

# OUTDOOR SCOUTING WEEK TO WEEK

These meetings are here to support you all in doing outdoor meetings until December 2020. They are not supposed to be followed exactly as laid out and are suggestions only. Encourage your Scouts to come up with what they want to do and build it into your own outdoor meetings. Groups should be 16 youth maximum and Patrols should be used as much as possible, to keep close contact to a minimum.

Still have questions? Explore our **Pandemic Program & Activity Modifications Standard**.



Meeting	OAS/SDG/ Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
<b>Meeting 1</b>	<b>Welcome to Outdoor Scouting!</b>  <b>SDG #3—Good Health and Well Being</b>	Have a discussion question for the Scouts (and Scouters) to answer, like: <ul style="list-style-type: none"> <li>• How can we all stay safe?</li> <li>• What activities can we do while social distancing?</li> </ul> This meeting may be virtual to set the guidelines for when we meet.	<ul style="list-style-type: none"> <li>• Practice meeting etiquette / Code of Conduct, including safety requirements.</li> <li>• Do a park/town/area/<b>shoreline</b> clean-up</li> <li>• <b>That's a Stretch</b> TC</li> <li>• Sit-and-listen activity</li> <li>• <b>Adopt a tree</b></li> <li>• Identification activity (could be making badges, lanyards, hats etc., to help identify the youth in your patrol. There may be other children visiting the park at the same time as you. As the weather gets colder youth may only have their necker visible).</li> <li>• Make <b>Sit-Upons</b></li> </ul>	Review what you did by asking the group a couple of short questions, like: <ul style="list-style-type: none"> <li>• What do you know now that you did not know before?</li> <li>• How did you feel before, during and after this experience?</li> <li>• How did your Patrol manage this project?</li> <li>• What problems did you encounter, and how did you solve these problems?</li> <li>• What else can you do to improve the activity?</li> </ul>	Start with completely Scouter-led—Let's get on the Canadian Path!  Groups should be kept to 16 youth or less.  Patrol should be used to minimize contact between participants as much as possible.
<b>Meeting 2</b>	<b>SDG #15—Life on Land</b>	Discuss the plan for tonight with the Troop.	<ul style="list-style-type: none"> <li>• Look after a garden plot.</li> <li>• Prepare a garden for winter.</li> <li>• Build composters.</li> <li>• Container gardens</li> <li>• Plant bulbs for spring.</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Have the group plan an activity for the whole Troop. You can pick one of the upcoming themes and plan a full meeting based on that!  Meet in Patrols.



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<b>Meeting 3</b>	<b>SDG #15—Life on Land</b>	Discuss the plan for tonight—break into Patrols.	<ul style="list-style-type: none"> <li>• <b>Be Bird Safe</b> TC</li> <li>• <b>Bird of a Feather</b> TC</li> <li>• <b>Helping Habitats</b> TC</li> <li>• Build bird boxes or <b>bat boxes</b>.</li> <li>• <b>Citizen Scientist</b> TC</li> <li>• Game (Youth Choice).</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Scouter-led meeting, but with a Patrol Leader Council afterwards to plan upcoming meetings.  Meet in Patrols.
<b>Meeting 4</b>	<b>Emergency Skills</b>	Discuss the plan for tonight—Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>• Run emergency scenarios.</li> <li>• Do a first aid course.</li> <li>• Practice using flares, horns and other signaling devices.</li> <li>• Light and maintain a barbeque.</li> <li>• Game (Youth Choice).</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Have the group plan an activity for the whole Section. You can pick one of the upcoming themes and plan a full meeting based on that!  Meet in Patrols.
<b>Meeting 5</b>	<b>Vertical Skills (Level 2)</b>	Discuss the plan for tonight. Have a Patrol Leader Council take into account all the information gathered in previous weeks.	<ul style="list-style-type: none"> <li>• Learn to tie water (tape), double fisherman's, Prussic, clove hitch and bowline.</li> <li>• Practice belaying.</li> <li>• Practice coiling a climbing rope.</li> <li>• Practice safety checks.</li> </ul> Remember to bring flashlights or head lamps.	Review what you did by asking the group a couple of short questions, like: (See above)	<b>Plan–Do–Review</b> <b>Plan:</b> what materials are needed for your adventure.  <b>Do</b> your adventure and then <b>Review</b> what you have done. How can you apply this concept to the meetings that your Patrol is planning?
<b>Meeting 6</b>	<b>SDG #14—Life Below Water</b>	Discuss the plan for tonight—Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>• <b>Iceberg Experiment</b> TC</li> <li>• <b>Water Filter</b> TC</li> <li>• Try ice fishing /fishing.</li> <li>• Game (Youth Choice)</li> </ul>	Review what you did by asking the group a couple of short questions, like: (see above)	Facilitated Programming—let's get on the Canadian Path!



