



22nd World Scout Jamboree Sweden 2011
22^{ème} Jamboree Scout Mondial Suède 2011

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Join in Jamboree

World Scout Jamboree

Every four years, tens of thousands of Scouts from every corner of the world, gather in a tented city for the adventure of a lifetime. This is a fantastic event where Scouts live and learn together. This is an amazing and unique first-hand experience of multiculturalism in action, an opportunity to interact and practice with others from different cultures and to build solidarity and understanding across cultural and geographical boundaries. This is the World Scout Jamboree!

Aimed at 14 to 17 year olds, it gathers Scouts from each of the 161 countries where there are Scouts recognized by the World Organization of the Scout Movement (WOSM).

The World Scout Jamboree mirrors the Scout world. All the variation and knowledge from different Scout cultures around the world is gathered in one place. The event is inspiring, and contributes to the development of the Scout movement.

Thanks to the Join in Jamboree activities that you are about to discover, you can feel part of this diverse and united Scout community: taking part in this Join in Jamboree is taking part in the 22nd World Scout Jamboree!

Join in Jamboree

The Join in Jamboree is a suggestion of programme activities for a three day Scout camp based on the themes of the 22nd World Scout Jamboree in Sweden. Some of the activities are the same as the ones run at the World Scout Jamboree and some are developed especially for the Join in Jamboree.

The suggested three day schedule can be used as a part of a longer camp or to organize a Join in Jamboree weekend. You can of course pick individual activities from this document to use at Scout meetings but to get the full Jamboree feeling we suggest you take the package as a whole. Join in Jamboree camps can be held at any time before, during or after the World Scout Jamboree.

What makes a Jamboree experience unique is that we get to meet, and know, other people with whom we otherwise would not have interacted. We therefore recommend you to do your Join in Jamboree with a group of Scouts from a larger community – like your whole district, with troops from another country or why not make your Join in Jamboree, the first scout experience for a new group of people.

The activities in this Join in Jamboree material are aimed at Scouts in different age groups. Since the activities mostly come from the Jamboree they have been planned for 14-18 year olds, but you can easily adjust them to the target group of your camp.

Simply scouting

The theme for the 22nd World Scout Jamboree in Sweden 2011 is Simply Scouting. Scouting in all its variety, from all across the world!

Within this idea, there are three key concepts for the World Scout Jamboree in Sweden: Meetings, Nature and Solidarity. These key concepts are the main focus when planning the World Scout Jamboree and they could also help you when planning your Join in Jamboree.



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Meetings

The 22nd World Scout Jamboree is all about meetings, the chance to find new friends or talk with new people. It is therefore important to think of how to create and encourage meetings between people when creating the activities, designing the Camp Site, arranging queues and waiting time etc. How can you encourage more and better meetings at your Join in Jamboree? What can you do to get people who normally don't meet to start talking to each other?

Nature

A World Scout Jamboree in Sweden means being close to nature. Outdoor life is very accessible in Sweden and it is an important part of Swedish culture. Closeness to nature also reveals the vulnerability of our environment and of ourselves. Wherever possible throughout the Jamboree, we will demonstrate sustainable environmental practice and the programme will give the participants tools to take action for the environment. Think of how you can make nature a natural part of your Join in Jamboree and how you can minimize your negative impact on the environment.

Solidarity

To be a Scout is to care. This is a cornerstone of the Scout Movement as well as of the 22nd World Scout Jamboree. The Jamboree activities will encourage solidarity between Scouts, promote unity and respect for others and help us see that we share a common responsibility for our world and each other. By arranging a Join in Jamboree you can strengthen the feeling that you are part of the world wide Scout Movement. What can you do at your Join in Jamboree to make the Scouts feel and think about solidarity?





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The Scout Method

With the theme Simply Scouting we want to emphasize the fundamentals of Scouting and make sure that the 22nd World Scout Jamboree contributes to the personal development of the participants in the best possible way.

Scouting is a youth movement that aims to prepare young people for life. Offering non-formal educational activities, Scouting helps young people to develop physically, intellectually, emotionally, socially and spiritually.

The Scout method is a well-defined educational model. This Method helps young people to develop their own inner resources, to use and develop all of their capacities in a constructive way, to expand their horizons and seek new challenges, to develop their autonomy and assume responsibility for themselves. Scouts experience taking initiative and leading, taking on responsibility and following it through.

The Scout Method consists of seven different elements. Each element is equally important and only when used together as a whole they become the unified and integrated system we call Scouting. The elements are:

- The Law and Promise
- Learning by Doing
- The Patrol System
- Life in Nature
- Personal Progression
- A Symbolic Framework
- Attentive Adult Support

If you want to read more about the Scout Method, please see the document “The

Essential Characteristics of Scouting” found on www.scout.org

Safe from Harm

Hosting the 22nd World Scout Jamboree is a big responsibility. It is important to emphasize the Rights and needs of children and to share knowledge and experience about the prevention of abuse. Sweden introduced its first law against corporal punishment of children in 1978 and was also one of the first signatories of the UN Convention on the Rights of the Child.

We are planning to run a camp without any abuse or harassment. Every leader and staff member should know how to react if they come across any kind of misconduct. Therefore we encourage all Scout leaders to take the web course “Safe from Harm” to prepare themselves for the Jamboree.

It is also important to prepare the Participants. Feeling safe and secure in your own Unit is the first step towards enjoying the Jamboree. Please read more at www.worldscoutjamboree.se/safefromharm

The Join in Jamboree

- Proposed schedule and explanations

During the Jamboree the participants will experience many different things. Here you'll find a suggested Join in Jamboree with a little taste of the programme. The programme at the Jamboree consist of five different modules, with the aim of providing the scouts with opportunities to develop physically, intellectually, emotionally, socially and spiritually.



