



Scouts in Action Week Disability Awareness 22nd-28th August 2011



Joey Scout Mob Program Planner

Theme	Disability Awareness	Date		Attendance	
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Time	Minutes	Activity Type	Activity Description	Equipment	Leader
			Coming In Activity - Colouring In	<ul style="list-style-type: none"> - Colouring in Sheet - Colouring in pencils/pens - Paper 	
	5	Ceremony	Opening Parade	Flag Prayer Book	
	10	Game	Game – Poison Ball	Ball	
	10	Discussion	Discussion on Disabilities	Disability Sign Questions	
	40	Activity	Bases 1. Braille 2. Obstacle Course 3. Catch 4. Finger Spelling	Cardboard Pins Obstacles Balls with Bells Finger Spelling Chart	
	7	Activity	Communication	Phrases	
	7	Game	Goggle Soccer	Soccer Ball Bubble Wrap	
	6	Discussion	Mob Program Debrief	Nil	JSL
	5	Ceremony	Final Parade	Flag Prayer Book	
		Dismiss	Home		

NOTE: All resources for this program are available from the dedicated Scouts in Action Website <http://www.scoutsinactionweek.com>

Downloads include:

This program
 Coming In Activity
 Disability Sign
 Braille Alphabet
 Finger Spelling Chart



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Buddy Badge Scheme

Leaders may also invite other Mobs to participate. You may consider using this program to assist with completing one of the Mob meetings for the Mob Buddy Badge.

Joey Scout Mobs can get together, share activities and have great fun. One Mob visits the other, who then returns the visit. Special activities are held when Mobs visit.



Later, this could progress to sharing an outdoor activity, sleepover or Mob holiday.

You can have a 'virtual' Mob buddy scheme by using the Internet.

The Mob who you Buddy with can be any Mob, inside or outside your District.

Mob Buddy Scheme Requirements

1. Your Mob (Mob A) visits another Mob (Mob B).
2. Mob B then visits Mob A (These visits can be for any activity at all, but it's a good idea to try to make them special nights. Of course, it doesn't matter who visits first, as long as each Mob visits each other).
3. Both Mobs share an outdoor activity, sleepover or Mob holiday.

That's it! (Hopefully you will continue to be Buddies and enjoy other occasions together).



Scouts in Action Week Disability Awareness

22nd-28th August 2011



OPENING PARADE

Preparation for Opening Parade

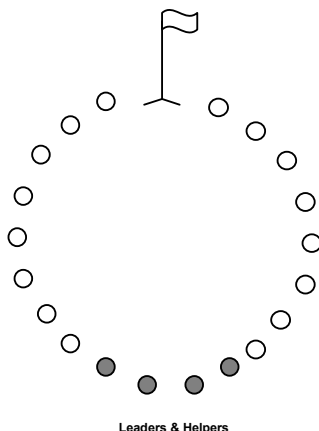
Ensure that the Australian flag is correctly folded for breaking, and is hoisted to the masthead by the Leader before parade is called.

Leader:

"Joey Scouts on Parade"

Joey Scouts:

Form a circle
(Leaders and Helpers join the circle)



Leader:

"Joey Scouts - Alert"

Leader or a 7 year old Joey Scout:

Breaks the flag

Leader:

"Joey Scouts - Salute"

Leader:

"Prepare for Prayer"

Prayer

(or optional song)

Announcements

To nights Program:

_____	_____
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Special events:

_____	_____
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Birthdays:

_____	_____
_____	_____

Leader: "Joey Scouts

Break off"

All Joey Scouts and leaders turn to the right and move off.



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Coming In Activity	Colouring In	
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Equipment: Colouring in sheet (see page 11), Colouring in pencils/pens.

Provide above for the Joey Scouts to colour in as they arrive.

Game	Poison Ball	10 minutes
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Equipment: Ball – soft type preferably.

Game Play:

This is a game for any number of people.

1. Two Leaders go on the ends of the playing area/or hall. Everyone else (other Leaders and Joey Scouts) go in the middle – the Joey Scouts then pair up and hold hands.
2. The Leaders on the ends take turns to throw the ball at the Joey Scouts in the middle. Anyone in the middle who is touched by the ball is out so the 'joined Joey Scouts' try to avoid being hit by the ball.
3. If a Leader on the end throws the ball, and a Joey Scouts in the middle catch it before it touches the ground, the Joey Scouts who caught it get a life. This means that the next time they get hit by the ball, they don't have to go out. Each life can only be used once.
4. If a Leader on one end throws the ball straight to the Leader on the other end and catches it before it touches the ground, they call out "FREEZE!" and everyone in the middle must stop where they are without moving. They're not allowed to move again until the Leader on the end has thrown the ball.
5. The game continues until there is only one pair of Joey's left in the middle.



