THEME: Camping SUBTHEME: Bushwalking skills

5:50: COMING IN ACTIVITY: What to pack maze

6:00: OPENING CEREMONY:

6:05: Game: Jump over the snake. A Leader holds a thick rope. The rope is on the ground. Another leader shakes the rope, wiggle, and the joeys have to jump over it.

6:10: Game: Game: Bushfire (streamers needed) One Joey is a small flame to start off and has a red streamer. This Joey chases others and turns them into flames as well. New flames run to the Leader to get a streamer. They then chase others. Before long you have a roaring fire. Remind Joeys this is how a fire starts.

6:15: Activity: How compass works: Needle, backplate, dial and marks, arrow I’m leaving this on the desk so you can show them how it works. Bella can do this works, Ask Bella to do this

6:20 : Game: Points of a Compass Game: Where will the animals go?

Give each Joey an animal (lion, tiger, bear etc) Use a compass to find north. Tape the "N" to the wall or floor. The leader calls out directions for the animals to be placed, e.g., "Will the lion please sit at north?" Continue until all the animals are in place. Variants – animals with fur move to east. etc.

6:25: Activity: Fox Dot to Dot Compass work

6:30: Food to bring on the bushwalking

6:35: Activity: Dress for a bush walk – shoes, hat, suncream, rainjacket

Show them and discuss the reasons and what isn’t suitable.

Food to bring on a bushwalk light, healthy, provides energy, water, etc

6:40 : Craft: Decorate your own mess kit! (mess kit, markers needed)

Joeys use fabric pens to decorate their own mess kit to take onto the camp in a few weeks’ time -> show Joeys what goes into a mess kit.

6:50 : Bushwalking board walk game – stop when you get lost, Buddy system, stay on trails

6:55: Closing Ceremony