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DAY 1

MORNING

Building the camp: Like in every scout camp the first step is to build the camp. For the Join in Jamboree it's important that you don't only think about the practical aspects but also about how to decorate and create the right atmosphere. In Appendix 1 you find some suggestions on how to build your camp to get the Jamboree feeling. Encourage the scouts be part of the building and constructing of the camp and make it a learning process.

AFTERNOON

Opening Ceremony: After you have built the camp the Join in Jamboree starts with a spectacular opening ceremony. The ceremony is the beginning of a very special camp, the Join in Jamboree is a part of the 22nd World Scout Jamboree. In Appendix 2 you can get inspired to create your opening ceremony.

Swedish Games: Since the Jamboree is in Sweden, you can thru the Join in Jamboree learn more about Sweden and play the Swedish game Kubb and maybe arrange the skiing competition Vasaloppet. In Appendix 3 you find the instructions and a lot of information about Sweden.

Swedish Food: Food is an important cultural element and as a part of your Swedish experience we suggest you make some typical Swedish food for dinner. In Appendix 3 you also find some recipes and suggestions to cook your own Swedish food and taste a piece of Sweden. At the Jamboree cooking food is an activity and a learning process. The scouts cook their own food in patrols. If your Join in Jamboree has younger participants you might

need to help them with the cooking, try not to cook for them, but rather do it together.

NIGHT

Camp Fire: We suggest you end the day with a Camp Fire. The Camp Fire is a natural meeting point with a lot of symbolic value. People have for all times gathered around the fire to finish the day and share time together. And for you, it's time to sing and have fun together and to reflect on the experiences and learning from the day and to make plans for the next. See Appendix 4 for some activity ideas.

Dream: One of the activities at the World Scout Jamboree is the Dream module, a night time activity taking the participants out into the dark forest. The Dream module aims to encourage spiritual reflection, as well as providing Scouts with a truly spectacular and thrilling experience of wonder and fantasy. We suggest you finish the Camp Fire by making your own Dream light track. See Appendix 5 for instructions.

DAY 2

MORNING

Morning Ceremony: At the World Scout Jamboree, the Faith and Beliefs programme will encourage all Jamboree participants to both reflect on their own beliefs and to learn more about those of others. This morning we recommend you to create a small interreligious ceremony, at the Jamboree we call it The Lighthouse celebration. See Appendix 6 for more explanation.

Quest: Quest will challenge the patrol in a way that encourages the members to work together with their patrol towards a common



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goal. This module aims to promote a better understanding of group dynamics and cooperation, and help the Scouts to develop their communication and problem-solving skills. For the Join in Jamboree we suggest Blind Puzzle, Appendix 7, and Giant Jenga, Appendix 8

AFTERNOON

People: Each one of us belongs to a variety of different groups, including cultural, ethnic and social aspects. The People module aims to encourage Scouts to explore their own values in relation to their membership of these groups, to understand what they have in common with others and what makes them unique, to reflect on what makes them the person they are and what kind of person they would like to be. For the Join in Jamboree we suggest the activity Raffa-Raffa explained in Appendix 9.

DINNER/EVENING

Cultural Festival: On one special day during the Jamboree, everyone will be involved in both creating and participating in a great Festival of Cultures. This will be a day to celebrate diversity and unity. As a continuation of the Raffa-Raffa activity we propose you to create your own Cultural Festival as described in Appendix 10.

DAY 3

MORNING

Morning Ceremony: A morning ceremony at the Jamboree is an opportunity for the Scouts to reflect on learning's of the previous day. During a Scout camp there is always a lot of things going on and we want to provide a space for reflection, prayer, thinking, small

talks and relaxation. In Appendix 11 you find a morning ceremony that helps you with that reflection.

Global Development Village: At World Scout Jamborees there is a tradition of arranging a Global Development Village. The concept is that international NGO:s and Scout organizations are invited to run activities and workshops that in different ways increase the participant's awareness of global development issues and give them tools for global and local change. For the Join in Jamboree you can invite local organizations and build your own Global Development Village, read more about that in Appendix 12. If you want you can plan the Fair Trade Game instead, read more in Appendix 13 or if you have younger scouts maybe try Map your rights, in Appendix 14.

AFTERNOON

Taking down the camp: The camp is almost finished and it's time to take down the camp. As said before, the key concept Nature also means taking care of the environment and trying to minimize your negative impact on nature. Therefore we hope that you will separate your garbage and turn as much as possible in for material recycling. Make sure to leave nothing but footprints and take nothing but photographs.

Closing Ceremony: The 22nd World Scout Jamboree will end with a great show gathering everyone by the main stage. The theme for the Closing Ceremony will be Solidarity and of course looking back at the Jamboree. When it's time to end your Join in Jamboree we suggest you arrange your own Closing Ceremony to celebrate what you have achieved and that you are a part of the World Scout Movement. Read more about the closing ceremony in Appendix 15.



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Camp Site Layout

Appendix 1

To get the right Jamboree feeling you can arrange your camp site based on the 22nd World Scout Jamboree. At the World Scout Jamboree the participants live in Subcamps with about 1600 Scouts in each. Six Subcamps make a Town and share a Town Centre where you find cafés and activities. There are three Towns for participants and one Town for Staff. In the middle of the camp there is a Main Square with activities, exhibitions, restaurants and shops. The Towns at the 22nd World Scout Jamboree have the theme of the seasons Spring, Summer, Autumn and Winter. Design, decorations and activities will be based on the season theme.

Since your Join in Jamboree probably will be a bit smaller than the World Scout Jamboree you might not want to divide it into both Subcamps and Towns. Our suggestion is that you divide your camp into four mini Towns with the same themes as on the World Scout Jamboree. Or if you are just one troop perhaps your patrols could each take on one of the themes, or perhaps each patrol can pretend to be from one of the countries that will be at the World Scout Jamboree.

