Scout Adventures

Selection of programme adventures

Scout Adventures

- Bivouacking Bandits
- Catapult/Ballista
- Orienteering
- Snow activities
- Body Boarding & Surfing
- I am really tough
- Tower Building
- Trek cart racing
- Wide game
- 3 pole Challenge
- Backpacking
- Backwoods
- Environment
- Bridge Building
- Canoeing
- Caving
- Climbing & Abseiling
- Coastal hike & Coasteering
- Coracle
- Field archery
- First aid/rescue
- Geocashing
- Gorge and gully trails
- High mountain adventure
- Cycle cross
- Mountain based
- Night Hike and Navigation
- Photo safari& nature watch
- Pony Trekking
- Rafting
- Ready, Steady, Cook
- Rope course
- Rowing
- Sailing
- Circus, Drama, Show
- Snorkeling

Bivouacing bandits Adventure

The Challenge

Bivouac and sleep in the most unusual places you can think off over a period of a few months. The whackier the better!!

SCOUTS

What we need to learn

- How to make a bivvy in all locations
- How to think creatively
- How to secure a bivvy
- A variety of Scout skills
- How to use climbing ropes and pulleys
- How to belay to a fixed object
- How to climb trees

Gear we need

- Canoes
- Buoyancy aid
- Helmets
- Canoe clothing
- Old trainers

Hammocks 1 - sew what hammock

Hammock 2 - easy hammock knot

Jobs to be done

- Find out about different types of bivouacs
- Contact your local campsite
- Organise transport to location
- Plan how to go about bivouacing in unusual places

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location
- Take part in a number of Bivouacing Bandit activities and adventures

Review

- What did we learn
- How did we get on learning the skills
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

Catapult/Ballista Adventure

The Challenge

Design and build a catapult or ballista.
The ballista or catapult should be capable of flinging a projectile some distance. Challenge other Patrol to a flower or water bomb battle.

SCOUTS

What we need to learn

- How to build a catapult
- How to tie lashings
- How to make flour bombs
- How to load and file a catapult
- How to work as a team when in the middle of a ‘flour or water bomb’ battle

Gear we need

- Poles
- Ropes
- Strong shock cord
- Container for bomb launcher
- Balloons
- Flour
- Paper

Resources

Catapults 1

Catapults 2

Catapults 3

Jobs to be done

- Find a design for a catapult
- Find a venue for the ‘War’
- Invite/challenge another Patrol
- Set up a training programme
- Make a load of flour bombs
- Make some practice targets

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings
- Test build the catapult
- Learn how to fire a catapult
- Set up the challenge venue
- Clean up the area used

Review

- What did we learn
- How did we handle the build
- How did we go about safety
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

Orienteering Adventure

The Challenge

Firstly, you and your patrol need to become proficient in map and compass skills. Then it is time to organise an orienteering course or take part in a local orienteering competition. The orienteering adventure maybe a single day event or perhaps built into a weekend adventure.

SCOUTS

What we need to learn

- How to use a map and compass
- The differences between orienteering maps and ordnance survey maps
- How to find orienteering stations
- How to navigate
- Fitness and quick thinking

Gear we need

- Silva compasses
- Orienteering maps
- Orienteering punches
- Orienteering control flags and cards

Resources

Orienteering

Orienteering

Jobs to be done

- Find out how to do orienteering
- Get all the equipment we need together
- Find a suitable course or location to use
- Work up an equipment list
- Organise transport to centre during training period
- Devise a fitness programme
- Find out how to get orienteering maps
- Find nearest orienteering clubs

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills on orienteering courses
- Take part in a orienteering competition

Review

- What did we learn
- How did we get on with the fitness training
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Snow Activities

The Challenge

Organise a set of activities to exploit the next big snowfall in your area. You may also consider an adventure to another country to participate in snow sports or winter survival techniques.

SCOUTS

What we need to learn

- How to keep warm
- How to build a snow hole or igloo
- How to use snow shoes
- How to ski or toboggan
- How to navigate in the snow
- How to cook and survive in the snow

Gear we need

- Warm clothes
- Snow shovels
- Timber to make shoes
- Skis
- Toboggans

Resources

Snow activities

Snow activities

Snow activities

Jobs to be done

- Find a suitable person to teach us about living and surviving in the snow
- Find a suitable person to teach us how to make and use snow shoes
- Find a suitable location to use
- Organise transport to nature location during training period
- Challenge other Patrols to take part in a snow camp

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location
- Take part in a snow adventure

Review

- What did we learn
- How did we get on learning the skills
- How did the building of the igloo go
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

Body boarding and surfing Adventure

The Challenge

Organise a body boarding adventure for your Patrol. If you do not have equipment you may need to do this adventure via an adventure centre.

SCOUTS

What we need to learn

- How to body board
- How to swim
- Water safety and buddy system
- How to get in and out of a wet suit
- Wind and tides
- About the sea

Gear we need

- Surf boards
- Wet suits
- Camping gear

Resources

Surfing 1

Surfing 2

Jobs to be done

- Find someone to teach us how to Body surf
- Check out adventure centres
- Find the cost of taking part
- Work up an equipment list
- Work up a transport plan

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings.
- Test out skills at adventure centre
- Take part in activity

Review

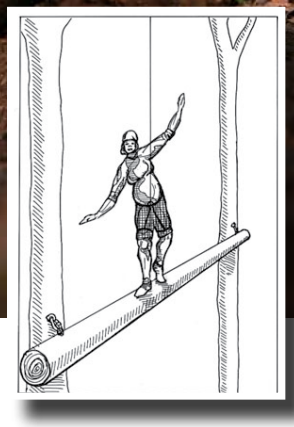
- What did we learn
- How did we handle the activity
- How did we go about organising the activity
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

I am Really Tough Adventure

The Challenge

Prove that you have got what it takes! Set up a commando course across rough and difficult terrain - mud and water are needed with your Patrol. Your local campsite may already have one built. Then challenge other Patrols to make it to the end and be crowned a 'Tough Guy' or 'Tough Girl'



SCOUTS

What we need to learn

- How to build up endurance
- How to work as a team
- How to find workable solutions to problems
- How to be creative
- How to design and build obstacles that challenge a Patrol.

