

THE PATROL GAME

WHAT IS THE PATROL SYSTEM?

“The main object of the Patrol System is to give real responsibility to as many of the young people as possible with a view to developing their character. If the Scout Leader gives the Patrol Leaders real power, expects a great deal from them, and leaves them a free hand in carrying out their work, that Scout Leader will have done more for those young people’s character expansion than any amount of school instruction could ever do.” (Baden-Powell, Aids to Scoutmastership, 1919)

AIM:

The aim of this game is to help the patrols to work together as team. The patrol system is one of the elements of the scout method and through this game you will learn new ways of working with the patrol, and see how well you are doing with your patrol. Then if your patrol isn’t doing so well, you can improve some areas by the tips and advice that you will find during the game.

AREAS:

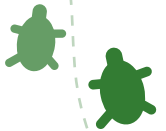
During this game the patrol will have tasks connected with topics in the following area:.

- Roles;
- Democracy;
- Troop;
- Patrol leader;
- Scout Law;
- Working Together;
- Patrol symbols;

SYMBOLIC FRAMEWORK:

PATROL NAME:
SEA TURTLE «CARETTA-CARETTA»

SHOUT:
WE ARE SWIMMING THROUGH THE SEA,
NOT AFRAID OF WHAT WE´LL SEE,
WE ARE STRONG BUT FAST ENOUGH,
WE THE TURTLES ALWAYS LAUGH!



TO START

→ You will need: 1 playing pawn per patrol (can be any small object) 1 die, drawing material (e.g. pencil and paper), time measurement tool (e.g. watch or chronometer)

→ **How to play:** The goal of the game is to go in and out of the turtle back in the board, collecting the most points possible. Each patrol takes a turn to throw a die, which allows them to advance in the board. After throwing the die, move the pawn through the adjacent spots according to value given. When you stop, check the task (Action) with that number and perform it. The task is moderated by the opposing team so the answer is not revealed, and so is the score, which must be written down for each action and added up in the end. Before the start of the game, a mandatory checkpoint must be chosen on the board for each patrol by the opposing team(s). This will affect the patrol’s trajectory in the game.

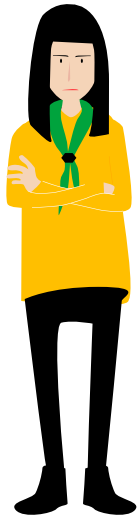
→ Before you start everyone shall choose one of the characters of the “Caretta-Caretta” patrol. During this game you will be one of these characters and your patrol will be “Caretta-Caretta”. When you have chosen your character, as an exercise give the shout of “Caretta-Carreta”.

CHOOSE YOUR CHARACTER!



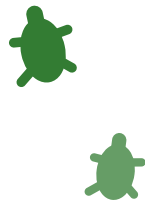
JOHN

John is 11 years old and this is his first year in the Scout Unit. He is very shy and sensitive. He likes to cook and play mind games but he doesn’t open up easily. He doesn’t speak much during the patrol council. Last year he won in a Math’s contest. He wants to study astrophysics. Physical characteristics: small, thin, red hair and freckles, green eyes, with glasses.



ANN

Ann is 13 years old and this is her third year in the Scout unit. She has many experiences with her Unit/troop and her patrol, but she is usually complaining about everything, like the weather, the food, the games and the tiring activities etc. Although she loves scouting and her patrol, she speaks a lot and has a negative point of view. She speaks 3 languages and wants to become a lawyer. Physical characteristics: tall, strong, black hair, black eyes, with braces on her teeth.



JULIA

Julia is 14 years old and is the assistant patrol leader. She is a very responsible and caring person. Every time the patrol faces a difficulty she is the optimistic one and tries to calm everyone. She is smart, organized and funny. Ann is her little sister, and they don't get on well with each other. She plays the guitar. Physical characteristics: medium height, thin, brown hair, blue eyes, glasses.

MARY

Mary is 15 years old and this is her last year in the Scout unit. Because of her age she could be the patrol leader, but her patrol didn't vote for her because she is lazy. She thinks that she lived almost everything within her Scout unit, and is just counting the days to become a Rover. Despite that she has many skills and a good knowledge of scouting. In her free time she takes dance lessons. Physical characteristics: tall, thin, pretty, blond hair, sporty, green eyes, nose piercing.



