

## Teamwork Challenge Award Activity Pack

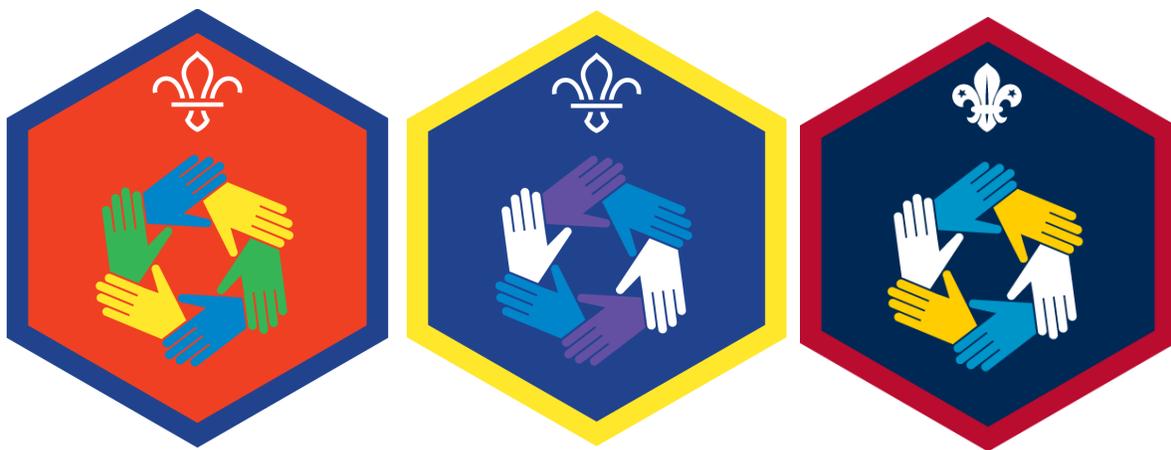
This pack contains a series of activities that work towards all aspects of the Teamwork Challenge Award for Beavers, Cubs and Scouts. Each activity contains: a list of resources needed, an estimated time, other badges that the activity links to, and step-by-step instructions.

This pack was put together by the Avon County Youth Team on behalf of the Avon County Woodhouse Park team.

### Social Distancing Disclaimer:

Any activity undertaken face-to-face needs to comply with current social distancing guidelines and the current advice and readiness level from Scouts UK. Any face-to-face activities must have an associated risk assessment, and be undertaken in compliance with Covid-19 regulations.

If you'd like to provide any feedback on this activity, please email the Avon County Youth Team at [avoncountyyouthteam@gmail.com](mailto:avoncountyyouthteam@gmail.com).



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## Team Activities

All sections need to complete a number of team games and activities in order to earn their Teamwork Challenge Award. Some of these games also include leadership roles which contribute towards the Team Leadership criteria for the Beavers and Cubs Awards. Below is a list of team games that your section could play, and activities that they can do in teams!

### 1. Game of the Aim

**You will need:**

- **Soft Balls**

**This activity also contributes towards:**

- Beavers Health and Fitness Activity Badge

**Estimated time: 10 minutes**

**Instructions:**

1. Everyone should split into two teams. Larger groups may want to split into more teams; you could run a few games at once or you could play a tournament where teams take it in turns to watch.
2. The teams should line up facing each other. They should stand with their legs far apart, and each player's heels should touch the heels of the teammates next to them.
3. The person leading the game should give each team the same number of tennis or small sponge balls – the more the better.
4. Everyone should try to throw or roll their tennis balls between the legs of a player on the other team. Players should use their hands to defend and stop the balls going through their legs. No one should move their feet, for example, they shouldn't close their legs.
5. When a ball goes through a player's legs, they're out. They should step out of the line, and their teammates should shuffle up to fill the gap. The player who is out should go behind their team to find balls and take them back for their team to roll again.
6. The team with the most players left at the end is the winner. It's up to the person leading the game whether they set a time limit, or play until a team loses all of its players.

### **Take it Further:**

You could monitor your heartbeat before and after playing the game and see if it changes. Talk as a group about what changed, and try comparing any changes to what happen with different physical games. This could count towards requirement three of the Beavers Health and Fitness Activity Badge.

## **2. Den Building**

### **You will need:**

- String
- Rope
- Blankets
- A4 paper
- Coloured pens or pencils
- Snacks
- Camera or phone
- Sticks
- Branches
- Bamboo canes
- Sheets
- Towels
- Tarpaulin
- Drinks

### **This activity also contributes towards:**

- Beavers My Adventure Challenge Award
- Beavers Camp Craft Activity Badge

**Estimated time: 1 hour**

### **Before you begin:**

Make sure you'll have enough helpers for each team to have one. You may need some parents and carers to help out if you're short on helpers.

### **Instructions:**

1. The person leading the game should quickly remind everyone of the countryside code. Everyone should remember that it's important to 'leave no trace'.