Gear we need

- A mix of odds and ends to create obstacles
- Barrels
- Ropes and poles
- Commando nets
- Ground sheets
- Water

Resources

Tough Girls

Tough Guy Challenge

Jobs to be done

- Find a suitable place to set up the incident trail
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Invite other Patrols to take part
- Work up an equipment list
- Obtain permissions
- Make suitable certs for presentation

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

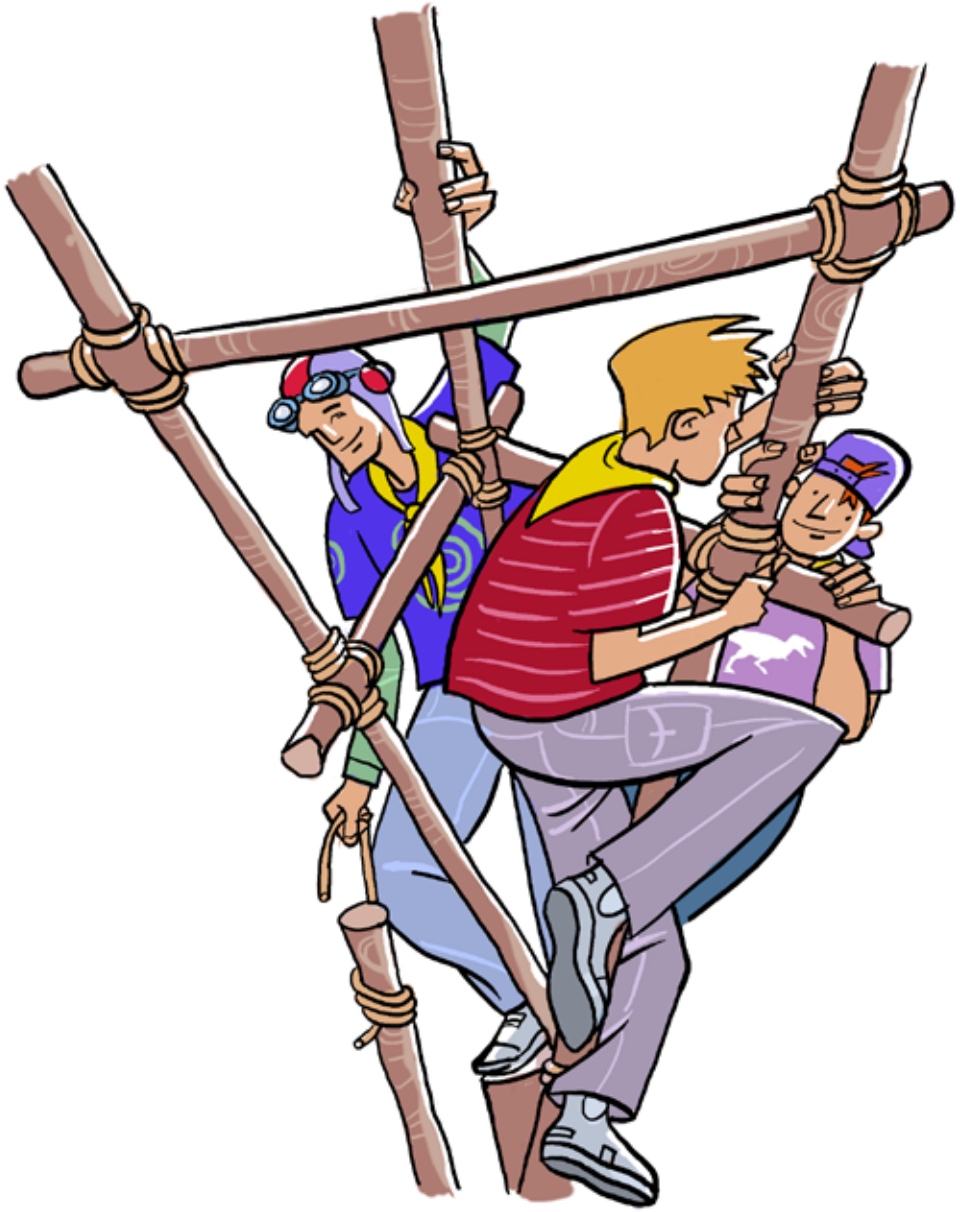
Do

- Learn any new skills at meetings
- Test out skills in dens or activities
- Practice working as a team
- Build obstacles course
- Take part in activity

Review

- What did we learn
- How did we handle the activity
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS



Tower Building Adventure

The Challenge

Organise and set up a tower building adventure. It should include learning how to tie lashings, design of a suitable project, building the project and dismantling.

SCOUTS

What we need to learn

- How to tie lashings
- How to build a tower
- A bit about engineering
- How to lift poles into position
- How to use pulleys
- How to design pioneering structures

Gear we need

- Ropes
- Sisal
- Poles
- Pulleys
- Tools

Resources

Jobs to be done

- Find suitable places to build a tower
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Find the best location to build

Do

- Learn any new skills at meetings
- Test out skills at local campsite
- Build a tower.

Review

- What did we learn
- How did we handle the activity
- How did we get on with lashings
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

Tree Climbing
and Platform building
Adventure

The Challenge

Learn how to use climbing ropes and equipment and climb some big trees in your area. You may also want to build a tree house or platform based rope-way across a number of treetops.

SCOUTS

What we need to learn

- How to use climbing ropes
- How to use climbing equipment
- How to design a tree platform or house
- Safety and how to use tools
- How to climb trees
- How to do woodwork

Gear we need

- Climbing equipment
- Ropes and pulleys
- Climbing helmets
- Timber
- Tools

Resources

Tree Climbing 1

Tree Climbing 2

Tree Climbing 3

Jobs to be done

- Find a location you can use
- Obtain permissions to use location
- Design the platform and tree house
- Get all the equipment we need together
- Invite other Patrols to take part and create a tree top community
- Work up an equipment list
- Find someone to teach us how to use climbing equipment
- Ask other to help

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings
- Test out skills
- Take part in Tree platform activity
- Create a tree top community

Review

- What did we learn
- How did we handle the activity
- How did we go about using the equipment
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Trek Cart Racing Adventure

The Challenge

Build and race a trek cart.
The trek cart can also be used as on camp for transporting equipment.

SCOUTS

What we need to learn

- How to make a go cart or trek cart
- How to work as a team
- Safety procedures
- How to use tools

Gear we need

- Wheels
- Timber
- Tools
- Helmets
- Ropes

Resources

Jobs to be done

- Find suitable places to race and test
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Get some expert help
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Find the best location to build

Do

- Learn any new skills at meetings.
- Test out skills at suitable location
- Build a go cart or trek cart and take part in a race

Review

- What did we learn
- How did we handle the activity
- How did we get on with lashings
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned.

