

Joey Program Aboriginal Theme

Date	Activity	Craft	Game 1	Game 2	Game 3	Parent Helper
18-Jul	Games Night	Each leader to run 2 games	Bowling	Skipping, Throwing	Balance Beam, Beep test	
25-Jul	Flags, Charts, Soldiers ANZAC	Make Flag	Steal the Flag	Boot Camp	Kim's Game	
8-Aug	Aboriginal Theme - Didgeridoos	Make Didgeridoos	Spear Toss	Creative Dance	Line Jumping	
15-Aug	Aboriginal Theme - Frogs	Tiddalik Frogs	Leap Frog	Hide and Seek	The Story	
22-Aug	Aboriginal Theme - Sun	Dot Painting	Sun Flares (Tails)	Balloon Volley Ball	Beat the Ball (sun)	
29-Aug	Aboriginal Theme –	Splatter Painting	Gorri	Hunt the Object	Catch-ball	
5-Sep	Aboriginal Theme - Emu Prints	Make Boomerangs	Boomerang Toss	Poison Ball	Follow the trail	
12-Sep	Aboriginal Theme - Witchity Grubs	Grub Painting	Grub Crawling	N,S,E,W	Grub Eattng with no hands	
19-Sep	Colourful	Baby Wipe Art	Tunnels	Burst The Balloon	Mirrors	
26-Sep	Party Night	Please bring a plate of finger food to share		Lab Rat	Do this Do That	

July 19

Games Night

TIME	ACTIVITY	EQUIPMENT / METHOD
.00	Opening Ceremony	
.05	Game: Naming Game	Joeys are in a circle. The first Joey says "My name is and this is my friend..... " He names the person on his right. The game continues around the circle until all Joeys have been named. Then try again and see if they can remember all the names. Then they say what they are good at.
.15	Game: Tabloid Sports	Bounce the ball counting (bouncy balls) Skipping (skipping ropes) Knock the tins down (soft balls and tins) Balance Beam (balance beam and bean bags) Beep test (stop watches) Balls in the bucket (2 buckets and soft balls)
.45	Game: In the Pond	Draw a large circle in the center of the playing area. The Joeys all stand round the circle just outside the chalk line. The leader stands in the center, and gives the following commands: 'In the Pond!' – all the Joeys jump into the circle and 'On the Bank!' all the Joeys jump out. If an order is given for the Joeys to jump in the Pond, and they are already there, it should be ignored. Incorrect orders such as 'On the pond!' and 'In the Bank' should also be ignored. Those Joeys who make two mistakes are out and the last remaining Joey is the winner
.50	Closing Ceremony with Prayer	Notes and Thank you.

July 25 Flags

<i>TIME</i>	<i>ACTIVITY</i>	<i>EQUIPMENT / METHOD</i>
.00	Opening Ceremony	
.05	Game: Warriors and Brigands	The Pack is split into teams, one is the 'Brigands' and the other is the 'Warriors'. Each team has one end of the room as its base. The teams then line up facing each other and the leader gives various commands, e.g., 'Warriors two paces forward' or 'Brigands one step back'. This goes on with mounting suspense (although three or four times are usually enough) until the leader says, 'Warriors (or 'Brigands') attack!' Then the team ordered to attack gives chase as the others rush to their base. Any prisoners taken by the pursuing team immediately transfer to that team
.15	Game: Steal the Flag	

Location:	This Game should be done Outside.
Required:	flag for each team. 40 foot rope per team.
Preparation:	Set up game boundaries with a center line. A football field sized area is good.
Instructions:	<p>Create 2 teams.</p> <p>Each team displays its flag in plain view somewhere on its side of the play field. Each team also defines a jail area that is 10x10 feet - use a rope to define the area.</p> <p>Players attempt to steal the opposing team's flag and return it to their side of the center line without being tagged.</p> <p>If a player has the flag and is tagged, the flag is dropped and remains there until another opposing player can steal it.</p> <p>The player that is tagged is taken to the jail area by his captor. During this time, the captor can not capture any other players and the captive must go directly with his captor.</p> <p>Once in jail, a player remains there until another of his team can run into the jail area without being tagged - this is a jailbreak. Decide if a jailbreak allows all captured players a free walk to their side or a certain number only.</p>

.25 Craft: Make a flag

.35 Game: Bomb the Rebel Bases

An evil space empire has declared war on you and your comrades. The empire sends a battle cruiser to your planet in order to bomb its rebel base. The players stand scattered around the hall (outer space) with their legs spread about shoulder-width apart. The gap between each player's legs form a 'rebel base' which may be bombed. To bomb a base, a tennis ball must be thrown between a player's legs (hitting a player's legs is not enough). Once bombed, the player is out and must sit down. The last player standing is the winner. To prevent from being bombed, a player may protect himself by using his hands to catch or deflect the tennis ball. Players may not move their feet or crouch to prevent being hit.