TOM

Tom is the patrol leader. He is 14 years old and really enthusiastic about being a leader in the Scout unit. He is the definition of a leader. He is an energetic, caring, risky, responsible, fearless guy. He helps everyone and he is creative – always having new ideas. His scout skills are excellent. He would like to become a doctor when he grows up. He is secretly in love with Julia.

Physical characteristics: tall, thin, sporty, black hair, blue eyes, baby face.



MOHAMAD



Mohamad is 12 years old and he is an immigrant from Palestine. He has lived in Europe since he was 9 years old, he knows the language and goes to a local school. He loves his city and his friends and is really happy to be a Scout. He never complains and he is a hard worker. He is always enthusiastic with every activity and actively takes part. He would like to be a photographer but he can't afford a camera. Physical characteristics: dark skin, black hair, small, thin, brown eyes, big teeth, small scar on his face.



PETER

Peter is 15 years old and is the oldest one in the patrol. He always thinks he is the best at everything. He criticizes and teases the younger members. He always wants to win in the games, and is really angry if he doesn't. He is competitive with Tom. He is really funny and strong that's why he is good at constructing things. He would like to become a football player in the future. Physical characteristics: Very tall, strong – muscles, blond, green eyes, big nose, always wears a funny hat.

CATEGORIES

→ **PICTIONARY**: in this category you will draw something and the other members need to guess, you aren't allowed to speak while you are drawing or give tips to the other members. Just draw.

→ **TABU**: in this category the members of your patrol need to guess the word/sentence connected with the topic. You will use words to help the others guess the correct answer, and there will also be some words that you are not allowed to use. Mime: in this category you will act out something and the other members need to guess, you aren't allowed to speak or make any sound.

→ **QUIZ**: you will have questions and some possible answers, and you need to choose the correct option.

FINAL STAGES: at the end of the game you need to add all the points that you scored during the game and then see which stage your patrol fits in to.

MORE RULES

→ At the end of the game you need to decide when you will play it again.

→ There are several squares on the board where you can get an ACTION through which you can score or lose points.

→ **WISDOM CARDS** – These are free, you just need to be in specific squares (marked with a lightbulb) on the board to get one of these cards; Wisdom Cards will help you earn more points.

→ You can also share your own ideas and share with your leader.

→ The game should be played by at least for 2 or more patrols at the same time.

→ We created a few fictional characters for our "Caretta - Caretta patrol", if your local patrol has more than what he have, feel free to add your own characters according to the characteristics of your members

ACTIONS

1 Topic: All the members have a role in the Patrol;
Category: Pictionary

Task: Draw all the members of your patrol according to the tasks or the roles that each member has in the patrol. The other members have to guess which member you are drawing.

Score: The time that it took to correctly guess the member for each one of the characters that you drew. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Each person has a specific responsibility which he or she carries out for an agreed length of time, which contributes to the life and welfare of the patrol, and the success of their activities.

2 Topic: All the members have a role in the Patrol;
Category: Pictionary

Task: Draw the cook of your patrol. The other members have to guess which of your patrol members you are drawing.

Score: The time that it took to guess the correct member. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Each person is involved in the government of the mini-society and has a share of the responsibility for ensuring the well-being of its members.

3 Topic: All the members have a role in the Patrol;
Category: Tabu

Task: 'Patrol' is the word that the other members need to guess. Words that you aren't allowed to say: roles, leader, unit, team, patrol.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: What young people gain from living and working together, according to a code of living and with the relationships that develop as a result of a multitude of shared experiences and adventures are as important in terms of their education as the activities in which they take part.



4 Topic: All the members have a role in the Patrol;
Category: Mime

Task: Act like your patrol leader (this shouldn't be of the patrol leader) during a regular patrol meeting. The others members have to guess which one of them you are playing.

Score: The time that it took to guess the correct member. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The variety of matters on which the young people make decisions, and the kinds of responsibilities that they undertake in the management of their patrols and Scout troop as a whole, will be linked to their level of maturity and their level of involvement.

5 Topic: All the members have a role in the Patrol;
Category: Mime

Task: Act like the member of your patrol that is responsible to write the diary of your patrol. The other members need to guess who you are playing.