SCOUTS

Wide Game Adventure

The Challenge

Devise a Wide Game that could be run as a meeting, afternoon or weekend adventure. Challenge other Patrols to take part.

SCOUTS

What we need to learn

- How to work as a team
- How to come up with creative solutions to problems and challenges
- A variety of Scout skills
- How to break codes and ciphers
- How to do things when blindfolded
- A Patrol signalling system for working in the dark

Gear we need

- Various obstacle equipment
- Maps and compasses
- Ropes
- Puzzle equipment
- Blindfolds
- Torches

Resources

Jobs to be done

- Organise or have someone else organise a wide game, perhaps the Venture Unit
- Find a suitable location we can use
- Organise transport to location
- Ask other Patrol to take part in the game
- Organise a prize for the winners

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

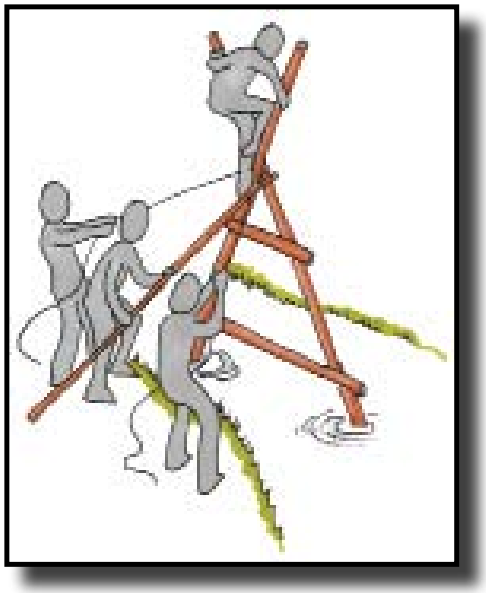
- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location
- Take part in a wide game adventure

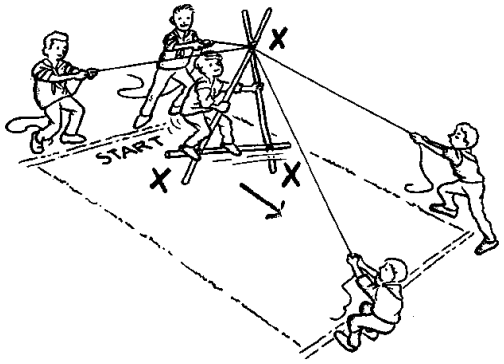
Review

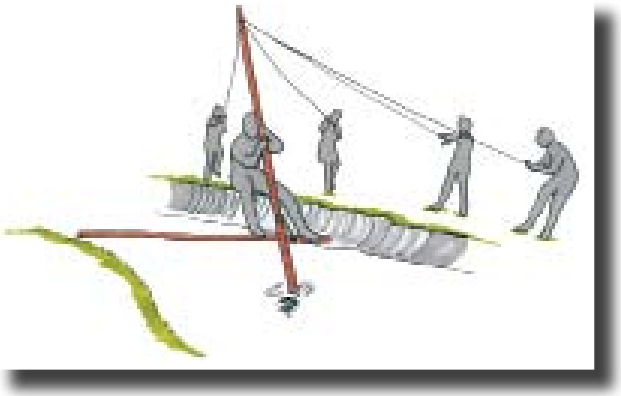
- What did we learn
- How did we get on learning the skills
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

3 Pole Challenge Adventure

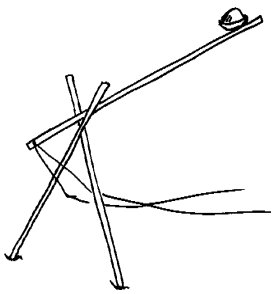


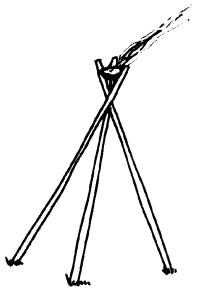




The Challenge

Organise an inter Patrol challenge. Patrols are then issued with 3 pioneering poles and a selection of rope and sisal. These items are carried to each location along an incident trail and used each time to complete the challenges. The time limit on each activity should be limited to 20 minutes.





SCOUTS

What we need to learn

- How to make projects from 3 poles
- How to work as a team
- How to use ropes
- How to tie lashings and knots
- How to design projects and solutions quickly.
- How to carry poles as a team

Gear we need

- Poles
- Ropes
- Lashing sisal
- Canvas

Resources

Jobs to be done

- Find a location where we can run the activity
- Get formal permission
- Get the poles and ropes
- Set up the challenge trail
- Invite other Patrols to take part

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Get all permissions required

Do

- Learn any new skills at meetings
- Test out skills
- Take part in challenge adventure
- Work effectively as a team

Review

- What did we learn
- How did we handle the activity
- How did we go about using the equipment
- How did we deal with safety
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned
- How good were we at teamwork

SCOUTS

Backpacking Adventure

The Challenge

Undertake a backpacking adventure over a number of days carrying all necessary equipment in your pack.

SCOUTS

What we need to learn

- How to travel light
- How to put a menu together
- How to cook on a stove
- How to pack the lightest packs
- How to plan a trip over a number of days
- How to read maps and use a compass

Gear we need

- Camping equipment
- Cooking gear
- Eating gear
- Lightweight tents

Resources

Backpacking 1

Backpacking 2

Backpacking 3

Jobs to be done

- Find suitable places and trails for the adventure
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Get a menu together and work out costs
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Find the best route to suit adventure

Do

- Learn any new skills at meetings
- Test out skills at local campsite
- Take part in back packing trek
- Compile a log of the adventure

Review

- What did we learn
- How did we handle the activity
- How did we get on with weight of packs
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

Backwoods Adventure

The Challenge

Organise and take part in a backwoods adventure over a single or number of days during the activity build a shelter and cook all food backwoods style.

