

## Planning a Cub Scout Camp

How a good Cub Camp might look?

- Programme
  - Active programme keeping Cub Scouts busy and happy
  - Programme timings structured around when Cub Scouts like to eat and need to sleep. Time is needed in the programme to allow Cub Scouts to help with their meals before and after. Alternatives activities needed for Cub Scouts not helping at the time
  - Programme picked and decided by Cub Scouts
  - Structured free time provided within programme to allow for Cub Scouts to explore nature and socialise utilising the Sixers and Seconders
  - Programme caters for all the SPICES including campfires, scout owns and logbooks
  - Opportunities for progression in Personal Journey Badges Turas, Taisteal, Tagann awards and Adventure Skills
- Camping
  - Menus created by Cub Scouts with Scouters help to provide healthy fuel for the outside programme
  - Cub Scouts practising 'Leave No Trace'
  - Cub Scouts helping to 'build' their Campsite
  - Cub Scout doing camp chores and helping with cooking and clean up.
- Sixes in action
  - Cub Scouts doing camp chores and cooking within their Sixes in a rota.
  - Opportunities for Sixers and Seconders to learn organisation leadership skills
  - Activities and meals done in the Pack's Sixes as much as possible
  - Buddy system is used to help Cub Scouts look out for each other
- Support
  - Encouragement from Group Scouters and Families
  - Support provided by Scouts and Venturers if help is need with camping skills
  - Support from SI campsites and activity centres

## Steps to prepare:

Create a timeline defining the necessary actions a section would need to do to build their capacities to get ready for this activity.

### Year Plan

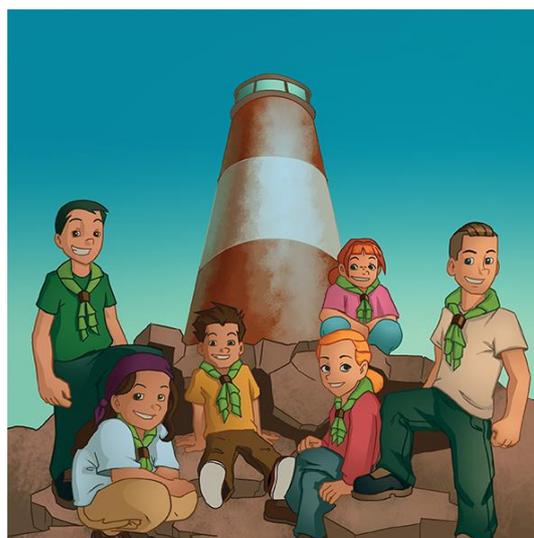
When preparing for a camp especially the highlight camp of the year, consider running shorter camps during the year to build up to your camp. Some could be overnights and depending on the season indoors. Early in the Scouting year, it is important to identify a campsite and dates for your camp. It allows families and scouters to prepare and ensure the weekend is kept free.

### Scouters and Equipment:

When it comes to a big end of year camp the pack requires a few key resources that might need to be considered early in the year as part of your Group's annual plan. Ensure you will have sufficient numbers of Scouters, who have the appropriate training. It is worth reviewing the checklist in the camp approval form (SID 77A/11) to identify where your gaps are likely to be and making plans appropriately. Work with your Group council to ensure you are properly equipped for a pack camp; while in general equipment needs of Cub packs and Scout troops are similar they can be different in terms of use of tents, size of cooking pots etc. It is good practice to have enough tables so each Six can sit at its own table as unit with a Scouter during meal times.

### Sixes:

Building up the capability of your Sixes over the year will allow you to achieve so much more on your camp. Running activities through-out the year utilising your Sixes and giving opportunities for your Sixers and Seconders to lead during their activities will help when you come to camp and help get the Cub Scouts used to their teams. Practising the buddy system and ritual of our ceremonies during activities and meetings ensures the Cub Scouts are used to these safety and welfare tools when it comes to camping. Using Sixer Councils over the year will help develop your Sixers and Seconders.



## Term Plan

Several months ahead of the camp, do a reconnaissance of campsite. Know the location of the camping site: Get a map or GPS coordinates of the area; know the travelling route and time it takes to get to the campsite and locations suitable for a pit stop if the journey will be long. Make a budget, plan the programme, and review your Sixes with your Sixers Council. Once you know who is attending it might be worth considering your Sixes so that you have as many functioning Sixes that are balanced attending the camp. This is a process that can be undertaken with the input of your Sixer Council. As camp approaches, it is important to review your adult resources. If you are bringing Venture Scouts to help with skills or activities you must count them for ratios (not as adults but as youth members) and ensure they have an appropriate camping environment. It is also important that they have some time for programme suitable for their own age.

