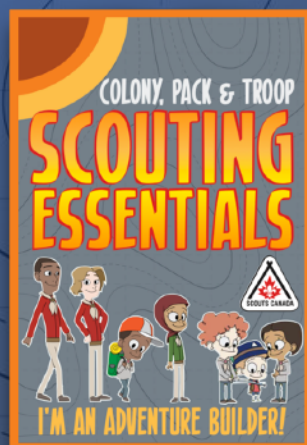


GAMESTORMING

And

SAGA ADVENTURES

Part of



Time	Title
10mins	Disclaimer
15mins	Warm up with Infomercial
20mins	Intro of the games
15mins	Gather ideas with one of the Games
10mins	Introduce Saga Adventure
15mins	Expand the ideas by using

Disclaimer

Embracing the Chaos

Collaborating with kids in brainstorming sessions is an exhilarating journey. The path it takes can often seem unpredictable, which might initially unsettle some Scouters. However, with each session of "gamestorming," their proficiency improves.

This unpredictability is part of the process. We gather ideas to inform our decisions.

Reprogramming Youth with Sincerity

Engaging in this endeavor demands considerable time and patience. It's crucial to recognize that reshaping children's perspectives and nurturing genuine enthusiasm for teamwork is a gradual process. Initially, they might meet your requests with skepticism, questioning the sincerity behind them. Building trust takes time, and it may be a while before they fully grasp your genuine dedication to crafting extraordinary adventures together.

It's worth noting that many conventional activities lack the same level of interactive engagement. Traditional educational settings often prioritize singular correct answers, stifling exploration and creativity.

As Scouters, our goal is to create a safe, inclusive space where children feel empowered to share their ideas. Through consistent support and a genuine interest in their aspirations and adventures, we can inspire them to participate wholeheartedly and contribute meaningfully.

Think Patrol

These activities are most effective within Lodges, Lairs, and Patrols. They aren't suited for your entire section at the same time.

This underscores the importance of the patrol system. If we want our White tails and Howlers to feel a sense of purpose, they should be involved in these activities within their respective Lodges and lairs.



Gamestorming

Warm Up – choose 1:

Infomercial

By Patrol, youth must create a sales-pitch / infomercial about an object. They cannot sell the object for what it is, they must create a completely new purpose and use for this object. Give them 10 minutes to create their pitch and then they present it to the group.



Pitch it!

Like the Pecha Kucha pitch idea, youth by Patrols must tell an established story (red riding hood or Pinocchio) , first youth starts the story, each youth get 10 seconds to speak, then the next youth in line continues exactly where the other youth has left of for another 10 seconds, then switches with the next, until they finish the story. NOTE: find a fun buzzer sound for the 10 second switch.

Gamestorming:

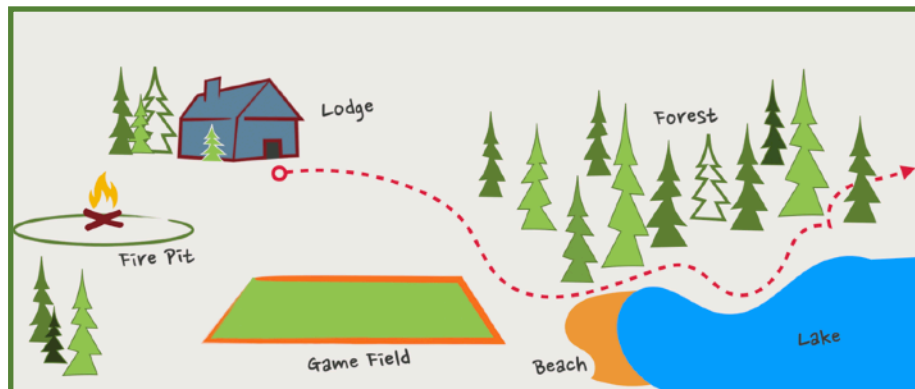
BIG Picture

With banner paper, have the kids draw some of their ideas. Some ideas will grow to great adventures. Others may be great stand-alone activities.



Fill in the picture.

Example, if we are skating, draw the rink. Have Scouts contribute what they would like to do in the rink. Or if a hike, have the Scouts draw stick people and contribute what activities we can do within the space





Tell A Story

Using an idea for an adventure the Scouts would like to do. Use Plan-Do-Review to help build it. Scouter become the narrator for this tale and have the Scouts fill in the blanks on how the adventure will work. Ask them open ended questions about where we are going, what should we bring, what to wear. Fun prop to add. A Tickle trunk of costumes and adventure gear. Or have the youth act out their idea.



Adventures in a Comic Book

Have them create a comic book of their ultimate camp.. or event.. Have them plan in their Patrols or Patrols a comic book. Share with the other Patrols afterwards. ** this is also a great review activity. Have them do it after a camp. Highlighting things that they have done during the event or camp.

