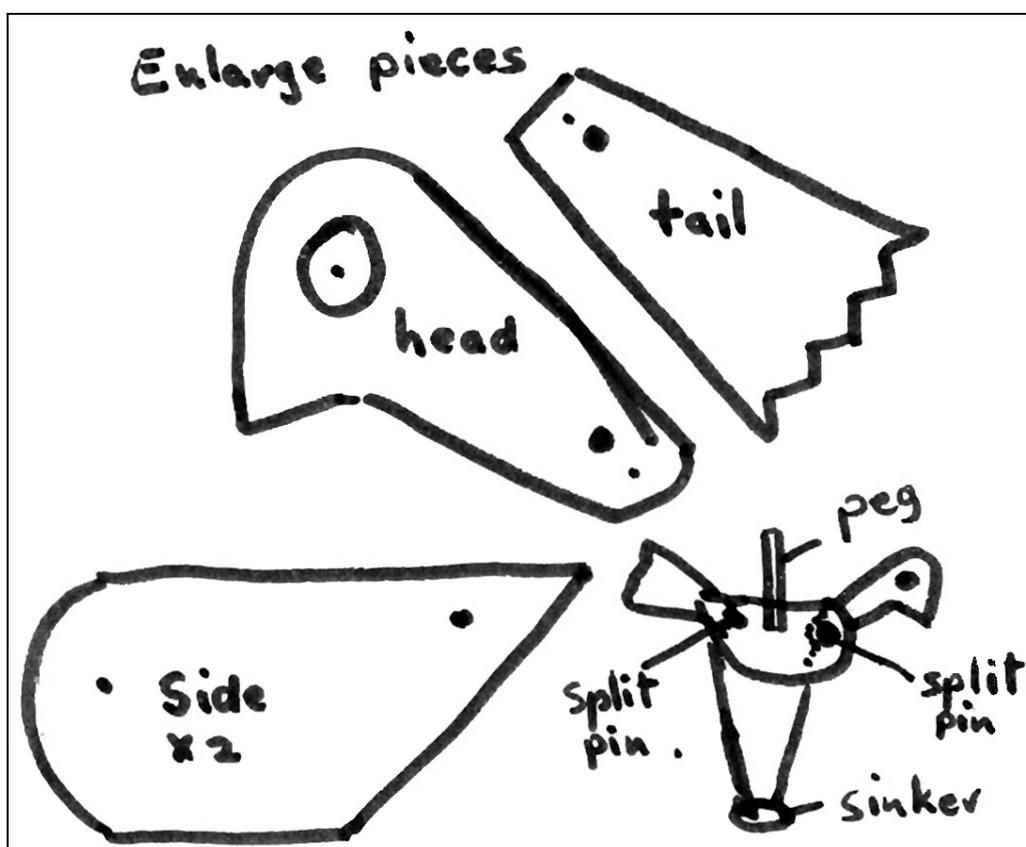
Equipment: Small pieces of coloured (magazine) papers - the insects.

Method: Divide the Mob into teams of four or five. Choose one child in each team to be the Silver-eye. Insects are thrown into the air for Joey Scouts to collect for their Silver-eye. See which Silver-eye has the most food.

HUNTING BIRD – CRAFT (See illustration below)

Equipment: Templates of body, head, tail; coloured cardboards, 25cm string, sinker, two split pins each, spring pegs, hole punch and scissors.

Method: Trace two bodies, heads and tails for each Joey for them to cut out. Reinforce punched holes with tape if desired. Tie sinker in centre of the string. Tie the string to the bottom hole of the tail piece and the other end to the head piece. Using split pins place the body pieces each side of tail and head and match holes for the pins. Clip peg to the centre back and swing for head and tail to bob when hunting.



RESOURCES - SONGS

LITTLE BINDI JOEY (*Tune: Little Peter Rabbit*)

1. Little Bindi Joey had a flea upon his ear,
Little Bindi Joey had a flea upon his ear
Little Bindi Joey had a flea upon his ear
And he scratched it and he scratched it
And it hopped away (*Paws in front, kangaroo hop around on the spot in a circle*)
2. Little Bindi Joey had a flea upon his chin, (*repeat twice*)
And he scratched it and he scratched it
And it hopped away
3. Little Bindi Joey had a flea upon his head
4. Little Bindi Joey had a flea upon his paw
5. leg 6. tum 7.back8. Tail

RESOURCES - STORIES

HOW THE SILVER-EYE LEFT AUSTRALIA *Courtesy of the Scout Association of New Zealand*

One day a friendly little fantail was hunting insects in a tree in New Zealand. Suddenly the sun went behind a cloud. The fantail stopped searching for insects, hunched its feathers and looked sad.

“Why do you look so sad when my friend the sun goes behind a cloud for a few minutes?” the wind asked the fantail.

“Because I like the warm sun to shine,” said the fantail. “I can catch more insects then.”

“You are a very hardworking little bird,” said the wind. “You are the first bird to get up in the morning, and the last to go to roost. Why don’t you take things a bit easy?” “Oh, dear me! I could not do that,” replied the fantail. “The forest is full of harmful insects, and they must be caught.”

“I go everywhere, and see everything that goes on in the land,” said the wind, “and while there are such good insect hunters as the warblers and others, there is no need for you to work so hard.”

“That maybe so,” chirped the friendly fantail, “but I would very much like some more help.”

The wind shook the tree and said, “I am strong and will bring you a bird from a far country. I will carry it with me across the sea. You will know when you see it for it has white around the eyes. It is a great insect hunter and will be a great help to you.”

Strange as it may sound, there was a great wind that rose up in the year 1856 and took the Silver-eye to New Zealand.

When the Maori people saw it they called it, “Tau-hou”, which means “stranger”. The fantail is not disappointed with the bird that the wind promised to take over, for the Silver-eye is a very industrious bird and seeks insects all day like the fantail does.

JOEY SCOUT MONTHLY SUMMARY – CREATURES

THEME: CREATURES EVERYWHERE

PROGRAM ITEM	WEEK 1 SUB THEME: IS IT AN INSECT?	WEEK 2 SUB THEME: BUG ATTACK!	WEEK 3 SUB THEME: BEWARE!	COMMENTS
GAME	GRASSHOPPERS	BEETLES, BEES AND BANANAS	CROCODILE RACE	
GAME	BALANCE THE MOTH	BEG, BORROW, STEAL – BUG ATTACK	WASPS	
GAME	BEETLE	FLY, FLY SPIDER	SPIDER AND SPARROW	
GAME	KEEP THE FLIES OFF THE TABLE		SPIDER AND FLY	
GAME	FLEA JUMP			
STORY	INSECT STORY	STRENGTH IN NUMBERS	ROBERT BRUCE	
ACTIVITY	SORT BY LEG NUMBERS	BUG FEELING – SENSE	DANGEROUS CREATURES – TALK	
ACTIVITY	COCKROACH CLUSTERS – COOKING	BUTTERFLY – CRAFT	ECHIDNA BISCUITS - COOKING	
ACTIVITY		ANT FARM	TREASURE HUNT FOR DANGEROUS CREATURES	
SONG	THE ANTS GO MARCHING	CENTIPEDE	INCEY WINCEY SPIDER	