2. Everyone should collect materials to build dens, including branches, twigs, rocks, and other fallen materials. No one should take anything from a living plant. Everyone should stay in sight of the adults who are supervising.
3. Split into groups of about four or five people, and give each group a helper.
4. It's up to you whether you choose the teams or whether young people choose their own teams. Make sure no one's left out.
5. Each group should talk about what sort of den they'd like to build. This is a great chance to get creative—maybe people would like to build a knight's castle, a dragon's cave, an animal's hideaway, or a team clubhouse. Helpers can help everyone think about their ideas, but the groups should come up with the ideas and make the final decision.
6. The person leading the activity should tell everyone how far away they're allowed to go—they should choose an area everyone must stay in so everyone stays safe. Each group should choose a spot within the area to make a den.
7. Each group should choose their materials from the selection they made earlier.
8. Each group should have around 20 minutes to build their den.
9. Each group should decide on a name for their den. They should design flags or decorations for their den—perhaps they could make a string of bunting or a flag complete with a bamboo cane flagpole to stick in the ground.
10. The person leading the activity should check all of the dens for hazards such as falling sticks.
11. Everyone should reflect on the activity.
12. Everyone should dismantle their dens, and spread the natural materials back out where they got them from.

**Take it Further:**

To make the activity more youth shaped, each group should decide where and how they build their den, as long as they stay inside the area agreed with the person leading the activity. If you're at Woodhouse Park, let the young people decide which area of your field they build their den in.

### 3. Crafty Obstacle Course

You will need:

- Clean items of recycling
- Pens or pencils
- A4 paper

**This activity also contributes towards:**

- Beavers and Cubs My Adventure Challenge Award

**Estimated time: 1 hour 30 minutes**

**Before you begin:**

You may want to split this activity across two sessions. People could design the course one session and then make and test it next time they meet.

You can also use equipment you already have (such as hoops), as well as recycling. Ask everyone to collect recycling to make it easier – keep an eye out for items like big boxes as these are especially useful.

**Instructions:**

**Part 1 - Design the Course**

1. Split into small groups. The person leading the activity should give each group some pencils and a large sheet of paper.
2. Each group should talk about what an obstacle course is. Obstacles are things that block your way. In an obstacle course, they're usually challenges that people need to complete before they continue.
3. Each group should choose a theme for their obstacle course to inspire the obstacles they create. If they chose a woodland theme, for example, they may use a tunnel as a rabbit burrow to crawl through, or some hoops and balls as nuts for a squirrel to throw into a hole.
4. Each group should design their obstacle course, thinking about their theme. Their final course should have between two and four obstacles, but it's OK if people want to design more and then narrow it down.
5. Each team should think about what materials they'll use to make the obstacles they've designed. They could think about equipment they already have, as well as any recycling they could use.

**Part 2 - Make and Race**

6. Each team should find a space outside. They should make between two and four of the obstacles they designed. They should test them as they go to make sure they work, and make any changes needed. For example, make sure any tunnels are big enough for a person to fit through!

7. Each team should demonstrate their obstacles to another team, then swap courses and try each other's obstacles out. They could try each other's at the same time, or take it in turns to have a go and to watch.
8. Once everyone's finished the obstacle course, they should take their obstacles apart so they can put equipment away and recycle any recyclable items.

## 4. Heads or Hands

**You will need:**

- Soft Balls

**Estimated time: 5 minutes**

**Before you begin:**

Run a quick game of 'Marco Polo' or similar to decide who'll go first. The last person to say 'Polo' will be the first person to stand in the middle.

**Instructions:**

1. Everyone should stand in a circle facing inward in the middle of the meeting space. The person going first should stand in the middle of the circle with the ball. This person may be swapped at any time during the game.
2. The person in the middle should call 'heads' or 'hands' and throw the ball to a person in the circle.
3. The person in the circle to whom the ball was thrown should catch it and throw it back if the call was 'heads,' and head the ball back if the call was 'hands.' Do a few practice rounds and play slowly at first so that everyone gets it. The ball may touch the floor when it's being returned.
4. The person in the middle should then throw the ball to the next person along in the circle, calling 'heads' or 'hands' each turn. If someone returns the ball incorrectly once, they should go down on one knee. If they do it twice, they should go down on two knees. If they do it three times, they should sit down. Correctly returning the ball when in one of these positions lets players kneeling or sitting revert to the previous position (for example, someone sitting down who returns the ball correctly should swap back to two knees).
5. When everyone is getting good at the game, the person in the middle should stop moving around the circle and start to throw to people in the circle at random. The game can also be sped up, and you could try playing without letting

the ball touch the floor. Keep playing until everyone who wants to has had a go in the middle.

### Take it Further:

Everyone should think up some new rules for the game together. There could be a call that prompts players to bounce or roll the ball back, for example.

Young people and young leaders should be able to run this game themselves once they get the hang of it. Let them do this whenever possible.