### Camp theme:

With the Sixer Council, a theme for the camp can be picked. The theme can be one of *Lands of Adventure* from the Adventure Quest framework or a land of your own. The theme will be a starting point for the Cub Scouts to create ideas for the Camp. Let your Cub Scouts imagination run when it comes to picking a theme.



From a theme your Sixes can brainstorm programme ideas which allow the team create a programme. Another source for ideas and opportunities for activities can be site activities or the location you are visiting. Campsites provide a range of on-site activities or have contacts with adventure centres. From all these ideas, it is now possible to create a programme for the camp making sure there is time round each meal for Cub Scouts to help with chores and cooking and time for a Scouts Own, site building and clean up all of which are Cub Scout activities.

### Keeping families informed

At this stage a parents' meeting might be considered. If your camp is a new experience for a lot of your parents it can be help to bring your parents together to give out as much detail about the camp as possible. Parents will

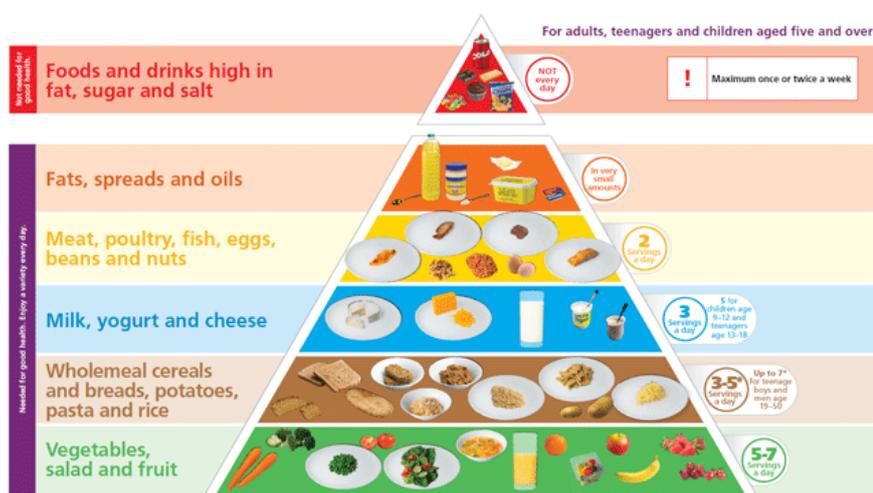
like to know what sort of activities their Cub Scouts will be up to, what the camp site will be like and have a chance to express their concerns to the scouters. A meeting is good opportunity to ask parents/guardians to check their Cub Scouts Activity Consent Form (SIF 11/05) and fill in additional information if required. Fill out a Managing Medications Form (SIF 11a/10) if necessary. Store all forms together in a waterproof folder along with some blank copies of the Accident/Incident Report Form (SIF 10/05). Give out personal kit lists, make sure to remind parents to permit their Cub Scout to do their own packing and to clearly label everything (including the rucksack) as Cub Scouts often do not know their own stuff. Of course, a teddy bear is key part of every Cub Scouts personal equipment.

## Six Week Plan

Now it is time to getting the details of camp preparation underway, and ensure any camp approval forms are completed. File the Overnight Approval Form (SIF 26/11) with the Group Leader and County Programme Coordinator. The checklist of the approval forms is a good way to ensure you have everything considered. This is a great opportunity for youth involvement and a way to build their enthusiasm for the camp.

## Menu

The Cub Scouts can fully assist with planning a balanced menu by using the Food Pyramid from the back of their Handbook or from [www.safefood.eu](http://www.safefood.eu). It is important when developing a menu to



remember programme so that lunches etc. fit into the time available. Cooked breakfasts alongside familiar cereals are a great way to ensure the Cub Scouts start the day on a full tank and helps avoid snacking during the day. While healthy eating is very important and using the food pyramid to plan menus remember that the youths will be outside all day, moving about and going for longer days than at home and away from home. Ensuring even the fussy eaters

is also are suitably full is a key part of menu planning. The cooking of dinners with the vegetables separately can help ensure that everyone eats.

#### Supporting the Theme

Building on your theme creating decorations for your campsite and costumes as required for the Cub Scouts is a good way to build camp programme into your Six-week pre-camp programme. Getting your equipment ready with your Group Quartermaster is another way for Cub Scouts be involved and ensures the Cub Scouts develop respect for their equipment. Ensure all gas cylinders and batteries are fully charged, gas lamp and other camp consumables such as sisal are well stocked. As well as camping equipment, it is worth checking your games equipment including some equipment for games for Cub Scouts to play during free time and while other Sixes are doing chores.

