

Programme in a Box

Quest 9 – Malling Scouts

For Quest 9, we want you to be blown out of this world with our amazing fun filled weekend. We need you to tell us how you want your weekend run from, activities to zones, group entrances, chill out areas and the design for our badge.

And it is Space themed!

We would love it if you could support us by completing the activities below to make sure our young people have an epic, out of this world experience!

Squirrels Activities Feedback:

Squirrels have the amazing opportunity to come to Quest 9. We want them to have as much fun as possible during their visit/stay, so we want to gather as much input from them as possible. So here are three super fun and easy activities to slot into your meetings to help us out:

Charades – 10 minutes

You'll need: plenty of space, potential props.

- Start by having a small chat as a Drey about what fun activities often happen on camp such as, archery, climbing and fire building etc.
- Pair up the squirrels with one another.
- Give them three minutes to discuss and prepare the activity they want to do.
- Squirrels should take turns to work together as a pair to act out and guess what the other Squirrels in their Drey are acting out.

Yay or Nay – 15 minutes

You'll need: masking tape, pencils, pens, Post-its

- Use the masking tape to split either the lower wall or floor. Label both sides, one with Yay and the other Nay.
- Squirrels can use post its to draw or write an activity they would/ wouldn't want to do.
- Post the ideas up on the wall to create a huge collage of ideas and opinions. If the same idea appears on both sides, try to start a discussion on why that might be.

Pitch it – 15 minutes

You'll need: Nothing!

- In small groups get Squirrels discussing what their favourite camp activity might be.
- Once the activity is decided they need to come up with three big reasons they think their idea is the best.
- Take it in turns to go round each group and have them describe their top three ideas.
- If any young people have the same idea, they combine to make a larger group to pitch it to their peers.
- Once that young person/group has finished describing, ask the Squirrels to put a hand up if they also like that idea.

All Sections Feedback

We have a selection of different areas that we're looking for feedback on from Beavers, Cubs, Scouts and Explorers. Please could you consider quickly completing some of the below activities to support us to create a fantastic programme!

Name, That, Zone! – 10 mins

You'll need: pens, paper.

Remember, we are working with a space theme!

- Split young people into groups of up to six people.
- In groups, get them to brainstorm ideas about different zone names, and which programmed activities could go into the zone (e.g. Mars could be the zone name, and it may be home to a climbing zone and have X, Y and Z in it).
- Also brainstorm ideas about different themed evenings for the event (For example, it might be a Neon disco).
- After writing down ideas, come together to look over all the ideas, and see which zones are most liked by the other young people in the group.

I'd wear that! – 15 mins

You'll need – pens, paper, paint, feathers, glue, glitter etc.

Remember, we are working with a space theme!

- For Quest 9, we are giving all young people the opportunity to help us design what different parts of the event will look like. We hope to bring the designs together to create awesome zone entrances and more.
- Allow young people to use their imagination to draw their Quest 9 space themed ideas.
- Capture some of the best ideas and share them with us.

A Solid Entrance – 10 mins

You'll need: pens, paper and other craft materials.

You may want to do this one nearer to the time, once you've discussed with other adults in the Group.

- At Quest 9, we want to see each group's creative ability and think it could be cool if each group/collection of groups built a gateway entrance to their pitch. This is just an idea so far, and not mandatory.
- Using craft materials, and in small groups, ask young people to design their own entrances, labelling their designs with possible materials they can use to bring their designs to life.
- Come together and talk about each group's design, and look at the best parts of each design, coming up with an overall entrance design for your group!

General Programme Feedback

We are hoping to collect feedback from all sections about what activities they would like to see on Quest 9, from adventurous activities to crafting.

Cool wall activity – 20 minuets

You'll need: A wall or whiteboard, post it notes, pens.

To set up the activity, split your whiteboard or wall into four different sections, giving each section a different heading (e.g. seriously cool, cool, uncool, seriously uncool).

Creating the cool wall: Explain you're going to rank some activities to help decide what people want to do. Their decisions should be based on wanting to try it or having experience of that activity.

- Ask everyone to get into groups of about five people. Give each group a selection of the sticky notes and pens. Get them to write down activity ideas e.g. climbing, circus skills.
- Each group should discuss the ideas they've come up with and consider where they belong on the cool wall?
- Once everyone in each group has had their say, the group should agree on a decision, and someone should stick the idea in the right place on the wall.
- At the end, everyone should gather back together and look at the cool wall. Are there any trends? Are there any activities in more than one section?
- Take picture of the cool wall, or copy the ideas down and email it to questprogramme@mallingscouts.org.uk or [click here!](#)

Snowball Fight - 10 minuets

You'll need: scrap paper, pens and pencils, masking tape

- Give young people a few pieces of paper.
- Get young people to write down some activities they would like to see at quest 9.
- Get everyone to scrunch a piece of paper up to make a snowball.

Having your snowball fight:

- Get young people to stand in a circle with one leader in the middle.
- Get young people to throw their 'snowballs' into the middle.
- After all are thrown, get young people to pick up one random snowball.
- Go round in a circle reading out the activity written down on the picked-up snowball, make sure to record these.
- When reading out the activities, talk as a group about all the ideas they've heard.

Explorer Zone Feedback:

(for Explorers and older Scouts)

Zone Design

Would you like an Explorer zone to follow the general space theme? What would you want an Explorer to look like? And what evening entertainment might be good? Do you want a chillout area for the evening, a games space? You decide.

You could repeat the snowball activity and use the theme of the Explorer zone.

The spoon – 10 mins

You'll need: A Spoon

- All young people and leaders sit in a circle. Someone starts by asking the questions.
 - o Do you want the nights to fit around the general space theme?
 - o What themed evening events have you enjoyed previously, think KIJ25 or other events you have attended?
 - o How would you like leaders to be involved in the nights?
 - o What themed nights would you not like to see?
- After each question is asked the spoon will make its way around the circle where everyone gives their input
- If you don't have the spoon, you cannot talk but if you like the idea, you can start cheering to show you support their idea.

The Architect – 20 mins

You'll need: Paper and pens.

- Group young people into groups of roughly four or five.
- Give them pens and paper and ask them to draw a layout of what an ideal Explorer zone might look like? If they're stuck, you could suggest that they may want to consider:
 - o A chillout area.
 - o A small stage for running their own entertainment such as karaoke etc.
- Ask them to label their drawings to help the team understand them.

That's it!

- Thank you very much for your support, we are really excited to get to know what our young people want to see from Quest 9! If you have any questions, or to submit your Section's ideas, please email questprogramme@mallingscouts.org.uk.

Many thanks,

Quest 9 Youth Team & Programme Team.

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