JOEY SCOUT MONTHLY SUMMARY - CREATURES

THEME: CREATURES EVERYWHERE

PROGRAM ITEM	WEEK 4 SUB THEME: HELP PROTECT	WEEK 5 SUB THEME: EARTH, WATER, SKY	COMMENTS
GAME	ROB THE NEST	EARTH, WATER, SKY	
GAME	PANDA SAYS	CREATURE HOMES	
GAME	PLATYPUS HUNTS	FOOD SCRAMBLE	
GAME		JAMACKWACK	
GAME		PROMISE AND LAW BIRD FEEDING	
STORY	SONGRA IN THAILAND	RAINBOW SERPENT	
ACTIVITY	ENDANGERED CREATURES – TALK	CREATE A CREATURE	
ACTIVITY	HAPPY FISH	THE DOVE OF PEACE – CRAFT	
ACTIVITY	PHOTOGRAPHIC HUNT		
ACTIVITY	PLATYPUS PROTECTION SIGN - CRAFT		
SONG	TOM THE TOAD		

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CREATURES EVERYWHERE** **SUB THEME: IS IT AN INSECT?** **MEETING TYPE:**
IN/OUTDOORS **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	GRASSHOPPERS	3-5 SPRING PEGS EACH.	
	GAME	BALANCE THE MOTH	BEANBAGS OR SIMILAR.	
	GAME	BEE	CARDBOARD-LARGE AND SMALL CIRCLES, 6 LEGS, 2 FEELERS, 2 EYES AND 1 MOUTH PER TEAM. DICE.	
	ACTIVITY	SORT BY LEG NUMBERS	PICTURES OF CREEPY CRAWLIES, CREATURE CHART AND TEXTAS.	
	STORY	INSECT STORY	EG. GRASSHOPPER AND THE ANT. THIS IS AN AESOP'S FABLE.	
	GAME	KEEP THE FLIES OFF THE TABLE	BALLOONS WITH FLY FACES BLANKETS/TARPS.	
	ACTIVITY-COOKING	COCKROACH CLUSTERS	CUPS, COPHA, RICE BUBBLES, MIXED FRUIT, DESICCATED COCONUT, ICING SUGAR, SPRINKLES, BOWLS, SPOONS, PATTY PANS AND LINERS.	
	GAME	FLEA JUMP	PAPER STUFFED STOCKING TIED TO ROPE.	
	SONG	THE ANTS GO MARCHING	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

IS IT AN INSECT?

RESOURCES - GAMES

GRASSHOPPERS

Equipment: Three to five spring pegs (grasshoppers) for each.

Method: Each tries to clip a grasshopper onto another. Avoid getting any on oneself or being left with any in hands. After a certain time limit, stop the game and assess the situation.

BALANCE THE MOTH

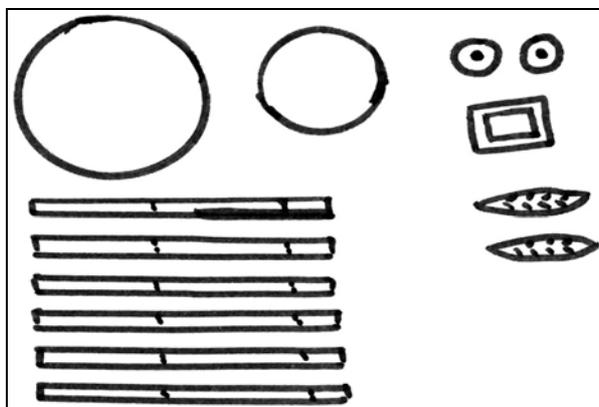
Equipment: Beanbags (moths) or similar.

Method: In teams; first player places moth on head and walks/runs to end of hall and back for next player to continue.

BEETLE *(See illustration below)*

Equipment: Each team has a dice. The following cardboard shapes - large and small circles, two eye circles, a square mouth, six legs and two feelers.

Method: Each piece is allocated a number from the dice e.g. 6 – body etc and a beetle is gradually constructed. Throw the dice until it lands on the numbers for the body and head. After these two parts are acquired, the Joey can then start acquiring the other body parts in any order if the dice lands on their respective numbers. Dice - Body count: 6 - body; 5 - head; 4 - eye; 3 - mouth; 2 - feeler; 1 – leg.



KEEP THE FLIES OFF THE TABLE *(See illustration on next page)*

Equipment: Balloons with fly faces drawn on them and blankets/tarps.

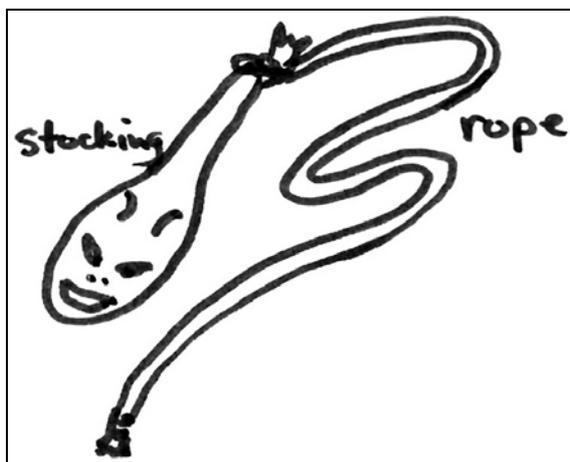
Method: Tarps are scattered on floor (these are the tables). Joey Scouts are scattered about the hall, but must not step onto the tables. The flies are let loose and Joey Scouts must keep them off the tables, not allowing them to settle amongst the tables for fear of catching the germs!



FLEA JUMP (See illustration below)

Equipment: Foot end of a panty hose (can have a flea face drawn on it), stuffed with paper and tied to a length of rope.

Method: Joey Scouts in a circle. Leader in the centre with the flea on the end of the rope. Rope is twirled so that it is between the knees and ankles of the Joey Scouts who must jump over to avoid getting fleas.



RESOURCES - ACTIVITIES

SORT BY LEG NUMBERS

Equipment: Pictures/books about insects and creepy crawlies/small creatures. Also a creature chart on print paper and textas.

Method: Sort out the insects by the number of legs. Are any of these insects on the chart of creatures?

COCKROACH CLUSTERS – COOKING (for about ten Joey Scouts)

Equipment: 250g copha, four cups of rice bubbles, one and a half cups of mixed fruit, one cup of coconut, one cup of icing sugar, coloured sprinkles, two bowls, two stirring spoons, smaller spoons, patty pans and liners.

Method: In two small groups, halve the dry ingredients and Joey Scouts take turns to stir (except for sprinkles). Melt copha in containers and (adults) pour into the middle of the dry ingredients. Joey Scouts carefully stir the mixture. Spoon into patty pans, sprinkle on top and refrigerate - Don't forget to take them home! *NOTE - ADULT SUPERVISION WILL BE REQUIRED!*

RESOURCES - SONGS

THE ANTS GO MARCHING

The ants go marching one by one hurrah, hurrah!
The ants go marching one by one hurrah, hurrah!
The ants go marching one by one,
The little one stopped to suck his thumb
And they all went marching, tra la la la la.