Score: The time that it took to guess the correct member. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: In the Scout unit, democracy starts in the patrols - as they learn to discuss and cooperate. The design of the patrol system needs to ensure that each person has an active role to play.

6 Topic: All the members have a role in the Patrol.
Category: Tabu

Task: The word that they need to guess is: "roles". Words that you aren't allowed to say: responsibility, members, leader, unit, team, roles.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: All the members of the patrol need to have a specific task, so he/she can feel that they are helping the patrol.

7 Topic: All the members have a role in the Patrol;
Category: Quiz

Task: Question:

Which tasks should the Journalist of the patrol do? (Choose one of the next answers)

- a) We don't need to have a journalist;
- b) The Journalist should write the diary of the patrol;
- c) We don't have a diary for our patrol;

Score: b) 15 points; c) 10 points; a) 2 points;

Advice: The patrol roles need to involve practical responsibilities - related to the needs and welfare of the patrol and its members..

8 Topic: Democracy in the Patrol.
Category: Quiz

Task: Question:

During a meeting your patrol has to decide which kind of outdoor activity you want to do during the next weekend. How should the patrol take this decision? (Choose one of the next answers).

- a) The patrol leader takes the decision alone;
- b) All the members of the patrol can give their opinions but in the end just a few members can decide;
- c) All the members have an active role during the meeting and they can give their opinions, in the end the decision will be taken by consensus with the help of the patrol leader;

Score: c) 15 points; b) 10 points; a) 2 points.

Advice: The patrol system is intended to help young people understand the concept of democracy through experiencing it in action.

9 Topic: Democracy in the Patrol
Category: Tabu

Task: The term they need to guess is: 'unit assembly'. Words that you aren't allowed to say: decision, approving the activities, relevant, meeting, democratic, unit assembly.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The Patrol Council should be a formal platform for making relevant decisions, in which all the members of the Patrol take part, under the orientation of the Patrol Leader.

10 Topic: Democracy in the Patrol.
Category: Quiz
Task: Question:

Your unit assembly is preparing the cycle of activities, when decisions are taken:

- a) The Majority always wins;
- b) The patrol leader always chooses everything alone;
- c) By all the members. We always find a consensus although the patrol leader helps us.

Score: c) 15 points; a) 10 points; b) 2 points.
Advice: Ensuring that the needs and interests of all are taken into account. This implies always striving to reach a consensus. If every decision were to be subject to a majority vote, the needs and interests of the minority would be ignored;

11 Topic: Democracy in the Patrol
Category: Pictionary

Task: Draw the three main institutions in the Scout Unit: Patrol, Troop Council – patrol leaders council and Troop Assembly – where all the members of the unit can vote. The other members of your patrol have to guess which are the 3 main institutions at the Scout Troop through your drawings.

Score: The time that they took to guess the correct institution to each one of the drawings. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.
Advice: The patrol system does not just involve the patrols. It involves all the systems that organize relationships, communication, decision-making and evaluation processes within the group composed of young people and adult leaders.

12 Topic: Democracy in the Patrol
Category: Mime

Task: You have to act/play the “Patrol Leaders Council” where the patrol leaders and the adult leaders establish together the dates of the activities and coordinate the mission of each one of the patrols. The other members of your team have to find out which system you are enacting.

Score: The time that they took to guess the correct system that you are representing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The troop council is the executive body. It is the government of the troop. Sometimes called the “Patrol Leaders’ Council”, this body involves the patrol leaders and the adult leaders.

13 Topic: Democracy in the Patrol
Category: Mime

Task: You have to enact the “Troop Assembly” where all the members of your troop can be, and where your troop evaluates the group lives and defines the objectives of the group. The other members of your team have to find out which system you are enacting.

Score: The time that they took to guess the correct institution that you are representing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The troop assembly is the “Parliament” of this small republic of young people (the Scout troop). It has legislative powers. It periodically convenes all of the young people to evaluate group life and the group’s progress, to decide on objectives and the rules of group life and uses the Scout Law as a reference.

14 Topic: Democracy in the Patrol
Category: Tabu

Task: The sentence that your patrol members need to guess is “individual vote”. Words that you aren’t allowed to use: troop assembly, patrol, decision-making, democratic, individual vote.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: During troop assembly meetings, each Scout speaks for him/herself and not as a patrol representative.

