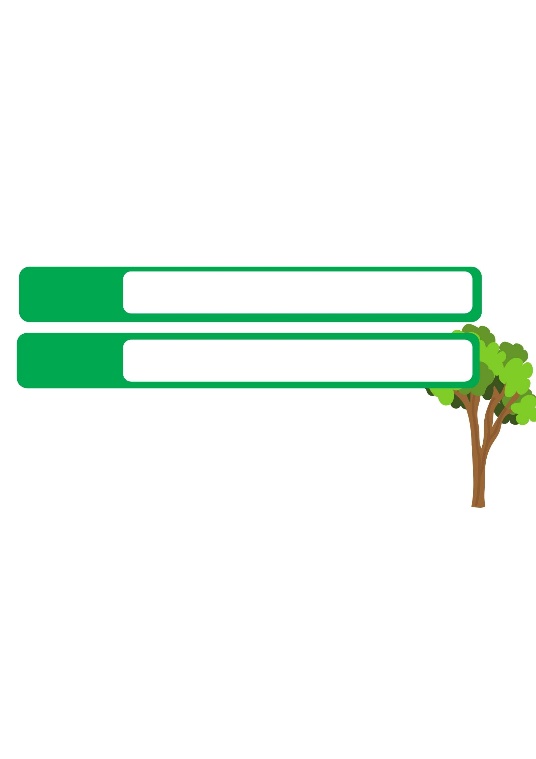
Leader Handbook

Welcome to 'The True Adventure - Bring a Friend' program. Designed to run over 4 weeks, this story-based program has been put together to assist you with additional tools to use to educate and entertain your Units.

Prior to commencing this program, you will need to send information home with each youth member for them to invite a friend/s along. Members can bring a single friend for the whole 4 weeks or a different friend each week. Bring a Friend badges can be given to the Friend and the youth member (ordered via the form below).

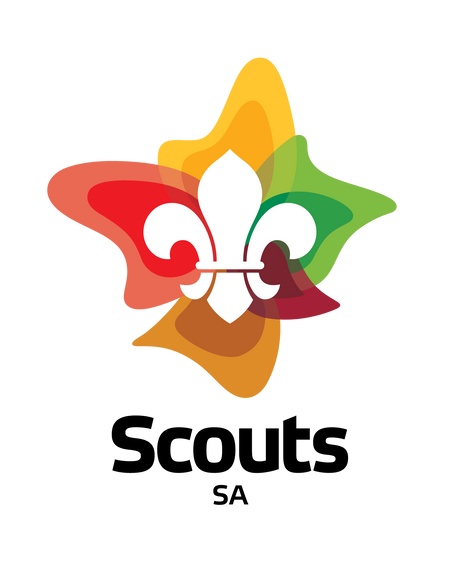
Leader tips/instructions are in **bold** and do not need to be narrated as part of the story line.



**Form For badges:**

**https://form.jotform.com/scoutssa/bring-a-friend**

**Questions: bringafriend@sa.scouts.com.au**





Prior to the Youth members arrival, you will need to setup the following

**Requirements:**

* Prepare Cut-outs of equipment (supplied in templates) or real equipment (based on supplied template) (ensure they pack the radio, food, activity kit, rope)
* Prepare Compass Directional signage [N, S, E, W at a minimum] (you can either have these out already or as part of the task have the members put it out as part of round one)
* Prepare a Bottle with a Map in it of the area around the scout hall
* Prepare an obstacle course

**Story**

Life it seems is perfect, new experiences with friends, and new opportunities to earn badges.

Your unit is going on a hike where you will be cooking up a feast. You are excited because you have brought along a new friend to show them all about Scouts. Everything is going to plan, and it appears as if nothing could go wrong…

It’s time to pack your rucksack. What are you going to take with you? **(Task 1.1)**

As you are walking, you see a bottle fall out of your Leader’s rucksack. You pull your friend aside

to go retrieve it, as you get closer, you realise there’s a piece of paper in the bottle.

Your Leader is so thankful for you returning the bottle, they decide to allow you to open it.

A little nervous, you open the bottle to take the paper out.

