

Patrol Review Game

The Patrol Review game helps you review how your patrol and programme work. You can play it during a patrol or troop meeting. Also, it can be played two or three times throughout the year to help you assess your progress.

It is a simple board game. You will need to print out the next few pages: the board and sets of cards for the game. It would be a good idea to get all of these laminated so you can re-use them. Also, the 'board' would work better if you could print it in an A3 size and maybe stick it to some cardboard to make it sturdier. You will also need a die and a token for each member of the patrol (this can be from another game, or something else like a lego figure or a coin).

There are six types of squares on the board: four colours and a Task (T) and a Goal (G) space. These correspond to the six sets of cards to be printed. The coloured cards have themed questions about the patrol (red), the troop (dark blue), the Crean Awards (orange), and Scouting (green). The Task cards (grey) have a simple challenge your patrol must complete (you will need access to some equipment for this), and the Goal cards (light blue) have an activity or something else you must make a plan to do in the future.

Rules:

1. In turn, each scout throws the die and moves a corresponding number of spaces.
2. If you land on a colour square, pick up a card of that colour. It will have a question on it. Try to answer the question, if you can't have another patrol member help you. If you answer yourself the patrol gets 2 points, if with help you get 1 point. Then, have a quick chat about the answer. Was it right? Does it apply to your Patrol or Troop? If not, could you do something different?
4. If you land on a Task (T) or a Goal (G) square, pick up one of those cards and with all the patrol try to complete the challenge as best you can. If you are successful, the patrol gets 3 points (a Scouter can help decide if you are successful or not). For the Goal challenges, make out a clear plan of when you will complete them.
5. The next person takes their go and so on.
6. The game ends when all the patrol reach the end.
7. Add up your points to see how you did. Keep a record for the next time you play.
8. Have a quick chat about the game and how you think your patrol did.