## 5. Goalball

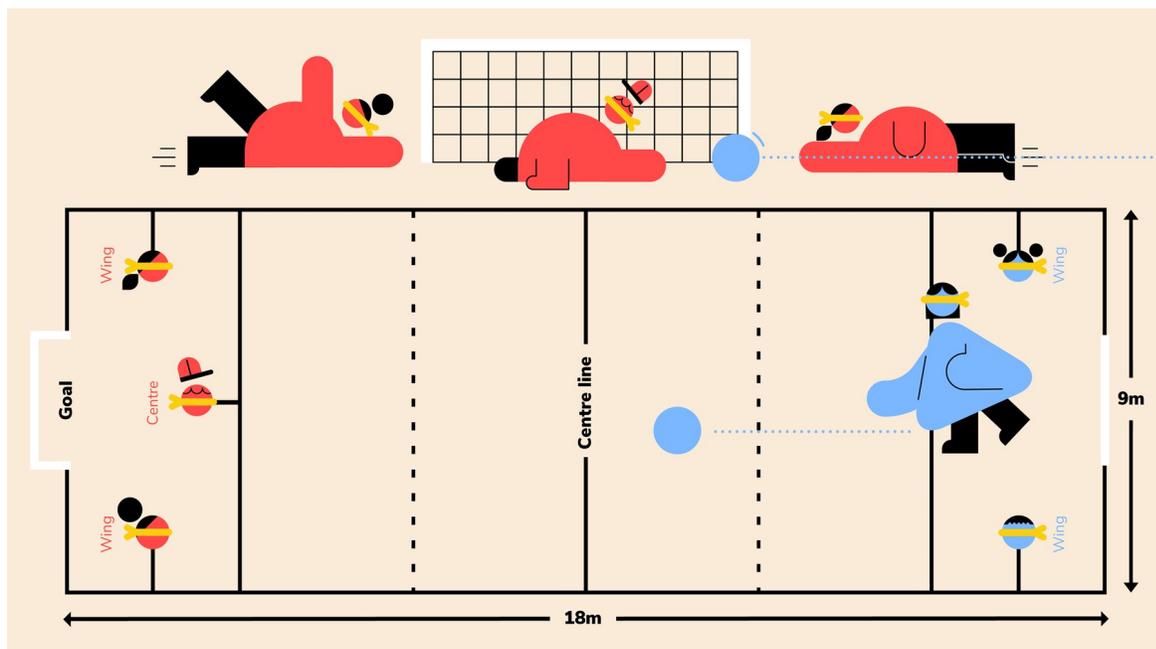
### You will need:

- Scarves (such as neckers)
- Something to mark lines (for example, chalk, masking tape, or rope)
- Goalball (a ball with a bell inside), or a ball wrapped in a plastic bag that rustles

### This activity also contributes towards:

- Beavers Disability Awareness Activity Badge

Estimated time: 20 minutes



**Before you begin:**

Following the court diagram above, mark out the Goalball court using masking tape. You may need to clean the floor (or warn people to wear old clothes) as everyone will be rolling around on the floor).

**Instructions:****Practice without blindfolds**

1. Split into teams of three people. Two teams can play at one time. We'll call them the red team and the blue team, to make it easier to explain.
2. The first two teams should go onto the court and stand by their goals. Everyone else is a spectator. Spectators must be silent so players can hear the ball.
3. The red team defends first, so they should get into the 'ready position' by crouching on their toes with their fingers resting along one of the lines of the court. One player should be on the centre line, and one player should be on each of the wing lines.
4. One person in the blue team should attack and try to score a goal. They should bowl the ball, like in ten-pin bowling. They should aim for the goal, and release the ball close to the floor so it makes less noise.
5. The red team should try to stop the ball going in the goal by moving into the 'barrier position'. They should stretch out along the line their fingers were on, making their legs straight and their arms stretched. Their hands should face the ball, and they should use one arm to protect their face as they try to stop the ball (ideally with their tummy or thighs).
6. If the blue team gets the ball completely over the goal line they score a goal. The person leading the game should give the ball to a member of the red team. If the red team catches the ball, they should hold on to it (and the blue team doesn't score anything).
7. One person in the red team (usually the person who caught or was given the ball) should repeat step four to try and score, while the blue team repeats step five to stop the ball going in the goal.
8. Both teams should have three turns—each player should have a turn at attacking (even if they don't catch or get given the ball, their teammates can pass it to them so they can give it a go).

**Play blindfolded**

9. Everyone should help each other to put on blindfolds.
10. Teams should play the game again, following the same rules as above. This time, they'll have to listen for the ball (and feel the lines) to try and attack and defend.
11. Each team should play for a certain time, or until they've all had a certain number of chances to attack. The team that scores the most goals is the winner.