SCOUTS

What we need to learn

- How to make a shelter
- How to cook food without utensils
- How to catch a fish
- How to light a fire
- About nature and edible foods
- How to survive in the wild

Gear we need

- Plastic
- Camp tools
- Survival kits
- Survival books
- Camping equipment
- Ropes and sisal

Backwoods 1

Backwoods 2

Backwoods 3

Backwoods 4

Backwoods 5

Jobs to be done

- Find out about Backwoods skills
- Do a skills audit - What do we need to learn
- Find a location for the backwoods challenge
- Get all the equipment we need together
- Find out about transport
- Invite other Patrols to take part

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

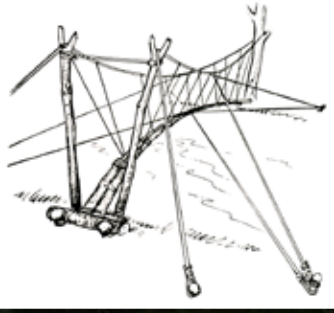
- Learn any new skills at meetings
- Test out skills
- Take part in backwoods adventure
- Survive successfully

Review

- What did we learn
- How did we handle the activity
- How did we go about using the equipment
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

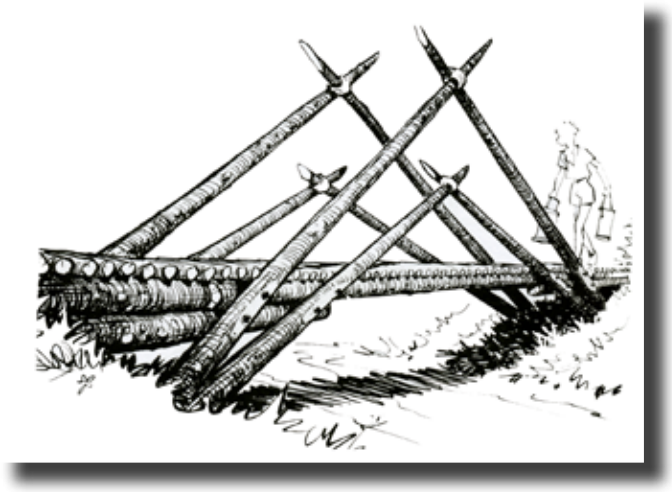
SCOUTS

Bridge Building Adventure



The Challenge

Build a pioneering bridge across a river or deep ravine.



SCOUTS

What we need to learn

- How to tie lashings
- How to build bridges
- A bit about engineering
- How to lift poles into position
- How to use pulleys
- How to design pioneering structures

Gear we need

- Ropes
- Sisal
- Poles
- Pulleys
- Tools

Resources

Jobs to be done

- Find suitable places to build bridges.
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Find the best location to build

Do

- Learn any new skills at meetings
- Test out skills at local campsite
- Build a bridge

Review

- What did we learn
- How did we handle the activity
- How did we get on with lashings
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

Canoeing Adventure

The Challenge

Organise a canoe based adventure on river, canal, lake or sea shore. This adventure can either be a single day or weekend activity. The adventure can also be done in partnership with a local Sea Scout Patrol.

SCOUTS

What we need to learn

- How to use canoes
- How to pack a canoe for a trip
- A variety of Scout skills
- How to plan a trip into journey legs
- How to deal with emergencies
- How to secure a canoe for transport
- How to wear a buoyancy aid and deal with safety afloat

Gear we need

- Canoes
- Buoyancy aid
- Helmets
- Canoe clothing
- Old trainers

Resources

Canoe Trip 1

Canoe Trip 2

Jobs to be done

- Contact the local Sea Scout Group about the possibility of a joint activity
- Contact the National Water Activity Centre at Killaloe or similar venue
- Organise transport to location
- Plan the legs of your journey
- Find out about water conditions, tides etc.

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location.
- Take part in a canoeing adventure

Review

- What did we learn
- How did we get on learning the skill
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

Caving Adventure

The Challenge

Contact your local caving Club or adventure centre and get your Patrol underground for a real caving experience

SCOUTS

What we need to learn

- How to crawl and manage in a cave
- How to use ropes and climbing equipment
- Caving safety procedures
- How to use lamps
- About caves and caving maps
- Teamwork and co-ordination
- How to pruzzik and climb up and down a rope or ladder.

Gear we need

- Old clothing
- Wet suits
- Caving equipment
- Helmets
- Lamps

Caving 1

Caving 2

Caving 3

Caving 4

Jobs to be done

- Contact a caving club or adventure centre for training
- Find out about the equipment we need
- Find a suitable location to use
- Work up an equipment list
- Organise transport to centre during training period
- Get a lend of equipment for practicing skills with

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in suitable locations
- Take part in a caving adventure

Review

- What did we learn
- How did we get on in the cave environment
- How do we organise climbing and descending in the cave
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Climbing /Abseiling Adventure

The Challenge

Learn how to use climbing ropes and equipment and arrange some expert assistance and training. This adventure could be completed using an adventure centre, campsite or via a mountaineering club.

SCOUTS

What we need to learn

- How to use climbing ropes
- How to use climbing equipment
- How to climb on a rock face
- Safety and how to behave
- Climbing techniques
- How to do an abseil

Gear we need

- Climbing equipment
- Climbing helmets
- Boots/Trainers

Resources

Climbing 1

Climbing 2

Climbing 3

Climbing 4

Climbing 5

Jobs to be done

- Find a person who will teach us to rock climb
- Suitable location you can use
- Get all the equipment we need together
- Work up an equipment list
- Ask other to help

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills on real rock face
- Take part in climbing activity

Review

- What did we learn
- How did we handle the activity
- How did we go about using the equipment
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Coastal Hike and Coasteering

Adventure

The Challenge

Organise a coastal hike or go on a specialised 'Coasteering' session at a local adventure centre.

SCOUTS

What we need to learn

- How to use a map and compass
- How to swim
- How to jump into water from a height
- How to use a buoyancy aid
- How to transverse a rock face
- How to use climbing equipment
- How to recognise and treat hypothermia
- Safety on the water

Gear we need

- Wet suits
- Buoyancy aids
- Helmets
- Maps and compasses
- Old trainers
- Old rucksack

Coasteering 1

Coasteering 2

Jobs to be done

- Contact an adventure centre to do a coasteering session
- Find out about the equipment we need
- Find a suitable location to use
- Contact the local Sea Scout Group
- Organise transport to centre during training period
- Ask other Patrols to join your adventure

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location or swimming pool
- Take part in a coastal hike or coasteering adventure

Review

- What did we learn
- How did we get on in training
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

Coracle Adventure

The Challenge

Learn how to make a coracle from hazel saplings and tar painted canvas. Then its off to your local pond, canal or lake for a water based adventure.

