

Carnival
Session 1

Preparation and Materials needed	<ul style="list-style-type: none"> ✓ Materials needed for this session: Clown Dot to Dot sheet, crayons/markers, pencils, balloon, hand size soft balls, and blindfolds ✓ Set up the room with an area to do the gathering sheet and have an open area to play games. ✓ Have a Clown Dot to Dot sheet, crayons/markers & pencil at every seat before the scouts enter the room so they can start immediately. ✓ Have the attendance sheet out and ready ✓ Review the session to be prepared to lead the discussion. Do not read it to the scouts other than the lone wolf cub story, be prepared ahead of time to smoothly lead the session.
Gathering	Clown Dot to Dot
Opening	<ul style="list-style-type: none"> ✓ Pick 2 scouts to hold the flag, 1 scout to lead the Oath, and 1 scout to lead the Law. ✓ Ensure all of the scouts are focused and ready to begin
Talk Time	A Scout is Loyal demonstrated through games
Activity	<p>Activity 1: Batting Down the Line Game Activity 2: Deaf and Blind Line Up Activity 3: Forehead Squeeze Relay Activity 4: Reflection</p>
Closing	<ul style="list-style-type: none"> ✓ Point out positive behaviors and activities shown during this session. ✓ Tell the scouts what next session will be. ✓ Have the scouts clean up the room
After the meeting	<ul style="list-style-type: none"> ✓ Enter the advancements per rank. <ul style="list-style-type: none"> • Tiger - none • Wolf – none • Bear – Grin and Bear it 1 • Webelos – none • Arrow of Light – None ✓ Enter attendance ✓ Turn in any needed documents into the district/council ✓ Call, text, or e-mail 2 parents to share something positive about their scout. Make sure every scout has a positive comment before you return to these scouts.



Talk Time: A Scout is Loyal

Lots of games are fun to play. Some also teach you important things. Challenge or initiative games help you learn more about yourself and your friends. They also teach you how to work together as a team. Team building games help you practice being a true member to the other members of your den. One great thing about these games is that everybody can win!

So today we are going to play some games meant to challenge your ability to work as a team. After the games we will talk about creating your own carnival games. This adventure is all about having fun and playing games!

Activity 1: Batting Down the Line Game

Needed: Large indoor or outdoor playing area and an inflated balloon.

Stand in a line with scouts about 2 feet apart. On a signal, the first player bats a balloon to the player next to him, who bats it to the next player, and so on until the balloon reaches the end of the line. If the balloon touches the ground, a player must take it to the starting line, and the players must begin again.

Activity 2: Deaf and Blind Line Up

Needed: Large area clear of obstacles and blindfold (or honor blindfold by closing eyes)

Players are blindfolded and told that no one may talk during the game. The leaders ask them to line up by height. When they are done, they should stand in place and remove their blindfolds to see how they did. You can substitute other requirements, such as lining up by shoe size.

You can also play with eyes open. Players cannot talk but can use sign language to communicate. This time they line up by birthday, middle name, number of brothers and sisters they have, or any other directions.

Activity 3: Forehead Squeeze Relay

Needed: Large playing area, even number of players, several soft hand sized balls

The object is for two players to carry the ball across the room and back again holding it between their foreheads. If they drop it, they must start again. When the first pair returns to the starting point, the next pair begins. Keep playing until all players have had a turn. The trick with this game is to see how fast you can move without dropping the ball.

Activity 4: Reflection

After you play the games, sit down and talk about these questions:

- How did you know you did your best?
- How did you make sure everyone was included?
- How were the games related to the Scout Law?
- How do you know everyone had fun?
- How would you make the game different next time?
- What did the game teach you about teamwork?

Closing: Next session

Today we played games the leader picked. At the next meeting the leader is going to bring in several different “carnival” style games and the scouts get to set them up and run the games for everyone. So next meeting be ready to have fun and set up our own carnival!