

## Dragons Den

### You will need:

- paper
- pens
- flipchart
- chairs
- 'dragons', to evaluate and judge the ideas

### Instructions:

1. The aim of this activity is for Scouts to pitch ideas for their ideal future programme.
2. Each Patrol should come up with an activity that they want to pitch, and should work together to explain how they might run it. This is a good opportunity to encourage peer leadership, by allowing the Patrol Leader to guide their peers through the pitching process.
3. Once they have polished their final idea, each Patrol should present their pitch to the rest of the Scouts, in front of a panel of judges (this could be made up of a Senior Patrol Leader and Section Leaders).
4. Scouts in the 'audience' can raise their hands to ask their own questions, and feed back on one another's ideas, discussing whether or not they are feasible for future planning.
5. To help you remember the young people's pitches, you could record the session on your phone, or keep written notes.



Teamwork  
Challenge  
Award

## Orienteering/geocaching

### You will need:

- boxes
- paper
- pens
- a map
- orienteering coordinates or GPS points
- compass/GPS system

### Instructions:

1. Before you head out for some orienteering/geocaching with your Scouts, you'll need to hide some objects along the route you intend to take. At each orienteering or GPS point along the way, hide a 'themed' box of programme ideas (eg an 'international' themed box, a 'camp' themed box) for each Patrol to find, clearly labelled with their Patrol name. Inside each box, write down five different ideas on five pieces of paper.
2. When they find a box, each Patrol should spend some time looking through it, working together to choose which one of the five ideas they would most like to include in their programme.
3. Once they have all collected their activities, each Patrol should bring them back to the hut to discuss them as a wider group, narrowing the choice further. This is a great way to plan your camps or termly programme, and allows you to seamlessly integrate the drier aspects of planning into an activity your Scouts already love.



Geocaching  
Activity Badge



Orienteer  
Activity Badge



Adventure  
Challenge  
Award



Navigator Staged  
Activity Badge

## Graffiti wall

### You will need:

- spray paint
- masks
- goggles
- wood or cardboard slabs, to use as a canvas
- protective covering for the floor

### Instructions:

1. This inventive activity allows your Scouts to find their inner street artist while reflecting on existing programme ideas, or coming up with new ones.
2. Before you run this activity, make sure none of your Scouts have asthma or any other allergies that may be affected by using spray paint. Also ensure safety instructions are followed, and have a quick conversation about the law surrounding graffiti.

3. Have a discussion around types of urban art and graffiti. You could print some images ahead of time to help springboard ideas.
4. With masks and goggles fastened, encourage your Scouts to begin spray painting any ideas they have onto the wood/cardboard. Encourage them to run with their imagination, and remind them that there are no 'wrong' ideas. If they prefer, they can write down some keywords instead of painting, or use a combination of the two.
5. Use the finished masterpiece to inspire your next planning session, and display it in your meeting place to refer back to whenever you like.



Creative  
Challenge  
Award

## Scout shields

### You will need:

- paper/card
- pens

### Instructions:

1. Start by gathering your Scouts into their Patrols.
2. Ask each Patrol to sketch a shield onto the paper/card.
3. Ask them to divide that shield into three parts/segments.

4. In one third of the shield, they should create an emblem and motto for their Patrol. In another third, they should draw something to represent an activity they have enjoyed so far. In the final third, they should draw something to represent an activity they would like to try in the future.
5. As a Patrol, they should then discuss how they could help make their chosen activity happen before feeding back to the whole group.



Artist  
Activity Badge

## Air rifle shooting/archery

### You will need:

- an air rifle/bow and arrow
- printed images to stick on cans/targets
- cans/targets
- a qualified leader who has a permit

### Instructions:

1. If your Scouts are taking part in air rifle shooting or archery, you can seamlessly implement some programme planning into the day. Ensure all safety procedures are followed at all times.
2. Simply print out some images that represent potential programme ideas. Attach them to your usual cans/targets, and ask the Scouts to aim for the activities they would like to include in their programme.
3. Once they've finished shooting, have a discussion to check that they were on target. Once this is established, simply take a look at the targets and record how many people voted for each option.



Master at Arms Activity Badge

## Next steps

Now that the Scouts have chosen the programme activities they most want to try, make sure you plan them into the programme.

You could ask Patrol Leaders to help you plan and run some of these activities. Or, you could ask each Patrol to plan a certain activity, with your support, so they can start to think about how to plan their own programmes.