



**AROUND
THE
WORLD
IN 60 DAYS**

Scouter's Guide

SCOUTS.CA



It starts with Scouts.



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EXPLORERS NEEDED

Fall 2021

Whether it was exploring space, the woods or the backyard, the promise of the great unknown has always pulled us in.

When we explored, we discovered. When we discovered, we transformed.

So let's get out there to see new things, experience new things—become new things.

The world is waiting. Let's all become explorers this fall as we embark on new adventures together.

**To experience the full impact of our upcoming Scouting season,
we have integrated three actions:**

1

The primary focus is the eight-week, **Around the World in 60 Days**, program campaign. It will run for youth and Sections from October–November.

2

Our marketing Recruitment Campaign will kick off in September and run through December, breaking for the holidays before a bookend push in early winter 2022.

3

Scouters can benefit from Skills Nights and program partner webinars as part of our integrated Scouter Development activities. This will help you support youth-led activities, while gaining your own new skills and exchanging ideas with other Scouters along the way.

The calendar on the following pages outlines all the great activities and sessions we've got planned. The three streams are colour coded so you will know which is a youth activity, which is an action promoting Recruitment and which is a Scouter Development opportunity.

It's going to be a lot of fun, you don't want to miss it!

Recruitment Campaign

It's more fun to rove around the world with more people...

Put the video games and movies on pause—nature's calling! Staring at screens can't compare to the feeling of toasting a marshmallow, canoeing down a serene river or sharing stories under a blanket of stars.

It's time to get back outside with Scouting!

With the new Scouting Year beginning January 1–December 31 2022, it's time to grow your Scouting Groups, make new friends and welcome back current ones! Scouts Canada registration will open on September 1 (Current Members) and September 15 (New Members). New members who register before 2022 will benefit from free Scouting throughout the remainder of 2021.

Discover Recruitment assets on our Trello Board, including:

Recruitment Toolkit—Messaging, best practices, social media captions

Creative Assets—Recruitment videos, graphics and key messaging

The more friends, the merrier. Embark on your Around the World in 60 Days challenge with even more youth in your Section by getting a head start on local recruitment.

EXPLORERS NEEDED

FALL CALENDAR 2021

AUGUST 9–15	AUGUST 16–22	AUGUST 23–29	AUGUST 30–SEPTEMBER 5
<p>9: Scouter Renewal opens for current Adult Volunteers</p> <p>9: Registration Opens for Volunteers (incl. under 18)</p> <p>15: Scout Trees Information Released</p>	<p>18: Woggle— the fall Edition is released</p> <p>19: Scouters Guide Released</p> <p>18: Scouter Portal Launching in David Huestis Learning Centre</p> <p>All upcoming Scouter Development Sessions will be posted and available for registration.</p>	<p>23: <u>Fall Challenge Info Sessions Start (West)</u></p> <p>Join us to learn all about the upcoming Fall Challenge.</p> <p>25: <u>Fall Challenge Info Sessions (East)</u></p> <p>Join us to learn all about the upcoming Fall Challenge.</p> <p>26: <u>Scouters' Mug-Up</u> Gather virtually with fellow Section Scouters to explore new resources and discover some great ideas as we get ready to start the new Scouting year!</p> <p>29: <u>No One Left Behind emailer</u></p>	<p>1: Early Registration Starts (current members)</p>
SEPTEMBER 6–12	SEPTEMBER 13–19	SEPTEMBER 20–26	SEPTEMBER 27–OCTOBER 3 Truth and Reconciliation Week
<p>6: Labour Day</p> <p>7: <u>Welcome to a New Scouting Year with the NK3</u></p> <p>8: <u>ScoutScene edition is released</u></p> <p>8: <u>Being a Scouter—The FUNdamentals (East)</u></p> <p>8: <u>Being a Scouter—the FUNdamentals (West)</u></p> <p>9: <u>Involving Parents</u></p> <p>12: <u>Townhall—All Fundraisers</u></p>	<p>13: <u>Fall Challenge Info Sessions (West)</u></p> <p>15: Open Registration Starts</p> <p>15: <u>Fall Challenge Info Session (East)</u></p> <p>16: <u>Townhall—NOLB</u></p> <p>19: <u>Townhall— All Fundraisers</u></p>	<p>22: <u>Week 1: Skills Night for Scouters (East)</u></p> <p>22: <u>Week 1: Skills Night for Scouters (West)</u></p> <p>23: <u>Scouter's Mug Up</u></p> <p>26: <u>Being a Scouter—the FUNdamentals (West)</u></p>	<p>27: <u>Week 1: Skills Night for Scouters (East)</u></p> <p>27: <u>Week 1: Skills Night for Scouters (West)</u></p> <p>28: <u>Effective Group Committee Meetings</u></p> <p>29: <u>Week 2: Skills Night for Scouters (East)</u></p> <p>29: <u>Week 2: Skills Night for Scouters (West)</u></p> <p>30: National Day for Truth & Reconciliation</p> <p>1: <u>Popcorn Fundraising Campaign begins</u></p>

LEGEND

Section Scouter Support Sessions

Group Support Sessions

Fall Challenge (Program)