One of the key concepts for the 22nd World Scout Jamborees is meetings. Think of how you can create a camp site layout that encourages more meetings between people who don't normally meet or spend time together.

You will also need an arena for the Opening and Closing Ceremonies. Even if you have a small camp it's fun if you build a small stage and decorate it with for example many different national flags to emphasize the international aspect of the Jamboree.





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Opening Ceremony

Appendix 2

The opening ceremony at the 22nd World Scout Jamboree will focus on ‘meetings’. Through music, performance and fun the participants will get ready to meet each other and start the Jamboree. We want to make an impressive start, to light the flame of friendship and to create the Jamboree feeling. Here are some tips on how you can organize your own opening ceremony:

Have young people on stage – that will encourage the Scouts to understand that what young people do is important and that their participation is valued! Also have Scouts involved in planning the ceremony together with leaders, the Scouts will know what others in their age group think is fun and it’s a wonderful learning opportunity.

To create a feeling of participation and solidarity between those on the stage and those in the audience you could maybe you ask questions from the stage that encourage the participants to talk to each other, especially if they don’t know each other yet.

To create a Jamboree feeling you can sing the official 22nd World Scout Jamboree song, found on www.worldscoutjamboree.se or make up your own Join in Jamboree song. Maybe you want to read an official opening text, to make the Scouts feel part of the Jamboree. Here is a message from the Chairman of the 22nd World Scout Jamboree:

Welcome to the Join in Jamboree!

As the Camp Chief of the 22nd World Scout Jamboree I’d like to invite you to join us in an amazing and unique experience. To attend a Jamboree is to be a citizen of a huge city of tents– a city populated by Scouts. Scouts with all their similarities and all their variety, from all across the world! A Jamboree is a city for peace, understanding, cooperation, fun and friendship – or as the theme of this Jamboree explains it - Simply Scouting!

As you are now about to begin your Join in Jamboree, you will be a part of the 22nd World Scout Jamboree. Together with Scouts from all over the world you will be helping to create a better world – through the Jamboree’s key concepts - ‘Meetings, Nature and Solidarity. I would like to encourage you to take the opportunity to meet new friends, explore and take care of our wonderful natural world and work towards a shared understanding of how we together can make the world a better place. Enjoy your Join in Jamboree!

Yours in Scouting

Marie Reinicke

Chairman of the 22nd World Scout Jamboree



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Sweden

Appendix 3



People

9.3 million people live in Sweden. People in Sweden are called Swedes and the language they speak is Swedish, although most people understand and speak English as well. Almost 90 percent of the population live in southern Sweden, where we also find the three largest cities, Stockholm (capital, 1.2 million inhabitants), Göteborg, and Malmö.

Politics

Sweden is a constitutional monarchy so there is a government, elected by the people, which has all the legislative power, and a hereditary monarch who is the Head of State. The current King of Sweden is King Carl XVI Gustaf, who is a Scout and who will attend the World Scout Jamboree!

Religion

The traditional Swedish Church is Lutheran, and 100 years ago almost all Swedish people were Christian. Today, Sweden has many immigrants from all around the world, and people from many different religions live here. However, Sweden is a very secular country.

Traditional celebrations

The traditional Christian celebrations as Christmas and Easter are together with Midsummer, at the end of June, the best known Swedish traditional celebrations. Midsummer is celebrated because it is the longest and brightest day of the year. Saint Lucia is also a famous celebration held on December 13th and is a festival of light.

Geography

The Kingdom of Sweden is a country in northern Europe. It is part of the Scandinavian Peninsula, along with Norway and Denmark.

Sweden is a narrow and long country measuring 1500 km from the south to the north, with a land area of almost 450,000 sq km. It offers a very rich variation of nature with its extensive coastline, woods, countryside and mountains and alpine scenery. Moreover, Sweden has lakes and rivers making up 8.5% of the total land area.





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Seasons

The far north of Sweden is above the Arctic Circle, where in summer the sun shines all day and all night, while in winter it is always dark. In southern Sweden, the climate is more temperate. In summer, the temperature is between 20 and 30 degrees Celsius, while in winter it gets very cold, between -5 and -20. Outdoor life is part of the Swedish lifestyle, during both summer and winter.

Allemansrätten

The Right of Public Access to the Wilderness, is a freedom granted by the Constitution of Sweden and gives a person the right to access and camp on any land with the exception of private gardens and land under cultivation. Naturally for all scouts, the Right of Public Access to the Wilderness, comes with an equal responsibility to look after the countryside; the maxim is “Don’t disturb, Don’t destroy”.

Scouting in Sweden

Guiding and Scouting have been an active and respected part of Swedish society for a hundred years. Every third Swede is or has been a guide or scout! Today there are about 80 000 of us in Sweden. There is a long tradition of boys and girls working together. As early as 1960, the Boy Scout Association and the Girl Guide Association were united into one organization. In Swedish, both girls and boys are called Scouts and you can join Scouting when you are 8 years old.

There are five Scout Associations with different profiles but they cooperate well within the Swedish Guide and Scout Council. The Scout Associations all have the same programme, uniform and framework for leadership training.

Sweden has arranged two National Jamborees, “Scout 2001” with about 26 500 participants and “Jiingijamborii 2007” with about 20 000 participants.

Words in Swedish

It can be fun to learn some Swedish and to practice it during your Join in Jamboree. Below you can read some words and sentences and thru the internet you can find pronunciation and more words.

