



SOCIAL



When you are interacting with people on a daily basis there are many challenges. The challenge may be in communicating with people. It may be in forming new friendships. Or it may be dealing with differences in culture. You will come across many new customs and ways of behaving that will test your ability to work with other people.

Sample Challenge Sheet 1

# SOCIAL



Use your time wisely!



Nice Hat



## International Night

Select a country at random and organise a night of activities to explore the culture of that country. Have a look at national costumes, games, foods, music, language, dance, etc. If possible make contact with some people in advance of your evening (for example, nationals of the country living in your area or the national Scout association of your chosen country) and ask about the kind of activities you might undertake. It's a much better way of preparing than using Wikipedia!



## Teach a Skill

Do the Beavers, Cubs or Scouts need help developing some new skills? Draw up a plan whereby each Venture in the Unit will be involved in a programme teaching one or more skills to the younger members of the Group over an agreed period of time.

## Unit Time Bank

A Time Bank is made up of donated units of time. These units of time are donated by people with various skills, and can be used for a variety of projects. Make a list of the skill and abilities of the Ventures of the Unit. Next have each Venture donate a certain amount of time to the Unit Time Bank. Now identify a series of projects that can be undertaken within the Scout Group over a period of time by the Venture Unit. These can range from painting the Scout Den, to producing a Group Newsletter to running a fund-raising event to raising money for Groups funds.

Jelly worms go all soft and gooey

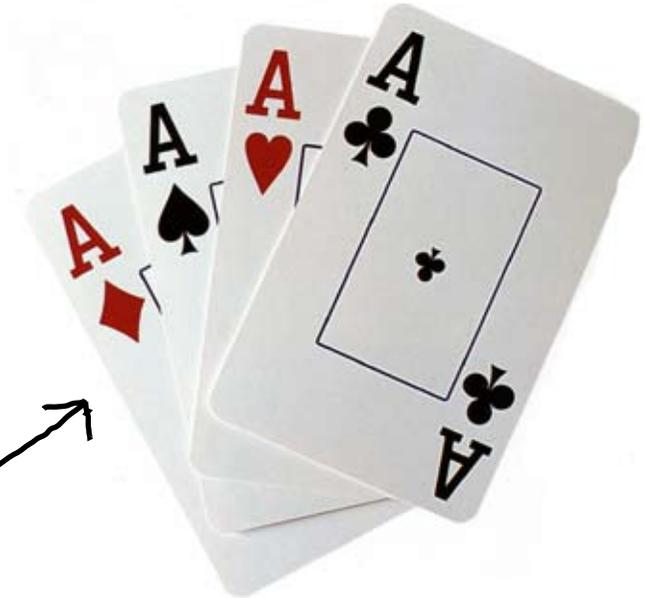


# SOCIAL



## Venture Campfire

Do some members of your Unit that play the guitar? If so, try organising a Venture Campfire that will be different to the campfires you undertook as a Scout. Start by finding out what type of music the various Unit members like listening to and agree a song list. Then pick a place where you will hold the campfire. You don't have to have an actual fire. What is more important is that the place is special for your Unit. Then think about food ... a barbeque might work great for such an occasion, but again, choose what suits the members of the Unit



## Poker of Aces

## Christmas Dinner

Invite senior citizens in your local area to a Christmas Dinner in your Scout Den. Appoint Crews to look after the various tasks involved, such as cooking the food, serving the food, providing music (or other entertainment) and decorating the Den. When planning the event ask some of the senior citizens for ideas of how they would like the dinner to go.

## Unit Promo

Put together a presentation with the aim of promoting the Group's Scout Troop to potential new members in the local school. This presentation could involve a Powerpoint presentation, a short film or leaflets. It could also involve a 'taster' of short activities which would give potential new members an idea of what is involved in Scouting.

## Casino Night

Create your own 'Scouting Euros' and distribute to the members of the Unit. Hold a number of games where members of the Group can gamble their 'Scouting Euros'. These can include dice games, poker, horse racing games, roulette, etc. You can also include auctions for mystery prizes. Some of these could be novelty prizes which no right-minded Venture will want to win! Add to the atmosphere with appropriate music and finger food (crisps and nuts to you and me).

# SOCIAL



## Extreme Dinner Party

Organise a meal in an unusual location and invite some other Venture Units along. Be sure to warn them in advance in they need to bring anything special to take part in the meal. For example, they might need swimwear if the meal is to take place in a swimming pool, or they may need their head torches if the meal is to take place in a cave!



## Communication Game

Communication is a two way process. It requires the giving of a message and the receiving of a message. A good way to understand this better is to try a communication game. These games involve teams undertaking a task where the relaying of messages form a crucial part. For an example of a simple but effective communication game, try the activity outlined in the following link.

Talking and listening is good

Hey!!! the food is cold

## Pairs evening

This is a different way of carrying out a link activity with the Scouts. Set up a series of 15 minutes activities. Pair off the link Scouts with members of the Unit and have them rotate around the activities. Try to have a good mix of activities, which might include some initiative challenges, skills activities and some fun only activities.





Social – Can you communicate with others?

**Your Challenge ...**

Try the Communication Game ... and discuss the lessons you learn while playing it!



## Intro ...

Think of a time when you made an arrangement with a friend, but one of you turned up at the wrong time, or in the wrong place! If that has happened it's because you or your friend (or both of you) didn't communicate properly.

Communication is a two way process ... it involves the giving of a message and the receiving of a message. And if both parts are not done properly then more often than not the result will be confusion!

## Activity type ...

This activity is an evening activity.

## What's involved ...

Create a number of Crews. Each Crew undertakes the Communication game. At the end of the game discuss what you might have done differently to communicate more effectively.

## Communication Game

**For Crews of four to seven people.**

### Equipment:

2 matching sets of children's building blocks (with 10 blocks and 1 base board in each set).  
2 tables  
2 screens (behind which the objects sit so only the director and builder can see them).

### Instructions:

In preparation for the game, place a table at either end of a room, with a screen in front of the table. Build a random object using the 10 blocks and base board from one set, and place on one of the tables. This will be the directors table. The other table will be the builders table.

There are 4 roles in the game:

1. Person A ... director
2. Person B ... runner
3. Person C ... builder
4. Person(s) D ... observer(s)

Person A stands behind the table with the built-up set of blocks, and is the only person who can see the object. It is the director's job to give clear instructions to person B, the runner, so that person C can build an exact replica of the model.

Person B listens to the director's instructions and runs to the other end of the room to where person C is waiting behind the second table. The runner then passes on the building instructions, without seeing the building blocks, to Person C, the builder. The runner can make as many trips as required within the time allowed for the exercise.

Person C listens to the runner's instructions and builds the object from the set of building blocks. The builder is the only person who can see the object under construction, and building materials.

Person(s) D observe the communication game, and make notes about what works, what doesn't work, and how people behaved under pressure etc., to pass onto the group later.

Set a time limit for the exercise of 10 minutes. When the time is up, allow the group to compare the model and the replica, and see how closely it matches. Generally, the replica will bear little resemblance to the original, which usually causes heated discussion!

Allow the group to reflect on how the exercise went, and agree 1 thing they did well, 1 thing that didn't work, and 1 thing they would do better next time.

### Notes

- The game can be run again, either switching or keeping original roles. See if any improvements have been made. Make sure you de-construct the "original" model and create a new design!