## 6. Body Puzzle

You will need:

- Scissors
- Masking tape
- Two copies of the same image/poster/printout (one copy must be large enough to cut into multiple pieces, one for each player)

**Estimated time: 10 minutes**

**Before you begin:**

Choose an image for your puzzle. Print or draw the image twice – at least one of the copies must be on a large piece of paper.

Cut the large image into the same number of pieces as you expect to have players

**Instructions:**

1. Give one puzzle piece and a piece of tape to each player. Each player should attach their puzzle piece to the front of their clothing.
2. Attach the other (complete) copy of the image to a wall.
3. Players should move around to jumble the pieces up – depending on how energetic they feel, they could walk, dance, skip, or hop.
4. Once the pieces are jumbled, the players should stand still. The person leading the game should start a countdown to signal when the players can begin piecing themselves together.
5. The game is finished when all of the players are lying on the floor in the correct order, so that they form the complete image when viewed from above.
6. Everyone should get back together and chat about how it went. What did they do to be a good team player and help their team? Can they think of other types of teams and the roles in them?

## 7. Building Memories

### You will need:

- A set of items to create a display, and an identical set of items for each team.

**Estimated time: 20 minutes**

### Before you begin:

Gather your items – if you're playing inside, you could use cups, pens, chairs, and toys. If you're outdoors, such as being at Woodhouse Park, you could use items like tents, sticks, and pioneering poles.

Set up a display using the items – arrange, balance, and layer them to create a scene for the players to copy. The display must be hidden from the teams initially, so maybe cover it with a tarpaulin!

### Instructions:

1. Split into teams, and give each team their set of items. They must have all of the items they need to copy the display.
2. Teams should choose one team member to be the runner. The runner should come and view the original display – they can look for 20 seconds.
3. The runner should re-join their group, and give their team instructions so they can recreate the display. The runner can't touch any items – they can only use verbal instructions.
4. Teams can have a conversation with their runner and ask them any questions they have.
5. The challenge is complete when the team has recreated the display as accurately as they can. The person leading the game should reveal the original display, and teams should compare their creations.
6. If you want to, you can play again with a different display, and different runners.

### Take it Further:

Young people could set up a display as a team, and then swap with another team (who have also created a display) to play.

## 8. Share, Don't Share

You will need:

- Scissors
- Scrap paper
- Pens or pencils
- Boxes or hoops
- [Care to Share Cards](#)

This activity also contributes towards:

- Digital Citizen Stage 3 and Stage 4

Estimated time: 15 minutes

**Before you begin:**

Print and cut out the 'Care to share?' cards. You could also make your own by writing the descriptions on pieces of scrap paper.

Label one box or hoop with 'share' and one with 'don't share'. Put one box or hoop in one corner of the room, and the other in the opposite corner.

Spread out the 'Care to share?' cards face down in the middle of the meeting place.

Choose which cards are appropriate for your young people.

If you're working towards Stage 4 of the Digital Citizen Activity Badge make sure you complete the last part of the activity to meet requirement 1.

**Instructions:**

1. The person leading the activity should show everyone the Yellow Card. They should explain that it's Scouts' code of practice to keep everyone safe and go through what it says.
2. Explain that it's important to know what's safe to share online. Even if people aren't old enough to be on social media yet, it's important to learn how to be safe so they're ready.
3. Everyone should split into two teams. Each team should stand in a space away from the cards and boxes.
4. When the person leading the game says 'go', the first person in each team should run to the 'Care to share?' cards and turn one over.
5. The player should quickly decide whether it's OK to share that thing, or whether it shouldn't be shared. They should take the card to the right box and pop it in (face up) before joining their team.

6. Once the player gets back to their team, the next player should go and repeat steps two to four.
7. Keep going until everyone's had a go.
8. The person leading the game should collect the boxes and hoops, and everyone should discuss where the cards ended up.
9. If there's time, everyone could add some extra cards of their own and play again.
10. Everyone should find a partner and talk about how they found the game. Was it easy to decide what was safe to share online?
11. Each pair should think about what bits of information someone could find about them online. Take some sticky notes or small pieces of scrap paper, write one piece of information on each and put them on the floor face up.
12. For each note, they should try and come up with an idea of an action they can take to protect themselves or hide the information if they wanted to.

**Take it Further:**

Teams could work together to make their own cards.

Older groups could work together to check and adjust their privacy settings on social media.

## 9. Find your Fit in the Team

**You will need:**

- Pens or pencils
- Scrap paper

**Estimated time: 10 minutes**

**Before you begin:**

This activity needs to follow an occasion where everyone's worked in teams.

**Instructions:**

1. The person leading the activity should remind everyone of the occasion they're using, for example, the challenge they completed a few weeks ago.
2. Everyone should get into the same teams they were in for the chosen occasion.
3. Each team should write questions about different roles on scrap pieces of paper. Some might be specific to the activity (for example, 'Who made sure all the food was stored properly?'), others might be more general (for example, 'Who was supportive?').