English - Swedish

Hallo - *Hej*
How are you? - *Hur mår du?*
I’m fine - *Jag mår bra*
Thank you - *Tack*
I am a Scout - *Jag är scout*
What is your name? - *Vad heter du?*
My name is... - *Jag heter...*
Yes - *Ja*
No - *Nej*
Where do you come from? - *Var kommer du från?*
I come from... - *Jag kommer från...*



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Swedish games

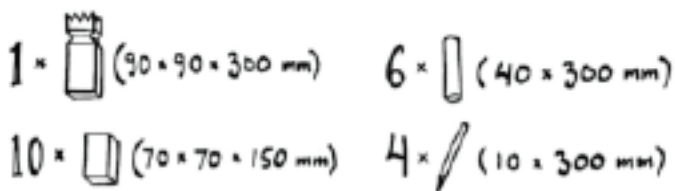
Kubb

Kubb is an old Swedish game where the objective is to knock over wooden blocks by throwing wooden sticks at them. Any number of people may play kubb, but typically matches are between two teams of two-three people each.

Material

You can easily build your own Kubb game. All you need is some wood, a saw and an axe or a knife. The Kubb game consists of:

- 1 One King, a larger wooden piece sometimes adorned with a crown design on the top
- 2 Ten Kubbs
- 3 Six Throwing Sticks
- 4 Four pointed sticks to mark the corners of the pitch



The Pitch

You can adjust the size of the pitch as you wish but the normal size is approximately 5 x 8 meters. Each team lines up 5 kubbs (standing up) at their baseline. The baselines are the shorter sides of the pitch. The King is placed in the exact centre of the pitch and an imaginary line drawn through the king and parallel to the two baselines divides the field into two halves. A smaller pitch makes the game faster and easier for younger players.



The Game

The team who knocks down all of the other teams kubbs first and then knocks down the King wins.

- There are two phases to each team's turn:
- 1 Team A throws the six throwing sticks, from their baseline, at their opponent's lined-up kubbs, called baseline kubbs. Throws must be under-handed and the sticks must not spin horizontally.
 - 2 Kubbs that are successfully knocked down are then thrown by Team B onto Team A's half of the pitch, and stood on end. These newly thrown kubbs are called field kubbs. Deciding where in the opponent's half to throw the field Kubbs is a very important part of the strategy. However the key focus should be to get them close to each other.

Play then changes hands, and Team B throws the sticks at Team A's kubbs. Before they can aim for the baseline kubbs, they must knock down all standing field kubbs. Again, kubbs that are knocked down are thrown back over onto the opposite half of the field and then stood up where they land.

If a team fails in knocking down all the field kubbs, the kubb closest to the king now represents the other teams baseline, and throwers may step up to that line to throw at their opponent's kubbs. This rule applies only when throwing the throwing sticks; fallen kubbs are thrown from the original baseline, as are attempts to knock over the king.

Play continues in this way until a team is able to knock down all kubbs, both field kubbs and baseline kubbs, on the opponent's side. If the throwing team still has sticks left to throw, they now attempt to knock over the king. If a thrower successfully topples the king, they have won the game. If they miss or have no sticks left the game continues.



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If, at any time during the game, the king is knocked down by accident the throwing team immediately loses the game.

To make the game shorter you can use the rule that a knocked down field kubb is thrown out of the game.

For play between players of widely differing abilities, such as an adult and a child, you can shorten the width of the arena of the adult's baseline. As a result the kubbs now stand closer together and are easier to hit. Also, one team may get more sticks than the other.

There is a short video on YouTube called "How to play Kubb" (www.youtube.com/watch?v=D0TjQqfbTt8) All thou the film is a commercial for a Kubb manufacturer, it shows you the game quite clearly.

Vasaloppet

Vasaloppet in the middle of Sweden is the oldest, the longest and the biggest cross country ski race in the world. The track is 90 km long and every year about 30 000 skiers take part.

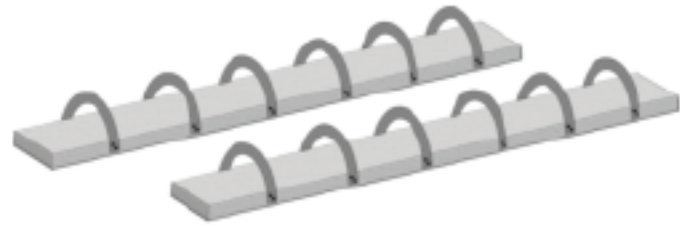
As a fun team work competition you can arrange your own mini Vasaloppet with team skis.

Material

Build two or more pairs of team skis.

For each pair you need:
2 planks, about 2 meters long
12 x 35 cm of rope, cord or ribbon
Nails or screws to attach the cord to the planks

A pair of team skis:



Activity

You need a flat area where you can put up a track. The track should be about 40-60 meters from start to finish and it's more fun if there are some turns to make on the way. A good way is to have the start and finish at the same place and let the teams race around something like a tree or a pole.

Each team gets a pair of skis. All team members stand with one foot on each ski and put their feet in the hoop, everyone facing the same direction. The teams should then as fast as possible walk/ski the track without stepping down from the skis or falling. The trick is to get all team members to move simultaneously and support each other to keep the balance.



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Swedish food

Swedish Meatballs and Mashed Potatoes

4-5 Servings

MEATBALLS

Ingredients

400g minced meat
4 tablespoons breadcrumbs
1 tablespoon potato flour
150 ml water
1 egg
1.5 teaspoon salt
2 tablespoons finely chopped, fried onion
some ground black pepper
butter to fry in

Instructions

1. Mix breadcrumbs, potato flour and water. Set aside for at least 10 minutes until the bread crumbs absorb the liquid.
2. Add egg, salt, pepper and onion.
3. Add minced meat and blend with a fork.
4. Form round balls, 3-4cm across, with your hands. Rinse your hands with cold water to make it easier.
5. Heat a frying pan. Fry the balls in butter or margarine for 3-5 minutes. Make sure they are fried all around, and cooked through.