.50 Game: Kims Game

.50 Closing Ceremony with Prayer

Notes and Thank you.

August 8

Aboriginal Theme

TIME	ACTIVITY	EQUIPMENT / METHOD
.00	Opening Ceremony	
.05	Game: Penguins on an Iceberg	Make a big chalk Iceberg, big enough for all to fit on, with 2 or three chairs on it for the fast ones. Choose a song to sing and play as normal musical chairs, penguins swimming in the sea. When the song is finished all must get on iceberg. At the end of each turn, iceberg melts a bit and Joeys must still get on. Take it in turns to choose the song to sing. Finish when all on chairs only.
.15	Game: Spear Toss	
.25	Craft: Didgeridoos	
.35	Game: Animal Frolics	Each Joey Scout is handed a card bearing the name of a domestic animal or bird. On the signal to start, each begins to act out the creature (in mime), at the same time looking out for others of the same species. When three or more have been collected, they may begin to vocalize. See which herd, covey or flock is the first in full chorus.
.50	Game: Line Jump	Fly
.55	Closing Ceremony with Prayer	Notes to go home.

August 15

Aboriginal Theme - Frogs

TIME	ACTIVITY	EQUIPMENT / METHOD
.00	Opening Ceremony	
.05	Game: Hide and Seek	Make Frogs out of clear plastic and hide them around room.
.10	Story: Tiddalik	
.20	Game: Make Me Laugh	Joey Scouts form two equal lines facing each other and about 1 metre apart. One is heads the other tails. The leader tosses a coin and calls out the side turned up. If it is heads, the heads laugh and smile, while the tails must remain solemn. The heads try to make the tails laugh; those who do laugh have to join the heads' side. The coin is tossed again and, if it comes up tails the tails have to try and make the heads laugh.
.30	Craft: Tiddalik Frogs	
.40	Game: JOEY SCOUT HOP	Joey Scouts divide into teams. Each team forms a line with members one behind the other squatting. The first in each team folds their arms and the others place their hands on the hips of the person in front. The team has to jump forward collectively without anyone losing their balance, to get from one end of the hall to the other.
.55	Closing Ceremony with Prayer	Notes and Thank you.

August 22

Aboriginal Theme - Sun

<i>TIME</i>	<i>ACTIVITY</i>	<i>EQUIPMENT / METHOD</i>
.00	Opening Ceremony	
.05	Game: Sun Flares	Played as Hill Billy Tag
.15	Story: Sun (related)	
.25	Game: Beat The Ball	
.35	Craft: Dot Painting	
.45	Game: Balloon Volley Ball	
.55	Closing Ceremony with Prayer	Notes and Thank you.

August 29

Aboriginal Theme

Fathers Day Craft

Craft: Splatter Painting

Toothbrushes and watered down paint.

Tape boarder around paper.

Cut out profile of Joey and Use Splatter painting to paint it.

Game: Gori

Equipment:

Any large object of at least 30cm in diameter that will roll and bounce to use as the disc.

Tennis balls to use as 'spears' to be thrown at the disc.

Players:

One or two disc rollers and one or two teams of throwers.

Playing Area:

An area large enough that the two teams are far enough apart to avoid injury.

Game Play:

The two teams of throwers line up opposite each other at least 10 metres apart.

The disc roller then calls "gool-gool" and rolls the disc straight down the middle of the groups at a slow speed. Once the disc has been rolled the throwers attempt to throw the balls in a spear-like action at the disc.

Variations:

- » Disc is rolled at a faster speed.
- » Disc is bounced.
- » Increase speed and bounce height.
- » Change the distance of the throwers from the disc.

Game: Catch-ball.

Played as "Piggy in the Middle"

There were many variations on ball games played in different regions. In north-west Queensland a popular game was played by two teams. One team threw the ball back and forth between its members while the opposition tried to intercept it. The ball was thrown high in the air, and interceptions could only be made while the player was in the air. The game was known as "kangaroo-play" because the competitors resembled kangaroos in flight.

Game: Hunt the Object

This game from the Northern Territory is played on a smooth, flat sandy area about 60 cm in diameter. The players cover their faces or walk away while the leader hides a small object about the size of a match head in the sand, carefully blowing to remove any disturbance in the sand. They must leave part of the object showing. The other players, each holding a long grass stalk, are given two chances to point it out, but are not allowed to scratch the surface. The person who finds it has the next turn at hiding it. If it is not found, the one who hid it is challenged to find it, but only after walking twice around the area. If they cannot find it someone else is chosen for the next turn.