SCOUTS

What we need to learn

- How to make a coracle
- How to use tar paint
- How to paddle a coracle
- How to use a buoyancy aid
- Water safety

Gear we need

- Hazel saplings
- Canvas
- Tar paint
- Timber
- Paddles
- Buoyancy aids

Learning to drive a coracle

Jobs to be done

- Find out where we can obtain hazel saplings and trimmings
- Find a location that can be used to boat it
- Get all the equipment we need together
- Find someone to help you Patrol with the build
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings.
- Test out skills
- Build a coracle
- Take part in boating activity using a coracle

Review

- What did we learn
- How did we handle the activity
- How did we go about using the equipment.
- Did everyone play a part
- What was good about this adventure

SCOUTS

Field archery Adventure

The Challenge

Firstly, make some bows or arrows or find equipment you can use. Organise and setup a field archery course, perhaps at a local campsite, and invite other Patrols to an archery challenge event.

SCOUTS

What we need to learn

- How to make a bow and arrows
- How to use a bow
- Safety and archery procedures
- How to string a bow
- How to make a target
- How to design and layout a field archery course

Gear we need

- Bows
- Timber to make bows
- Timber to make arrows
- Targets
- Safety nets

Archery 1

Archery 2

Archery 3

Jobs to be done

- Find a suitable person to train us in how to make and use bows
- Find out about the equipment we need
- Find a suitable location to use.
- Contact the local campsite for archery experts to help us
- Organise transport to campsite during training period
- Ask other Patrols to join your adventure

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location or at local archery range
- Take part in a field archery adventure

Review

- What did we learn
- How did we get on making bows and arrows
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

First aid /Rescue Adventure

The Challenge

Organise and set up a mock first aid based rescue incident. It should include a search and discover element, rope based rescue, first aid treatment and stretcher carry out to safety.

SCOUTS

What we need to learn

- First aid
- How to rescue people from different situations
- How to make stretchers
- How to use climbing ropes
- How to work as a team
- How to find casualties in wild places

Gear we need

- Climbing ropes
- Poles
- Climbing pulleys
- Helmets
- First aid kits
- Practice dummies

First aid rescue 1

First aid rescue 2

Jobs to be done

- Find a suitable training courses
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Find suitable training course

Do

- Learn any new skills at meetings
- Test out skills at local campsite
- Take part in a first aid/rescue based adventure

Review

- What did we learn
- How did we handle the casualty
- How did we get on with making and carrying stretchers
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

Geocaching Adventure

The Challenge

Learn and discover how geocaching works and then undertake a geocashing adventure to discover hidden treasure

SCOUTS

What we need to learn

- How to use a GPS compass
- How to find a geocache site
- How to interact with a geocache location and log a find
- How to use a map and compass
- How to roughly find the location on ‘Google Earth’

Gear we need

- GPS compasses
- Maps
- Compasses
- Treasure
- Swaps
- Logging book

Geocaching

Jobs to be done

- Find out about Geocaching
- Get our hands on a GPS compass
- Create a treasure hunt trail or find an existing trail.
- Collect items you will swap for treasure
- Invite other Patrols to take part

Plan
- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do
- Learn any new skills at meetings
- Test out skills by finding a location
- Set up treasure trail or follow set trail
- Successfully complete treasure hunt

Review
- What did we learn
- How did we handle the activity
- How did we go about using the GPS
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned
- What ‘treasure’ did we find

SCOUTS

Gorge and Gully Trails Adventure

The Challenge

Travel down a gully or gorge using climbing ropes and climbing skills. This adventure could be completed using an adventure centre, campsite or via a mountaineering club.

SCOUTS

What we need to learn

- How to use a map and compass
- How to swim
- How to use a rucksack to protect your back in a fall
- How to use a buoyancy aid
- How to transverse a rock face
- How to use climbing equipment
- How to recognise and treat hypothermia
- Safety on the water

Gear we need

- Wet suits
- Buoyancy aids
- Helmets
- Maps and compasses
- Old trainers
- Old rucksack

Gully/Gorge Walking 1

Gully/Gorge Walking 2

Jobs to be done

- Find a suitable person to train us in how to transverse gullies and gorges
- Find out about the equipment we need
- Find a suitable location to use
- Contact the local Sea Scout Group
- Organise transport to centre during training period
- Ask other Patrols to join your adventure

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location or climbing or bouldering wall
- Take part in a river gorge adventure

Review

- What did we learn
- How did we get on in training
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

High mountain Adventure

The Challenge

Organise a high mountain camping experience using specialised equipment.

SCOUTS

What we need to learn

- How to work as a team.
- How to use lightweight tents
- How to secure a tent in high winds
- How to cook on a stove
- How to use map and compass

Gear we need

- Lightweight camping equipment.
- Maps and compasses
- Walking equipment

How to Wild Camp

Wild Camping 1

Wild Camping 2

Jobs to be done

- Book on a mountain adventure or organise a suitable location to use
- Find out where you can get suitable equipment
- Organise transport to location
- Work out a menu for the adventure
- Work out how to cook on a single burner stove

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location
- Take part in a high mountain adventure

Review

- What did we learn
- How did we get on learning the skills
- How do we organise and work as a team
- What was good about this adventur
- What did not work out as planned

SCOUTS

Cycle cross Adventure

The Challenge

Get your mountain bikes in order and head out across some rough country tracks and trails.
You will have to organise some maintenance sessions and some cycle skills sessions and get your hands on some safety equipment.

SCOUTS

What we need to learn

- How to ride a bike over rough terrain
- How to maintain a bike
- How to carry a bike
- Safety and how to behave
- Cycling techniques and tricks

Gear we need

- Bikes
- Cycling helmets
- Protective gear
- Obstacle equipment

Mountain biking

Mountain biking

Mountain biking

Jobs to be done

- Find a person who will teach us about cycle cross and mountain biking
- Suitable location you can use
- Get all the equipment we need together
- Get all our bikes in working order
- Work up an equipment list.
- Ask other to help

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills on designated trails
- Take part in biking activity

Review

- What did we learn
- How did we handle the activity
- How did we go about using the equipment.
- What was good about this adventure
- What did not work out as planned.
- How did we deal with safety

SCOUTS

Mountain based Adventure

The Challenge

Build up your navigation and mountain skills and take part in a Mountain Pursuit Challenge/ Sionnach or similar event

SCOUTS

What we need to learn

- How to travel light
- How to put a menu together
- How to cook on a stove
- How to pack the lightest packs.
- How to plan a trip over a number of days
- How to read maps and use a compass

Gear we need

- Camping equipment
- Cooking gear
- Eating gear
- Lightweight tents
- Compasses and maps

Resources

www.mpcteam.ie

Jobs to be done

- Find suitable places and trails for the adventure
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Get a menu together and work out costs
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Find the best route to suit adventure

Do

- Learn any new skills at meetings.
- Test out skills at local hiking area
- Take part in a MPC
- Compile a log of the adventure

Review

- What did we learn
- How did we handle the activity
- How did we get on with weight of packs
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

Night hike and night navigation Adventure

The Challenge

Become proficient in map and compass skills so that you can organise and undertake a night navigation and night hike adventure over rough terrain or wild countryside..

