




Changeover time	Date:- 30 March		Session:- Games & Music Night			  
	Duty Patrol:-		Owls/Peewits [Jack]			
	Activity	Resources Needed	Run by	Zone	Notes/Method	
7:00					Hnefatafl -	
7:15	Leaders' Briefing				http://www.scouts.org.uk/jic/scouts/resources/Feb%20-%20Hnefatafl.pdf	
7:30	Opening – Inspection				Mu Torere -	
7:35	Music – instrument preparation [instruction 1]	See November, JIC 'Making Music'	PLs		http://www.scouts.org.uk/jic/scouts/resources/Feb%20-%20Mu%20Torere.pdf	
7:45	Hnefatafl	Board, counters, instructions			Pachisi -	
7:55	Mu Torere	Board, counters, instructions			http://www.scouts.org.uk/jic/scouts/resources/Feb%20-%20Tictactoe.pdf	
8:05	Pachisi	Board, counters, instructions			Outside if fine – groundsheet on floor for crawling bits	
8:15	Tictactoe	Board, counters, instructions			http://www.scouts.org.uk/jic/scouts/resources/Oct%20-%20Obstacle%20Course.pdf	
8:25	Obstacle Course	Chairs, ropes, planks, diagram				
8:40	Making Music – making the instrument [instructions 2, 3, & 4]					
9:00	Making Music – 'Join The Band' – play the instruments				Remind: Centenary Camp forms Great Tower Camp forms Scammonden Walk The World sponsor money St George's Day Parade Incident Hike next week	
9:10	Flag down					
	Reading by:-					



Programme Methods

Programme Zones		Activities outdoors	Games	Design and creativity	Visits and visitors	Service	Technology and new skills	Team building activities	Activities with others	Themes	Prayer, worship, & reflection
	Scoutcraft and adventure										
	Global										
	Community										
	Fit for Life										
	Creative Expression										
	Exploring Beliefs and Attitudes										

The Bottom Line	Activity	Fun	Teamwork	Leadership	Relationships	Commitment	Personal Development
	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○
	[SCOUTS] 1 tick = Poor	[SCOUTS] 2 ticks = Good	[SCOUTS] 3 ticks = Excellent	[SCOUTS]	[SCOUTS]	[SCOUTS]	

Notices:-	Give Out:-