15 Topic: Patrol & Troop
Category: Pictionary

Task: You need to draw your “Troop” and the other members of your patrol have to guess what you are drawing.

Score: The time that it took to guess the correct member to each one of the characters that you draw. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The Patrol system has a great character-training value if it is used right. It leads each boy or girl to see that they have some individual responsibility for the good of their Patrol. It leads each Patrol to see that it has some definite responsibilities for the good of the Troop.

16

Topic: Patrol & Troop
Category: Mime

Task: Enact another patrol of your “troop” with which your patrol has a good relationship, in your opinion. The other members of your patrol have to guess which one of the patrols of your troop you are enacting.

Score: The time that it took to guess the patrol that you represent. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Through it the Scouts themselves gradually learn that they have a considerable say in what their Troop does. It is the Patrol system that makes the Troop, and all Scouting for that matter, a real co-operative effort.

17

Topic: Patrol&Troop
Category: Pictionary

Task: Draw the patrol leaders of the patrols of your troop. The members of your own patrol have to guess who you are drawing.

Score: The time that it took to guess the correct member to each one of the characters that you represent. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: A Scout troop is usually composed of 4 patrols of 6-8 members each.

18

Topic: Patrol & Troop
Category: Quiz

Task: Question:

How does your patrol relate with the other patrols of your troop? Choose one of the next options.

- a) We never work together with other patrols;
- b) In the last summer camp our patrol invited another patrol to dinner;
- c) We just play games together, but we always win.

Score: c) 10 points; b) 15 points; a) 2 points.

Advice: The troop is a secondary group. It has to manage the interaction and cooperation between the primary groups (the patrols).

19

Topic: Patrol & Troop
Category: Quiz

Task: Question:

How do the members of our patrol vote during the troop assembly? Choose one of the next options.

- a) We always vote as a patrol, for the same activities and the same projects despite the opinions of the Troop;
- b) We don't care about the opinions of the other patrols;
- c) All the members vote as individuals.

Score: c) 15 points; b) 2 points; a) 2 points.

Advice: When people work together on rewarding projects which take them out of their usual routine, differences and even conflicts between individuals tend to fade into the background and sometimes disappear.

20

Topic: Patrol & Troop
Category: Tabu

Task: The sentence that the other members need to guess is: “Work together as a Unit”. Words that you aren't allowed to use: unit, together.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: In addition to the organization of life within the patrols, there is also the life of the Scout troop to take into account! Summer camps, service projects, etc., involving the whole of the Scout troop needs to be built into the design, while still providing time and space for the patrols to be together.

21

Topic: Patrol & Troop
Category: Tabu

Task: The word that the other members need to guess is: “Troop”. The words that you aren't allowed to use: patrols, together, work, troop assembly, troop, group.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: A secondary group brings together a fairly large number of people in order to perform differentiated tasks. It oversees the relationships between people and vis-à-vis the system according to its structures and pre-established rules.

22 Topic: Patrol Leader
Category: Tabu

Task: The term that the other members need to guess is: “Patrol Leader”. The words that you aren’t allowed to use: patrol, role, to lead, patrol council, patrol leader.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The team leaders need to have the maturity to carry out the role and need to have the experience of how Scouting operates in the group.

23 Topic: Patrol Leader
Category: Mime

Task: Play your patrol leader. The other members of your patrol have to guess which member you are playing.

Score: The time that it took to guess the correct member that you are doing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: A particular responsibility that can have an effect on group dynamics (either positively or negatively) is that of the patrol leaders.

24 Topic: Patrol Leader
Category: Mime

Task: Reenact your patrol council, when you and your patrol chose the patrol leader. The other members of your patrol have to guess which patrol council you are doing.

Score: The time that it took to guess the correct council when you chose the leader of your patrol. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Inviting the young people to consider who they think best matches the “job description” of a team leader is one way of involving them in the process.

25 Topic: Patrol Leader
Category: Pictionary

Task: Draw your patrol leader during a patrol council. The members of your own patrol have to guess who you are drawing.