If you are vegetarian you could perhaps use TVP, Quorn, soya, or chick peas, it will taste just as good.

MASHED POTATOES

Ingredients

1 kg potatoes
2.5 dl milk
1 tablespoon butter
1 ml sugar
White pepper
Salt

Instructions

1. Peel the potatoes and cut them in smaller pieces.
2. Boil in salted water until they are soft, about 15 min.
3. Drain the potatoes and let them stand for a few minutes on low heat to evaporate the remaining water.
4. Mash the potatoes in the pot.
5. Heat the milk and add together with the butter.
6. Add salt, pepper and sugar and beat the potato mash until it's even and fluffy.

Serve the meatballs and the mashed potatoes with lingonberry or cranberry jam. Lingonberry Jam is a very traditional Swedish food, lingonberries have a very sour taste and many Swedish people pick their own berries during the autumn and make their own jam.



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Camp Fire

Appendix 4

At a Camp Fire the whole camp gather at a big fire to sing together and perform short funny plays. If you are a small group you can all sit in a circle around the fire but if you are more than 50 people it might be better to find a nice slope where you can sit in a half circle above the fire.

Camp Fire leader

You need someone to lead the Camp Fire and act as a master of ceremonies. This could be one, but rather two persons who have prepared a list of songs to sing and a programme for the Camp Fire. If one of the Camp Fire leaders can play the guitar or another instrument this is a great help for the singing. The spirit of the Camp Fire leaders is really important so if you have to choose it's better to take someone who can enthuse the crowd rather than someone who is great at singing.

Songs

The songs should be songs that most people know. A recommendation is to include some of the scouts in the planning since they know better which songs their friends know and like. If only grownups plan the Camp Fires it's easy to end up with the same old songs year after year. If the Scouts want to sing new songs that you as a Camp Fire leader don't know, take some time together to practise them and learn the lyrics before the Camp Fire.

A normal way to plan a Camp Fire is to have more lively songs in the beginning and go for the slow and emotional songs in the end.

Plays

It's fun to let each patrol prepare a short funny play, about 2-4 minutes long. If they are used to creating Camp Fire plays they might be able to come up with something totally on their own. Otherwise there are some fun ways to give them a hand. One suggestion is to give them a list of random words that they need to include in the play. Another way is to give the patrols a fixed beginning and a fixed end and let them come up with a scenario for the middle part. In that way you can make the different plays fit together in a longer story without the patrols knowing it when creating their own part.

Safety

Remember to always have water close by so you are able to put out the fire. It's a good thing to have someone except from the Camp Fire leaders with an extra responsibility for the fire. Both to keep it alive and make sure it doesn't spread.





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Dream Light Track

Appendix 5

The Dream Light Track will guide the scouts from the campfire through a journey of life. Starting when you are very old and ending with birth, the participants will walk through life and get the opportunity to reflect.

Create a starting point at your campfire that somehow indicates that time now will go backwards. Maybe an entry point where someone is silently telling the patrols how it will work, or a clock going backwards.

Place lights out in the forest so the patrols have something to follow. To make it more fun and interesting you could use a variety of different types of light, tea lights in jars, flashlight, torches, lanterns or glow in the dark stars. Mark out different places to stop and reflect. If the entry point was old, have a place for adult, youth, child and end as baby. At each stop you could have something to look at, or someone reading a text, or music, or sounds or voices recorded – all to get a feeling of that period in life.

End the Light Track with the feeling that we all have the ability to go out and change the world, to decide our own path and make our own way – we all have the innocent baby inside with all its opportunities to create the life we want. Perhaps you can encourage the scouts to reflect on the fact that the choices they make now can guide their future path and that it's possible to change paths.





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Interreligious Ceremony *Appendix 6*

The Jamboree will create meetings and interaction between Scouts from all over the world, and from different religions and faiths. To create an interreligious ceremony is wonderful opportunity for Scouts of various faith communities to work together in Scouting. The ceremony at the Jamboree will be called The Lighthouse Celebration and will include prayers, presentations, choirs, faith-based video clips and music.

An interreligious ceremony consists of a part that presents different religions or faiths and ends with a part where they focus on the similarities. To create your Join in Jamboree Lighthouse Celebration you can invite different faith groups from your camp to do a short presentation or sing a song from their faith. Maybe you want to invite representatives from different faith groups in the community close to your camp, to join your camp, to take part of the ceremony or to participate in the entire camp. You might also wish to include all participants in singing one or more songs of a spiritual nature – music is a wonderful means to unit individuals of different faith groups.

The Lighthouse Celebration is an opportunity for Scouts from a variety of faiths to meet and respect other religions and focus on what we have in common rather than the differences.

At the Jamboree there will be a Faith and Beliefs area. There the Scouts can meet representatives from different denomination and reflect on their own believes. At the Faith and Beliefs area there will be a Lighthouse badge that each Scout receives after taken a few minutes reflecting on his/her own belief and visited three denomination tents. The Scout is then challenged to “be a lighthouse” by lifting and helping others they meet. You may want to incorporate this into your camp.



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Blind Puzzle

Appendix 7

All participants are blindfolded and gets a piece to hold on to, except one. The ‘seeing’ person leads the others in the patrol to put the pieces together and finish puzzle. The aim of the game is to develop the training leadership, teamwork, organization and communication skills of the patrol members.

Materials

- Sheets of plywood (“plyfa”) to saw the puzzle pieces from
- Paint for the motive/picture/puzzle design
- String or planks to create frame for puzzle or outline borders

Create a big 9-bit wooden puzzle in a frame and paint a motive/design on to it, maybe one of the Jamboree clouds. When you start the game make sure all participants, except one, are blindfolded. Give all the “blind” patrol members a piece from the puzzle. The seeing person will now lead the others to put the pieces together and finish the puzzle. If you want you can try with only verbal instructions and no physical contact with those wearing the blindfolds.