September 5

Aboriginal Theme – Emu Prints

TIME	ACTIVITY	EQUIPMENT / METHOD
.00	Opening Ceremony	
.05	Game: Pair Tag	Allocate pairs. This is a tag game where Joey Scouts can only tag their allocated partner. No running is allowed, only fast walking. Split the pairs and have scattered around the hall. If you are tagged you must clap your hands three times before you move off to try and catch your partner. (Make sure Joey Scouts are evenly matched for this game.)
.15	Game: Follow the trail	One Leaf Trail re sheet.
.25	Craft: Boomerangs	
.35	Game: Boomerangs	Toss Boomerangs
.45	Game: Poison Ball	
.55	Closing Ceremony with Prayer	Notes and Thank you.

September 12

Aboriginal Theme – Witchity Grubs

<i>TIME</i>	<i>ACTIVITY</i>	<i>EQUIPMENT / METHOD</i>
.00	Opening Ceremony	
.05	Game: Pass the Grub	Slimy grub, play as hot potato
.15	Game: Grub Crawl	Put Joeys in plastic bags. Make teams then they crawl along floor as grubs
.25	Craft: Witchity Grubs	
.30	Game: Grub Eating	Tie grubs to a string and Joeys kneel and have to eat grubs.
.40	Game: NSEW	
.55	Closing Ceremony with Prayer	Notes and Thank you.

September 19

TIME	ACTIVITY	EQUIPMENT / METHOD
.00	Opening Ceremony	
.25	Game: Burst the Balloon	Equipment: 30-40 balloons; pencil and paper for the scorekeeper. The balloons are blown up and scattered on the floor. Players stand in scatter formation. On 'GO', the object is to break as many balloons as possible, by sitting on them! When a person breaks a balloon, he shouts 'I SCORE!' and must put his hand in the air. The scorekeeper then runs up to the person whose hand is in the air, marks a point down on his tally sheet. The player then tries to break another balloon and earn more points. When all balloons are broken, scores are added up and a winner is declared. Variation: Break the balloons by putting them between the knees and squeezing them until they break. Burst the balloons by jumping on them with both feet. Burst the balloons by squeezing them between two people.
.15	Game: Tunnels	The Pack divides into two teams and line up about 3 metres apart facing each other. They stand, legs apart, with their feet touching those of their neighbors. The leader throws a ball down between the lines and each team tries to score a goal by sending the ball through the legs of the other team. The Joeys may only defend with their hands and must not move their feet. When the teams become adept at this, the leader can send in a second ball.
.30	Craft: Baby Wipe Art	Baby Wipes Textas and rubber bands . Tie rubber bands around baby wipe and then Colour wipe. Up tie and enjoy the art!
.40	Game: Mirrors	Joeys find a partner and they make hand movements and the partner tries to follow. They them swap as to who leads.
.55	Closing Ceremony with Prayer	Notes and Thank you.

September 26 Party Night

<i>TIME</i>	<i>ACTIVITY</i>	<i>EQUIPMENT / METHOD</i>
.00	Opening Ceremony	
.05	Game: Cat & Mouse	Draw Circles on the floor, one less than Joeys. One Joey is the Cat and one Joey is the mouse. When the cat chases the mouse the mouse can run into a circle and the mouse in that circle must then run to another circle. If the cat catches the mouse then the mouse becomes the cat and another mouse is chosen.
.15	Game: Do This Do That	
.25	Game: Hub Cap Relay	
.35	Party:	
.45	Game: 'MY MOTHER WENT TO THE SUPERMARKET AND BOUGHT . . .'	
	Joey Scouts sit in a circle. Use the above line and each Joey Scout adds an item to the list, as it reaches them. They must repeat all previous items before adding their selection	
	Pirate's Treasure Map	<p>A map drawn on a large sheet of paper. You will need small sticky labels and a pen to write names on the labels Often you will find that at the beginning of a party where you are running the games, not all the children have arrived when you start. To overcome this a game was needed that could be played by the children as they arrived. I drew a pirate's treasure map on a sheet of paper that I stuck to a board. On top of this I stuck a sheet of clear adhesive film 'FABLON'. Between each game I ask a few children up and ask them their names. I write their names onto small sticky labels about the size of a thumb nail. The children then stick these onto the map where they think that the treasure is buried. At the end of the games session I turn the map around and show that I had stuck a label on the back of the map to mark where the treasure was buried. The closest person to this wins the prize. If you need to pad it out a little, you can tell a short story about the pirate coming ashore with his treasure chest, and deciding on the different places that he might bury his treasure. This game can be used with any age group. Because the map is covered in plastic film you can easily peel the labels off, you can then use the map for repeat shows.</p>
.55	Closing Ceremony with Prayer	Notes and Thank you.