Score: The time that it took to guess the correct member that you are drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The team leader needs to have the maturity to carry out the role and needs to have experience of how Scouting operates in the group.

26 Topic: Patrol Leader
Category: Pictionary

Task: Draw the skills of your patrol leader. The other members of your patrol have to guess that you are drawing your patrol leader.

Score: The time that it took to guess the correct member that you are drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The team leader should be aware of all patrol members and listen to the opinions of all of them.

27 Topic: Patrol Leader
Category: Quiz

Task: Question:

How did you choose your patrol leader? Choose one of the next options.

- a) We never choose our patrol leader. The leader of the troop makes that choice;
- b) All the patrol meet in patrol council and we chose together;
- c) We don’t have a patrol leader.

Score: a) 10 points; b) 15 points; c) 2 points.

Advice: While the adult leader will have an influence in deciding which young people are ready to take on such a responsibility, the young people in the patrols need to be involved in the decision. This is because the team leader needs to be accepted as such by the other young people.

28 Topic: Patrol Leader Category: Quiz

Task: Question:

Being a team leader means...

Choose one of the next options.

a) Being funny and smart.

b) Taking all the decisions alone, without involving the other patrol members

c) Being aware of the needs and opinions of all the patrol members

Score: a) 10 points; c) 15 points; b) 2 points.

Advice: Being a patrol leader does not mean imposing one's will. It is primarily listening to the team members, helping them to understand how the patrol system is meant to function, and coordinating their operations as a team.

29 Topic: Scout Law Category: Pictionary

Task: You need to draw an action connected with the article of the Scout Law "A Scout's honor is to be trusted".

Score: The time that it took to guess the article of the scout law that you were drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The moment the members of a Patrol accept the Scout Law in their lives, the Patrol will begin to play its dual role as a peer group and a learning community.

30 Topic: Scout Law Category: Pictionary

Task: You need to draw an action connected with the article of the Scout Law "A Scout is a friend to all, and a brother to every other scout".

Score: The time that it took to find out the article of the scout law that you were drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: No matter what age, the acceptance of the values of the Scout Law and a commitment to Scouting through the Promise is vital.

31 Topic: Scout law Category: Tabu

Task: The article of the law that the other members need to guess is "A Scout is courteous". The words that you aren't allowed to use: polite, being helpful, cheerful.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Peer group rules coincide with the Scout Law. Scientific research has shown that the rules that are accepted within informal peer groups of young people include those which encourage mutual trust based on truth, loyalty, and commitment among its members.

32 Topic: Scout law Category: Tabu

Task: The article of the law that the other members need to guess is "A Scout is loyal". The words that you aren't allowed to use: the king, true.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Peer group rules coincide with the Scout Law. Scientific research has shown that the rules that are accepted within informal peer groups of young people include those which encourage mutual trust based on truth, loyalty, and commitment among its members.

33 Topic: Scout Law Category: Mime

Task: Represent one action connected with the article of the Scout Law "A Scout's duty is to be useful and to help others".

Score: The time that it took to guess the correct article of the scout law. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: In scouting you and your patrol should create a better world by your actions.

34

Topic: Scout Law
Category: Mime

Task: Represent one action connected with the article of the Scout Law “A Scout is a friend to all, and a brother to every other scout”.

Score: The time that it took to guess the correct article of the scout law. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: During the meetings and the activities you must try to be a friend to all the members of your patrol, but at the same time you need to be a friend with all the scouts around the world, because we are together 28 million scouts trying to create a better world.

35

Topic: Scout Law
Category: Quiz

Task: Question:

What does it mean “A Scout is a friend to animals”?

Choose one of the next options.

- a) Being friendly to an animal is to leave your dog alone at home while you are on holidays.
- b) Being friendly to an animal means giving food to your fish twice a day.
- c) Being friendly to an animal is to respect their life and the way that they live and help them when they need it.

Score: b) 10 points; c) 15 points; a) 2 points.

Advice: To be in nature is one of the favorite things that a Scout does, so you have to respect all the animals that live in the nature.

36

Topic: Working Together as a Patrol
Category: Tabu

Task: The members of your patrol need to guess the term: “working together”. The words that you aren’t allowed to say are: patrol, group, friendship.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Making a meal together at the end of a day, for example, is not just about learning to cook; it is a concrete contribution to the group that helps the young people to learn to work together.