Reflect together

- Was it hard to lead?
- Did you understand all instructions?
- Did you wait for instructions or did you take any initiatives of your own?
- Can you learn anything about leadership or teamwork from this game?



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Giant Jenga

Appendix 8

Jenga is a game of physical and mental skill. During the game, players take turns to remove a block from a tower and balance it on top, creating a taller and increasingly unstable structure as the game progresses. The aim of the game is to have fun and at the same time use your mind tactically and your construction skills.

Materials

54 wooden blocks 30 x 3.5cm treated with bees wax to protect them from the rain when used outdoors.

The wood can be bought in a local hardware store and cut to the required lengths of 30cm with a saw. Make sure to sand down all the cut ends with sand paper until smooth. The wood should be protected with bees wax soon after to protect it from the weather. The bees wax can be applied more easily to the wood if it is heated slightly and applied with a cloth.

Build a tower with your wooden blocks. Place three blocks in the bottom and then three on top of them in the other direction, then three on top of them in the same direction as the first and continue building a tower. Once the tower is built, decide who will move the first piece. Moving consists of taking one and only one block from any level (except the one below the incomplete top level) of the tower, and placing it on the topmost level in order to complete it. Only one hand at a time may be used to remove a block; either hand can be used, but only one hand may be in contact with the tower at a time. Blocks may be pushed to find a loose block that will not disturb the rest of the tower. The turn ends when the next person to move touches the tower or after ten seconds, whichever occurs first.

The game ends when the tower falls in even a minor way—in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The loser is the person who made the tower fall. However, if one or more blocks fall but all players agree that they can be put back on the tower for play to resume, that is in keeping with the cooperative aspect of the game.





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Raffa-Raffa

Appendix 9

During the Raffa-Raffa game the participants will invent two new cultures and reflect on the meeting between these two. The aim of the game is to encourage the participants to reflect on the culture and sub-cultures to which they belong and to create a greater understanding and tolerance for differences.

Divide the group into two groups. Separate the two groups so that they can't see or hear each other. Let both groups decide what kind of rules they'll have in the culture they create, and especially what kind of greeting ceremonies their culture has. For example; in the one culture you'll have to greet all the women first, bring something valuable as a gift to show them your good intentions, greet them with high-five or your left hand, and so on. They'll also have to decide who the president/major in their culture is. If possible, give the two groups some things to use, for example hats, toys, clothes, and a treasure!

The two cultures will send some ambassadors (about 1/3 of each culture) to the other culture and try to find out how the other culture works and of course, how they greet each other. The participants try to figure out the cultural rules by strategy, guess work and observation.

If they follow the rules of the other culture, they'll will meet the president/major and receive the treasure from him/her, if they don't the president/major of the other culture will say STOP! And send them back home without the treasure.

When the ambassadors come back to their culture, they'll tell them about their meeting and the right and wrong decisions they made. Then they'll have some time to discuss what to do next and either send the same ambassadors or some others to visit the other culture again.

The game ends when the ambassadors are presented to the president/major and receive the treasure. Then both groups come together again.

Each group explains what rules they believe that the other culture had and maybe the other culture has to explain some of the rules and the meaning of the rules.

Reflect together

- How does it feel not knowing the rules when you come to a different culture?
- How does it feel when someone from another culture doesn't go by the rules of your culture?

If you will just do this activity, please look for more reflective questions in the Morning ceremony in Appendix 11. If you will continue with the Cultural Festival, you will continue the reflection the morning after.



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Cultural Festival

Appendix 10

It is now time for all the new cultures to meet and celebrate the Cultural Festival. The patrols will develop their cultures further and play the part during the whole Festival.

Preparations

Each patrol should prepare:

- A traditional song
- A traditional dance or other performance
- Traditional Food that everyone can taste (see below)
- More cultural rules, e.g. for eating
- If possible, drums and other instruments for the Carnival Parade

Dinner

Each patrol receives the same food basket with the same ingredients in it. Your mission is to come up with and create a meal consisting of two or three traditional dishes. You have to use everything in your basket for your own meal or exchange it with one of the other cultures (remember to keep the cultural social rules when trading with the other cultures). While cooking, think about what kind of rituals can be developed, what kinds of utensils have to be used, how is it decorated and why, etc.

Then share your dishes and taste the food of the other cultures. Respect their way of eating, the order they eat the different dishes, etc.

Carnival Parade

When you have finished the dinner you line up for a Carnival Parade. Lead the parade around the camp site while singing, dancing, drumming and waving flags. Finish at the stage.

The Show

Let all patrols perform their traditional songs and dances at the stage. Let someone lead the show and present the different groups. Have fun!

If you want to you can let someone finish the show by giving a speech about cultural understanding and what it means to be part of the international Scout Movement where cultural diversity and solidarity go hand in hand.





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Morning Ceremony

Appendix 11

A morning ceremony at the Jamboree is an opportunity for the Scouts to reflect on learning's of the previous day. During a Scout camp there is always a lot of things going on and we want to provide a space for reflection, prayer, thinking, small talks and relaxation. After the Raffa-Raffa game and the Cultural Festival it's important to reflect on cultural understanding. Your ceremony can start with the scouts sitting in a big circle and either singing together or have someone tell a story on the theme of understanding. Divide them into their patrols and let them remember together what they did yesterday.

During the Raffa-Raffa game and the Cultural Festival we experienced a fictive culture here are some questions to reflect on your own culture:

- Sometimes it's hard to see that your own way of doing things is cultural. It's easy to think that what you do is just normal and what other people do is cultural. Can you give examples of cultural things from you own behaviour or norms?
- What rules and expectations do you have in your culture that might not be obvious to other people?
- Do you have any experience in misunderstandings due to cultural differences?
- How can you make it easier for someone who is not used to your culture to feel comfortable and welcomed?



