

1ST MURRUMBATEMAN SCOUT GROUP

SCOUT PROGRAM - TERM 3, 2020



Term commences: 23 July 2020 **Term Ends:** 24 September 2020
Parade Night: Thursday **Parade Time:** 18.30 – 20.30
Venue: Various locations

Date	What's On	Duty Patrol/ Activity Lead	Challenge Area (Personal Growth, Community, Creative, Outdoors)	Where & When
23 July	Welcome back; wide games; campfire	All	Personal Growth, Outdoors	Rec Ground 1900 - 2030
30 July	Construction – flagpoles, rope care, pioneer project planning, knots/lashings	Drop Bears	Personal Growth, Outdoors, Community	Rec Ground – Market Square 1830 – 2030
6 August	Cooking	Drop Bears	Personal Growth, Outdoors, Community	Rec Ground – Market Square 1830 – 2030
13 August	Construction - bridges	Owls	Personal Growth, Outdoors, Community	Rec Ground – Market Square 1830 – 2030
15 August	Bonfire Activity Day	Drop Bears	Personal Growth, Creative, Outdoors	0900 to 2100 – details in CareMonkey / Operoo
23 August	Day Hike		Personal Growth, Outdoors, Community	TBA - details in CareMonkey / Operoo
27 August	Bushcraft / survival kits	Red Back Spiders	Personal Growth, Community	Rec Ground – Market Square 1830 – 2030
29-30 August	Weekend Camp	Dingo	Personal Growth, Creative, Outdoors	TBA - details in CareMonkey / Operoo
3 September	Wide games	Red Back Spiders	Outdoors, Creative	Scout Hall 18.30-20.30
10 September	Music	Owls	Personal Growth, Outdoors, Creative	Scout Hall 18.30-20.30
19 September	Day Hike		Personal Growth, Outdoors, Community	TBA - details in CareMonkey / Operoo
24 September	End of term activity – TBA		TBA	TBA

NOTE: Each evening will start with the opening parade at 1830 promptly (**please be considerate to others, be on time**) and will finish with the closing parade at 20.30. Each evening will involve a game or similar physical activity. Full uniform (shirt, scarf, woggle) and enclosed shoes are to be worn. Please ensure that all personal items and uniforms are clearly marked with your name. Any variation to the program and requirements will be advised.