Other Activities



EXPLORERS NEEDED

FALL CALENDAR 2021

OCTOBER 4–10	OCTOBER 11–17	OCTOBER 18–24	OCTOBER 25–31
Challenge #1: Makin' Waves	Challenge #2: Break the Ice	Challenge #3: Water De-Nile	Challenge #4: Light Up the Night
<p>4: AROUND THE WORLD IN 60 DAYS Challenge Begins.</p> <p>4: <u>Week 2: Skills Night for Scouters (East)</u></p> <p>4: <u>Week 2: Skills Night for Scouters (West)</u></p> <p>5: <u>Inclusion—Answering Your Questions</u></p> <p>6: <u>Week 3: Skills Night for Scouters (East)</u></p> <p>6: <u>Week 3: Skills Night for Scouters (West)</u></p>	<p>11: Thanksgiving Day</p> <p>12: <u>Week 3: Skills Night for Scouters (East)</u></p> <p>12: <u>Week 3: Skills Night for Scouters (West)</u></p> <p>13: <u>Week 4: Skills Night for Scouters (East)</u></p> <p>13: <u>Week 4: Skills Night for Scouters (West)</u></p>	<p>18: <u>Week 4: Skills Night for Scouters (East)</u></p> <p>18: <u>Week 4: Skills Night for Scouters (West)</u></p> <p>19: <u>Scouter Development Plans</u></p> <p>20: <u>Week 5: Skills Night for Scouters (East)</u></p> <p>20: <u>Week 5: Skills Night for Scouters (West)</u></p> <p>24: <u>Being a Scouter—the FUNdamentals</u></p>	<p>25: <u>Week 5: Skills Night for Scouters (East)</u></p> <p>25: <u>Week 5: Skills Night for Scouters (West)</u></p> <p>26: <u>Building a Group Finance Plan</u></p> <p>27: <u>Week 6: Skills Night for Scouters (East)</u></p> <p>27: <u>Week 6: Skills Night for Scouters (West)</u></p> <p>28: <u>Scouter's Mug Up</u></p> <p>31: Halloween</p>
NOVEMBER 1–7	NOVEMBER 8–14	NOVEMBER 15–21	NOVEMBER 22–28
Challenge #5: Survival	Challenge #6: Our Path to Reconciliation	Challenge #7: Rockin' Out	Challenge #8: Contraption Action
<p>1: <u>Week 6: Skills Night for Scouters (East)</u></p> <p>1: <u>Week 6: Skills Night for Scouters (West)</u></p> <p>3: <u>Week 7: Skills Night for Scouters (East)</u></p> <p>3: <u>Week 7: Skills Night for Scouters (West)</u></p>	<p>8: <u>Week 7: Skills Night for Scouters (East)</u></p> <p>8: <u>Week 7: Skills Night for Scouters (West)</u></p> <p>10: <u>Woggle—winter edition is released</u></p> <p>10: <u>Week 8: Skills Night for Scouters (East)</u></p> <p>10: <u>Week 8: Skills Night for Scouters (West)</u></p> <p>11: Remembrance Day</p> <p>14: <u>No One Left Behind Direct Mail to Donors</u></p>	<p>15: <u>Week 8: Skills Night for Scouters (East)</u></p> <p>15: <u>Week 8: Skills Night for Scouters (West)</u></p>	<p>30: Grand Prize Winner of AROUND THE WORLD IN 60 DAYS Announced</p>

LEGEND

■ Section Scouter Support Sessions

■ Group Support Sessions

■ Fall Challenge (Program)

■ Other Activities





ROVE AROUND THE WORLD WITH SCOUTS

The world is waiting, are you ready to rove around the world with Scouts Canada?

Over the next eight-weeks, Sections will visit eight different countries, develop new skills through fun challenges and support their communities and the planet by leading exciting Scouts for Sustainability activities.

With the help of a symbolic transporting compass, imagine that your Scout Group can ping around the globe to different destinations quickly. In each country you'll be faced with a challenge or a fun activity to champion as a Section. Once completed, your Section can collect a crest for that week and eventually curate the full composite crest!

Each week, Scouts will acquire a "GADGET" in pursuing their adventures; these items will be used in the activity for Week 8: Contraption Action, so make sure that you hold on to your **GADGETS!**

Thanks to the global movement that connects Scouts Canada to World Scouting, youth will enjoy weekly featured videos from each of the eight participating National Scout Organizations (NSO).

Get ready for an adventure-filled, fun eight weeks that will connect youth with Scouts from around the world, and will also help Sections leave a lasting and positive impact through our Scouts for Sustainability developmental outcomes.

This Scouter's Guide is your game plan for all of the activities. Plan ahead, prepare your Section's supply list in advance and have a blast!

- The **Around the World in 60 Days** challenge begins on **Monday, October 4**, with the final week wrapping on **Sunday, November 28**.
- Each Monday, a new video from each NSO will be released outlining that week's activity via Scouts Canada's social media pages, Trello Board and website.

- Submit your Section's completed challenge each week via the online form (on Scouts.ca).
- Your Group & Council's progress will be tracked and shared in our leaderboard online, updated weekly.
- This is a friendly challenge, but sometimes bragging rights go a long way, so make sure you submit weekly! This is also how participation is tracked and both crests and prizes are earned.
- Youth will need a GADGET for each week's activity. Not only will the GADGET be useful for that week's challenge, but all the GADGETS will be needed for the final week's challenge, Contraption Action.
 - Youth can bring the required GADGET each week from home, or Scouters can provide one GADGET at a time on a weekly basis to each youth in their Section.
 - Most of the GADGETS are easy to come by—either standard household items or easily acquired at retailers like the Scout Shop.
 - Feel free to adapt a GADGET if you can't find one (e.g. for the buff, use a scarf instead, or for the headlamp youth can use a flashlight or lantern.)
- Many of the activities and challenges link to the Activity Finder and all are rooted in our Scouts for Sustainability program.
- Keep the involvement of other NSOs and the activities under wraps until they are revealed by Scouts Canada on our website. We are letting you know now so that you can prepare an awesome fall season—but let's build anticipation and fun for our youth!