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Activity	Disability Discussion	10 minutes (maximum)
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Have the Joey Scouts with their 'buddy' sit in a circle around the Leader.

Show the sign on the right to the Joey Scouts.

Question: "Where have you seen this sign before?"

Answer: Toilets, parking spaces, restaurants, shopping centers.

Question: "Who knows what it means"

Answer: Disability, special needs, wheelchair.



We are going to talk about **disability** and our program is about understanding **what disabilities are** and to help us think about what it would be like if we had a **disability**.

Question: Can someone tell me what a disability is?

Answer: Let the Joey Scouts come up with their own ideas – try to draw something out from all of the Joey Scouts.

Discuss key words such as – Can't talk, can't see, only have one arm or leg, can't hear, in a wheelchair, use sign language.

Question: Has anyone here ever met or known someone with a disability?

Answer: Choose a Joey Scout and let them talk about meeting or knowing someone with a disability.

Question: Do all people with a disability have a wheelchair?

Answer: No, only a few people with a disability have a wheelchair.

Question: Do all people with a disability use sign language?

Answer: No, only some people learn sign language because they can't talk clearly.

Question: How did you feel when you saw that person with a disability?

Answer: Sometimes you might feel scared. People are usually scared when they see something new and they don't understand what it is. That is normal.

Explain that in Scouting anyone can join. It does not matter if they have a disability. Scouting is for everyone so we can all have fun together.

The 'disabled' Joey Scouts can now remove their 'disability'.

Perhaps ask the 'disabled' Joey Scouts what it was like being 'disabled' and relying on someone else to help them with parade and playing the game.

Explain that there will be other activities about disabilities during the program.



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Activity	Disability Bases	10 min per base
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Note – use all or as many of the bases as necessary for your Mob. Adjust the time to suit your mob and situation, or do all the activities as one large activity.

Disability Bases Base 1 Braille

Equipment: Braille Alphabet
Cardboard squares
Small nail (to put holes in the cardboard)

Activity Have the Joey Scouts use the cardboard squares and nails to make up their name or any other word they choose and then have the other Joey Scouts try and read what has been 'written'.

Templates for you to copy and use



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Base 2 Obstacle Course

Equipment: Blind folds such as scarves for half the members of the Mob.
Obstacles, chairs, table to crawl under, blanket to crawl under etc.
Sighted guide technique resource sheet.

Activity: Lay out an obstacle course. Your hall may have stairs so incorporate those into the activity.
Divide the group into pairs.
One of the Joey Scouts will blind folded and the other then leads the Joey Scout around the obstacle course using some of the sighted guide techniques and providing verbal instructions to allow each obstacle to be negotiated safely.

Leader Information

Guiding a Person who is Blind or Vision Impaired.

(information from Vision Australia <http://www.visionaustralia.org.au>)

What is sighted guide?

Sometimes people who are blind or vision impaired find it useful to be guided by a person with sight. One way to do this safely and efficiently is to use sighted guide techniques. Not all people with little or no sight will use these methods, so it is important to ask what (if any) specific assistance they require.

Getting started

Ask the person if they need assistance. If they do need assistance, touch the back of their hand with the back of yours.



They can then hold your arm just above the elbow.



Walking

When you start walking, make sure the person is half a step behind you and slightly to the side. Walk at a pace that is comfortable for both of you. Look ahead for obstacles at foot level, head height and to the side.





Scouts in Action Week Disability Awareness

22nd-28th August 2011



Narrow spaces

Tell the person you are guiding that a narrow space is ahead. Move your guiding arm towards the centre of your back to indicate that they need to walk behind you. The person should step in behind you while still holding your arm. When you have passed through the narrow space bring your arm back to its usual position by your side.



Changing sides

If you need to change sides with the person you are guiding it is important they do not lose contact with you. This is easiest to achieve if you remain stationary.

Allow the person to hold your guiding arm with both of their hands. They can then move one hand to reach your other arm without losing contact.



Doorways

When passing through a doorway, ensure the person who is blind or vision impaired is on the hinged side of the door. As you get close to the door, explain which way it opens.