37

Topic: Working Together as a Patrol
Category: Tabu

Task: The members of your patrol need to guess the word: “friendship”. The words that you aren’t allowed to use: friendship, together, patrol, friends.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: A Patrol cannot be expected to function as a “learning environment” unless it is a “form of organization” based on friendship.

38

Topic: Working Together as a Patrol
Category: Mime

Task: Represent your patrol playing together. The members of your patrol need to guess the action that you are playing with your patrol.

Score: The time that it took to guess the correct action. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: Working together as a team is one of the key factors defining how successful you are as a patrol.

39

Topic: Working Together as a Patrol
Category: Mime

Task: Represent “a new member joining the patrol”. The other members need to guess the action that you are playing.

Score: The time that it took to guess the correct action. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: It is within the patrol that the newcomer can most easily become acquainted with the group’s code of living and to take on a responsibility which contributes to group life, thereby immediately becoming a contributing member of the patrol.

40

Topic: Working Together as a Patrol
Category: Quiz

Task: Question:

If one of the members of your patrol does his task wrong, the other members will...

Choose one of the next options.

- a) Try to help him to get better on that specific task.
- b) Yell at him and forbid him from doing that task.
- c) Exclude him from the patrol.

Score: b) 10 points; a) 15 points; c) 2 points.

Advice: Young people differ in age, experience and temperament and they all come to occupy and adapt different positions in the troop as they get to know each other, as they grow, and as the older members leave or new members join.

41 Topic: Working Together as a Patrol
Category: Quiz

Task: Question:

In your patrol every member has a specific task?

Choose one of the next options.

- a) Yes, although no one does what they are supposed to do.
- b) No, the leader does all the things alone.
- c) Yes, everybody is responsibly to do something good for the patrol.

Score: a) 10 points; c) 15 points; b) 2 points.

Advice: The object of the Patrol system is mainly to give real responsibilities to as many of the members as possible, with a view to developing their character.

42 Topic: Working Together as a Patrol
Category: Pictionary

Task: Draw your team while you are all together cooking a meal. The other members need to guess what you are drawing.

Score: The time that it took to guess what you are drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: If you don't work together as team in the patrol, you will not be successful in the troop.

43 Topic: Working Together as a Patrol
Category: Pictionary

Task: Draw your team while you are all together acting a play. The other members need to guess what you are drawing.

Score: The time that it took to guess what you are drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The patrol system has a great character-training value if it is used correctly. It leads each member to see that they have some individual responsibility for the good of the patrol.

44 Topic: Symbols
Category: Tabu

Task: The other members of your team need to guess the term: "Patrol Flag". The words that you aren't allowed to use: patrol, symbol, flag.

Score: The time that it took to guess the correct word. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The flag is the element that identifies your patrol.

45 Topic: Symbols
Category: Mime

Task: Represent your patrol shouting the shout. The other members need to guess what you are doing.

Score: The time that it took to guess the correct action that you are doing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: As a patrol you should give the shout whenever you are presenting your patrol.

46 Topic: Symbols
Category: Mime

Task: Represent your patrol animal. The other members need to guess what you are doing

Score: The time that it took to guess what you are doing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: All the patrols should use an animal in their patrol name. This animal should be known by all the members of the patrol.

47

Topic: Symbols
Category: Pictionary

Task: Draw your flag. The other members need to guess what you are drawing.

Score: The time that it took to guess what you are drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: The flag is the element that identifies your patrol.

48

Topic: Symbols
Category: Pictionary

Task: Draw the animal of your patrol. The other members need to guess what you are drawing.

Score: The time that it took to guess what you are drawing. 2 Minutes – 15 points; 5 Minutes – 10 points; +5 minutes – 2 points.

Advice: All the patrols should use an animal in their patrol name. This animal should be known by all the members of the patrol.

49

Topic: Symbols
Category: Quiz

Task: Question:

When you need to present your patrol, what should you do?

- a) The leader calls its name and then all the members present themselves as an individual;
- b) We give our shout;
- c) We don't know what to do;

Score: a) 10 points; b) 15 points; c) 2 points.

Advice: As a patrol you should give the shout whenever you are presenting your patrol.