Remember:

- All activities can be done either at home with parents, online or in-person, depending on your local pandemic restrictions.
- These scenarios are NOT based on reality. We do not expect Groups to travel or embark on adventures that are not safe. **As with all Scouts Canada activities, we believe safety comes first. Before embarking on your travels 'around the world', plan a youth-led or Scouter-guided safety moment and always explain the safe conduct of the activity and any tools used. Throughout each activity, we have provided sample safety tips to start the conversation.**
- The story for each challenge is 'the inspiration' for that week; youth will decide how they want to approach each activity and Scouters will facilitate and support their youth-led ideas.

SUSTAINABLE DEVELOPMENT GOALS

on The Canadian Path

The [Sustainable Development Goals \(SDGs\)](#) are a global plan for a better world and a brighter future. Created by the [United Nations](#) in 2015, SDGs encourage positive change across the world in three main areas—eliminating poverty, reducing inequalities and fighting climate change. This video, [We the People for the Global Goals](#), is a fun way to get the conversation started!

So, what is **Scouts for Sustainability**?

Scouts for Sustainability works to integrate the 17 Sustainable Development Goals into Scouts Canada's program—[The Canadian Path](#). Essentially, Scouts for Sustainability connects the dots between the SDGs and the fun adventures that Scouts already do, demonstrating links between exciting Canadian Path activities and the learning outcomes that prioritize the environment and sustainability, lending a helping hand in the community, and thinking industriously. The Scouts for Sustainability program also introduces plenty of new ideas so that youth and Scouting Sections can take their SDG journey even further!

Here are some quick connections that the Scouts for Sustainability program creates, integrating the global SDGs with the Canadian Path:

14 LIFE BELOW WATER



Does your Section do a yearly shoreline clean-up? Guess what—you're connecting to [SDG #14 Life Below Water](#)!

13 CLIMATE ACTION



On outdoor adventures, do you Leave No Trace so that places you visit are unimpacted, or left in better condition, than when you found them? That is [SDG #13 Climate Action](#)!

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE



Does your Section build STEM (Science, Technology, Engineering and Math) projects or build innovative adventures into your planning? [Goal #9 Industry, Innovation, and Infrastructure](#) connects to all-things STEM!

3 GOOD HEALTH AND WELL-BEING



Do youth in your Section enjoy adventures like hiking, snowshoeing, or just getting outside? [Goal #3 Good Health and Well-Being](#) is all about prioritizing a healthy lifestyle.

As your Section embarks on adventures to get [Around the World in 60 Days](#), you will be able to see first-hand how easily activities can connect and further the impact of various SDGs.

If youth are interested in exploring certain Sustainable Development Goals (SDGs) or topics more, dive into the dozens of activities in the Activity Finder to continue building connections in your program.

As individuals, it can feel impossible to change the world. Good thing that no Scout acts alone! We are part of a global movement that includes all of Scouts Canada's members, along with National Scout Organizations across the world! Together, we are all working toward bettering the planet we share.



It starts with Scouts.



Scouts Canada supports the Sustainable Development Goals



MAKIN' WAVES

CHALLENGE 1 | OCTOBER 4-10

Sustainable Development Goal: [#14 Life Below Water](#)

Partner: [Ocean Wise](#)

Country: Australia

Meeting Length: 20 min–1 hour

Gadget: Rope

Are you ready to rove around the world with Scouts Canada? Get ready, you're in for a 60-day adventure that will take you across the globe! Ping to different destinations quickly using this transporting compass. Hold on tight, here we go!

It's your first time using the transporting compass. While you were aiming for Argentina, you somehow find yourself in Queensland, Australia! Thankfully, you're near one of the best places on the planet for studying marine life—the Great Barrier Reef.

We depend on oceans, rivers and lakes every day for transportation, food and enjoyment. Oceans are important for regulating the planet's temperature, but they are suffering from overfishing and plastic pollution. What can we do to help our waterways?

You might already be doing some great [Goal #14 Life Below Water](#) activities with your Section like pond dips, shoreline cleanups or finding ways to use less plastic. How will you get to the Great Barrier Reef to further explore Life Below Water, and put sustainable methods of water transportation into play?

Build a raft or boat and sail into the Coral Sea to explore the rich biodiversity of the Great Barrier Reef! Bring your **GADGET** (Rope) with you on the boat—it'll come in handy on your adventures later on.



Challenge: Using simple supplies, youth can design and build a boat that can float the weight of their team's "sailor." Your sailor can be an item that represents your small team (for example, the Bear Lodge may choose to use a small bear), something that represents your Section (like Scouter Marc's beloved coffee mug), or anything else you can think of (small dollar store plastic animals would work well!).

For an added challenge, add more weight to the boat, like coins or rocks. You can also test how water-tight the boat is by challenging the youth to float a piece of cotton candy in the boat—as soon as the cotton candy gets wet, it will disintegrate!

Supplies needed:

Per small team (Lodge, Lair, Patrol, etc.):

- Boat-making supplies: Milk cartons, duct tape, non-plastic straws, reused plastic bags, reused plastic dishes, etc. anything you think would be fun.
- A 'sailor'—have the youth bring something from home or supply each team with a 'sailor' like a stuffy or your Section's mascot (Chuck the Beaver).

For the Section:

- Somewhere to test the boat—natural water is great (remember to Leave No Trace), but a bin filled with water would work just as well.
- Extra items to add more weight (coins, rocks, etc.)

CHALLENGE 1 | OCTOBER 4–10

MAKIN' WAVES

Safety tips:

- What tools are you using and does everyone know how to use them safely?
- For older Sections, ensure the use of a [life jacket](#) for anyone on the raft or floatation device.
- Scouters—if you are using natural water (river, lake, etc) as part of your safety moment, make sure everyone knows the boundaries of the activity and that you have an appropriate entry/exit area from the water in the event you get wet!

Virtual meeting:

To keep your virtual meeting safe, skip the water during the meeting and simply focus on awesome boat building! You can use materials from around the house like egg cartons, sticks, paper, empty milk jugs and more. Alternatively, you can explore an origami boat-making tutorial together.

