

JOEY SCOUT MEETING PROGRAMME

Term 1 Week 2

Date: 12/02/08

Theme: Flight Night

Meeting Type: Indoor/Outdoor

Leader: Warru

Time	Activity Type	Activity Description	Equipment Required	Leader
6.15pm	Ceremony	Opening Parade (outside)	Welcome guest, say Promise	Possum
6.20pm	Game 1	Captain's Coming (outside)	leaders & parent helper setting up plane in hall	Warru
6.30pm	Game 2	Balloon Relay (outside)	Teams, balloons + spares	Baloo
6.35pm	Pilot talk	Guest Speaker Mr John Paton	Joeys sitting in plane facing speaker	All
7.00pm	Activity	Flight MB9 takes off (include safety talk and serving refreshments)	Joeys take turns as pilot, co-pilot, flight attendant	All
7.10pm	Ceremony	Closing Parade	Reminder Air Activities	Possum
	Spare Activity	Joeys get name written in radio alphabet	Cards, textas	Warru

Leaders Available: Baloo, Possum, Warru	Parent Helpers: Ramalingam Rama: New Chum
Attendance: Total Membership:	Birthdays: Ricky
Announcements: Research note	About Activities: Collect permission slips and \$ for Air Activities Excursion.
<p>Comments: Get out 30 chairs, & 2 pairs goggles, 2 sets ear muffs, "oxygen masks", Sign/ID etc. Weather permitting, set up plane inside hall at beg. of night and run opening ceremony and first 2 games outside.</p>	

GAME CAPTAIN'S COMING

LEADER CALLS:

ACTIONS:

Captain's Coming

Scout salute

Cockpit

Run to front of plane

Tail

Run to rear of plane

East

Dip wings and fly East

West

Dip wings and fly West

Landing Gear

Gently lower self to knees

Prepare for Take-off

Fasten seat belts

Activity All Aboard Flight MB 9

Set up chairs for "passengers"; set up cockpit with (stack of 3) chairs for pilot and co-pilot;
Picture instrument panel, ear muffs/headphones, set up refreshment trolley, suspend "oxygen masks"

Buy Dust masks, Tiny Teddies or Le Snack, mini poppers,

Make Exit Signs, Instrument panel for cockpit