The ants go marching two by two.....
.....The little one stopped to do up her shoe

The ants go marching three by three

.... The little one stopped to climb a tree.....

The ants go marching four by four

..... to knock at the door.....

(Continue with similar verses with the little ant stopping to do something or look at something).

RESOURCES - STORIES

INSECT STORY

e.g. GRASSHOPPER AND THE ANT - An Aesop's Fable. Any story concerning insects would be suitable.

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: _____ **THEME: CREATURES EVERYWHERE** **SUB THEME: BUG ATTACK!** **MEETING TYPE:** _____ **IN/OUTDOORS** **LEADER:** _____

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	BETLES, BEES AND BANANAS	NIL.	
	ACTIVITY - SENSE	BUG FEELING	OUTDOORS/INDOORS WITH A VARIETY OF SURFACE TEXTURES.	
	ACTIVITY - CRAFT	BUTTERFLY	COFFEE FILTER PAPER, STRING, TEXTAS, WATER COTTON BUDS, CARDBOARD, BUTTERFLY BODY TEMPLATES AND GLUE.	
	GAME	BEG, BORROW, STEAL – BUG ATTACK	CARDS WITH BLACK AND RED NUMBERS AND FUN SIZED SWEETS.	
	STORY	STRENGTH IN NUMBERS	COLOURED TOOTHPICKS/MATCHES AND RUBBER BANDS.	
	ACTIVITY	ANT FARM	3 CLEAR FILM CANISTERS, INSTRUMENT TO PUT HOLES IN CANISTERS, PLASTIC TUBING, JAM OR HONEY AND SOIL.	
	GAME	FLY, FLY SPIDER	NIL.	
	SONG	CENTIPEDE	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

BUG ATTACK!

RESOURCES - GAMES

BEETLES, BEES AND BANANAS

Equipment: Nil.

Method: Divide into two teams, each standing in centre of hall. One team are the “Beetles”, the other are the “Bees”. With the call of “Beetles” that team runs to their side of the hall, chased by the “Bees”. Any that are caught join the opposite team. With the call of “Bees” the action is reversed. With the call of “Bananas” both teams remain still.

BEG, BORROW, STEAL – BUG ATTACK

Equipment: Cards (one per Joey Scout) half have red numbers, other half have black numbers. Leader has list of numbers used. For every two Joey Scouts there is a fun sized sweet e.g. twig, mars bars, etc. in centre.

Method: Joey Scouts sit in a circle and are given a card. The leader stands in the centre near the sweets and calls a number and colour, making sure to cross the number off the list. The player with that number hands their card to the leader, chooses a sweet and then returns to their place and puts the sweet in front of him/her on the floor. The game continues until all sweets have been claimed. From then on when a number is called, that Joey Scout (bug) must “attack” another by stealing the food. The game ends when all cards have been called back in. All food must be displayed and not hidden on a person. Those with food can share with others at the end.

FLY, FLY SPIDER

Equipment: Nil.

Method: Similar to Duck Duck Goose where “Goose” is changed to ‘Spider’. After a while substitute phrases from the Promise and Law for “Duck Duck” - “A - Joey - Scout - SPIDER” “I - promise - to - SPIDER”.

RESOURCES - ACTIVITIES

BUG FEELING - SENSE

Equipment: An outdoors or indoor area with a variety of surface textures.

Method: Imagine fingers are little bugs, walking over surfaces - find a rough surface, smooth, cold, wet, warm, ridges, spotty, smooth and rough, rough edges, spongy etc.

BUTTERFLY - CRAFT *(See illustration on next page)*

Equipment: Coffee filter paper, coloured textas, water, cotton buds, string, cardboard, butterfly body templates and glue.

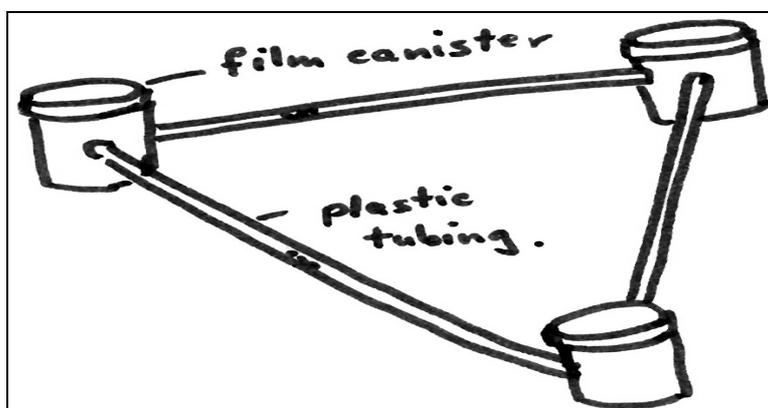
Method: Trace around and cut out the body. Cut filter paper so it opens out flat. Decorate with blobs of textas that are dampened with wet cotton buds so colours run into patterns. Glue the body to the centre of the butterfly’s wings. Thread the string through so it can be swung around as if flying.



ANT FARM (See illustration below)

Equipment: Clear plastic tubing (20cm each), three clear film canisters, punch holes into canisters, soil, honey or jam and ants.

Method: Thread plastic tubing through the canisters forming a ring for the ants to travel through. Put soil in two canisters and the sweet stuff in the other. This forms the ant farm.



RESOURCES - SONGS

CENTIPEDE (Tune: Polly Wolly Doodle)

“Oh tell me” said the one thousand-legged-worm,
“Has anyone seen a leg of mine?
For if it can’t be found,
I shall have to hop around
On nine hundred and ninety nine”

Chorus - Hop around, hop around, on nine hundred and ninety nine
For if it can’t be found, he’ll have to hop around
On nine hundred and ninety nine!

RESOURCES - STORIES

STRENGTH IN NUMBERS

Equipment: A bundle of coloured toothpicks/matches and a rubber band.

Many insects live together in groups, each with its own particular job to do to keep the group or colony healthy and happy. They all co-operate so they can grow and be successful. They share and care for one another and are forever helping each other.

God made every one of us - little creatures, big ones and us humans. We need to live together peacefully, caring, sharing and helping.

Place rubber band around bundle of sticks and stand upright. If we remove the band what happens? (After some suggestions - remove the band). They cannot stand by themselves (try standing one up by itself. Then put two or three leaning against each other). Each needs others to stand - the more together, the straighter they can stand.

God made us all different - we need to work together using our different skills, thoughts, words, ideas, and ways of life so we can live happily and peacefully as many insects seem to do.