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<b>Meeting 7</b>	<b>Scout Craft</b>	Discuss the plan for tonight —Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>Learn to tie a figure eight, bowline, trucker's hitch and sheet bend, and whip the end of a rope.</li> <li>Build a Scout Craft Project.</li> <li>Game (Youth Choice).</li> </ul>	Review what you did by asking the group a couple of short questions, like: (see above)	Facilitated Programming with a Patrol Leader's Council afterwards to plan upcoming meetings, and break into Patrols with youth input on the program going forward.
<b>Meeting 8</b>	<b>Scout Craft</b>	Discuss the plan for tonight. Have a Patrol Leader Council take into account all the information gathers in previous weeks.	<ul style="list-style-type: none"> <li>Practice building shelters.</li> <li><b>Cooking TC</b></li> <li><b>Camp Master Chef</b></li> <li>Build sleeping shelters out of different materials.</li> <li>Game (Youth Choice).</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Have the group plan an activity for the whole Section. You can pick one of the upcoming themes and plan a full meeting based on that!
<b>Meeting 9</b>	<b>Winter Skills</b>	Discuss the plan for tonight —Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>Night T-Rex games.</li> <li><b>Map and Compass Work</b></li> <li><b>Keep Warm on Everest</b></li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	<p><b>Use Plan, Do, and Review</b></p> <p><b>Plan</b> what materials are needed for your adventure.</p> <p><b>Do</b> your adventure and then <b>Review</b> what you have done. How can you apply this concept to the meeting that your Patrol is planning?</p>
<b>Meeting 10</b>	<b>Winter Skills</b>	Discuss the plan for tonight —Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>Try some <b>Sky Gazing</b>.</li> <li><b>Pitch Camp Race</b></li> <li>Game (Youth Choice).</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Facilitated Programming with a Patrol Leader's Council afterwards to plan upcoming meetings, and break into Patrols with youth input on the program going forward.
<b>Meeting 11</b>	<b>Winter Skills</b>	Discuss the plan for tonight —Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>Go for a hike.</li> <li>Try urban hikes.</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Have the group plan an activity for the whole Section. You can pick one of the upcoming themes and plan a full meeting based on that!



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<b>Meeting 12</b>	<b>Winter Skills</b>	Discuss the plan for tonight—Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>• Build a <b>Quinzhee</b>/igloo (see below).</li> <li>• Adapt a winter game for another season.</li> <li>• Game (Youth Choice)</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	<p><b>Plan–Do–Review</b></p> <p>Use Plan, Do, and Review to <b>plan</b> what you are going to build as a Pack.</p> <p><b>Do</b> your adventure and then <b>Review</b> what you have done. How can you apply this concept to the meeting that your Patrol is planning?</p>
<b>Meeting 13</b>	<b>Winter Skills</b>	Discuss the plan for tonight—Have a Patrol Leader Council taking into account all the information gathers in previous weeks.	<ul style="list-style-type: none"> <li>• Go Sledding or tobogganing (remember to keep <b>head safety</b> in mind).</li> <li>• Go geocaching.</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Facilitated Programming with a Patrol Leader's Council afterwards to plan upcoming meetings, and break into Patrols with youth input on the program going forward.
<b>Meeting 14</b>	<b>Winter Skills</b>	Discuss the plan for tonight—Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>• Go skating. (Remember to be <b>head safe</b>).</li> <li>• <b>Paper Plane Challenge</b></li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Facilitated Programming—let's get on the Canadian Path!
<b>Meeting 15</b>	<b>Party Games</b>	Discuss the plan for tonight—Patrol Leaders and Assistant Patrol Leaders lead the discussions.	<ul style="list-style-type: none"> <li>• Have a party night (incorporate the youth's favourite games and activities).</li> </ul>	Review what you did by asking the group a couple of short questions, like: (See above)	Facilitated Programming with a Patrol Leader's Council afterwards to plan upcoming meetings, and break into Patrol with youth input on the program going forward.



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# OUTDOOR SCOUTING WEEK TO WEEK

All Sections should meet either outdoor or virtually. Currently, indoor meetings are not part of **Scouts Canada's Pandemic Program & Activity Modifications Standard**.

## THINGS TO CONSIDER WHILE DOING OUTDOOR MEETINGS



Everyone should bring a snack; you will expend more energy keeping warm as the weather cools. For safety, remember to not share food.



Flashlight/glow stick should be used for evening activities.



Monitor the temperature and change to virtual or daytime weekend meetings if temperatures become too cold.