4. Each team should stand in a circle.
5. Someone should read the question on the first piece of paper. Everyone should say what they think the answer is – it could be one or more people, everyone, or no one. The team should come up with an answer they all agree on.
6. If they've chosen one or more people, the chosen people should hold the slip of paper in front of them.
7. If they've chosen 'everyone', they should put the slip of paper in the middle of the circle.
8. If they've chosen 'no one', they should put the slip of paper outside of the circle in a 'discard' pile.
9. Everyone should repeat steps two to five for each question. They could make up more questions and roles as they go, especially if things come up in discussion.
10. Once they've handed out all of their slips, the group should look at how they're split between the team. What does that tell them about how their team worked together? Is the split ideal, or could it be better?
11. Each team should imagine they're going to do the chosen occasion again. They should think about how they'd re-distribute the slips. Does anyone have too many? Are there some that everyone should hold? Were there some that didn't have an owner?

## 10. Splat!

**Estimated time: 5 minutes**

### **Instructions:**

1. Everyone should stand in a distanced circle with the person leading the activity in the middle.
2. The person who is leading should spin round and, at random, point to one person and shout 'splat!'.
3. This person should duck down. The people on either side of them should point at each other and shout 'splat!'.
4. The last person to shout 'splat!' should sit down.
5. The game continues until there are two players. They should stand 2m apart, back to back, and when the person leading the activity signals, they should walk away from each other.
6. When the person leading shouts 'splat!' the last two players have to turn and shout 'splat!' at each other. The first to shout is the winner.

## 11. Magic Carpet

You will need:

- A sheet, tarpaulin, rug, or blanket (big enough for around six payers to stand on) for each team

Estimated time: 10 minutes

Instructions:

1. Split into teams of up to six people, and give each team a sheet. This is their magic carpet. Everyone should help anyone who's new to join in.
2. Each team should get into a space, and lay out their magic carpet. Once their carpet is ready, the team should jump aboard and get ready to go.
3. Now each team is hovering, the person leading the game should check they're all ready to fly... and notice that all of the teams have got their carpets the wrong way up.
4. Teams need to work together to flip their magic carpet over, so that the side facing the floor faces the sky. No one can step off the carpet, as they're already in the air.
5. The person leading the game should let each team try to figure the puzzle out for themselves. After a while, they can start giving hints using the solution provided.

Here is one possible solution!

1. Take hold of one corner of the sheet (the bottom left corner if viewed from above).
2. Drag it over the top of the sheet – so that the side of the sheet that was on the left is now at the top.
3. This edge should stick out above the square of folded over sheet, so that there's a strip where only a single layer of sheet is touching the floor.
4. Everyone should move to stand on this strip of single layered sheet.
5. Slowly and carefully, untuck the sheet so it's no longer folded over. The whole carpet should now be the right way up.

Take it Further:

Players could work towards their Team Leader Challenge Award, if they lead their group or captain their team.

## Youth Forums

Each section needs to take part in a number of sectional youth forums to earn their Teamwork Challenge Awards. Beavers need to take part in Log Chews, Cubs need to take part in Pack Forums and Scouts need to take part in Patrol Forums. Below are some fun ideas for how to run your next forum! Make sure you ask your local Youth Commissioner for help with these if you'd like it!

As well as the ideas mentioned below, the Avon County Youth Team have created lots of Youth Shaped activity resources as part of their Kindling project. [You can find links to the Kindling activities at the end of this pack.](#)

### 12. Flying High

**You will need:**

- [Geese in Flight Resource](#)

**This activity also contributes towards:**

- Beavers My World Challenge Award

**Estimated time: 15 minutes**

**Before you begin:**

A Scout's Own is an inspirational, informal ceremony that often lasts about 15 minutes. They're made up of a mixture of readings, reflections and music.

This is just one example of how to have a Scout's Own. There are lots of different themes, topics, and activities to choose from. When you're planning a Scout's Own think about including elements such as an opening, reading, activity, music, and closing. We've included some more information on these (and some other things to consider) to help.

**Instructions:**

1. Everyone should gather together in a circle. The person leading the activity should explain that everyone's going to take part in a special ceremony called a Scout's Own. A Scout's Own is a time for people to think and reflect together.
2. The person leading the activity should ask people to think about what it means to work as a team and help other people. Everyone should close their eyes, and think about a time they've been part of a team.
3. The person leading the activity should explain that some geese migrate with the seasons, which means they move between different places in summer and

winter. They can fly up to 3,000 miles for their migration, so they need a lot of energy and some clever tactics.