PATROL

**LIST THE ROLES
PATROL MEMBERS
CAN HAVE?**



PATROL

**THE PL AND APL
ORGANISE THE
PATROL**



PATROL

**DOES EVERYONE IN
THE PATROL HAVE A
ROLE?**



PATROL

**DOES YOUR PATROL
LEARNING SCOUTING
SKILLS TOGETHER?**



PATROL

**DO YOU HAVE
PATROL MEETINGS AT
LEAST ONCE A
MONTH?**



PATROL

**EVERYONE IN YOUR
PATROL HAS BEEN
INVESTED?**



PATROL

**DOES EVERYONE
CONTRIBUTE TO
DECISIONS MADE
BY THE PATROL?
HOW DOES THIS
HAPPEN?**



PATROL

**YOU KNOW THE
STORY OF YOUR
PATROL NAME?**



PATROL

**DO YOU DO ACTIVITIES
AS A PATROL?
(THESE CAN BE PART
OF TROOP ACTIVITIES)**



PATROL

**THE PL AND APL
GOT TO PLC
MEETINGS?**



TRPOOP

**DOES YOUR PLC
MEET REGULARLY?**



TRPOOP

**WHAT DOES THE
PATROL LEADER'S
COUNCIL DO?**



TRPOOP

**DO YOU HAVE A
TROOP CODE OF
CONDUCT?
WHAT DOES IT SAY?**



TRPOOP

**YOU HAVE A PLAN FOR EVERY
MEETING AND ACTIVITY
WHICH IS MADE BY THE
SCOUTS, WITH HELP FROM
THE SCOUTERS?**



TRPOOP

**WE DID A COMMUNITY OR
ENVIRONMENTAL ACTIVITY IN
THE LAST YEAR TO HELP OUR
LOCALITY?**



TRPOOP

**SCOUTS ARE
AWARDED BADGES?**



TRPOOP

**WE ATTEND COUNTY
EVENTS?**



TRPOOP

**NAME SOME NATIONAL
ACTIVITIES?
DO YOU PARTICIPATE
IN ANY?**



TRPOOP

**DO YOU FOLLOW THE
POINTS OF LEAVE NO
TRACE?**



TRPOOP

**DO YOU GO ON AN
ANNUAL CAMP OF
OVER THREE NIGHTS
AWAY?**



CREAN AWARDS

**ALL NEW SCOUTS
BEGINNING THEIR
DISCOVERY AWARD**



CREAN AWARDS

**AT LEAST TWO
PEOPLE IN YOUR
PATROL HAVE THEIR
TERRA NOVA
AWARD**



CREAN AWARDS

**OLDER SCOUTS ARE
DOING THEIR
ENDURANCE OR
POLAR AWARDS**



CREAN AWARDS

**YOU RUN ACTIVITIES
TO HELP YOU GET
YOUR CREAN AWARDS**



CREAN AWARDS

**YOU REVIEW YOUR
PROGRESS IN THE
CREAN AWARDS**



CREAN AWARDS

**YOU KEEP A RECORD
OF YOUR PROGRESS
IN YOUR CREAN
AWARDS**



CREAN AWARDS

**THE PL AND APL
HELP OTHER SCOUTS
DO THEIR CREAN
AWARDS**



CREAN AWARDS

**SCOUTERS HELP THE
PL AND APL DO
THEIR CREAN AWARDS**



CREAN AWARDS

**THE CREAN AWARDS
ARE PART OF YOUR
PATROL AND TROOP
PROGRAMME**



SCOUTING

WHAT ARE THE SPICES?



SCOUTING

WHO WAS TOM CREAN?



SCOUTING

WHAT IS THE SCOUT LAW?



SCOUTING

TELL A STORY ABOUT BADEN-POWELL



SCOUTING

WHAT IS A SCOUTS' OWN?



SCOUTING

TELL A STORY ABOUT BADEN-POWELL



SCOUTING

EXPLAIN LEAVE NO TRACE



SCOUTING

WHAT IS A PATROL LEADERS' COUNCIL?



SCOUTING

SAY THE SCOUT PROMISE & LAW



TASKS

TAKE A COMPASS BEARING.



TASKS

PUT UP A LIGHT WEIGHT TENT.



TASKS

SHOW HOW TO CALL THE EMERGENCY SERVICES .



TASKS

ASSEMBLE A TRANCIJA.



TASKS

MAKE A HUMAN PYRAMID.



TASKS

FIND 3 GIRD REFERENCES.



TASKS

EXPLAIN THE MAIN SYMBOLS ON A CHART



TASKS

MAKE A LEG SPLINT.



TASKS

**MAKE A SISAL
WOGGLE.**



TASKS

**TAKE A COMPASS
BEARING.**



TASKS

**BOIL WATER IN A
PAPER BAG.**



TASKS

**PUT SOMEONE IN THE
RECOVERY POSITION.**



TASKS

**EXPLAIN THE BASIC
RULES FOR AN
AIRFIELD.**



TASKS

**LEARN SOMETHING
NEW ABOUT EACH
PATROL MEMBER.**



TASKS

**SEND A MESSAGE IN
MORSE CODE OR
USING SEMAPHORE.**



GOALS

**PLAN A PATROL
ACTIVITY.**



GOALS

**MAKE A PATROL
SIGN.**



GOALS

**KEEP A PATROL
LOG/BLOG.**



GOALS

PLAN A NIGHT HIKE.



GOALS

**MAKE A PATROL
FIRST AID KIT.**



GOALS

**RUN AN INTER-PATROL
COOKING COMPETITION.**



GOALS

**DESIGN AN ACTIVITY
BASED ON THE
INTERESTS OF ALL
PATROL MEMBERS.**



GOALS

**COLLECT A SMALL
PATROL FUND TO BUY
PATROL SUPPLIES.**



GOALS

MAKE OR BUY A PATROL BOX, AND DECORATE IT.



GOALS

EVERYONE HAS A PATROL BADGE.



GOALS

MAKE WOCCLES WITH THE PATROL SYMBOL ON THEM.



GOALS

HAVE A PATROL MEETING.



GOALS

EVERYONE HAS A ROLE IN THE PATROL.



GOALS

PRACTICE A SCOUTING SKILL TOGETHER.



GOALS

PLAN A PATROL CAMP.



What next?

How did your patrol do? How could you improve your score for the next time?

What Goals have you planned? When will you do these?