Open the door and walk through, allowing the person you are guiding to close it behind you using their free hand.



Steps and staircases

Stop at the first step and tell the person you are guiding whether the steps go up or down. Change sides if necessary to ensure the person you are guiding can use the handrail.

Start walking when the person is ready, remaining one step ahead of them. Stop when you reach the end of the stairs and tell the person you are at the top or bottom.



Seating

Explain which way the chair is facing and where it is placed in relation to the rest of the room. Then walk up and place your guiding arm on the chair and explain which part of the chair you are touching. The person you are guiding can then move their hand down your arm to locate the chair to seat themselves.





Scouts in Action Week Disability Awareness

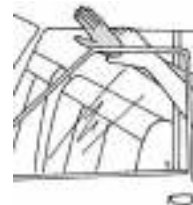
22nd-28th August 2011



Getting into a car

Tell the person you are guiding which way the car is facing and which door they will be getting into. Place your guiding arm onto the door handle and ask the person to move their hand down your arm.

Allow them to open the door and seat themselves. If the car is unfamiliar to them, place your arm inside on the roof so they can follow it and avoid bumping their head. Once seated, allow the person to close the car door.



Describe surroundings

When describing the person's surroundings, try to be specific. Rather than saying, 'there is a spare seat to your right', it might be more helpful to say 'the seat next to you, on your right, is

Base 3 Catch

Equipment: Balls with bells inside
Blindfolds

Activity Place the Joey Scouts in a circle and get them to throw the ball to each other calling out the name of the catcher. Do this a couple of times so the Joey Scouts learn where everyone is.
Put blindfolds on half the participants and continue throwing the ball around as before.
Swap blindfolds to the other Joey Scouts and continue.

Try blindfolding the whole group and continue throwing and catching the ball.



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Base 4 Finger Spelling

Equipment: Sign language alphabet
List of words to sign



Activity: Finger spell the following words:

boy	run	foot	girl	cat
dog	zap	ear	sun	fun
pot	eat	hand	Joey	Scout
Cubs	Group	Mob		

Leader to discuss why finger spelling is used and also other ways hearing impaired people communicate. E.g. – Auslan.



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Activity	Phrases	7 minutes
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Equipment: Phrases
 "I like McDonalds"
 "I have a pet goldfish"
 "Joey Scouts is fun"
 "My dog ate my sock"

The Joey Scouts can make up their own as well.

Activity: Have a Joey Scouts pick out a phrase and they have to mime the phrase to the other Joey Scouts who have to guess what the Joey Scout is saying.

Leaders to discuss briefly.

Game	Goggle Soccer	7 minutes
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Equipment: Soccer ball or similar.
 Bubble wrap – enough to cover the eyes of all Joey Scouts.
 Goals (could be chairs or similar marking the goals).

Activity: Normal indoor soccer rules apply except Joey Scouts play with a sign impairment and try playing as normal.

Safety: Ensure the safety of the Joey Scouts as they move around the game area and ensure there are no obstacles that they could trip over etc.

Discussion	Disability Awareness	6 minutes
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Joey Scout Leader to 'debrief' Joey Mob. Highlight the main themes for the program.

The Joey Scout Leader could ask the Joey Scouts to share their thoughts on some of the activities provided in the program.

- Highlight that there are some people in our community with disabilities.
- People can overcome their disability in many ways.
 - o Might take longer to complete a task
 - o Might have special equipment to help
- Everyone must strive to do their best



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Closing PARADE

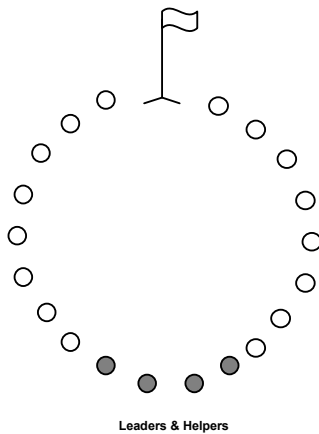
Closing Parade

Leader:

"Joey Scouts on Parade"

Joey Scouts:

Form a circle
(Leaders and Helpers join the circle)



Leader:

"Joey Scouts - Alert"

Leader or a 7 year old Joey Scout:

Lowers the flag

Leader:

"Joey Scouts - Salute"

Leader:

"Prepare for Prayer"

Prayer

(or optional song)

Leader:

"Joey Scouts dismiss"



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22nd-28th August 2011