Youth will not be able to stay at the meetings if they are sick or are not dressed for the weather (be aware that low-income families may not have everything their child needs).



Make sure all youth have been to the bathroom before coming to the meeting. Toilet facilities may not be available and Scouters cannot take children to the bathroom.

This guide is prescriptive at the beginning but moves to youth-led as you go. Use youth input as much as possible.



If it is impossible to do the meeting outdoors, take the meeting online. Many of the activities listed can be done both outdoors and virtually. The youth can participate with their own family; e.g., have a sleepover at home (check in online at certain points throughout the day and do activities with the Scouters).

# OUTDOOR SCOUTING WEEK TO WEEK

## Meeting with Patrol Council

After your regular meeting, you should consider running a short meeting with your Patrol Council. Your Patrol Leaders are selected by the Troop and are typically third- or fourth-year Scouts (grade 8 or 9). If you only have one or two Patrols, you could consider inviting a couple of responsible younger youth to the meeting.

During the meeting, you can discuss forming Patrols if your Troop does not already have them, or how they can be used during Outdoor meetings if your Troop already uses the Patrol system. This might also be a good time to have the youth select a Troop Leader from among the youth, if you do not already have one.

- Patrols are small teams of six to eight Scouts of mixed ages and experience levels. Each Patrol should have one or two Patrol Leaders/Assistant Patrol Leaders who will act as leaders for the Patrol.
- Patrols are a great way to have smaller meetings or adventures, and to allow all Scouts to take a turn speaking and taking a leading role during adventures.

This meeting is also a good time to talk to the Patrols about upcoming meetings—what activities would they like to do? How would they like the meetings to run (in Patrols, as a Troop, etc.)?

Have the Patrols plan some discussion questions for next week's meeting. If possible, meet in Patrols the following week and have the Patrol take a leading role in running discussions and activities. Plan for the following week by having the Patrol help select a skill to teach or learn at the next meeting. Each Patrol can learn its own skill, or

everyone can learn the same skill. Work with the Patrols to brainstorm a list of supplies each person will need so that you can ask the Scouts (and parents) to gather the supplies ahead of your next meeting.

## Using Patrols

Patrols are a great way to get the Scouts engaged in programming; some Scouts may not be comfortable sharing their voice in a larger group but may be more comfortable sharing in a smaller group, like a Patrol.

Patrols allow for different voices to be heard, and for more Scouts to take on leadership roles. Patrols encourage sharing and teamwork and are a key part of Section programming.

Even if you meet as a Troop, meeting in Patrols at the beginning of a Troop meeting (this is easier during in person meetings), is a great way to start the night. Scouts can use their Patrol to take attendance, gather dues, and get ready for that week's meeting. During outdoor Scouting, they can be a great way to break into smaller groups for activities, as well as to gather feedback.

## Plan, Do, Review

Plan, Do, Review is a fundamental part of the Canadian Path. It helps to ensure that youth are getting the most out of every adventure. Having youth be part of the planning process for adventures helps them to engage with the adventure and helps to ensure that the adventure is something that they are passionate and excited about. Reviewing after adventures helps to keep youth engaged with their adventure and helps to direct future adventures.

Plan, Do, Review doesn't have to be a long or boring process. Getting youth engaged by asking questions is an easy way to start the process—what would they like to do? What supplies will they need? Reviewing can also be a fun game, whether you throw a ball with questions on it, ask youth to draw out their answers, or have youth act out their favourite and least favourite parts of an adventure.

As part of your Outdoor meetings, you have already been doing elements of Plan, Do, Review, but giving them names (e.g., "It's time to make our plan for tonight—what will we be doing?" "Let's review tonight's meeting.") helps to reinforce the different steps and helps youth to be conscious about each stage.

## SAGA Adventures

Saga Adventures build on a theme from one week to the next, building skills as the youth go.

For example:

### Pirates

Treasure map reading → scavenger treasure hunt → knot tying → a scout craft flagpole → build your own pirate ship → race your pirate ship

### Ancient Times

Making your toga → knot tying → lashing skills → build a chariot → chariot racing

You can also use this for lots of different themes. Your only limit is your imagination!

Look at those big adventures and work backwards to ensure that the youth builds the skills needed to accomplish the adventure at the end.