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Global Development Village Appendix 12

A Global Development Village is the core of the long term relations the Scout Movement has with numerous large organizations. The same principles as for a Global Development Village at a World Scout Jamboree can be used by a scout group to develop their own relations, in order to help Scouts in creating a better world.

Below you have some tips and pointers for how to develop a Global Development Village on a local level and how to start a relationship between scout groups and local organizations. The aim is to give the participants knowledge about developmental issues around the world, and the tools to participate in the same development in their own communities.

Preparations

Identify what benefits a relationship with a local NGO can have for the Scout group and what educational objectives this can give for the Scouts.

The educational objectives used by the Global Development Village at the 22nd World Scout Jamboree are:

- o To enable young people to discover the main issues the world faces today*
- o To give young people the necessary skills to make a constructive contribution in their local context*
- o To strengthen the commitment to Create a Better World*

Identify partners in your local context that you want a relationship with. These partners could be NGO's, governmental agencies, companies etc. It is of great importance that you know what you want out of it and what you can give to your partners.

The 22nd World Scout Jamboree wants the knowledge and engagement from our partners and gives them the opportunity to learn about the Scout Method as an educational tool to teach young people.

Prepare a framework with activities and themes for the Global Development Village. The framework for the activities should be adapted to the rest of the programme. The framework should contain information on how long the activities should be, how many participants will attend etc.

Some activities at the Global Development Village at the 22nd World Scout Jamboree are:

- o Workshops - Two hours activities held for 20 scouts. The workshops are a part of the Module activities where all participants are scheduled to go to*
- o Interactive Stands - A spontaneous activity that participants and visitors can visit anytime. The Interactive Stand can be visited by an individual or by a patrol, but is voluntary. The Interactive Stands should contain an activity and not become an exhibition.*
- o Info Points - Signs around the Jamboree site highlighting certain issues. Can be prepared in advance or made by the participants during the Jamboree.*



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The themes for the GDV should preferably highlight local issues and questions that affect the young people every day.

The themes for the 22nd World Scout Jamboree are: Health, Peace, Human Rights, Entrepreneurship, Environment & Sustainability and finally Information & Communication Technology:

Invite the partners and make sure you communicate your educational objectives, activities and themes to them, so as to assure they have the kind of activities you want. Also highlight what they get out of a partnership with you. Communicate the Scout Method and be involved in their process of developing an activity, encourage the partners to develop interactive, interesting and diverse activities.

After your GDV

Reflect with the Scouts on what they learnt during your Global Development Village. Also remember to contact the invited organizations after your camp and evaluate with them, or maybe create a longer partnership.

- Did you get inspired by the invited organizations to take action when you go home?
- What will you do?
- Did you get any new thoughts about how Scouting can create a better world?



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World Trade Game

Appendix 13

The earth is divided into two parts: The economically rich north (high-income countries such as the US, Japan and Europe) and the poorer Global South (meaning Africa, Latin America and parts of Asia). There are many ways of explaining the differences between North and South but one thing is clear: The gap between the rich and poor is becoming bigger partly because of the world trading system we have today which makes the North richer at the cost of the South. The World Trade Game will try to show, through the production of different paper products, how the world trade works. The aim of this game is to help the participants understand how trade influences the development of a country and to create interest and discussion about the world trading system in a fun way.

Materials

You need a space big enough for 6 patrol with around 4-6 participants in each group. If you use less than 6 groups make sure that the balance between 'technology' and 'raw material' stays the same (see below).

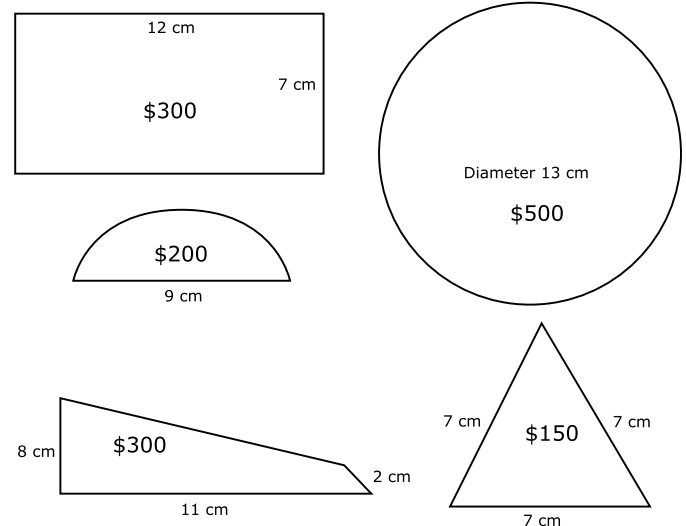
The game organizers need a table, a blackboard, and some spare pens, papers and 'money'.

For 30 participants you need:

- 30 sheets of A4 paper in the same color
- 30 '100 \$ notes'
- 2 sheets of colored paper
- 2 tubes of glue
- 2 pairs of compasses (the ones used for drawing circles not the ones used for navigation)
- 4 pairs of scissors
- 6 rulers
- 2 triangles (set squares)
- 14 pencils/ pens

What to produce?

All participants must be able to see the models of the products they are producing. Draw the models on the black board or on big sheets of paper.



These are the 5 different products the groups can produce. When you have produced for example five triangles you go to the bank for a quality check and if they are good enough you will get $\$150 \times 5 = \750 into your account.

The game organizers:

The World Bank The bank's job is to quality check the products and write down all the deposits in the different bank accounts as well as adding 10% interest every 10 minutes.