It turns out to be a map. The Leader asks you to guide the group to the campsite for

your feast. **(Task 1.2)**

As you place the bottle into your rucksack the sun hits the plastic, reflecting a bright light into your friends’ eyes. Oh no! They are now blind and the only way to restore their eyesight is to blindfold them to protect their eyes for a little while. You look around for something to use as a blindfold. Oh, great job, your scarf will work perfectly. **(Task 1.3)**

**Task 1.1 – Pack your rucksack**

What are you going to take with you?

In a patrol-based relay style game let the youth choose what they are going to take with them.

**Task 1.2 – How to read a map**

Do you know how to read a map? Is it facing North? Let’s quickly test your navigation skills by playing the North, East, South, West game. (Place a N in the direction of north, continue putting out the placement of the compass points). Tell the members to run North they should all run to the N, continue for each compass point. To make it harder you can add degrees into the mix as well**.**

**Task 1.3 – Giving clear direction**

The member Blindfolds their friend and walking them around a series of obstacles, by using verbal communication only.

That is the end of this week’s adventure. We look forward to seeing you and your friend back here next week for Part 2 of our Bring a Friend program.



Prior to the Youth members arrival, you will need to setup the following

**Requirements:**

* Prepare Map with secret code (You can make this code to be deciphered as hard or easy as appropriate for the age and ability level of the youth).
* Prepare equipment for making camera (see instruction and equipment list for what is required).

**Story**

The wind from an approaching storm blows the map out of your hands, you go off the track to follow it. It gets further and further away and blows into a tree. When you turn around you realise you are now lost from the Group!

You see on the back of the map is a message.

The message is upside down and too far up the tree for you to read properly.

You remember that you had the necessary parts in your rucksack (the activity kit) to build a camera that will be able to read the message and give you the radio number which you will use to call the other Unit. **(Task 2.1)**

**Task 2.1 – Giving clear direction**

You must create a camera to see the message clearly.

Decipher the message to find the radio code required to talk to the Group.

That is the end of this week’s adventure. We look forward to seeing you and your friend back here next week for Part 3 of our Bring a Friend program.



Prior to the Youth members arrival, you will need to setup the following

**Requirements:**

* Prepare equipment for making tower
* Prepare equipment for making shelter

**Story**

After radioing your leader, they tell you to stay where you are and build a tall tower which they need to be able to see, to come and rescue you. **(Task 3.1)**

You have a look at your equipment and find some pieces that you can use for making a tower.

You wait a while, but it seems you were further away from your Group than you thought. It’s getting cold so you need to build a shelter to keep warm. **(Task 3.2)**

**Task 3.1 – Build a Tower (depending on the members you can choose Easy or Hard versions)**

**Easy:** Spaghetti and marshmallows (food)

Using those two items you need to build a structure taller than (30cm, 1m, 1.5m) which can stay standing long enough for your leader to find you (30 seconds)

**Hard:** Rope and you see some pioneering poles around in the forest.

Using what you can find you need to build a structure taller than the tallest team member that can stay standing.

**Task 3.2 – Build a Shelter**

Build a shelter to keep warm. Make sure it can fit both of you in (or the team) and keeps the rain off!

That is the end of this week’s adventure. We look forward to seeing you and your friend back here next week for Part 4 of our Bring a Friend program.



Prior to the Youth members arrival you will need to setup the following

**Requirements:**

* Prepare equipment for cooking a meal (Cook whatever meal the youth want and suits their ability. Use any equipment available to you).

**Story**

The leader sees your excellent tower, poking through the trees. Finally reunited, your whole unit accomplishes their goal of sitting down, enjoying a meal together and telling stories about the events that just took place.

You notice different food ingredients scattered on the path which must have dropped out of someone’s rucksack. You decide to cook a meal using the food you have found.

Parents are arriving to pick you up, so you invite them to join you for the feast and give you some cooking tips. **(Task 4.1)**

While you’re Sitting in front of your Trangia/stove/campfire, your friend leans over and says, “thank for inviting me to your Joey/Cub/Scout unit, I had a really fun time and want to sign up”.

**Task 4.1**

Members prepare and cook a meal for them, their friend and parents, from food items that they bring along or that are supplied.

Even though our 4-week adventure has come to an end the Scouting adventure continues. We would love to have all our guest continue to come along and join the fun.