4. The person leading the game should ask some people to volunteer to help them tell the story of the geese.
5. The volunteers should stand in a 'V' shape, with one person at the front as the point of the 'v'. They're now geese. They should stand still, but gently flap their wings as they fly high in the sky.
6. The person leading the activity should point to the lead goose, and explain that they create something called uplift as they flap their wings. Their uplift makes it easier for the two geese behind them to fly. Their uplift makes it easier for the geese behind them, and so on. Because it's easier to fly, the geese can fly further than they could if they just flew side by side in a straight line.
7. The person leading the activity should explain that the geese at the front don't get uplift from any other geese, so they get tired faster. The lead goose should show everyone how tired they are.
8. The person leading the activity should explain that when the lead goose gets too tired, they go to the back of the 'V' formation, and someone else takes over. The lead goose should go to the back, another goose should take over, and all of the geese should honk loudly to encourage their friends.
9. The person leading the activity should explain that if a goose can't fly, for example if they're poorly, they'll land, and two other geese will also land and stay with them until they feel better. Three of the geese should act this out—the poorly goose could pretend to have a sore wing or a headache.
10. All of the geese should move around the space in their V formation, working together and taking it in turns to be the lead goose, the poorly goose, and the geese taking care of the poorly goose.
11. Everyone should sit back in a circle. The person leading the activity could put some music on to help everyone calm down and think.
12. Everyone should think about how the geese worked as a team. They took it in turns to do the hardest job as lead goose, made sure no one got left behind, and supported each other with encouraging honking. This is just like Scouts, where we make a Promise to help other people.
13. Everyone should think about everyday ways they could support people, perhaps in their family or their class at school. How could they be like a goose and share the hard work, make sure no one's left out, or encourage others?

## 13. Busy as a Beaver

You will need:

- [Busy as a Beaver Ceremonies Sheet](#)

Estimated time: 20 minutes

Instructions:

1. The person leading the activity should ask if anyone knows what a ceremony is. A ceremony is a special set of things that people do together; they're often celebrations or based on a tradition.
2. Everyone should try and think of some ceremonies they've seen or taken part in at Scouts. Scouts have ceremonies to remind everyone that they're part of one big family – wherever they are in the UK or around the world.
3. The person leading the activity should help everyone remember some examples of ceremonies their Group does. Perhaps everyone's used to gathering in a 'gather logs' circle, or perhaps they use a Log Chew to talk about what they'd like to do in the future. If people are in small groups of Beavers called Lodges, that's part of a ceremony too.
4. The person leading the game should name a ceremony and explain what it involves, what it means, and why people do it.
5. The person leading the game should show everyone an action that goes with the ceremony name.
6. Everyone should practise the action.
7. The person leading the game should introduce a few more ceremonies.
8. Everyone should move around the space.
9. The person leading the game should call out one of the ceremony names.
10. Everyone should pause and do the action.
11. Everyone should keep repeating steps two and three.
12. At any point, the person leading the game can pause the game to add in another ceremony and action.
13. The person leading the game should introduce a sign for standing still and being quiet. When they make this sign, everyone should freeze and be silent. This is as important as all of the other ceremonies, and is a really big part of many of them.
14. Everyone should keep playing until they're familiar with the different ceremonies, traditions, and activities in their colony.

**Take it Further:**

To make this activity more youth-shaped, the young people could suggest ceremonies or traditions – do they have a favourite?

## 14. Cool Wall

**You will need:**

- A4 paper
- Sticky tack
- Sticky notes
- [Emojis Sheet](#)

**This activity also contributes towards:**

- Cubs Team Leader Challenge Award

**Estimated time: 20 minutes**

**Before you begin:**

Take four pieces of paper, and put a heading on each one – seriously cool, cool, uncool, and seriously uncool. Use the emojis provided, or create your own using your own images.

Take the sticky notes or paper, and write some suggested badge or activity ideas, so everyone has some ideas to start them off. You may want to include badges and activities more than once, so more than one group can vote on each idea. You may also want to include images of badges and activities alongside the words.

**Instructions:**

1. The person leading the game should stick the headings across a wall to create a cool wall which ranges from seriously uncool to seriously cool.
2. Players should split into groups of about five people.
3. The person leading the game should give each group a selection of the sticky notes (or paper) with ideas written on.
4. Each group should discuss the ideas they've been given, one by one. Where do they belong on the cool wall?
5. Once everyone in each group has had their say, the group should agree on a decision and someone should stick the idea in the right place on the wall.

6. Once a group has finished placing all of the ideas on the wall, they should get some blank paper or sticky notes, and add their own ideas. They can add seriously uncool ideas, as well as cool ideas.
7. At the end, everyone should gather back together and look at the cool wall. Are there any trends? Are there any activities in more than one section?
8. The person leading the game should take a picture of the cool wall, or copy the ideas down, so that whoever plans the programme can listen to everyone's opinions and ideas.