50

Topic: Symbols
Category: Quiz

Task: Question:

Which one of the elements identifies your patrol?
Choose one of the next options.

- a) The flag.
- b) The t-shirt that we wear when we are camping.
- c) The scarf.

Score: c) 10 points; a) 15 points; b) 2 points.

Advice: The flag is the element that identifies your patrol.

FINAL SCORE: HOW HEALTHY IS YOUR PATROL?

The health of your patrol can be measured from the sum of the points that you achieved for all the tasks during the game:

If the patrol got less than 290 points

Is your turtle still alive? Your turtle was bitten by a shark, you should run with your turtle to the hospital, because the turtle needs some serious surgery. During the surgery you should pay attention:

ROLES: A Patrol organized so that it divides the duties and gives each member of the patrol a task to do will help a lot towards creating real Patrol spirit. Running a Patrol is not a one man job. For the sake of the patrol and for the sake of the patrol leader, he/she shouldn't do everything alone, he/she needs to share the leadership. Start to give simple tasks like: in the preparation of the activity in the next weekend one of the members of the patrol will be responsible for bringing the food for the others, or if the patrol wants to prepare a meal each one of the members needs to bring one of the ingredients to prepare it.

DEMOCRACY: The interests of all should be taken into account when the patrol is making a decision. It is the job of the patrol leader to try to help all of the members, with all of their different opinions to reach a consensus. The unit that is working well has three main systems to help do this, like a country; the patrol – with 5/8 members; the unit assembly – all the unit, it is like the parliament of a small country; and the patrol leaders council – where just the patrol leaders and the adult leader/s have a place and a vote. The unit should be run by the patrol leader's council.

TROOP: Are you alone in the scout world? No, you are not. The patrol is inside a troop with other patrols, and to work with the other patrols is also important.

To play alone isn't fun so you should play with the other patrols. Sometimes it is also impossible to run some projects alone, just as a patrol, so maybe you can try to build a cooperation spirit within the unit and the other patrols. The patrols can also learn with and from each other.

PATROL LEADER: All the members of the patrol should find a consensus in choosing their own patrol leader. The members should recognize in the leader the skills to lead the patrol successfully, it's not about who is a friend of who, but it is about competence, experience and responsibility, so the leader should be the scout that everyone recognizes as a good boy/girl for the job.

If the members don't know who should be the leader, maybe the patrol can try to have several meetings without a leader, and then the members should be able to identify the scout who took the main role leading the meetings and choose this one as the leader of the patrol.

SCOUT LAW: Every democratic country has laws, and all democratic patrols do also. When you made your promise you committed yourself to behave in a specific way, a way that shows you are respecting your commitment to the scout law.

The scout law is to the patrol as the national law is to your country; a good man/woman should respect that law, so you should do the same in your patrol and in your life outside of the scouts.

WORKING TOGETHER: This means working as a patrol. Patrol spirit – a sentence that means “working together”. The Patrol spirit doesn't spring up like a mushroom overnight. It can't be made to order. But it can be developed in the same way that a small tree can be helped along, by giving it rich soil in which to grow, by tending it faithfully, by letting plenty of sun and air get to it, by pulling up the weeds that threaten to choke it.

Many little and big things go into the making of Patrol spirit. It grows from the way you, as a Patrol Leader welcome the new boy into the Patrol, the way the Patrol Leader runs a meeting. When the patrol is hiking and one of the members isn't feeling very good the others should help. The patrol can improve the spirit in simple tasks.

PATROL SYMBOLS: The symbol is something that can help the others to identify your patrol as a team. What do you need to do? You should start to find a name of an animal for your patrol. And then connect with this name that the patrol has chosen, you should create a flag or some other thing specific to your patrol.

If the patrol got between 291/634 points

Your turtle is swimming and until now “Caretta-Caretta” wasn't bitten by any shark, but the shark is also swimming very close to your turtle. To protect your turtle you should pay attention:

ROLES: in your patrol all the members have specific tasks, but not everyone

is doing their duty for the benefit of the patrol. What can the patrol do? Maybe when you decided the roles for the members of the patrol you didn't know the abilities of each one of the members. The patrol doesn't have to be in a hurry when it comes to decide the roles. First it is necessary that you know each other, take the first month to learn about each others' abilities and to try out different tasks, at the end of that month try to decide about the roles. Try to share the interests and the abilities that you develop outside of scouting, maybe that can also help you to find the correct role in your patrol.

