

More Ideas for Patrols

Robb Baker, The Leader, April 1989

To follow up from last month's column, here are a few more activities for patrol meetings. Photocopy the page and give it to your patrol leaders. We thank the Scout Association in New Zealand for many of these ideas.

Scout Investiture Badge: With any materials you can find, lay out the Investiture badge on the floor. The finished badge must be at least 1.8 metres square.

Wall Chart: Make a Scout Law or Promise wall chart as a patrol project. You can carve it, make it from shells and driftwood, illustrate it with sketches or photographs, etc. Use it to decorate your Scout hall or patrol corner.

Charades: Pair off patrol members. In turn, each pair mimes one of the Scout Laws and the others try to guess which it is.

Scout Law Theme Meeting: Select one of the Scout Laws to use as a theme for a patrol meeting (e. g. a conservation project, service to physically disabled members of Scouting, a visit to a sick member or another needy person in the community, etc.). You'll find numerous ideas based on Scouting knowledge and the worldwide brotherhood of Scouts. Look beyond your own patrol, troop, district, group. There are millions of Scouts in the world ready to shake hands with a brother.

Baden-Powell: Organize the patrol into two groups and hold a competition to see how many words of more than three letters each can make from the letters in the name "Baden-Powell". You can use each letter only once per word, and each word you create must appear in the Canadian Scout Handbook.

B.-P.'s Birthday: Do something special to celebrate Feb.22: hold an inter-patrol activity with a patrol from another troop; attend a place of worship as a patrol; put on

a patrol feast.

Inter-American Scouting: Canada is a member of the Inter-American Region of the World Scouting Organization. Draw a map of the region and mark all the Scouting countries. Learn as much as you can about one of them. Try to get badges from these countries or pictures of their Scouts in uniform. Mount on a wall chart for the Scout hall. The activity requires quite a bit of research and effort on the part of each Scout in the patrol.

Interpreter: A highly intelligent Inuit Scout who cannot clearly understand English is coming to visit you. Give each member of your patrol a blank 3 x 5 card on which to provide the visitor instructions that will enable him to find his way from his point of arrival in your town to your patrol meeting place.

Speed Check: This project involves several patrol meetings. Learn which local roads carry the heaviest and/or fastest traffic. At a patrol meeting, discuss how to arrive at some simple method to gauge road speeds. For example, time vehicles travelling between two known points and work out a scale that converts their times into speed in kilometres per hour (km/h).

At another meeting, select the two points, measure the distance between them, and work out a scale and accurate method of timing.

The following meeting, station half the patrol at one point and the rest at the other to gather speed data on passing vehicles.

Timetable Journey: Pick up timetables from the local bus company, railway station, and airline. Get a set of road maps or a large scale map of your area. Pair off patrol members and have them work out how far they could travel between the hours of 8 a.m. and 8 p.m. on a Saturday, starting and ending at home. They may use whatever public transport they choose.

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Memorials: Visit the various memorials in your town. Select one and learn all you can about the person or persons it remembers.

Town Sounds: Tape record the sound of a scene in seven to 10 different places around town without giving away any names. Challenge another patrol in your troop to figure out where the places are. (Suggestions: railway station, bus stop, hair dresser, major intersection, department store, etc.).

Knowledge Quiz: Before the patrol meeting, ask each patrol member to prepare two questions based on local knowledge, giving them some idea of the type of question you mean (e.g. When does the first bus leave the terminal? Where is the nearest telephone booth?). At the meeting, combine all the questions into a quiz that each Scout tackles as an individual. How do they score?

Observation The more the eyes are trained to see and the more the memory is exercised, the more exciting life becomes. An "Observation" theme provides an almost endless source for activities.

Advertisements: Over a period of a week cut out about 30 well known advertisements from your local paper. Remove all information that reveals brand names and give each ad an identifying number. At the next patrol meeting, organize the patrol into two groups. Give one 15 ads, the other the rest. Allow them eight minutes to put the correct brand names or titles to the ads by writing their answers on a sheet of paper alongside the number identifying the ad. After eight minutes, switch the two sets. Make sure each group works out of sight or ear shot of the other.

Badge Kim: Try to gather 24 or more distinct district badges for this observation game. Make a grid of 25 squares on a piece of paper at least 25 cm square. Sit the patrol in a circle and place the district badges, in an order known to you, in various squares (you don't have to use them all). Have the patrol examine the layout for two minutes,

then remove the badges. The first Scout takes a badge and places it where he thinks it belongs. Those who follow can either do the same or put what they believe is an incorrectly placed badge where they think it belongs. See how many moves it takes to get the pattern correct. Try it again another time using different objects or badges.

Parent Kim: If a patrol meets at a member's house, see if someone in the household will briefly appear dressed a little oddly or colourfully. On his or her departure, ask each member to write a description of the visitor. Alternately, organize two groups and have each group prepare a description. Ask the visitor to return and judge who provided the most accurate description.