## 15. Badge Bucket List

**You will need:**

- **A4 paper**
- **Cub Scout Badges and Awards books (or access to the internet)**

**This activity also contributes towards:**

- **Cubs Team Leader Challenge Award**

**Estimated time: 30 minutes**

**Instructions:**

1. Give each Six a big sheet of paper, pens, and a Cub Scout Badges and Awards book (or printed badges and requirements).
2. Sixers should lead their Six as they talk about which badges they would like to work on.
3. Each Six should talk about the reasons they would like to do each badge, and ideas of what they could do to achieve it.
4. Each Six should agree on their top choice badge to do at Cubs, to present to the rest of the Pack.
5. Form a panel of judges – this should include adult volunteers, young leaders, and Sixers.
6. One by one, each Six must persuade the panel that their top choice badge is the best idea. Each Sixer should leave the panel to present with their Six.
7. Each Six should present their top choice badge, along with the reasons they think the Pack should do it, and any ideas they have about how they could achieve it. Sixers should usually take the lead on presenting to the panel.
8. After each presentation, each person on the panel (except the Sixer who's presenting) should award the idea one, two, or three stars.

9. The badge with the most stars is the winner, and should be planned into the programme as soon as possible.

**Take it Further:**

Cubs could suggest ideas and plan activities to meet the requirements of their chosen badge.

## 16. Patrol Leaders' Council

**You will need:**

- Pens or pencils
- Sticky notes
- Sticky tack
- Big pieces of paper

**This activity also contributes towards:**

- Scouts Team Leader Challenge Award

**Estimated time: 1 hour**

**Before you begin:**

It's up to you whether your Patrol Leaders' Council happens during a normal meeting or another time. It often depends on whether there are enough adult volunteers to run the main meeting while the Patrol Leaders' Council happens.

Decide what you'll cover in the Patrol Leaders' Council. They can be useful for making decisions about things that have come up during Troop forums (or through general discussion), planning your programme, or planning camps and other activities.

Try to have a rough plan of what you'll cover, but keep it flexible and informal. A chat (perhaps with some fun activities to break it up) works better than a long, formal meeting that no one enjoys or wants to go to.

**Instructions:**

1. A successful Patrol Leaders' Council depends on the Patrol Leaders being able to feedback on how everyone else in the Troop feels, and what they think about certain things. It's useful to give Patrol Leaders some time to find out how everyone feels, and what they'd like to pass on.

2. The Patrol Leaders might want to run a Troop forum (for example, [Cool Wall](#)) or adapt another activity like (for example, [Badge Bucket List](#)), which gives everyone the chance to share their opinion.
3. Patrol Leaders could also take some time to talk to their Patrols to find out what they're thinking. They could even design a feedback form to fill out with their Patrols before the Patrol Leaders' Council.
4. It's good to keep track of all the ideas that come out of a meeting. One Patrol Leader could keep some rough notes; another could act as chair, keeping everyone on track and making sure everyone gets time to speak.
5. There are lots of ways to come up with ideas. People could write them down on separate sticky notes or make a mind map.
6. Making decisions can be tricky, and a Patrol Leaders' Council can be a great place to learn how to disagree with people, compromise, and find solutions.
7. One way to help make a decision is to ask someone to note down 'pros' and 'cons' of different options. For example, if people are choosing between two different camp venues they might like to consider what makes each one attractive and what its drawbacks are.
8. Another way to make decisions is voting – people could raise their hands or move to opposite sides of the room. People could also vote privately, for example writing their vote down and putting it in a box.
9. The outcomes of a Patrol Leaders' Council shouldn't be a secret.
10. After the meeting, the Patrol Leaders should work together to give feedback to the rest of the Troop about the things they discussed, any ideas they're working on making a reality, and any decisions they made. It's up to the Patrol Leaders how much detail they give – sometimes it's useful to explain how and why tricky decisions were made, but it's not always necessary.

## Additional Resources

### Kindling Activities

- Who Dares Wins: [bit.ly/ACYT\\_WhoDaresWins](https://bit.ly/ACYT_WhoDaresWins)
- What Makes a Leader: [bit.ly/ACYT\\_Leader](https://bit.ly/ACYT_Leader)  
([bit.ly/ACYT\\_LeaderOutline](https://bit.ly/ACYT_LeaderOutline))
- Where in the World: [bit.ly/ACYT\\_WhereintheWorld](https://bit.ly/ACYT_WhereintheWorld)
- Agatha Quiztie: [bit.ly/ACYT\\_Agatha](https://bit.ly/ACYT_Agatha) ([bit.ly/ACYT\\_AgathaClue](https://bit.ly/ACYT_AgathaClue) +  
[bit.ly/ACYT\\_AgathaCheat](https://bit.ly/ACYT_AgathaCheat))
- Camp Builder: [bit.ly/ACYT\\_CampBuilder](https://bit.ly/ACYT_CampBuilder)
- Section Leader Simulator: [bit.ly/ACYT\\_SLSimulator](https://bit.ly/ACYT_SLSimulator)
- Escape Room: [bit.ly/ACYT\\_EscapeRoom](https://bit.ly/ACYT_EscapeRoom)