#### Safety:

Reviewing your Pack First Aid kit and ensuring any youth members Medical Forms are completed and all consents are up to date. It is also worth having some welfare items in your kit such as spare sleeping bags, a hot water bottle and some blankets. Make sure that each Cub has their own basic personal First Aid kit. Discuss the importance of keeping clean on camp.

#### Packing:

If prior to camp, you are having a check of the Cub Scouts have the Cub Scouts bring their packed rucksacks to the meeting before camp. The Cub Scouts unpack their bags and layout their personal equipment on their sleeping bag. This is a chance to ensure you know the Cub Scouts knows their own equipment before it all get mixed with others in a tent. A note to parents about pocket money and how you manage it is useful at this point. Some Packs run a “Camp Bank” where a Scouter banks all the spending money and it can be withdrawn on request and the amount logged. This prevents Cubs from losing their money.



## Theme: Time Travel

The pack is travelling to the Badlands between our Lands of Adventure for the Camp. There the Atlantic Six's broken time machine has been left with the Atlantic Six stranded across Time. The pack must set up its base camp and find the parts of the Time machine and travel through time to locate the Atlantic Six solving challenges along their way. The Atlantic Six's talents can help with the camp

-  Sarah: Work within a team, look after each other
-  Phil: Get outside, build things, learn to cook, play some mad games
-  Isobel: Solve challenges, practice and develop your skills
-  Conor: Help with camp chores, be up for a challenge, go to a new place
-  Eva: Look after yourself and your fellow Cub Scouts
-  Sean: See nature, share with others, learn about beliefs yours and others



### Plan:

As in the Six-week plan above the meetings building up to camp are oriented around preparing and checking Pack equipment, menus and personal equipment. The Cub Scouts also will need to create decorations for their base camp site. These decorations are warnings to the creatures of the Badlands to keep away from the Basecamp. Each Six will need a banner to bring on their time travels to mark where they park their time machines and time travelling suits (costumes). Using an ordnance survey map, Cub Scouts try to figure out the best route to travel to the Badlands. An important early part of this cycle a learning objective review needs to be carried out. As this is coming towards the end of the year for the Cub Scouts each Cub Scout should review their travel cards to identify uncompleted lines and any unfulfilled learning challenges. Each Cub Scout then identifies opportunities to complete their learning challenges on the camp.

**Do: The Camp:**

Remember to have a formal opening to the camp to remind the Cub Scouts of the buddy system, explain where they can roam and where the toilets etc. are. It is good to have a flag break at the start and end of each day to help check in with the Cub Scouts. Regular checking of sleeping areas and the campsite ensures a tidy site and less work at the end of camp. During meals Cub Scouts should sit in their Sixes and of course in rota help with food preparation and clean up.

Friday	Evening	The Cub Scouts and Scouts need to build the based Camp (Site up)
	Night	Hunt to find pieces of the Time Machine (Local Site Scavenger Cub Scouts will need torches)
Saturday	Morning	The Pack travel to four different times and in each time, the Cub Scouts in their Sixes undertake a challenge. 1. French Enlightenment (18 <sup>th</sup> Century France): Make a Hot Air balloon 2. Song Dynasty (11 <sup>th</sup> Century China): Make your own Compass and find <b>Isobel</b> of the Atlantic Six 3. Stone Age (3 million years BCE Ethiopia): Teach the early humans how to build a fire 4. Aztec Empire (15 <sup>th</sup> Central America): Transport a bucket across a course without spilling to free <b>Phil</b> of the Atlantic Six
	Afternoon	The Pack travel to four more times and undertake more challenges 5. Jurassic (200 million years BCE): Build a simple Pioneering catapult to keep the dinosaurs away while rescuing <b>Sean</b> of the Atlantic Six 6. Marco Polo Travels on the Silk Road (14 <sup>th</sup> Century Central Asia): Make a map of a trail and follow it to find <b>Sarah</b> of the Atlantic Six 7. Dark Ages (5 <sup>th</sup> Century Europe): Rome has fallen and people must survive. Teach the villages how to cook backwoods food. 8. Emirate of Granada (13 <sup>th</sup> Century Muslim Spain): Learn about Mosaics and make a Mosaic Pattern show an emotion and impress the Emirate who will tell you

		how to locate <b>Eva</b> of the Atlantic Six
	Evening	The cub scouts now back at base camp need some exercise to recover from weird effects of time travelling (Capture the Flag wide games)
	Night	Camp Fire with Six sketches and time travel stories
Sunday	Morning	Cub Scouts Time Travel 1000AD Polynesia find the final Atlantic Six member <b>Conor</b> who is stuck on a small island in ocean (Kayaking with the Site Instructors)
	Afternoon	Now that the Atlantic Six have been found it is time to take down the base camp and return to the Packs Den (Site Down and Clean up making sure to Leave No Trace). To end the camp a final Scouts' Own welcoming back the Atlantic Six and how they help us Cub Scout. IF staying at a Badlands Scout Centre, thank the staff, remember they are Volunteers.