The game's facilitator - UN The facilitator's role is to lead the game, observe how things develop and sometimes change the development of the game by introducing new elements. Because the facilitator is also supposed to lead the discussion afterwards it might be helpful to write down everything that happens; comments, happenings etc.



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Group Categories (country suggestions)	Number of Participant	Distributed Resources
Category A USA Japan	4 4	Resource set A: 2 pairs of scissors 2 rulers 3 markers 2 compasses 1 triangles 1 sheet of paper 6 '100 \$ notes' 4 pencils
Category B India Brasil	5 5	Resource set B: 10 sheets of paper 1 sheet of colored paper 1 tube of glue 2 '100 \$ notes'
Category C Mozambique Tanzania	6 6	Resource set C: 4 sheets of paper 2 pencils

The Rules

- All products must have crisp edges, be cut by a pair of scissors and have the exact size.
- When you have produced 5 examples of one product you can present this to the World Bank. If the quality is good enough the amount of money your products are worth will be written down in your bank account.
- Every 10 minutes the World Bank will add 10% interest to the amount of money already in your account.
- You are only allowed to use distributed resources and equipment.
- You are not allowed to use physical force or violence.
- The facilitator, who represents the UN, will mediate in case of disputes between countries.
- Only what is already in your bank account when the game ends counts when the result is summarized.



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Instructions for the facilitator - UN

- Explain the aim and rules thoroughly. Answer questions but make it clear that you will not answer any questions when the game starts.
- Divide participants into 6 groups and give them their countries' resources.
- In the beginning there will be confusion and you'll get a lot of questions; "Why don't we have any markers?", "What is the colored paper for?" Remember not to answer any questions. Make sure all the initiative comes from the participants and not from you.
- The production and trading may last for 30-60 minutes; all depends on how interested the groups are, their activity and any initiatives they take.
- Notice what happens during the game

The category "A" countries will probably start producing goods at once but they will run out raw material (paper) quite soon. Then they will have to try and get hold of more paper from the other groups. Because you are the only one that can see how the game really develops it is important that you notice how alliances and trade conditions change throughout the game. Use your observations in the discussion after the game.

Stimulate activity

Sometimes the facilitators have to give additional information and try to create new situations. Some of the information can be given orally to the whole group while some information will be given secretly to only some countries. Remember to inform the bank about all the changes you make. Not all the elements below need to be implemented in the game. You have to see how the game develops and how much stimulation is needed. Some examples:

Price-changes on the global market

After a while you can change the price of some products. That way the rich countries for example will find out that their compasses are not as useful as they used to be. From this you can draw parallels to the real world: When a country finds out that their technology is getting out of date they usually sell it to poorer, less developed countries. The prices can also drop if there is an overproduction of one product on the market. (Like oil prices in the mid 80's)

Raw materials

You can for example give a bunch of papers to one country and then announce for "the whole world" that a new source of raw material has now been found in this country.

The colored paper

Two of the groups have a colored paper and some glue. They have no idea what to use it for. This represents an unknown natural resource. You can make it known for two other groups that if you stick a little piece of the colored paper on to your normal products the price of those products will increase 4 times.

Import taxes

A group of countries can make restrictions on trade with other countries to protect their own interests. Like the EU have higher import taxes on treated goods than on raw materials. A couple of years ago the import tax on fresh pineapples was 9%, on tinned pineapple the tax rate was 32% while tax on pineapple-juice was 42%. This way the EU makes sure that the countries of the Developing World keep on producing and exporting primary goods.



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Trade restrictions and sanctions

Both you and the different countries can set up either multi- or bilateral trading restrictions or sanctions. Examples from the real world: South Africa, Iraq, Cuba etc.

“It’s not fair!”

Hopefully the participants quite early will point out the fact – this is not fair! After the game it is important to use this statement and together try to find out:

- What was not fair about the game?
- What does the game tell us about the real world?
- How does it feel to be rich?
- How does it feel to be poor?
- Why is it so difficult to change an unfair system?
- Who owns the world's natural resources?
- Who owns the world's technology?

Some of the participants will probably get accused of cheating. That gives you the perfect chance to discuss moral issues and ethics in international business, maybe have a talk about Fair Trade.

Try to move the discussion from describing how the world is today to how the participants would like the world to be. Try also to encourage them to discuss the moral responsibility that goes with wealth.



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Map Your Rights

Appendix 14

By working together, the scouts will have the possibility to identify the rights associated with each part and major institution in their community. The aim of the game is to give the participants knowledge about Human Rights, identify them in different situations in their life. Give the ability to identify when a right is violated.

Materials

Chart paper, art supplies and simplified copies of the Universal Declaration of Human Rights (UDHR)

Each patrol will draw a map of their town or neighborhood. On the map they should include their homes, public buildings (city hall, post office, schools, parks) public services (hospitals, police station, fire department) and other places of importance in the community (cinema, cemetery, gas station). When the maps are completed, the scouts will describe their map from a human rights perspective. This means they should associate the different places in their map with a particular human right. When they identify these rights they should look for the article(s) in the UDHR and write the article number(s) in the right place on the map. For example; the school with the right to education, the post office with the right to information, to privacy and to self-expression. Ask each patrol to present their map to the whole group.

Discuss together:

- Are there any parts of your map that have a high concentration of rights? Why?
- Are there any parts that have few or no rights associations? Why?
- Are there any articles of the UDHR that no group included on their map? Why?
- Do you know any places in this community where people's rights are violated?
- Do you know any people in the community whose rights are violated?
- Are there any consequences in the community when someone's human rights are violated?

Also relate it to your daily life in scouting

- During the camp how are your rights taken into account?
- Are all your rights respected here?
- Have a look at the UN Convention of the Rights of the Child, and relate it to your scout experience.