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CREATURES EVERYWHERE** **SUB THEME: BEWARE!** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	ACTIVITY-TALK	DANGEROUS CREATURES	PICTURES, PRINT PAPER, TEXTAS.	
	GAME	CROCODILE RACE	NIL.	
	GAME	WASPS	THREE BEAN BAGS.	
	ACTIVITY – COOKING	ECHIDNA BISCUITS	OVAL BISCUITS, CHOC/CARAMEL ICING, CHOCOLATE DROPS, LICORICE BULLETS AND SILVER CASHOUS.	
	GAME	SPIDER AND SPARROW	ITEM TO MARK LINES ON GROUND EG. CHALK.	
	ACTIVITY	TREASURE HUNT FOR DANGEROUS CREATURES	PICTURES OF DANGEROUS CREATURES.	
	GAME	SPIDER AND FLY	ITEM TO DRAW SPIDER’S WEB PERIMETER EG. CHALK.	
	STORY AND/OR SONG	ROBERT BRUCE and/or Song INCEY WINCEY SPIDER	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

BEWARE!

RESOURCES - GAMES

CROCODILE RACE

Equipment: Nil.

Method: In pairs, squatting one behind the other. Front one has arms out like crocodile jaws and the other has their hands on the front one's waist. In this position they race to the end of the hall and back.

WASPS

Equipment: Three beanbags.

Method: Three Joey Scouts are wasps with beanbags. Players are scattered. Wasps sting others by tagging (not throwing). When tagged, they join the wasp and help with the tagging (can only be done with the beanbag).

SPIDER AND SPARROW

Equipment: Nil.

Method: Ground markings six to eight metres apart. Joey Scouts stand their hands on line A, with feet stretched out towards line B - all are spiders. On GO, all move backwards in this position as quickly as possible until hands reach line B. They jump up and with their feet together (they are now sparrows) they jump (hopping sparrows) towards line A until they reach it.

SPIDER AND FLY

Equipment: Nil.

Method: Draw a spider's web in a corner, big enough for all Joey Scouts to squeeze into. For every five Joey Scouts, another one can be a SPIDER. All other Joeys are to be FLIES. SPIDERS chase FLIES and if caught, the flies go into the web. They can be freed if another FLY claps the hands of the caught fly three times and counting out aloud (While doing so they cannot be caught).

RESOURCES - ACTIVITIES

DANGEROUS CREATURES - TALK

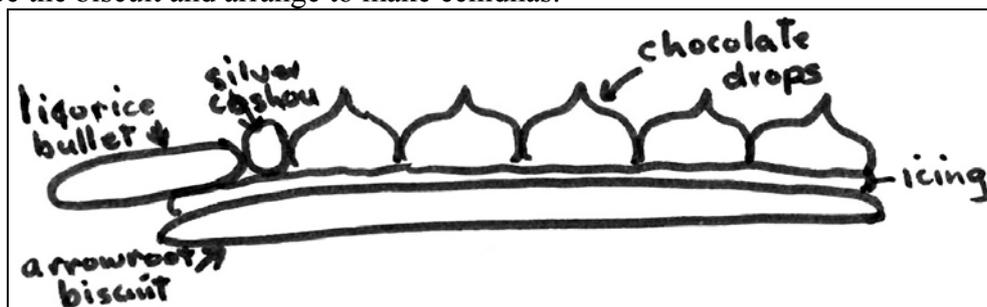
Equipment: Large print paper containing images of dangerous creatures and textas.

Method: Joey Scouts identify dangerous creatures already noted and add further ones.

ECHIDNA BISCUITS – COOKING *(See illustration below)*

Equipment: Arrowroot biscuits, chocolate or caramel icing, chocolate drops, licorice bullets, silver cashous.

Method: Ice the biscuit and arrange to make echidnas.



TREASURE HUNT FOR DANGEROUS CREATURES

Equipment: Pictures of dangerous creatures.

Method: Pictures are hidden. Small teams with an Adult. When Joey Scouts find a dangerous creature, they must allow their Adult to collect the creature.

RESOURCES - SONGS

INCEY WINCEY SPIDER *(Use appropriate actions)*

Incey Wincey spider, climbed up the water spout.
Down came the rain and washed poor Incey out
Up came the sun and dried up all the rain
So Incey Wincey Spider climbed up the spout again.

*(Repeat in a tiny little voice and tiny movements for a Tiny Little Incey.
Then repeat for a Big Giant Incey using a big deep voice and large movements)*

RESOURCES - STORIES

ROBERT BRUCE

About 800 years ago (July 1274), Robert Bruce was born in Scotland. He became a fearsome warrior when Scotland fought the English and then the King of Scotland. At a time when he thought his cause was hopeless, he was being chased by the English and went into hiding. He felt wretched.

As he hid in a cave he watched a spider work feverishly after he'd destroyed her web when he burst through the cave entrance. He was inspired by her efforts. She kept trying to attach the first thread of the web and although it failed several times, she kept at it until she was successful. Then she had to attach it to other points around the cave entrance, which she did after several tries.

Then she began to weave it across the mouth of the cave, back and forth, up and down, around and around, hardly pausing to rest. Eventually she had finished and began the task of making little repairs as the wind blew at it from time to time.

The hunters who were chasing and looking for Robert Bruce, came to the cave and when they saw the web, they were sure that no one could have gone into the cave for some time!

Have you ever seen a building with a spider's web and thought no one's been there for a long time?

We should be like the spider - keep trying, even when things seem to be very difficult. If we keep trying we usually find that we can do it, then we get better the more we try.

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CREATURES EVERYWHERE** **SUB THEME: HELP PROTECT** **MEETING TYPE:**
IN/OUTDOORS **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	ROB THE NEST	NINE PAPER BALLS AND CHALK.	
	GAME	PANDA SAYS	NIL.	
	ACTIVITY-TALK	ENDANGERED CREATURES	PAPER WITH IMAGES OF CREATURES AND TEXTAS.	
	GAME	PLATYPUS HUNTS	NIL.	
	STORY	SONGRA IN THAILAND	NIL.	
	ACTIVITY	HAPPY FISH	STIFF COLOURED CARDBOARD, SCISSORS, FISH TEMPLATES, TEXTAS, WATER, WIDE DISHES, WASHING UP DETERGENT.	
	ACTIVITY	PHOTOGRAPHIC HUNT	PICTURES OF CREATURES AND HUT, 2 DICE PER TEAM, NORTH POINTING ARROW CARD.	
	ACTIVITY – CRAFT	PLATYPUS PROTECTION SIGN	YELLOW CARDBOARD, RULERS, BLACK TEXTAS, PLATYPUS TEMPLATE SCISSORS, AND GLUE.	
	SONG	TOM THE TOAD	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

HELP PROTECT

RESOURCES - GAMES

ROB THE NEST

Equipment: Nine paper balls in centre.

Method: Four teams, each allocated a corner where a chalk circle is drawn representing the nest. One Joey Scout from each team runs to the centre to get one ball at a time to place in their nest. When there are no more balls in the centre they have to rob the other nests. The rest of the team can shout instructions, but cannot interfere with proceedings. After a time limit, all stop and count the loot. Then the next set can have a go.

PANDA SAYS (*Like Simon Says*)

Equipment: Nil.

Method: Point out that the Chinese Panda is one of the most endangered creatures in the world. When the leader says, "Panda says", all do the action. When an action is said without Panda saying so, no action is needed.