SCOUTS

What we need to learn

- How to use a map and compass
- How to use nasmith's rule
- How to make a route card
- How to be accurate and precise
- How to plan a trip over rough terrain at night

Gear we need

- Compasses
- Maps
- Route cards
- Torches

Resources

Jobs to be done

- Find suitable places and trails for the adventure
- Do a skills audit - What do we need to learn
- Get all the equipment we need together
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details
- Find the best route to suit adventure

Do

- Learn any new skills at meetings
- Test out skills at local hiking area
- Take part in a night hike over rough terrain
- Compile a log of the adventure

Review

- What did we learn
- How did we handle the activity
- How did we get on with weight of packs
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS

Photo Safari / Nature Watching

Adventure

The Challenge

Organise a photo challenge that involves getting out into the wilderness, setting up a hide, or creeping up our stalking animals. Then try to take a winning picture of your discoveries.

SCOUTS

What we need to learn

- How to take photographs
- How to build a hide
- How to creep up and stalk animals
- About nature and habitats
- How to use binoculars
- How to recognise wild birds and animals

Gear we need

- Binoculars
- Cameras
- Camouflage gear and nets
- Wild life handbooks

Resources

Photo Techniques

Photo Techniques

Photo Techniques

Jobs to be done

- Find a suitable person to teach us about photography
- Find a suitable person to teach us about nature
- Find a suitable location to use
- Organise transport to nature location during training period
- Challenge other Patrols to a photography competition

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

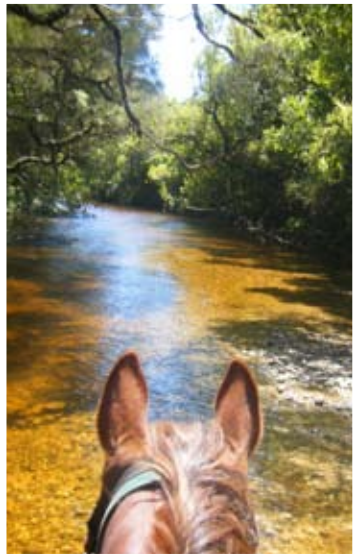
- Learn any new skills at meetings and training sessions
- Test out skills in a suitable location
- Find animals and take pictures of them

Review

- What did we learn
- How did we get on learning the skills
- How good are our photographs
- How do we organise and work as a team
- What was good about this adventure
- What did not work out as planned

SCOUTS

Pony Trekking Adventure



The Challenge

Learn how to ride a pony. Then set about organising a pony trekking adventure over a single day or weekend.

SCOUTS

What we need to learn

- How to ride a pony over rough terrain.
- How to care for a pony.
- How to travel by pony
- Safety and how to behave

Gear we need

- Ponies!!!
- Riding helmets
- Protective gear

Resources

Jobs to be done

- Find a centre that will teach us how to ride a pony and bring us pony trekking
- Get all the equipment we need together
- Work up an equipment list
- Organise transport to centre during training period

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at training sessions
- Test out skills on designated trails
- Take part in a pony trekking activity

Review

- What did we learn
- How did we get on with the animals
- How did we handle the ponies on the trail
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Rafting Adventure

The Challenge

Undertake a rafting adventure that will involve the building of rafts, learning how to raft and travelling to an island to camp overnight.

SCOUTS

What we need to learn

- How to build a raft
- How many people will a raft hold
- What gear do we need
- Life jackets - how to wear them correctly
- Lashing
- Paddling skills

Gear we need

- Barrels
- Planks
- Paddles
- Life jackets
- Tents
- Camping Gear

Resources

Rafting 1

Rafting 2

Jobs to be done

- Find out where we are going
- Get permissions
- Check swimming capabilities
- Order food
- Organise transport
- Get barrels
- Get Planks
- Find an island we can land on
- Contact the Sea Scouts
- Get lend of life jackets