After the meeting, get youth to take pictures or videos of their boats floating in a bin of water (tub, sink, bathtub). Can it hold coins or a handful of rocks without sinking? Share your boating stories, photos and videos at the next meeting!

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #14—Life Below Water:

[Four Seasons](#), [Climate Scientists](#), [Climate Charades](#), [Bow, Stern, Port, Starboard](#), [Echolocation](#)

Other activities to try:

- Older Sections: Build a life-sized boat or raft and float your Scouter. **Make sure all safety requirements have been considered.**
- Race another Section. Build a “track” or obstacle course for your boats, keeping Leave No Trace principles in mind.

Resources to take the activity further or enhance it for Scouts, Venturers and Rovers:

- [Stay Afloat](#)
- [Australia's First Watercrafts](#)
- [How to tie a bowline](#)
- [Ocean Wise—Take action, learn from their research and more.](#)

Review:

- How does Australia use boats to get around?
- What boats were traditionally used by the Indigenous People of Australia?
- What dangers would you have to look out for when sailing around Australia?
- Have you tried tying a bowline knot?
- What other safety items do sailors use?

Supplies list:

- Milk cartons
- Duct tape
- Non-plastic straws
- Reused Plastic bags
- Reused Plastic dishes
- Cardboard
- A 'sailor' (could be a stuffed toy, a hot wheel's car etc.)
- Water to test the floatability (stream, river, even a bin or bath)
- Coins
- Rocks
- Cotton candy
- Rope





BREAK THE ICE

CHALLENGE 2 | OCTOBER 11-17

Sustainable Development Goal: [#13 Climate Action](#)

Partner: [Exploring by the Seat of Your Pants](#)

Country: Argentina (Patagonia)

Meeting Length: 20 mins–1 hour

Gadget: Matches

Great news! The transporting compass worked like a charm this time and you've successfully reached the Patagonia region of Argentina. After building a boat in Australia and exploring the Great Barrier Reef, you've worked up an appetite and aren't used to the colder weather here. Nighttime is near—you need to get your camp stove going to make dinner and keep warm.

Oh no! Looks like your **GADGET** (Matches) fell out of your pack while hiking the Perito Moreno Glacier earlier and they're frozen in a block of ice! How will you rope in Argentinian Scouts to help you learn about glacial melt and the impact of climate change so that you can retrieve your matches and light the camp stove?

This week let's think about [Goal #13: Climate Action](#), and how our actions contribute to glacial melts around the planet. How do our actions and lifestyles impact the climate and health of ice? What are the effects of ice and glaciers melting? More importantly, what actions can we take to learn more about protecting the climate and reduce our impact?

As a Section, you might already be taking some steps towards Goal #13: Climate Action, like learning about the outcomes of climate change or making changes to your daily habits to reduce your mark on the planet. Put what you've learned into play!

Challenge:

In advance, a Scouter should place matches in a plastic or waterproof bag and freeze them in a block of ice (this can be done using a yogurt container, bucket, etc). Make the ice block as large or as small as you wish.

Give each small team a block of ice and challenge them to get the matches out without ruining them. You can set parameters (e.g., you may not smash the ice, you must melt it), give bonuses to make it easier (like a hairdryer), or leave it completely open and see what creative techniques the youth can imagine.

Supplies needed:

Per small team (Lodge, Lair, Patrol, etc.):

- Prepare in advance: Block of ice with matches frozen inside
- Container for the water/ice, matches, protective bag for the matches

- Optional: Use a bucket or tub for each group to hold their ice (if you're inside or don't want to make a mess)
- Optional: Supplies to make the task easier like a hairdryer, fire-making supplies or something to chip at the ice with.

Other activities to try:

- [Play Musical Bears](#)
- [Iceberg Experiment](#)

Resources to take the activity further or enhance it for Scouts, Venturers and Rovers:

- [Make an Iceberg](#)
- [Ice Caps Melting](#)
- [Exploring by the Seat of Your Pants](#)—Find special events and educational resources.



**EXPLORING BY THE
SEAT OF YOUR PANTS**



It starts with Scouts.

CHALLENGE 2 | OCTOBER 11-17

BREAK THE ICE

Safety tips:

- If you are using fire, review this [fire safety tip](#) and establish safe areas.
- Using a hairdryer and extension cord? Keep any spills away from the cord—the results of not doing so may shock you!

Virtual meeting:

For a virtual challenge, check out [Exploring By The Seat of your Pants](#) YouTube channel and find hundreds of fun webinars to learn more about nature, climate change and how you can help!

Parental permission is needed for new profiles to be created, but everything is completely free of charge. If you'd like to keep it simple, try using a Scouter profile and sharing the screen for everyone to see and explore together.

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #13: Climate Action:

[A Moo-ving Adventure](#), [Bush Tucker](#), [Community Gardening](#), [Close Crop](#), [Farmers Market](#), [Food Waste](#), [Vertical Gardens](#), [Cooking with Leftovers](#), [How Far has Your Food Come](#), [Everyone Needs a Slice](#), [Master Chef](#)

Review:

- Where does Argentina have glaciers?
- Have they changed in the last few years?
- What are some things that you can do to stop the glaciers from melting?
- How does melting glaciers affect the animals and plants around them?
- How easy was it to use the matches in the cold?

Supplies list:

- Matches
- Small plastic or waterproof bag
- Containers for freezing the water (ex: yogurt container)
- Block of ice with matches frozen inside

Optional:

- Bucket or tub for each group to hold their ice (if you're inside or don't want to make a mess)
- Supplies to make the task easier like a hairdryer, fire-making supplies or something to chip at the ice with.