PLATYPUS HUNTS

Equipment: Nil.

Method: Three Joey Scouts (platypuses) hunt for lunch, i.e. the others are the fish. When tagged they join the platypus at the waist.

RESOURCES - ACTIVITIES

ENDANGERED CREATURES - TALK

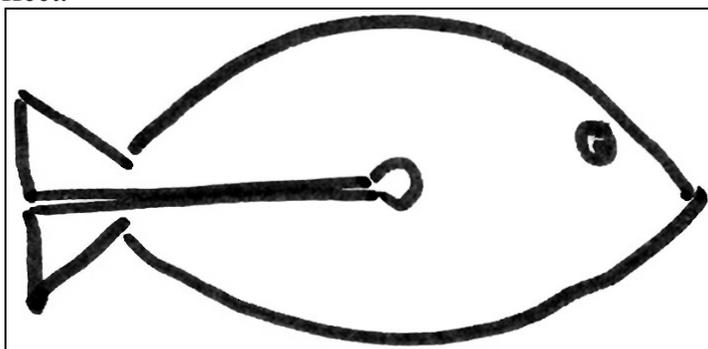
Equipment: Paper sheet with creatures on it and textas.

Method: Discuss which creatures are endangered and why. Can you add more?

HAPPY FISH (*See illustration below*)

Equipment: Stiff coloured cardboard, fish templates, textas, scissors, water, wide plastic dishes, washing up detergent.

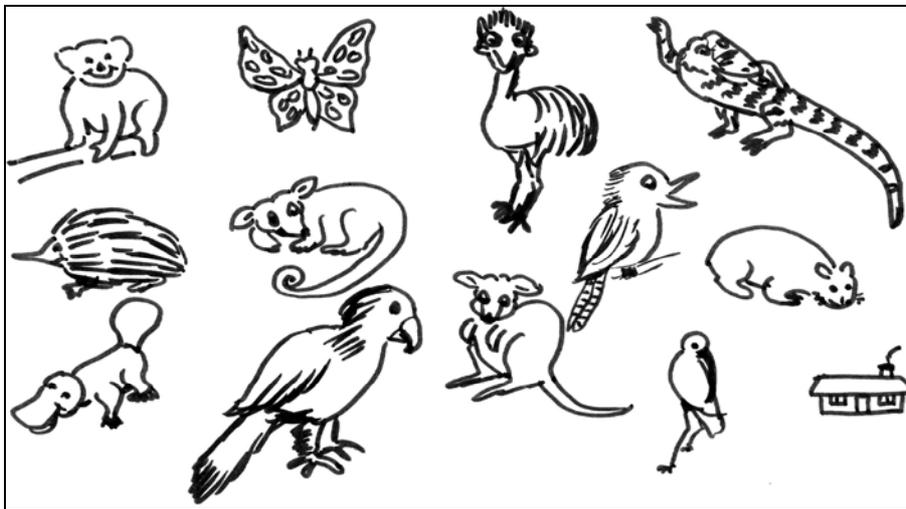
Method: Trace and cut out cardboard fish, carefully making the hole with slot along the centre back. Place fish at edge of water in dish; place one drop of detergent in hole and watch the fish move (because of surface tension). After a few times, you may have to change the water as the detergent will have dissipated into the water, nullifying the effect.



PHOTOGRAPHIC HUNT (See illustration below)

Equipment: For each group (depending on the number in the Mob) - pictures of Australian bush creatures - e.g. kangaroo, wallaby, lyrebird, eagle, wombat, possum, glider, rosella, magpie, goanna, etc, and also of a hut and a north pointer arrow card. Two dice (one has the sides whited out and replaced with N, S, E, W leaving two blanks).

Method: Explain how much better it is to take photographs of creatures than to take “trophies.” Revise with the Mob how to place themselves to face north. Set the north pointer card on the ground. Pictures are scattered around the area. A few Joey Scouts can start one after the other while the others wait their turn. Standing near the hut picture, the dice are thrown. Depending on your area, one dice shows the number of paces/dollysteps to be taken in the direction of the other dice. If a blank side shows on the dice with N, E, S, W written on it, a Joey has a choice of the four directions. When they land beside a creature card they are able to take a “photograph” of the picture (collect this card). They then step out of the activity for the next Joey Scout to take a turn, starting at the Hut. The ones waiting will “assist” with advice.



PLATYPUS PROTECTION SIGN – CRAFT (See illustration below)

Equipment: 14cm square yellow cardboard, photocopy of platypus outline, black texta, ruler, scissors, glue.

Method: Cut out the platypus and glue onto the centre of the diagonally turned cardboard. Rule a black border around the cardboard. Cut out the words and glue them into place.



RESOURCES - SONGS

TOM THE TOAD (*Tune: Tannenbaum*)

Oh Tom the Toad, oh Tom the Toad,
Why are you lying on the road?
You did not see the truck ahead,
And now you're wearing tyre tread!
Oh Tom the Toad, oh Tom the Toad,
That's why you're lying on the road.

RESOURCES - STORIES

SONGRA IN THAILAND

In Thailand, many of the people follow the Buddhist religion - and are known for their kindness and care for all living creatures and their desire for a peaceful life for all. They practise learning to be good, acting wisely, and not just thinking about life, but living good and happy lives.

It is very hot and dry in this country and before the rains come, many water holes and small creeks all but dry up, leaving poor fish stranded in small mud holes which will soon disappear.

During the Buddhist festival of Songra held in mid-April, people wander around looking for these mud holes and ponds to catch the fish in jars and jugs, and take them to the bigger rivers where they are released and therefore rescued.

When this is completed, the people take part in prayers, picnic meals and many water activities including splashing each other until they are soaked!

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: _____ **THEME: CREATURES EVERYWHERE** **SUB THEME: EARTH, WATER, SKY** **MEETING TYPE:** _____ **IN/OUTDOORS** **LEADER:** _____

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	EARTH, WATER, SKY	NIL.	
	GAME	CREATURE HOMES	SET OF FOUR CARDS, CHAIRS, TABLES AND BOXES.	
	GAME	FOOD SCRAMBLE	CORKS.	
	ACTIVITY	CREATE A CREATURE	CORKS, BLU-TACK, MATCHSTICKS, CARDBOARD, SCISSORS.	
	GAME	JAMACKWACK	BLINDFOLDS.	
	STORY	RAINBOW SERPENT	NIL.	
	GAME	PROMISE AND LAW BIRD FEEDING	LOLLIES WRAPPED WITH PROMISE AND LAW WORD ON EACH, PLASTIC DRINK BOTTLES AND SCISSORS.	
	ACTIVITY – CRAFT	THE DOVE OF PEACE	PHOTOCOPIES, CARDBOARD, TEXTAS, GLUE, SCISSORS, STRING/THREAD/WOOL, HOLE PUNCH, GREEN LEAVES.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

EARTH, WATER, SKY

RESOURCES - GAMES

EARTH, WATER, SKY

Equipment: Nil

Method: Areas are designated as Earth, Water, Sky. The leader calls a creature and Joey Scouts run to the place that the creature is most likely to be found. Some can be found in more than one –and either should be accepted. If “FIRE” is called, all stand still and then run in the direction the leader is pointing.