# OUTDOOR SCOUTING WEEK TO WEEK

## SOME SUGGESTED ACTIVITIES YOU MAY WANT TO DO

### Some suggested OAS/SDG/Themes you may want to use

- SDG #3—Good Health and Well Being
- SDG #15—Life on Land
- SDG #14—Life Below Water
- Emergency Skills OAS
- Vertical Skills OAS
- Scout Craft OAS
- Halloween
- Christmas Party
- Thanksgiving

### Some Suggested Active Games

- Body, Eyes, Mouth
- Ducks and Cows
- Ghosts
- Copycat
- Mission Impossible
- Paper Plane Contest
- Giant Hopscotch
- Giant Board Game
- Good Health and Wellbeing Relay
- Show Me Your Moves
- Name and Motion
- Scavenger Hunts
- Name and Motion
- Foot Golf

### Related Resources

- Online meeting safety tip
- Guide to Personal Achievement Badges
- Personal Achievement Badge template
- A Guide to PABs for Parents
- Guide for badge mentors
- How do I Support PABs?
- Outdoor Adventure Skills
- Woggle resources
- Scouting at Home resources (link coming soon)
- Emergency Ready
- Youth Take Charge (Conservation)
- Youth Leadership Training

### Some Suggested Gathering Games

- Extreme Four Corners
- Compass
- Red Light, Green Light
- Scream-a-Thon
- Circle Pass
- Graveyard
- Ducks in Pond
- All My Neighbours

### Some Suggested Quiet Games

- Owl Club
- Two Truths and a Lie
- Sausage
- Pterodactyl
- Mafia/Werewolf
- Never Tell a Secret
- Charades
- Wax Museum
- Storytellers
- Count Up
- High, Low, Yo
- Alien, Tiger, Cow
- Squirt
- Whoosh

# OUTDOOR SCOUTING WEEK TO WEEK



## SOME SUGGESTED ACTIVITIES YOU MAY WANT TO DO



### Outdoors and Virtual Activities

These activities may need some help from parents.

- Design the Section Code of Conduct including social distancing rules.
- **Cooking** TC
- Look after a garden plot (it could be an area at your meeting spot or it could be a Community Garden).
- Prepare a garden for winter.
- Container gardens
- Build composters.
- **Bee Hotels**
- **That's a Stretch** TC
- Fire building
- Stove cooking
- **Camp Master Chef** TC
- Chalk Obstacle Courses (maybe do it for the younger sections as a linking activity.)
- Build bird/**bat boxes**.
- Have a campfire.
- Learn to tie a reef, round turn, two half hitches and a figure of eight follow-through knot.
- **Learning Lashing**

### Outdoor Activities

- Sit-and-listen activity
- Adopt a tree
- **Fishing for Fun!** TC
- Urban hike
- Bike ride
- Cross country skiing
- Animal tracking
- Park/town/area/**shoreline** clean-up
- **Be Bird Safe** TC
- **Citizen Scientist** TC
- Practice building shelters.
- Night T-Rex games
- Go for a hike.
- Map and Compass Work
- Try some **Sky Gazing**.
- **Pitch Camp Race**
- Paper Snowball Fight
- **Keep Warm on Everest**.
- **Build Quinzhees**.
- Go sledding or tobogganing.
- Go skating.

### Some Suggested Questions to Ask for Review Time

- What do you know now that you did not know before?
- How did you feel before, during and after this experience?
- How did your Patrol manage this project?
- What problems did you encounter, and how did you solve these problems?
- What else can you do to improve the activity?

### Some Other Tips and Hints

- Try having a weekly challenge that can be done during the week and doesn't require any technology to do.
- Bring in subject matter experts to engage the youth.
- Get up and move; have a dance party.
- Have a joke night.
- Have a camp/campfire.
- Build your own story or song.
- Build and race your Scouts truck.
- Have a crazy hair day/wacky clothes day.



# OUTDOOR SCOUTING WEEK TO WEEK

## Night T-Rex Games

- Set up stations around the park.
- Do some simple games that are tricky in the dark; e.g., putting on a hat and scarf using kitchen mitts, stringing Cheerios onto uncooked spaghetti, throwing rings over pylons, beanbag toss etc.
- The activities should be done without flashlights so that the youths' eyes get used to seeing in the dark. Flashlight can be used between stations.

## Paper Snowball Fight

- Split youth into two teams.
- Make paper snowballs out of rolled up sheets of paper.
- Draw a line in the dirt or snow, set up cans, etc. as targets.
- Each team must try to get hit as many targets as possible.
- The team with the most targets hit at the end wins.

## Build Igloos

- Fill milk jugs with water.
- Build an igloo with the frozen blocks.

## Sit-and-Listen Activity

- Youth sit quietly on their own and listen to all the sounds around them.
- Watch for any animals/insects.
- Take in the environment.
- Return to the Patrol and discuss what you saw.