DEMOCRACY: inside the patrol everyone hears the others, the same happens in the unit. But you don't have a specific structure like a small country. The structure can help the unit to work better and to better achieve their aims at the end. What should you have? Patrol Councils, Unit Assembly, Patrols Leaders Council. Patrol Councils are the primary group. This group has the following characteristics: a limited number of members (5-8) which enables each person to have a clear perception of the other members. The unit assembly is the parliament, when everyone can vote on the activities plan you build together, all the patrols have a place there. The Patrol Leaders Council is the government of the country. In this council the patrol leaders and the adult leaders of the unit will participate side by side.

TROOP: How is your patrol working with the other patrols of your troop? Do you ever camp together? Do you play together? The patrol needs to work also in cooperation with the other patrols, because together you build a unit and make decisions that will affect the whole unit. Also because you aren't alone in this world so in the troop it is important to know other realities. So in addition to the organisation of life within the patrol, there is also the life of the Scout unit to take into account! Summer camps, service projects, etc., involving the whole of the Scout unit need to be built into the design, while still providing time and space for the patrol to be together.

PATROL LEADER: The leader should lead the patrol by his/her own initiative and give the example to the other members of the patrol. He/she should be able to plan the activities of the patrol with the other members and try to get the best from all the members of the patrol. But because the patrol isn't built just by the work of the leader, he/she should be able to give leadership tasks to the other members. The patrol leader should prepare and lead the patrol council. Is the duty of the leader to try to welcome new members to the patrol. The leader should also try to improve the trust and sense of belonging that each of the other members feels for the patrol.

SCOUT LAW: the members of your patrol try to put in to practice the scout law but sometimes they aren't successful. What can the patrol do to help them put into practice the scout law? In every patrol meeting in the beginning all the members need to share something that they did during the last couple of days which is connected with the scout law. Ask some specific questions like: which one of the articles of the law did you put into practice last week? Ask for some practical examples.

In the end of one patrol camp or hike, even at the end of a patrol meeting ask each one of the members to evaluate his/her participation during the event, one bad moment and one good moment, and try to connect this with the scout law.

WORKING TOGETHER: this means patrol spirit. The patrol spirit is that element that gives you zip and goes into everything the Patrol sets out to do. It is the Patrol spirit that puts fun and fellowship into Patrol meetings, and real meaning into the life of the Patrol. It is the Patrol spirit that makes it seem worthwhile for a fellow to sacrifice some of his own comforts for the good of the whole Patrol. So does your patrol have patrol spirit? Yes, but maybe you can improve the patrol spirit by trying to have a "patrol corner" where you can put: the patrol notice board, and notices of troop activities could be posted there; patrol progress chart, interesting charts and pictures.

PATROL SYMBOLS: all people need an identification card, without an identification card you can go into prison in some countries, so as your patrol – the turtle needs an identification card. The identification card of your patrol can be the flag and also the shout. You already have some of this, but you can have even more fun if you do a little more.

If the patrol got between 635/735 points

Your turtle is in a good shape, full of energy and friendship, but as always the sea can get dangerous anytime so to keep "Caretta-Caretta" healthy and strong you should consider:

ROLES: don't forget to give some responsibility to every member of your patrol.

DEMOCRACY: don't forget that you need 3 institutions to have a good unit. And you need to involve all the members in the decisions of the patrol.

TROOP: the patrol isn't alone in this world, try to establish strong relationships with the other patrols, we can always learn something from others.

PATROL LEADER: he/she should be able to take care of younger members,

to welcome the new members and to give responsibilities to all the members of the patrol. Lead by example.

SCOUT LAW: every small country needs a national law as all the patrols need laws. When you made your promise you committed yourself with the scout law and it is time to put this in to practice.

WORKING TOGETHER: Just with a good patrol spirit the patrol is able to achieve so much. The members can have fun and enjoy great activities.

PATROL SYMBOLS: animal, flag, shout – these three elements are part of your patrol too.



THE PATROL GAME