WATER DE-NILE

CHALLENGE 3 | OCTOBER 18–24

Sustainable Development Goal: #2
Zero Hunger

Partner: [4-H Ontario](#)

Country: Egypt

Meeting Length: 20 min–1 hour

Gadget: Mug

Last week's glacial adventure was intense! Your transporting compass has landed you in Egypt, and the climate is hotter and dryer than you're used to. Good thing the Nile River is nearby so that your Section can rehydrate! Back in the day, ancient Egyptians relied on the river's seasonal flooding and irrigation systems—which moved water from the Nile to inland crop areas—to have more control over their agricultural expansion.

This week's challenge focuses on farming and the challenges that farmers experience. Moving water to crops is a major part of [Goal #2: Zero Hunger](#)—not only does water transferring provide more crops, but it also has a huge impact on sustainability as moving water in the wrong way can be very damaging to the planet.

Let's try tapping and irrigating water to make sure everyone has access to the farmed food they need, and that food is being grown in ways that we can continue to use for years to come. Find a **GADGET** (mug) to hydrate and water your crops and learn a bit about the challenges that come with moving water!

Feeling hungry? You can take action on this Goal in many ways, like learning where your food comes from, buying local, learning about nutrition, or reducing your food waste.



Challenge: Finding water can be hard, whether you're in Egypt or Canada. Transport water from one place to another to keep your plants hydrated!

Using mugs, reusable straws, funnels or more, see who can move their water the fastest. For an added challenge, build a mechanism to transport your water through a maze, or use straws to carry water from your bucket to a plant that is 10 ft away!

As a starter, each youth should have a mug with them for this activity. Give each team two buckets—one filled with water and one empty. Place the buckets 10' apart. The size of the buckets and distance can be increased or decreased to change the level of difficulty for the activity. In their small teams, the youth must move all the water from the full bucket to the empty one—they can do it however they wish, but they cannot move either bucket (they can fill their mugs and walk back and forth, they can do

a chain and fill one mug then pour it into the next, they can use spoons instead of mugs, or make use of straw and funnel mechanisms, etc.).

Step it up a notch by attaching straws together and try to water your plant, 10 ft away from the team, by channeling the water from the bucket.

Supplies needed:

Per person:

- Mug
- Spoons (Optional)

Per small team:

- Two buckets, one filled with water.
- Straws (enough to reach 10 ft) (Optional)
- Small plant (Optional)



CANADA
4-H Ontario



It starts with Scouts.

CHALLENGE 3 | OCTOBER 18–24

WATER DE-NILE

Safety tips:

- Prevent slips, trips and falls—timed challenges are fun and everyone wants to be the fastest, but don't trade safety for speed! Stay on the lookout for water spills and clean them up immediately (think like an NBA mop person when a player falls on the floor!). You can pause the time and freeze individuals in place so that it doesn't affect their race time.
- Does everyone have the right footwear? Plan and make sure they arrive to the activity prepared.

Virtual meeting:

If you're virtual this week, build a water irrigation system puzzle instead! Start by having each youth cut 20 post-it-note size paper pieces (add more or less to increase or decrease the challenge). From there, have youth draw a flower or plant and one water source (bucket, pond, well, etc.) Next, youth will draw a variety of different pipes (straight ones, elbow pipes, etc.). The more random, the better!

Youth must then put their puzzle pieces together to see if they can make it from the water source to their flower or plant, by using all their pieces. Is it possible? Are there any missing pieces? Who could make the longest system?

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #2—Zero Hunger:

[Start a Seed Library](#), [Planting from Veggie Scraps](#), [In My Backyard](#), [Community Gardening](#), [Close Crop](#), [Rain Garden](#), [Vertical Gardens](#), ["Bee" Kind to the Environment](#), [Learn to Compost](#)

Resources to take the activity further or enhance it for Scouts, Venturers and Rovers:

- [Desert Irrigation Systems](#)
- [4-H Ontario](#)

Review:

- How do farmers move water around their fields?
- Why can't farmers just put in a water tap wherever they want?

- What has Egypt done to move water around the desert?
- How much water was wasted on your journey from the water source, to watering your plant?

Other activities to try:

- [Be a Farmer for a Day](#)
- [Learn to Compost](#)

Supplies list:

Per Person:

- Mug
- Optional: Spoons

Per Small Team:

- Two buckets, one filled with water.
- Optional: Straws (enough to reach 10 ft)
- Optional: Small plant





LIGHT UP THE NIGHT

CHALLENGE 4 | OCTOBER 25–31

Sustainable Development Goal: [#11 Sustainable Cities and Communities](#)

Partner: [Zero Waste Canada](#)

Country: Denmark

Meeting Length: 20 min–1 hour

Gadget: Headlamp

What a ride! Thanks to the transporting compass, you've quickly made your way from Egypt to Denmark. The country is making large strides towards sustainable living—did you know that the Danish island of Samsø, runs on 100% renewable energy that uses wind, solar and biomass power?

Sustainability goes beyond just the environment, it includes three main pillars: the economy, the environment and society. One aspect of sustainable cities is proper lighting in communities. Proper lighting is important for keeping communities safe through the night with increased visibility for cyclists, runners, sports games, driving and more! Think of a couple things that you do in Scouting that would be more difficult in the dark. Simple things like pitching a tent, cooking, or hiking a difficult trail are all accident-prone activities at night without lighting.

Learn about the importance of light by navigating this next activity in the dark! Imagine that you are meeting up with your new Danish Scout friends to embark on a night hike far from the light pollution of the city (optimal for stargazing!) Don't forget your **GADGET** (headlamp) as you learn about the importance of community electricity and lighting. How can Denmark's innovations inspire you with new ideas for making your home community brighter?

