

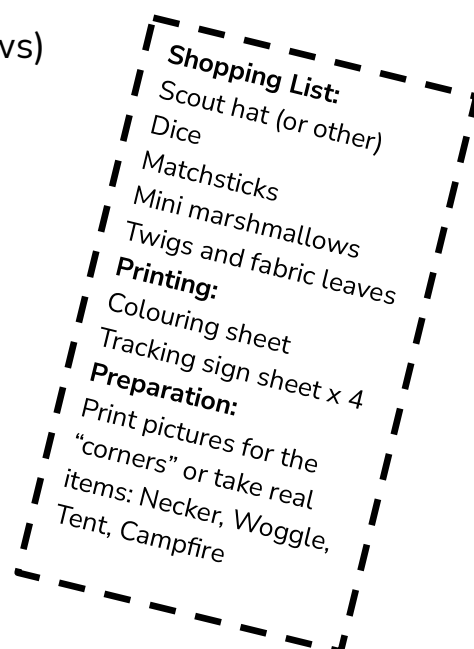


Founders Day

Celebrating Scouting

Programme Planner

Arrival	Scout Colouring Sheet
Story	The Jungle Book
Game	Founders Day Games 1
Activity	Pioneering (Matchstick and Mallows)
Activity	Tracking (Twigs and Leaves)
Game	Founders Day Games 2



Pioneering

How: Young people make structures using matchsticks and mini marshmallow.

NB: Spaghetti can be used instead of matchsticks.

Tracking

Prep: Print copies of the tracking sign sheet.

How: Two or three teams of young people make tracking trails for each other to follow. You can use sticks and fabric leaves.

Founder's Day Games

Baden Powell's Footsteps (aka Grandma's Footsteps)

How: One player is Lord BP facing a wall; other Squirrels line up at the far end.

Players creep towards BP when his back is turned, aiming to take the hat.

If BP turns around, everyone must freeze instantly; any movement sends them back to the start. The first person to take the hat wins and becomes the next Lord B.P.

Sleepy Beavers (aka Sleeping lions)

Setup: Most players are "Sleeping Squirrels" with one or two designated as "Hunters" (often an adult or older child).

How: A clear area with everyone lying down, eyes closed, pretending to sleep.

Hunters move around the sleeping Squirrels or Beavers.

Hunters try to make lions move or laugh using silly faces, sounds, or jokes, but with no touching. Any Squirrels that move, opens their eyes, or makes a sound is out and joins the Hunters.

Scouting Corners (aka Corners)

Prep: Necker, Woggle, Tent, Campfire are designated corners, you can print signs for each corner (optional).

How: Squirrel choose a corner to run to.

A leader (who is blindfolded) chooses a 'corner'.

All in that corner are out, the remaining children play again until only one remains.

Scouting is Coming (aka Squirrels Coming)

How: Squirrels do said action when the dice is thrown.

1. Scout salute.
2. Scout handshake with another player.
3. Shout "Do your best".
4. Squirrels "wiggle" their tail.
5. Make a Dray – Squirrels link arms in a row.
6. Campfire Circle – Squirrels sit in a circle as quick as possible.