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

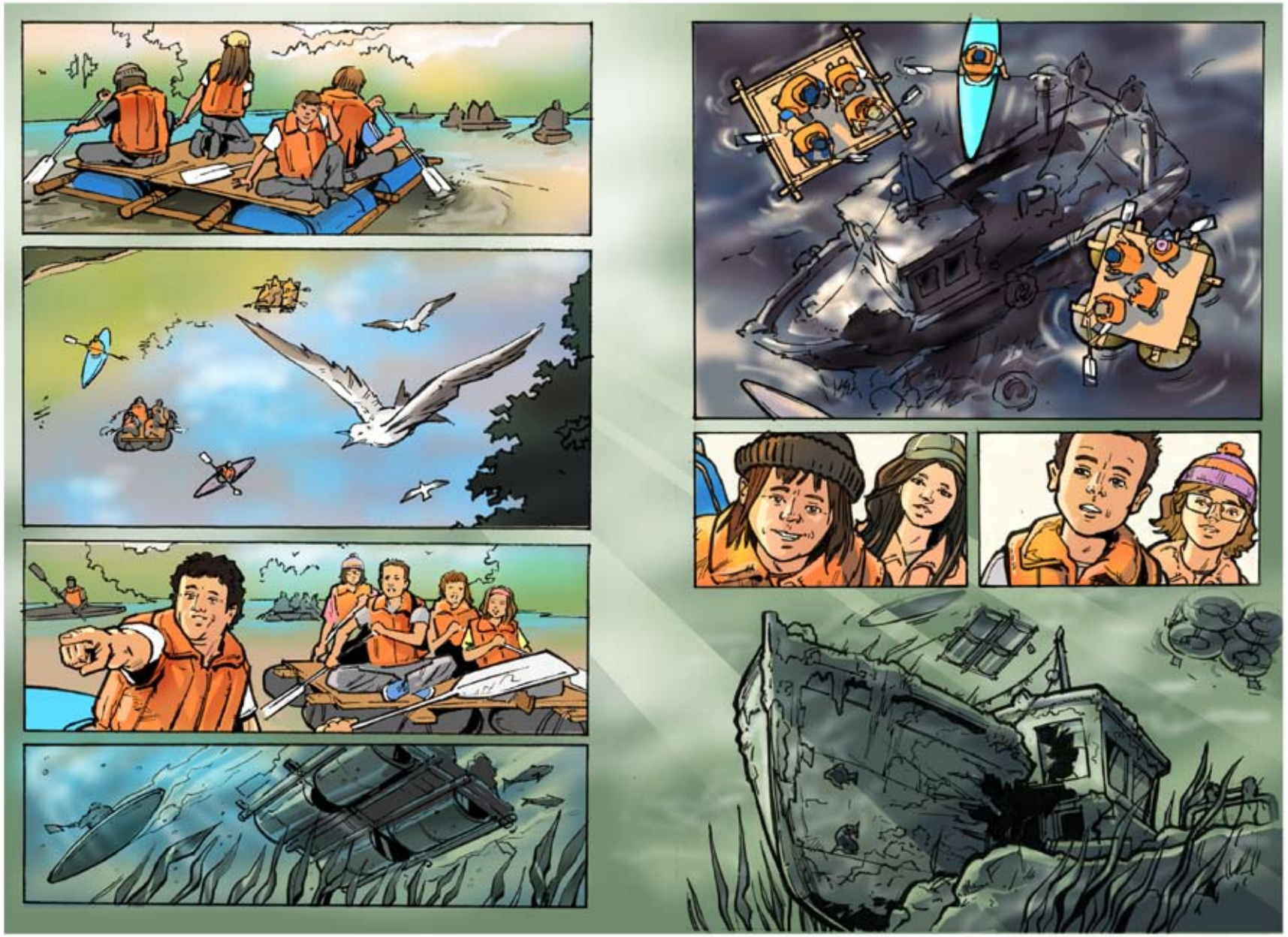
Do

- Learn any new skills at meetings
- Test build the raft
- Learn how to paddle a raft
- Learn Rescue procedures
- Take part in the rafting Adventure

Review

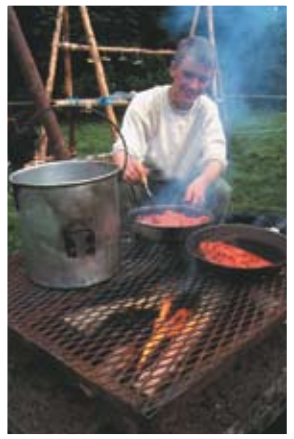
- What did we learn
- How did we handle the build
- How did we go about safety
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS



SCOUTS

Ready, Steady, Cook Adventure



The Challenge

An inter Patrol challenge. Patrols are then issued with a selection of food. The patrol have to then devise a menu and cook the meal in a set time limit. Points are awarded for presentation, taste, and creativity.

SCOUTS

What we need to learn

- How to cook
- How to put a menu together
- How to light a fire and cook on it
- How to make a box oven
- Safety and hygiene
- The food pyramid and food combinations
- Healthy eating

Gear we need

- Camping equipment
- Cooking gear
- Eating gear
- Cook books
- Charcoal
- Cardboard boxes

Resources

Ready Steady Cook

Ready Steady Cook

Ready Steady Cook

Jobs to be done

- Find someone to teach us how to cook
- Do a skills audit - What do we need to learn
- Find a location for the cooking challenge
- Get all the equipment we need together
- Get a menu together and work out costs
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

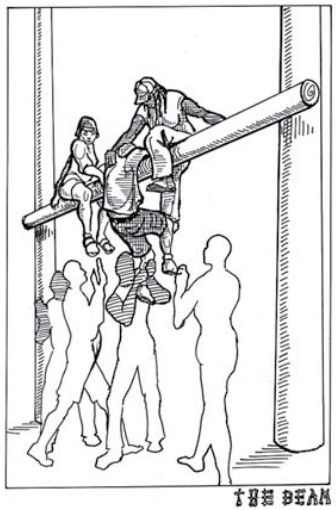
- Learn any new skills at meetings
- Test out skills in dens or at home
- Take part in Ready Steady Cook activity
- Cook a great meal

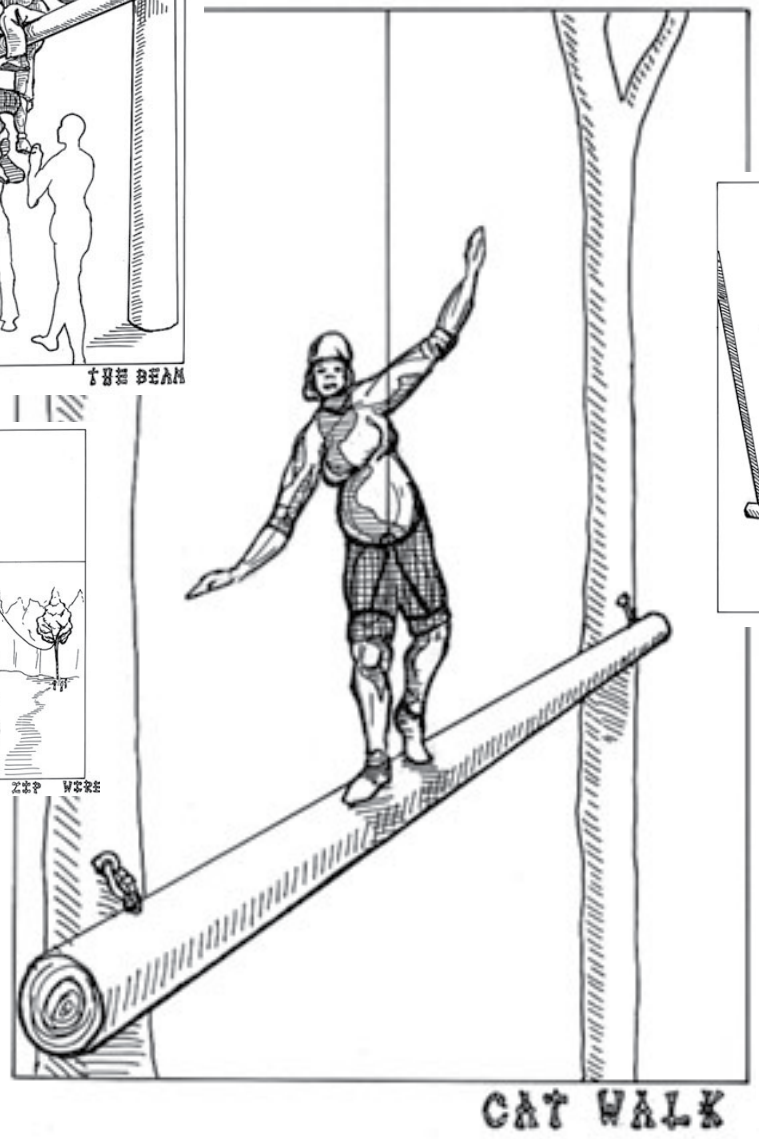
Review

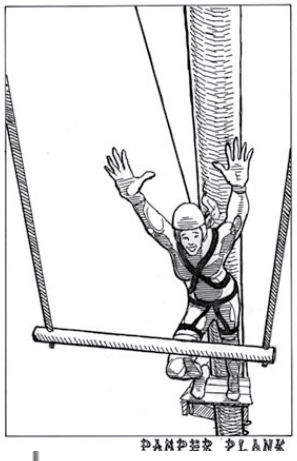
- What did we learn
- How did we handle the activity
- How did we go about using the equipment.
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