You can help work towards [Goal #11: Sustainable Cities and Communities](#), in many ways—adopt a park, keep your local greenspaces clean or consider writing to your town or city council to have more bike paths added to your area!

Challenge:

Choose some fun challenges to do in the dark, or at least with limited light. It's best to do this in an area that is as dark as possible, without lights, but do the best you can wherever you are! Here are some ideas to get you started, but your Section can choose other challenges that they come up with:

- Set up a tent in the dark.
- Lash a simple structure.
- Tie a ribbon as high up around the trunk of a tree as you can.
- Enjoy a bean bag tossing game.
- Use oven gloves and try to string cheerios onto a piece of spaghetti.

- Use three candles and one squirt (washing up liquid bottle) bottle of water. Light the candles and set them (safely) on the ground. Draw a line 6 inches away from the candles (this can be adapted to drawing the line closer or further from the candles to make the challenge easier or harder). Staying behind the drawn line, try to put out the candles.

Supplies needed:

Per small team: Supplies are based on the challenges your Section has chosen to do. You may also plan for the Light Up the Night activity a week in advance with your Section leaders, so that it remains a surprise for the other participating youth.



It starts with Scouts.

CHALLENGE 4 | OCTOBER 25–31

LIGHT UP THE NIGHT

Safety tips:

- While it may seem tempting to use blindfolds to make up for whatever ambient light is left in your area, it's not advised. Youth may trip over things or get hurt while blindfolded—the activities will still be fun, even if it's not pitch black.
- Scouters—impairing vision comes with safety risks, so ensure there is a controlled area while conducting activities.

Virtual meeting:

You can try some of these in-the-dark challenges virtually by simply closing your eyes (you must sit if your eyes are closed.) Try some “minute to win it” style challenges and race against time or others virtually! You could even try having one person describe a drawing while the others draw it with their eyes closed. How close were they to the actual drawing? How much easier would these tasks be with proper light? You can even compare to see first-hand! Take it further by exploring other ways to promote sustainable cities! In small teams, do a plastic audit of everything in your home. What about in your school, too? Explore [Zero Waste at Home](#), to find ways to be more aware of waste and be mindful of ways to repurpose or reuse instead!

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #11: Sustainable Cities and Communities:

[City Stars](#), [Good City Planning](#), [Track Your Carbon Footprint](#), [DIY Disaster Preparedness Kit](#), [Complete Community Challenge](#)

Other activities to try:

- [Picture Perfect Parks](#)
- [Renewable Resources](#)

Resources to take the activity further or enhance it for Scouts, Venturers and Rovers:

- [Nighttime Adventures](#)
- [Minute to Win It Games for Kids](#)
- [Zero Waste Canada](#)—Get involved!

Review:

- What would it be like if we did not have lights?
- How do lights help us stay active and move about in our community safely?
- How do communities decide where to put streetlights?
- Can you see the stars when the light is bright?
- How does Denmark light up their communities?

Supplies list:

- A headlamp or flashlight
- A tent
- Rope
- 3 candles
- Squirt bottle
- Ribbon
- Oven gloves
- Cheerios
- Uncooked spaghetti
- Bean bags and target





SURVIVAL

CHALLENGE 5 | NOVEMBER 1-7

Sustainable Development Goal: [#15 Life on Land](#)

Partner: [Earth Rangers](#)

Country: Sri Lanka

Meeting Length: 20 min–1 hour

Gadget: Foil

After a great time last week in Denmark, your compass has transported you to the other end of the planet—and a completely different environment! You find yourself in the rainforests of Sri Lanka. The weather is much warmer than you're used to in Denmark—you'll need to adapt quickly to this new climate!

The rainforest is home to a variety of fascinating species. You spot an Indian chameleon nearby, who is able to change colour and control their body temperature to shift shades and absorb heat. What can you learn from this chameleon's fast ability to transform its appearance?

Earth is home to millions of species, including us. The planet provides food, water, shelter and clean air, so long as we work together to keep nature in balance. Animals have spent millions of years adapting to their environments. This week, learn more about some of these different adaptations. How does the changing climate force wildlife to survive (by adapting or migrating), and how will your **GADGET** (Foil) help you to better understand nature's art of camouflage and adaptation?

Your Section might already be taking action to support [Goal #15: Life on Land](#) by planting Scoutrees or ScoutSeeds, tracking invasive pests in your neighbourhood or building animal habitats like bee hotels or bat houses. How will you embark on this week's activity to put new skills into play?

Challenge:

Play [Survival](#) (predator-prey) or [Camouflage](#):

- Play one round with everyone in their normal clothes.
- Try using camouflage paint, or camouflage/dark coloured clothing for the next round.
- Try one more time with bright coloured clothes and using reflective foil.
- What differences did you notice between the rounds?

Supplies needed:

Per Section:

Depending on whether your Section chooses to play [Survival](#) or [Camouflage](#), each activity page will have a list of supplies needed.

- Camouflage face paint
- Bright hoodies/neon arm bands

- Foil
- Dark clothing

Other activities to try:

- [Birds of a Feather](#)
- [Helping Habitats](#)

Resources to take the activity further or enhance it for Scouts, Venturers and Rovers:

- Camouflage
- Adaptations in Nature
- [Earth Rangers](#)—Download the app to adopt an animal, build a backyard habitat, discover podcasts and more.



It starts with Scouts.

CHALLENGE 5 | NOVEMBER 1-7

SURVIVAL

Safety tips:

- Because you'll be playing Survival or Camouflage in a wooded area with lots of hiding spots, ensure that no one gets lost. Set boundaries before the game starts and remind youth to "[Hug a Tree](#)" if they become disoriented or lose their way. Have a walk-through of the area within the boundaries to point out any tripping hazards or poisonous plants and how best to avoid them.