CREATURE HOMES

Equipment: Each group –has a set of four cards with a goanna, possum, eagle and platypus drawn on each one. Homes – a chair (possum’s tree), table (goanna’s log), two boxes (eagle’s nest, one lying on its side for platypus burrow).

Method: Cards are turned over in the centre. Mob divided into four, each team along a wall. Homes are placed in the corners. On GO, one from each team picks up a card and goes to the appropriate home using the correct manner - i.e. goanna crawls, possums climbs, eagle climbs while soaring, platypus swims (arms).

FOOD SCRAMBLE

Equipment: Bag of corks.

Method: Scatter food (corks) and see who can gather the most.

JAMACKWACK

Equipment: Blindfolds, open space that has fairly even ground and adults to supervise the Jamackwack birds.

Method: In the darkest regions of Wackidonia lives the rare and little known Jamackwack bird. This bird cannot see or fly and prefers to walk backwards. It is a strange bird and is seen only on the rarest occasions - except when playing this game.

Mob is divided into two teams, one is smaller than other and these are the Jamackwack birds that walk backwards, bent over, holding ankles and blindfolded. The other team (larger), make a corral by standing hand in hand in a circle around the birds so they do not escape. There is an opening where two players are not holding hands.

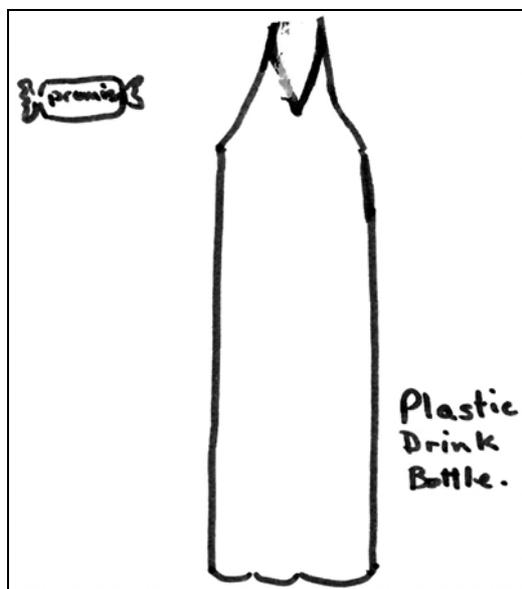
Jamackwacks must find the opening to get out. When one does discover the opening, he/she shouts “Wack, wack, wack, ………” to the others so they can move towards the call and join in the call for escape.

Meanwhile the circle is singing songs to drown out the bird calls and can do nothing but stand there. When all the birds have escaped, choose another set of birds. It is amusing to see how rarely seen jamackwack birds behave!

PROMISE AND LAW BIRD FEEDING *(See illustration on next page)*

Equipment: Per team - Lollies wrapped with a Promise or Law word on each; cut tops of plastic drink bottles to form beaks.

Method: Scatter lollies. Set each beak (bottle) near teams formed in lines. On GO, the first player collects a lolly and, standing upright, feeds their bird. When all are collected, each team empties the bird and arranges the lollies in accordance with the Promise and Law - may have to swap with the other team(s) to complete phrase.

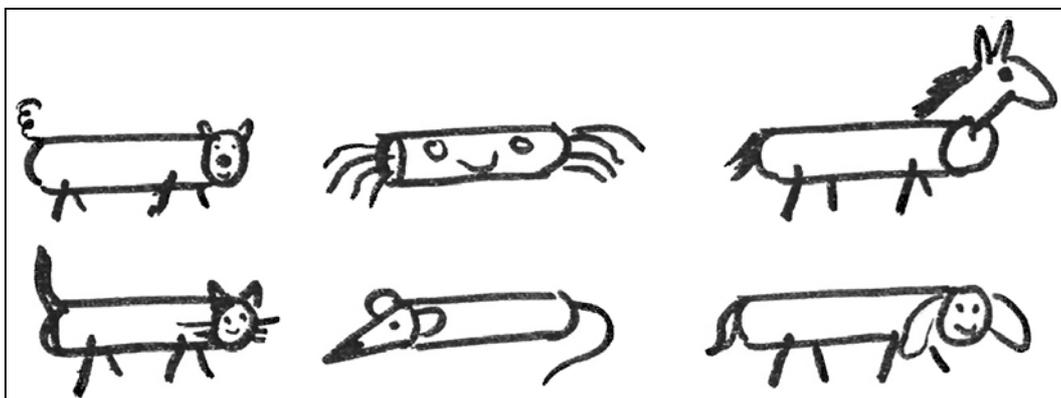


RESOURCES - ACTIVITIES

CREATE A CREATURE (See illustration below)

Equipment: Bag of corks, pieces of cardboard, matchsticks, blu-tack, scissors.

Method: Create a creature. Choose the biggest, smallest, best ears, best tails etc.



THE DOVE OF PEACE - CRAFT (See illustration on next page). Courtesy of the Scout Association of New Zealand