## Mafia/Werewolf

- Have everyone sit in a circle, six feet apart. Everyone closes their eyes.
- The storyteller will then select the Mafia members by tapping them with their foot. Typically, in a group of 8–10 people, you will have three Mafia members, but you can adjust as you wish.
- The Mafia members are then asked to lift up their heads and point at who they wish to kill. The Mafia may only kill one person per night and must come to an agreement about who to kill.
- The Mafia members close their eyes, and then everyone opens their eyes.
- The storyteller then regales the villagers with the tale of what happened the previous night and reveals who has died.
- Everyone (villagers and the Mafia members who are pretending to be villagers) must then decide who they would like to nominate as a member of the Mafia. They must vote on who they think is a member of the Mafia, and the person with the most votes is out of the game—they then reveal their role (Mafia or villager).
- The game then continues through the same process (Mafia selecting someone to kill, then everyone voting on who they think is a Mafia member) until all of the Mafia members have been caught, or all of the villagers are out of the game.
- Werewolf is played in the same way, but rather than the Mafia, the villagers are competing against werewolves. Werewolf also has more special roles that can be used, which can be good for bigger groups, or older groups

that find Mafia too simple. The roles are assigned by the storyteller in the same way that the Mafia/werewolves are chosen (announce which role is being picked, then gently tap the person with your foot).

- The different roles wake up at different points in the night after the werewolves and may choose to use their powers if they wish. While each role is using their power, everyone else should have their eyes closed.
- **Optional roles for Werewolf:**
  - **Seer/All Seeing Eye:** Each night, the Seer may point to one person to have that person's role revealed to them. The storyteller can say aloud what that person's role is so that everyone can hear, but only the Seer can see who it is.
  - **Witch:** The witch has two potions, each of which can be used once per game—a kill potion and a save potion. After the werewolves have selected their victim for the night and have gone back to sleep (closed their eyes), the witch is asked to open her eyes. The storyteller will point out who the werewolves' intended victim is, and the witch can give a thumbs up or thumbs down for whether they would like to use their save potion. Once per game, they can also select someone to use their kill potion on.
  - **Hunter:** When the hunter is killed (either by the werewolves, witch or a vote of the citizens), they shoot one arrow out at a person of their choosing (they can say who they are aiming at aloud after their death has been revealed). The person hit with the arrow is killed.



# OUTDOOR SCOUTING WEEK TO WEEK

## Never-Can-Tell Games

- **Never-can-tell games** are games that have a secret to how they work, but the trick to them is that they should be figured out by participants, rather than having the answer revealed. There are many more than are listed here; others can be found online.
- **Trip Around the World:** The first person starts the game by saying that they're going on a trip around the world and listing an item that they will bring. (Solution: the first letter of the items being brought need to spell "around the world," e.g., person 1 brings an apple, person 2 brings a rabbit, person 3 brings an orange, etc.).
- **Green Glass Door / Silly Sally's Birthday Party:** These are two games with the same trick—people are bringing items through the green glass door or to Silly Sally's birthday party, but only certain items can be brought. (Trick: all items must have double letters in them, just like Green Glass Door and Silly Sally, e.g., a book, a vacuum, a raccoon).

## Scavenger Hunts

- You can either create your own list or find a list online of different things for participants to find.
- Participants can gather items, or you can ask them to bring a device that they can use to take photos instead.
- Participants should be reminded to make sure that they are being careful not to get too close to anyone while they are searching!

## Charades

- One at a time, participants get up and act out a word, title or phrase. With older youth, you can have them help create a list of different things, but younger youth may need help.
- To keep things safe and distanced, you can have a Scouter hold up a piece of paper with the word on it, so that the player knows what to act out.

## Count Up

- Participants should sit, stand, or lie six feet apart to play this game. They should not be in a line or circle.
- The goal is to count as high as possible, without any numbers being repeated or said at the same time, and without the same person saying all the numbers.
- Participants close their eyes and can start counting when they wish. If two people say the same number, the count starts again.

## Squirt

(Also called Splat or Cowboy Charlie)

- Players stand in a circle six feet apart with one person in the centre.
- The person in the centre squirts someone by pointing at them and saying "squirt!" as if they are shooting a water gun at them. The player who was "squirted" must duck.
- The two players on each side of the player who ducked turn and point and "squirt" each other.
- The last player to squirt is out.
- Continue playing until only two people remain.

## Foot Golf

- Each player is trying to get their "golf ball" into the "hole" using only their foot.
- You must tap the ball with your foot (rather than dragging the object with your foot)
- For younger youth, a soccer ball and hula hoop might be a good size. For older youth, a tennis ball or golf ball and cup may be more challenging!
- Set up the course however you would like, make sure players are keeping their distance from each other and have fun!