Virtual meeting:

Check out some of the various ways in which animals adapt to their surroundings on [Animal Planet](#). Can you recreate any of these techniques at home? Try drawing an animal camouflaging itself, make a paper airplane to learn about flight, or try to make yourself as big as possible.

Another way that animals have adapted is by building homes that suit their needs. In your house, try building your own animal home. You can build a bird's nest out of twigs and string, a beaver lodge out of couch cushions or even draw a perfect habitat for where you would live!

[Commit to Earth Rangers Snowflake Challenge](#) to break a Guinness World Records title by sharing your messages of hope, concern and bright ideas for the future of our planet!

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #15—Life on Land:

[Be a Plant Doctor](#), [Be an Entomologist](#), [Be Bird Safe](#), [Bean Greenhouse](#), [Birds of a Feather](#), [Build a Dam](#), [Build Bat Boxes](#), [Citizen Scientist](#), [Dragon's Den \(Plant Edition\)](#), [Helping Habitats](#), [Heroes for Plant Health](#), [Start a Seed Library](#), [Tiny Habitat Survey](#)

Review:

- What do animals in Sri Lanka need to adapt to the environment where they live?
- How do animals in Canada adapt to the climate they live in?
- What have we done, as humans, that helps us live in our environment?

Supplies list:

- Face paints
- Dark clothing
- Bright clothing
- Foil





OUR PATH TO RECONCILIATION

CHALLENGE 6 | NOVEMBER 8–14

Sustainable Development Goal: [#10 Reducing Inequalities](#)

Country: Canada/Aotearoa (New Zealand)

Meeting Length: 20 min–1 hour

Gadget: Circular Object

Let's use your transporting compass to ping southeast to Aotearoa (New Zealand). While last week we looked at how wildlife must adapt quickly to changing environments—especially amidst the changing climate—to survive, this week we'll look at how cultures and communities adapt to work together and build a society that benefits everyone.

There are so many things that make us unique and different from each other, and that's a good thing! Exchanging different ideas and practices are important for personal progression, collaboration, building strong communities and human innovation.

In Aotearoa (sounds like "au-tee-uh-row-uh"), the Māori people who are Indigenous to the land make up 16.5% of the nation's population. In addition to having the Māori Party and two parliamentary seats for political representation, the Māori also have a treaty to protect the authority over their own affairs and natural resources. While Aotearoa (New Zealand) continues its Reconciliation journey, and not without its challenges, as Canadians we can learn a lot from the progress that has been made so far.

Resources:

- [First Nation Child and Family Caring Society](#)
- [What is 'Indigenous'?](#)
- [What is Reconciliation and What it is not?](#)
- [Medicine Wheel Education](#)
- Find these great books:
 - *The Eagle Feather*, Kevin Locke
 - *The Hoop Dancer's Teachings*, Teddy Anderson
 - *Trudy's Healing Stone*, Trudy Spiller
- *The Circle of Caring and Sharing*, Theresa "Corky" Larsen-Jonasson
- *Gift From the Raven*, Kung Jaadee
- *Phyllis's Orange Shirt*, Phyllis Webstad
- [Terminology Guide](#)
- [Terminology Guide for Usage](#)
- [Treaty](#)
- [Treaties](#)

Unfortunately, people aren't always treated fairly because of their differences. Let's work together to make sure that everyone is treated equally with respect and recognized for their unique abilities and contributions.

One way to appreciate and understand positive differences in people across cultures is to become aware of how we speak to each other. Language and the terms that we use to describe ourselves, others and various communities are important because our words can either reflect our worldview correctly, or they can carry a harmful interpretation that we are not yet aware of. By understanding where words come from and how to speak respectfully, we can better engage in meaningful conversations that support positive change—like journeying toward Reconciliation.

Imagine a world where everyone feels included and uniqueness is celebrated. Let's talk about [Goal #10: Reduced Inequalities](#), together! Grab your **GADGET**, a circular object, and bring it along for your activity. This circle represents our interconnectedness; what impacts our neighbours impacts us.



It starts with Scouts.

CHALLENGE 6 | NOVEMBER 8–14

OUR PATH TO RECONCILIATION

Challenge:

Canada is a land shared by many people and has a long history. Some people have recently immigrated to the country, some people have lived here for generations and some people can trace their ancestry back to the first people on the land.

As an organization, we are going through our own journey towards Reconciliation. We are beginning our responsibility in this journey by learning about Indigenous communities and listening to their stories.

Let's start at the beginning—understanding the power of listening and conversation. Do you know what these terms mean?

Indigenous—The preferred collective noun used by First Nations, Inuit and Métis peoples; it is also used at the international level for the United Nations Declaration of the Rights of Indigenous Peoples. Indigenous comes from the Latin word *indigena*, which means “sprung from the land; native.”

Navigating terms can be confusing at first, but where the word comes from can say a lot about whether it is an appropriate noun to use. Did the term originate from a community (is it a word they use to self-identify), or did it come from an outside source (something that they are called by others)?

For example, terms like Aboriginal, which comes from Section 35 (2) of the *Constitution Act, 1982*, is not

Reconciliation—This means mending a longstanding relationship between Indigenous and non-Indigenous peoples across the country. Reconciliation is about understanding how our actions and way of living, as individuals and as a country, are not always respectful to Indigenous peoples and can even be harmful. We want to build a future relationship that is respectful for everyone, starting today.

Where does the journey to Reconciliation begin? As Canadians, an important step is learning about the past, understanding the harm that has been done toward Indigenous peoples and how it continues to this day, and committing to an action plans to change our behaviour for the better.

preferred by most Indigenous Canadians and some may even find it offensive. The prefix *Ab* means “away from” or “not”; *'aboriginal'* actually means “not original”.