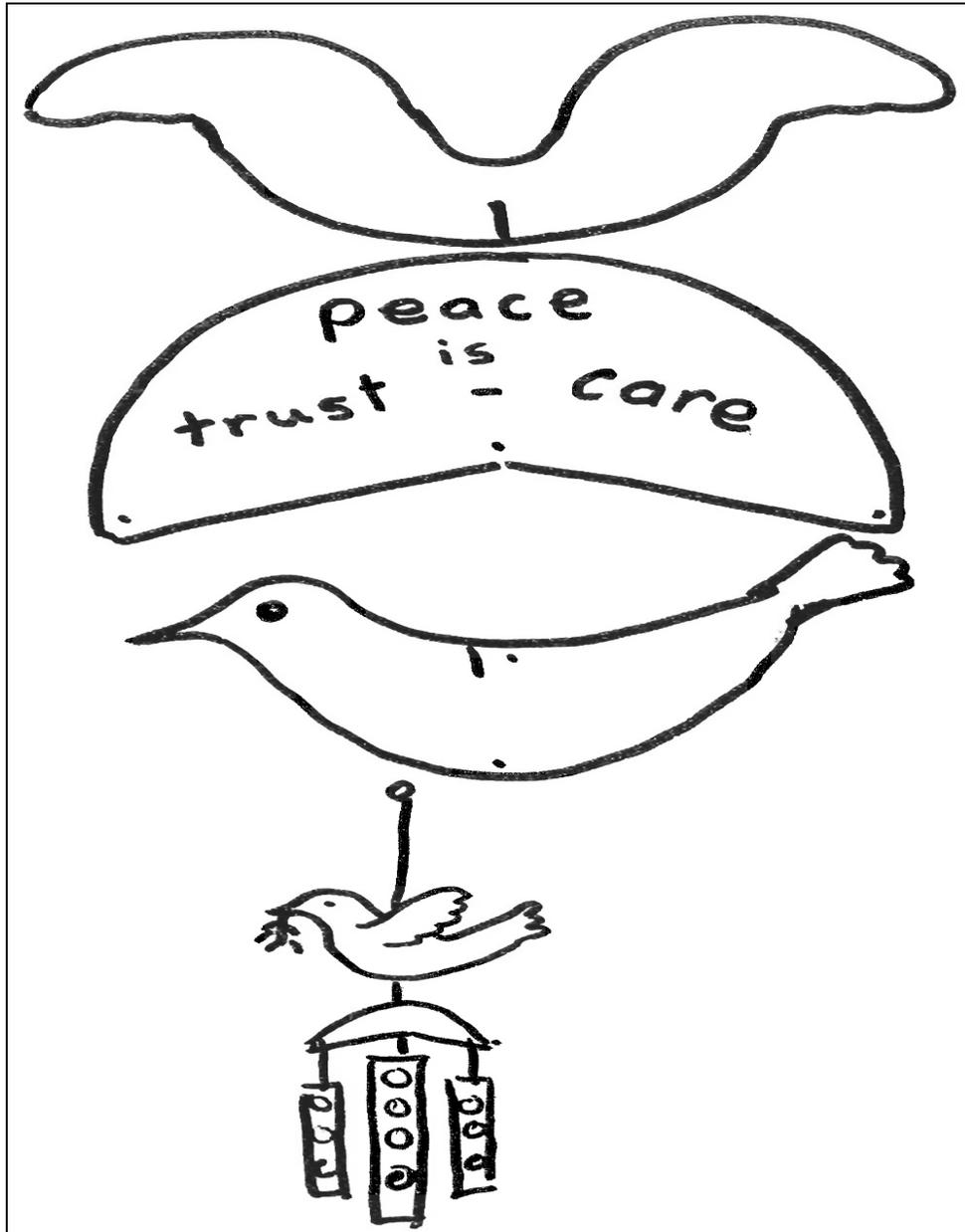
The colouring can be started as a **Coming-In Activity**.

If this program is scheduled for September or October it could emphasise some special days set aside for peace or human/children's rights. In first week of September there is a Day of Peace, Universal Children's day is 25 October, the day after United Nations Day.

From “FRED OCH FRIHET” magazine comes, “Peace is a state of total calmness and security, based on trust and friendship between the people of the world, not just the lack of wars”.

Equipment: Photocopy of mobile parts, cardboard, glue, textas, scissors, and thread/string/wool. Hole punches, green leaves.

Method: Colour pictures, glue sheet to cardboard. Cut out the shapes. Punch holes into the tops and arrange ready for tying together (Use round turn and two half hitches).



RESOURCES - STORIES

RAINBOW SERPENT

Long ago in the Dreamtime, a group of Aborigines were out hunting for wallabies. It had been raining and the ground was soft, making it hard for them to run and the wallabies were difficult to stalk. The Aborigines came to a clump of trees near the edge of a small plain and there they decided to rest.

As they sat around telling stories and warming their hands by the fire, one of them looked up and there on the horizon was a beautiful multi-coloured arch - a rainbow.

“Look over there! There goes the Rainbow Serpent. He is moving from his old water hole to another.”

They were a little scared; they didn't want the huge brightly coloured Serpent in a water hole near their camp. How pleased they were to see that he didn't appear to be moving too near to their own water hole. They sat and talked some more, mostly about hunting and fishing, about the battles they had fought and, of course, the Rainbow Serpent!

One young man, Bandalil, kept wanting to know more about the Rainbow Serpent, but the others just laughed at him. He said he wanted to know more and that he would set off for the waterhole where it now lived if they wouldn't tell him more.

“Don't go! You mustn't go!” they pleaded. “It will only cause trouble.” He decided to ask the old men of the tribe later that night. When the hunting party returned with only two wallabies, hardly enough to feed everyone, the corroboree began.

Bandalil went over to where the old men were sitting. “Please tell me about the Rainbow Serpent. “If everyone is so afraid of him, I will go and spear him, then no one need fear him again!” The old men were horrified. The Rainbow Serpent was a Dreamtime creature, which shaped the Earth.

In the beginning, the Earth was flat - a huge grey plain. As the Rainbow Serpent wound his way across the land, the movement of his body heaped up the mountains and made ditches for the rivers. With each thrust of his multi-coloured body, a new landform was created. He was the biggest of the Dreamtime beings and all the other Dreamtime creatures thought that he was enormous and left him alone.

At last, tired with the effort of shaping the Earth, he crawled into a water hole and let the cool water wash over his huge body, cooling and soothing him. The other creatures watched as the water blurred the bright colours of his body, then he sank from sight.

Each time the creatures visited the water hole they were careful not to disturb the Rainbow Serpent for even if they couldn't see him, they knew he was there. One day after a heavy rainstorm, they saw him. His huge coloured body was arching up from the water hole, over the treetops, up through the clouds and across the plain to another water hole.

OUTING PLAN

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG, FIRST AID KIT.	
	DISCUSSION	ABOUT THE VENUE, RULES,	NIL.	
	GAME	KOALA	NIL.	
	GAME	OCTOPUS	60cm STRING.	
	TALK	CREATURES - LIVES, CARE, HABITS, PROTECTION (DRINKS ISSUED)	NIL.	
	ACTIVITY	WHEN DYING IS GOOD	FALLEN AND/OR DEAD TREES, HAND LENSES.	
	ACTIVITY	ANT TRACKING	SMALL JARS WITH LIDS, HAND LENSES, PAPERS, PENCILS.	
	GAME	BUSY BEES	NIL.	
	LUNCH	PICNIC LUNCH or SAUSAGE SIZZLE	FOOD, POSSIBLY A BARBEQUE.	
	GAME	SPIDER'S WEB	LENGTH OF WOOL.	
	ACTIVITY	BUSH SIGNALS AND/OR INSECT SLEUTHING	HAND LENSES.	
	GAME	BIRD IN A TREE	NIL.	
	GAME	DEAD ANT	NIL.	
	ACTIVITY	CONTOURS (DRINKS ISSUED)	FIND A PLACE ON A SLOPE	
	CEREMONIES	CLOSING	FLAG, SCOUTS OWN FOR JOEY SCOUTS AND ADULTS, BIBLE.	

OUTING PLAN

The Outing for the Creatures theme features activities related to the Australian bush. As it is not possible to plan a specific nature program for any one area due to vast differences in landscape and vegetation types across this continent, the following program is very generic in nature. Other general and specific ideas can be found in the *Joey Scout Nature Resource Book* available through your local Scouting retailer.

This program would be appropriate for a family weekend activity and would run for about four hours. Activity times have not been specified. You should allow times to suit situations and the Mob. It has been set in a bush land environment.

A location such as a beach could include talk by a lifeguard, sand modelling, sleuthing in sand debris, rock pool discoveries, etc. on a Creatures theme. A wildlife park could include a talk by the Ranger, identification of creatures, discovering features about them - their different requirements for homes, food types, food gathering, day or night time, how they spend their days and needs for rest.