Geese Sheet

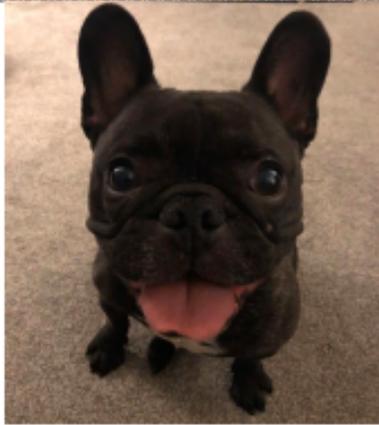


## Busy as a Beaver Ceremonies Sheet

# Example ceremonies

Ceremony name	Action	Ceremony explanation
Build a dam	Everyone holds hands and makes a large circle.	A leader may call this out during a 'gather logs' ceremony. Beavers hold hands and form the biggest circle they can around their leader. This represents beavers travelling out as far as they can to gather logs and sticks to build the lodge.
Log Chew	Everyone sits down in a big circle and pretends to chew on a log.	A Log Chew is a chance for Beavers to talk about all sorts of things. They're often used to talk about important topics such as which activities people have enjoyed most, or what they'd like to do in the future. They could also be about friends, school, or anything else. The important thing is that everyone is able to have a say.
Tail slap	Everyone claps their hands behind their back.	A tail slap can be a way to applaud an achievement such as earning a badge. It can also announce the start of end of a meeting.
Lodges	Everyone should group together in their Lodges (if you don't have Lodges, people could just get into small groups instead).	Lodges are small groups. They help people make friends, and give people the chance to work together as a team
River banks	Everyone should get into two parallel lines that face each other.	This is another way for Beavers to gather – they usually get in a circle (build a dam) or these lines (river banks).
Scout sign	Everyone should hold their right hand at shoulder height and use their thumb to bend down their little finger.	This is used whenever someone makes or renews their Scout Promise. The three fingers represent the three main parts of the Promise, and the circle between the thumb and little finger represents the worldwide family of Scouts.
Motto	Everyone should call out 'Be prepared'.	Baden-Powell chose this Scout motto.
Handshake	Everyone should shake hands with someone using their left hand.	Scouts all over the world greet each other with a left-handed handshake. It's a sign of trust and friendship.

## Share Don't Share Cards



A photo of your dog



A photo of you and your little sister



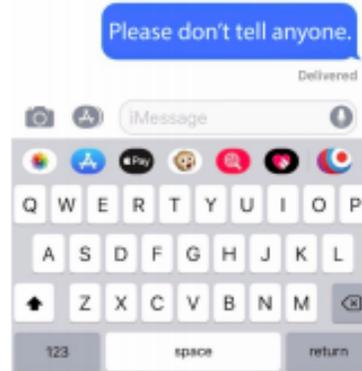
Your road name



Your holiday ticket



Your teacher



A private message



A mean message or comment



A beautiful landscape



A photo of an animal being funny



Your phone or phone number

Throwing a party Saturday.  
10pm @7 Oak Rd, Anytown

7,237 Retweets 33,766 Likes

554 7.2K 34K

Tweet your reply

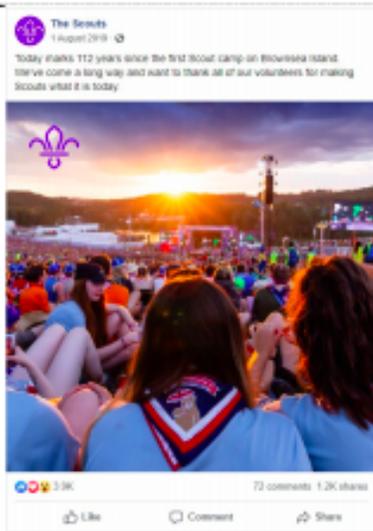
Party invitation



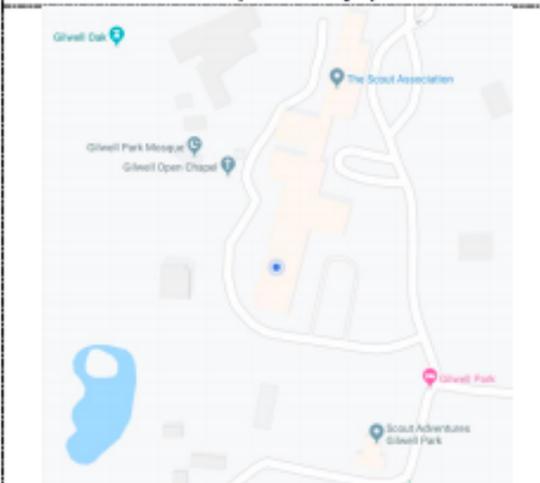
A Christmas tree or festive symbol



A book you've enjoyed



A congratulations post



Your exact location



Your general location

Cool Wall Emojis

**Seriously cool**



**Cool**



**Seriously Uncool**

**Uncool**