High Flying Ideas (Variant on page 14)

Each Patrol receives a piece of paper. They write a theme (Pirate, Viking, Menu for winter camp) Each plane can be different. Makes a paper airplane. On go... Toss the plane to the next Patrol. They must add an Idea to the item. After a few rounds, tape the sheets, and vote on some of the ideas.

Gamestorming

Post It Notes

Post it are great to capture little and big ideas. You can draw or write your ideas. You can colour code them if you want... and Great for sorting. Have a sharing wall to collect all the ideas..

You always know which ideas are the Scouters in a beaver meeting .. They are the higher one on the wall.

Sort the posts its...

-By season.. What makes the most sense, during appropriate seasons.

-Then sort per program cycle. What would make a good camp or what idea would make a good meeting.

Theres an app for that.. (Side Note)

Use Post-it Notes anywhere and anytime. Post-it App brings the simplicity of Post-it Notes to your computer, iPhone and iPad. Whether you use it Notes for teamwork and collaboration, or for reminders and personal note taking, Post-it App helps you keep the momentum going.

Simply capture analog notes from a photo, or create new digital notes right on your device. Arrange, refine and organize ideas anyway you see fit. And tons of sharing features and collaboration features.



Beach



Fishing



Gamestorming

Dragon Den

The Youth come up with an Adventure they would like to do and be prepared to present it. In their presentation, they have to come up with information about:

- Name of the Adventure
- What are we going to do
- When should it be done
- Anything other info that helps sell their adventure.
- Prepare to give a teaser

Once they have the information they make up a skit, song or official presentation to present it to the Dragon Den.

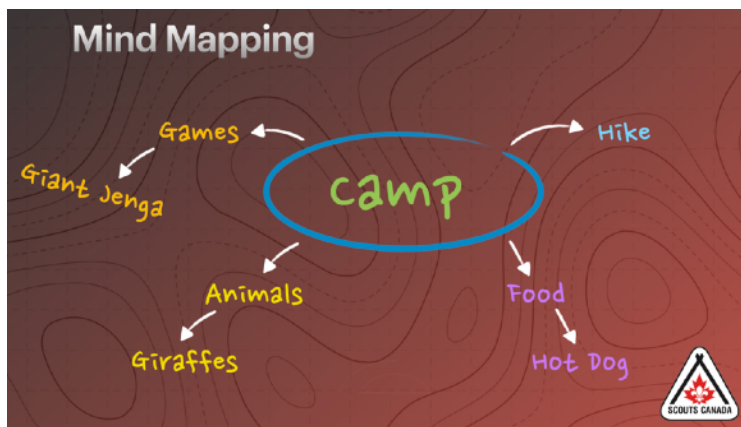


Mind Mapping

It's a pretty easy way to gather ideas around one adventure to an entire cycle of adventures.

- Start with a theme
- Create branches about the theme

-Have the youth expand from the branches.



Generate an Adventure (30mins)

Write a theme. I.e Lego camp or Snow hike.

Using High Flying activities game, have them select one of their adventures they would like to explore about. Each patrol (team) will receive a piece of paper.

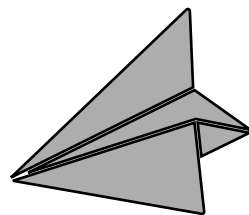
NOTE: White Tail, Howlers or PLS get to choose who folds the plane and who throws the plane.

Steps for the game:

1. Write on the paper your Adventure you have selected from your flip chart
2. Fold the paper into a plane.
3. On go... Toss the plane to another team
4. Write the name (Title) of the adventure. Should have a feel of what the activity is.
5. Fold it up again.
6. Write a brief description of the adventure
7. Toss once more
8. Add in the details. When , where . Toss back to the original team. Including in point form 2-3 activities we should do to prepare for this adventure.

This introduces a proper patrol system and introduces a great way to plan. Bringing their adventures to life using Plan-Do-Review and how SPICES are developed through everything.

We then take all the planes (Adventures) and place them in a model of a schedule. Remind people How to modify this cycle to meet the needs of the section.

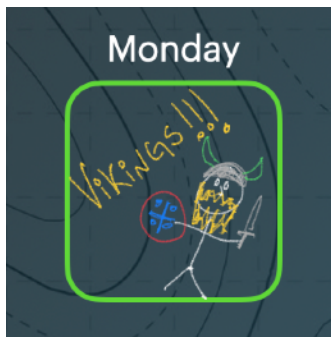


SAGA ADVENTURES

Introduction:

There's a thing we want to introduce to you. Looking back on your multiple activities that you have thought up in the last session. I'm certain that you shelved lots of good activities that you have shelved.

Take those ideas and expand them into something bigger.. A full month's worth.



VS