**Review**

Now you have returned from your big adventure it is time to review the camp with the Scouters and the Cub Scouts. These reviews should be done in the Cub Scouts Sixes. There are two parts to the review. First, talk about how the camp went and then look at how it helped Cub Scouts progress in their Turas, Taisteal, Tagann awards.

Remember the four F's in a review.

Facts: What happen?

Feelings: How did it go?

Findings: What did we learn?

Future: What will we do next time?

It is important to review the camp to ensure if everyone had a great time and what worked and what could be better next time. As well as reviewing the camp programme, events and how everyone got on, the cub scouts should also review with their travel cards so see if they undertook their learning challenges as planned. This learning review of their personal development in the SPICES is the most important part of our programme. As the camp is often the final highlight of our year it's a time to award of Turas, Taisteal, Tagann awards.

Here are some samples of the type of challenges cub Scouts could do on the camp to help them in their Turas, Taisteal, Tagann awards.



Phil's **Green** Travel Card – Diet

**Turas** - Keep a food diary by drawing what you eat on a camp

**Taisteal** - Help with the cooking on a camp

**Tagann** - Help plan the menu for a weekend camp

Isobel's **Blue** Travel Card - Decisions

**Turas**- Make a plan to go on a Cub Scout pack camp

**Taisteal**- Help plan part of the Cub pack Scout camp

**Tagann**- Help plan and organise part of the Cub pack Scout camp

Isobel's **Blue** Travel Card - Isobel likes to learn in creative ways.

**Turas**- Go on camp as part of Six

**Taisteal**- Lead a team on a challenging activity

**Tagann**- Lead a Six on Camp

Conor's **Grey** Travel Card – Doing my Best

**Turas**- Play your part with Six chores on a camp

**Taisteal**- Help a friend with six chores on a camp

**Tagann**- Lead by example with the Six's chores on a camp

Seán's **Orange** Card – Spiritual Exploration

**Turas**- Participate in a campfire and understand its traditions in Scouting

**Taisteal**- Help create a thoughtful quiet space on a camp

**Tagann**- Help lead a part of a campfire and understand how everyone is included

### **What are the different roles for Cub Scouts and Scouters?**

All these roles can be taken by multiple scouters with suitable Cub Scout assistance.

- **Equipment Quartermaster:** Responsible for the Pack's Equipment including the preparing, during and after the camp.
- **Food Quartermaster and Cook:** Responsible for the food including purchase, storage of food and supervising the Cub Scouts preparing meals
- **First Aider:** the lead first aider who is responsible for ensuring consent forms are up to date, the First Aid kit is complete and for the primary delivery of First Aid on camp.
- **Saturday Challenge Programme Coordinator:** Coordinator the challenges ensuring all required programme equipment is available and ensures there are scouters to the different challenges
- **Scouts Own Lead:** Helps the Cub Scouts prepare material for and organise the Scouts Own
- **Campfire Lead:** Plans and leads the campfire

Sixers and Seconders:

The Sixers and Seconders have a part to play in running the camp. As the youth leaders they can be involved in running the activity, in an age appropriate manner. Ensure that they are given opportunities to lead their Sixes, with support from Scouters.

### **Barriers and Solutions**

- **Cub Scouters not familiar with Camping Equipment.** Bring Scouter from the older sections or some youth members from older sections to help with the site.
- **Cub Scouters do not have the scout skills for the programme.** Get Venturers to help with the programme
- **Campfire is a new experience.** Practice songs during the year and get a Scouter/Venture Scout/Rover Scout in to run the campfire.
- **A lot of the Cubs Scouts have never camped before.** Don't go too far from home and ensure parents are available over the weekend for any physical or emotional emergencies
- **Cub Pack has never camped before.** Go on a joint camp with a more experienced Cub Pack

**What supports can our campsites offer?**

Our campsites provide excellent programme centres for your camp. Each site has a team of wardens who will help you with programme ideas including on-site activities, potential day trips and details of local shops and transport and wet weather shelters for those unfortunate wet days. The campsites are also available for pre-visits where you will be able to see your campsite and view programme areas and any discuss access issues. Campsite also provide ice pack freezing services for Ice boxes a great way to keep food fresh on camp. The sites wardens will be happy to discuss your camp and have useful ideas to help you on your camp planning.