DISCUSSIONS

ABOUT THE VENUE - Brief discussion, rules, purpose of visit to venue.

IMPORTANCE OF NATURE, FEATURES OF VENUE - A ranger, forester or similar or a Scouter gives a brief talk about creatures' lives, habits, care and the protection of them etc.

RESOURCES - GAMES

KOALA

Equipment: Nil.

Method: One Joey Scout – who is the Koala, stands in the middle of a circle. The rest are trees and given names of tree parts - gumnut, gumleaf, nest, bark, repeated around circle. Leader calls the tree part and all with that name must leave their place and change with another, at the same time Koala tries to get to their place. The one left is the Koala.

OCTOPUS

Equipment: Length of string for a pair (the octopus).

Method: Octopus tries to tag the fish. If caught, they join hands on that side and tag others. Only the free arms at the end can tag. The octopus cannot be broken - if it does, stop, rejoin and continue. After a time, stop and choose others for Octopus.

BUSY BEES

Equipment: Nil.

Method: Choose a partner and hold hands. Follow directions e.g. jump up and down, skip around the hall, run back to back, piggyback to the end of the hall, change over and piggyback, leap the frog; when BUSY BEES is called run around and find another partner.

SPIDER’S WEB

Equipment: Length of wool to indicate spider’s web.

Method: Indicate spider’s web in an area big enough for all Joey Scouts to squeeze into. For every five Joey Scouts choose a SPIDER. SPIDERS chase flies and if caught, they go into the web and can be freed when another fly claps the hands of the caught fly three times while counting out aloud (When doing this they cannot be caught).

BIRD IN A TREE

Equipment: Nil.

Method: All are trees, arms stretched up, swaying in the breeze. One Joey Scout is the bird and one is the cat. The cat chases the bird. If the bird stands by a tree it is safe. When caught, the bird becomes a tree, the cat becomes the bird and a tree becomes the cat.

DEAD ANT

Equipment: Nil.

Method: All race around busily until leader calls, “Dead Ant”. Everyone then lies on their back and holds up their arms and legs in the air. Leader calls, “Busy Ants” and all get up and race around.

RESOURCES - ACTIVITIES

WHEN DYING IS GOOD *(Adult supervision needed)*

Equipment: Find fallen tree or dead tree.

Method: It does not necessarily have to be used for firewood to be useful. Look at it. If it is rotting, what can be seen under it? What is happening to the rotting wood? Is the dead tree a home for something? Are the roots still holding the soil together? Is there anything alive and living off the “dead” tree?

ANT TRACKING *(Extra care with this one)*

Find an ants’ nest.

Equipment: Small jars with lids, magnifying lenses, question papers and pencils.

Method: Small groups with an Adult (with a jar and magnifying lense) to supervise. Try to catch one ant for each jar for a short time, then release it carefully.

QUESTIONS:

How many legs does an ant have?.....

How many feelers?.....

Are there any wings?.....

How many eyes?.....

How many body parts?

(RELEASE ANTS)

How many ants can you count in one minute around the nest?

Are they all the same size?.....

Are they all going the same way?

Are they carrying something?

What is it carrying?.....

How big is the load compared to the ant's size?

.....

Does the ant keep moving, or does it move in stops and starts?

.....

Does it move in the same direction?.....

What happens when it meets another ant?

Put something in the way of an ant, what does it do?

What is the ant hill made from?.....

Is there anything else you notice about the ants?.....

Draw an ant.

BUSH SIGNALS

(Check venue prior to visit to prepare for appropriate observations - speak to the ranger, forester, caretaker etc).

Equipment: Nil.

Method: On a walk, take notice of trees - leaves, barks, branches, paths, grasses, water holes etc, looking for evidence of creatures - foot prints, droppings, food, snake skins, fur, feathers, spider webs, curling leaves etc.

INSECT SLEUTHING

Equipment: Nil.

Method: Stop at a tree(s); inspect closely for insect evidence - lines under bark, eaten leaves (which are the most popular), caterpillars, cocoons, mites on leaves, holes around roots, etc.

CONTOURS

Equipment: Find a place with a slope.

Method: Explain how it is more difficult to walk straight up a slope. It is best to walk across the slope, even zig zag to keep in line with where you want to go.

SCOUTS OWN FOR JOEY SCOUTS (*Find a quiet place*)

Equipment: Photocopies of Scouts Own for Adults and Joey Scouts and a Bible.

WORKING TOGETHER (*Use Adults to play out the parts*)

(*Be considerate if there is someone with one arm or a disability, you may have to adapt*).

Leader: (*Hold up fingers*) The fingers were once arguing amongst themselves.

First Finger: I am the first finger, I point. So you can't do without me!

Second Finger: Oh no! I am the most important. I'll prove it. Come on everybody, stand beside me. Who's the tallest? See, I am, so that proves it. I must be the most important.

Third Finger: You're both wrong, I am the most important. I am the best looking. I wear the ring, that makes me the most important.

Little Finger: No you're not. I may be little, but I know I am best because I get into the awkward places. (*Point to ear and nose*).

Leader: Now Thumb had been listening carefully to all this and finally stood up.

Thumb: If you are all as important as you say you are, then try this - pick up this book. (*each finger tries to pick up the book*).

Leader: Each finger tries to pick up the book. Perhaps some of you would like to try it using only one of your fingers.

Thumb: I'll tell you what - let me help. (*Thumb helps each finger in turn to pick up the book and each makes a comment such as: "See I knew I could do it," or "there you are," or "it's easy," or "it can be done"*).

Yes with a little help you can do it. Now isn't it better, if instead of arguing, you all joined together and just think of what you could be? Why, with God's help you'd be a hand and be able to do anything. It is easy to pick up a book with one hand.

Leader: Then the other hand comes to life.

Other Hand: Look I am a hand. That is a great story, but it isn't over yet. There are lots of things one hand can do, but there are some things that can be done by two - everybody clap your hands.

Leader: Song

If you're happy and you know it clap your hands,
If you're happy and you know it clap your hands.

If you're happy and you know it, then you really ought to show it,
If you're happy and you know it clap your hands.

Now shake hands with others and tell them how happy you are to be with them.

Leader*

Each time we look up in the sky and watch the fluffy clouds drift by,
When we feel warm sunshine on our faces, or feel wind and rain,
That when we watch the dark night turn into day or day into night,
Or see the seasons change like winter into spring;
That when we hear the kookaburra laugh,
When we stop to look at a flower, or touch a leaf or see a tree,
All the time it is God whispering, "This is me"
Everywhere you look and all the sounds you hear are signs of Him.
Because God made all these things and He is everywhere.

Leader Prayer - (Leader says one line and all repeat)*

Thank you God for the sky above.
Thank you for the birds that fly.
Thank you for the earth below.
Thank you for the trees that grow.
Thank you for the creatures on earth and under.
Thank you for cool clean water.
Thank you for all creatures, big and small.
Thank you God for us all.
Amen.

Leader:

We ask your blessing on us as we leave this wonderful place.
Guide us to use our hands to care, share and help all you have made. Amen.

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