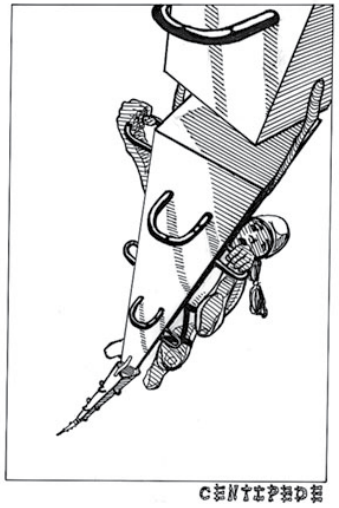
SCOUTS

Rope course Adventure









The Challenge

Organise and undertake a low and high rope course adventure. These type of course are available at campsites and some adventure centres or you could design your own with suitable equipment and help.

SCOUTS

What we need to learn

- How to get in and out of a boat
- How to sail a boat around a triangular course
- Safety on the water
- How to crew and helm a boat
- How to wear a buoyancy aid
- About wind and tides

Gear we need

- Boats
- Buoyancy aids
- Sailing gear/wet suits
- Old trainers

Resources

Rope Courses

Rope Courses

Rope Courses

Rope Courses

Jobs to be done

- Contact a Sea Scout Group or water activities centre for training
- Find out about the equipment we need
- Find a suitable location to use.
- Work up an equipment list
- Organise transport to centre during training period
- Find nearest sailing clubs

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills on local waters
- Take part in a number of sailing sessions

Review

- What did we learn
- How did we get on acting as crew on a boat
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Rowing Adventure

The Challenge

Organise and set up a rowing adventure. It should include learning how to row, plotting a suitable course and organising an overnight stay on a river bank, beach or island. This adventure can be a joint activity with a Sea Scout Patrol or Troop. It can also be organised via the National Water Activity Centre

SCOUTS

What we need to learn

- How to get in and out of a boat
- How to row a boat as a crew
- Safety on the water
- How to helm a boat
- How to wear a buoyancy aid
- About wind and tides
- Teamwork and co-ordination

Gear we need

- Boats
- Buoyancy aids
- Rowing gear/wet suits
- Old trainers

Resources

Jobs to be done

- Contact a Sea Scout Group or water activities centre for training
- Find out about the equipment we need
- Find a suitable location to use
- Work up an equipment list
- Organise transport to centre during training period

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills on local waters
- Take part in a number of rowing sessions

Review

- What did we learn
- How did we get on acting as crew on a boat
- How do we organise the lifting and launch of the boat
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Sailing Adventure

The Challenge

Learn how to sail and take part in a number of sailing activities and adventures.

This adventure can be undertaken in partnership with a Sea Scout Patrol.

SCOUTS

What we need to learn

- How to get in and out of a boat
- How to sail a boat around a triangular course
- Safety on the water
- How to crew and helm a boat
- How to wear a buoyancy aid
- About wind and tides

Gear we need

- Boats
- Buoyancy aids
- Sailing gear/wet suits
- Old trainers

Resources

Sailing

Jobs to be done

- Contact a Sea Scout Group or water activities centre for training
- Find out about the equipment we need
- Find a suitable location to use
- Work up an equipment list
- Organise transport to centre during training period
- Find nearest sailing clubs

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills on local waters
- Take part in a number of sailing sessions

Review

- What did we learn
- How did we get on acting as crew on a boat
- What was good about this adventure
- What did not work out as planned
- How did we deal with safety

SCOUTS

Circus/Drama/Show Adventure

The Challenge

Learn how to perform a circus trick, a part in a play or a performance as part of the Star Scout Show.
You will need some training mixed with natural skill and ability.

SCOUTS

What we need to learn

- How to perform and act
- Stagecraft
- How to work as a team
- How to use microphones and lighting
- How to do circus tricks
- How to climb up and down a rope or ladder.
- How to pitch marquee tents

Gear we need

- Old clothing for costumes
- Props
- Stage Make up
- Microphones

Resources

Performers 1

Performers 2

Performers 3

Jobs to be done

- Contact a performing art group for some training sessions
- Find out about the equipment we need.
- Find a suitable location to use
- Contact the Scout Talent Show group
- Organise transport to centre during training period
- Get a lend of equipment for practicing skills with

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings and training sessions
- Test out skills in on the Troop or as street performers
- Take part in a circus or Scout Show

Review

- What did we learn
- How did we get on in training
- How do we organise and devise our acts
- What was good about this adventure
- What did not work out as planned
- How did we interact with Scout Show organisers

SCOUTS

Snorkelling Adventure

The Challenge

Get your hands on some snorkelling gear and head to the beach to discover the seabed adventure. You might need some training first in a swimming pool to get used to the equipment and how to use it.

SCOUTS

What we need to learn

- How to snorkel
- How to swim
- Water safety and buddy system
- How to use equipment
- Underwater life - fish and plants

Gear we need

- Snorkelling gear
- Wet suits - if required
- Nature book to identify plants and fish

Resources

Snorkelling

Snorkelling 2

Snorkelling 3

Snorkelling 4

Jobs to be done

- Find someone to teach us how to snorkel
- Can we use local swimming pool
- Best place to do snorkeling
- Find a location for the activity
- Get all the equipment we need together
- Work out costs
- Invite other Patrols to take part
- Work up an equipment list

Plan

- Decide what we are going to do
- Divide out the jobs
- Learn all new skills required
- Agree all the details

Do

- Learn any new skills at meetings.
- Test out skills in local swimming pool
  Travel to snorkeling locatio
  Take part in snorkel activity

Review

- What did we learn
- How did we handle the activity
- How did we get on with the equipment
- Did everyone play a part
- What was good about this adventure
- What did not work out as planned

SCOUTS