



Bourne Valley Scouts Figsbury Troop Programme for Jan – Apr 2012



Just to remind you troop nights are 7.30 to 9.15pm in the Glebe Hall unless informed otherwise. Please ensure Scouts come properly dressed for activities.

Tue 10 Jan	Troop Night – Spring Term – Welcome Back and Introductions.
Tue 17 Jan	Troop Night – Entrepreneur Challenge/Global Challenge 1.
Tue 24 Jan	Troop Night – Entrepreneur Challenge/Global Challenge 2.
Tue 31 Jan	Troop Night – Entrepreneur Challenge/Global Challenge 3.
Tue 7 Feb	Troop Night – Entrepreneur Challenge/Global Challenge 4.
Tue 14 Feb	½ Term – no Troop Night.
Tue 21 Feb	Troop Night – Pancake Night, Shrove Tues.
Tue 28 Feb	Troop Night – Swimming Staged Activity Badges – Durrington Pool (timings TBD).
Tue 6 Mar	Troop Night – Maps and Navigation 1.
Tue 13 Mar	Troop Night – Maps and Navigation 2.
Tue 20 Mar	Troop Night – Night Hike (7 – 9 p.m.)
Tue 27 Mar	Troop Night – Exped Challenge 1 (PL/APL), Wide Game (the rest)
Tue 3 Apr	Easter – no Troop Night
Tue 10 Apr	Easter – no Troop Night
Tue 17 Apr	Troop Night – Summer Term – Welcome Back and Introductions

Extra Activities

Date	Event	Location
Spring		
6 Jan	Pantomime	Salisbury Playhouse
21 Jan	Burns Night	TBD
4 Mar Now 20 May	Pinewood Derby	The Memorial Hall, Porton Note CHANGE of Date
Sun 25 Mar	District Pathfinder Hike	TBD
30-31st March	Beaver Sleepover	Glebe Hall
Sun 15 Apr	District Cycle Ride	New Forest

Look ahead – Summer

Date	Event	Location
22 Apr	St George's Day	TBD
Fri 4 – 7 May	Olympiad Camp	Foxlease
12 – 13 May	Exped challenge	TBD
1 – 4 Jun	Figsbury – Jubilee Canoe and Bushcraft Expedition	TBD
29 Jun -1 Jul 12	Cubs Pack Camp	TBD
21 - 27 Jul	Summer Camp	
23 - 25 Nov	Cubs Pack Camp	TBD

Any queries, please contact Jane (T: 01722 340403, M: 07977 476842, E: janecweir@btinternet.com) or Mike (T: 01980 611252, M: 07763 048445, E: mikemadden200862@hotmail.com)

The Bourne Valley Scout Group website is at www.bournevalleyscouts.btik.com

Entrepreneur Challenge

The Entrepreneur Challenge has been developed by The Scout Association in conjunction with [Richard Harpin](#).



The Entrepreneur Challenge aims to develop Scouts' nature for enterprise through activities which enable them to set up, or create an idea for, a Scouting enterprise or business. Scouts will need to demonstrate an aptitude for understanding the [Mind for Business principles](#).

To request an activity pack call the Information Centre on 0845 300 1818 or email info.centre@scouts.org.uk

News

On 10 November 2010, Scout Leaders took part in a teleconference with entrepreneur Richard Harpin, who shared why entrepreneurship is important, and how activities can help your Scouts learn entrepreneurial skills.

[Listen to the teleconference](#) (starts around 3.30)

[Launch of the Entrepreneur Challenge with Chris Evans](#)

Activities

These activities can be used to help the Scouts develop their [Mind for Business](#) while having fun and being challenged:

[String handcuffs](#)

[Balancing nails](#)

[Dots on a page](#)

[Buckets and blindfolds](#)

You may recognise some of these, and also find that there are other activities that you regularly undertake with Scouts that can be adapted slightly to help develop their Mind for Business.

Other ideas

It doesn't matter if you choose to use your own activities to help the Scouts complete the Entrepreneur Challenge. It is most important that they can identify what they learn from the activities, and can make the link to how it can be used in a business context.

For some inspiration about activities you could adapt to bring out entrepreneurial learning, look at Scout Games, The Troop Programme Plus, The Troop Programme Plus: Volume 2, Scouts Taking the Lead or [Programmes Online](#)

If you have success with your own adaptations, upload them to Programmes Online, so that other leaders can try them.

Completing the Challenge

The badge will be awarded to Scouts for demonstrating a [Mind for Business](#), doing one of the following:

- Create a successful Scouting enterprise as part of a small group
- Create a business idea and present it to a small panel of relevant people (leaders, parents or local business people)
- Present, as a case study, a successful business that they are involved in running

Global Challenge



To gain this badge, Scouts must complete all the activities in one of the following two areas:

Area 1: International contact

Make contact with Scouts from another country outside the United Kingdom, then either:

1. Take part in a Troop or Patrol activity with these Scouts.
2. Take part in a Patrol or Troop activity based on things found out during the international contact.

This can be done in a number of ways, for example through nights away in the UK or overseas, the internet, pen pals, Jamboree-on-the-Air (JOTA), Jamboree-on-the-Internet (JOTI), or Lands of Adventure.

Area 2: International issues

Choose and investigate an international issue.

For example:

- trade
- health
- water and sanitation
- environment
- conflict
- refugees
- peace
- tourism
- homelessness
- poverty
- animal welfare
- conservation

Then complete the following:

1. Show an understanding of the issues involved.
2. Take some action as a result of research.
3. Compare how the issues affect the UK and countries overseas.