Names are important to everyone; they reflect our identity, our history, and even our community. Calling people and communities by the name(s) they give themselves is a helpful way to re-frame our language and expand our way of thinking.

First Nations—Indigenous peoples who are neither Métis nor Inuit and come from specific original Nations. These communities are distinctive nations, such as: Cree, Assiniboine, Haida, Ojibwa, Tsutina, etc. Find out which people are close to you by searching online.

Métis—Métis are people of mixed European and Indigenous ancestry, and one of the three recognized Indigenous groups in Canada. The Métis Nation originated largely in western Canada and emerged as a political force in the 19th century, radiating outwards from the [Red River Settlement](#).

Inuit—Indigenous people living in northern Canada, mainly in: Nunavut, Northwest Territories, northern Quebec and Labrador.

As a next step, consider going outside (dependent on weather) and exploring your area.

- What is the name of your current community? Where does the name come from?
- What is the Indigenous name for your community or region? Where can you find that information?
- What are some other names in your community/parks? Where do those names come from? Do any of them have Indigenous names?
- What is the correct way to pronounce Indigenous names in your area?
- What landmarks are close by that you can visit?
- You are likely meeting with your Group or Section on a traditional territory of Indigenous peoples.
 - What community or communities does this territory connect to?
 - Are you a part of a numbered treaty? What are treaties?

Supplies needed:

- Optional: Community Map
- Circular Object

CHALLENGE 6 | NOVEMBER 8–14

OUR PATH TO RECONCILIATION

Safety tips:

- Safety is not just for physical concerns—our mental and emotional safety is equally as important. You may find that some portions of this week's activity, like the discussions, are difficult and/or distressing. Take the time to listen to your emotions and reach out for support to a parent, trusted friend or [Kids Help Phone](#) if need be.

Virtual meeting:

As this is a discussion-based activity, it can easily be done as an online meeting. If you can't get out to explore your community as a Section, share your screen and use Google Maps to get the same effect.

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #10—Reduced Inequalities:

[Get that Lingo](#), [Where Do your Relatives Live?](#)

Other activities to try:

- Listen to or read [Spirit Bear's story](#) or watch the video by Cindy Blackstock to learn about how you can help make a difference in the lives of all First Nations, Métis and Inuit children. You can also choose a different story by an Indigenous author that interests you.
- Learn about [Turtle Island](#) with [this video](#).
- Take steps to [Find Our Place in Reconciliation](#). As Scouts, this is a first step in starting our long-term learning journey about who we are, what's happening around us, and our responsibility to contribute to Reconciliation.

Review:

- What did you learn from this activity?
- Why is supporting all Indigenous children and peoples important?
- What will you do next to keep learning more?





ROCKIN' OUT

CHALLENGE 7 | NOVEMBER 15–21

Sustainable Development Goal: [#3 Good Health and Well-Being](#)

Partner: [Kids Help Phone](#)

Country: Philippines

Meeting Length: 20 min–1 hour

Gadget: Buff

Your compass has transported you to the Philippines. Locals Scouts know all the good hiking trails like Mount Pulag, which is the Philippines third highest peak. Oh no! Looks like our Jeep has broken down—you'll have to make your way by foot and it a long journey, but the views from this dormant volcano are worth it!

The trail is long and at times there can be rough terrain. Get in to shape and train mentally and physically before embarking on your journey—building an obstacle course to get active or flex your mental muscles to become adventure-ready! No matter how you choose to train, you'll need this **GADGET** (Buff).

Try out Goal [#3 Good Health and Well-Being](#) by exploring new forms of exercise, learning about the importance of good nutrition, or trying out activities related to mental health or mindfulness.

As Canadians, let's adopt healthier behaviours and make sure that everyone has the ability to live a long and satisfying life.

Challenge:

This activity offers youth a choice—will they flex their physical muscles, mental muscles or both? Choose a physical health activity from the list below or a mental health activity. For an added challenge, choose one from each category!

- There are lots of great sports you can try, you can even [Create Your Own Triathlon!](#)
- Flex your mental muscles and try a brain-friendly activity like [Forest Bathing](#).

Supplies needed:

Per small team:

- Supplies needed will vary based on the activity and how it is done. After your Section chooses an activity, check out its page in the Activity Finder for a detailed supply list.
- (Optional) A buff—This can keep you warm or cool you down!

Other activities to try:

- [The Winter Olympic Games](#)
- [Create a Healthy Living Plan](#)
- [Desktop Zen Garden](#)
- Try a new activity to get moving, like rock climbing, spelunking, riding a bike or going for a hike.

Resources to take the activity further or enhance it for Scouts, Venturers and Rovers:

- [Let's Chill](#)
- [Physical vs Mental Fitness](#)
- [Kids Help Phone](#)—Learn about the importance of self-care and find great learning resources.
- [Worry Rockets](#)
- [Breathing Balloons](#)
- [Kids Help Phone Wheel of Well-Being](#)
- [Mindfulness Colouring Book](#)

CHALLENGE 7 | NOVEMBER 15-21

ROCKIN' OUT

Safety tips:

- Use the Plan-Do-Review process as a tool to identify and manage risks associated with various activities. Risks that are identified can be prevented. Use the right equipment for different activities. View our [safety tips](#) for helpful resources to conduct safe activities.

Virtual meeting:

You can still get active from the comfort of your own home. Find a yoga, Zumba or dance routine online and try to follow it as a Section. You might feel silly at first, but it's a great way to get moving at home—not to mention having fun together!

If that's not your speed, you can share a guided meditation with your Section and go through the process of meditation as a team. repurpose or reuse instead!

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #3—Good Health and Well-Being:

[Egg Drop](#), [Delicious and Nutritious](#), [Create Your Own Triathlon](#), [Concussion Simulation](#), [Ultimate](#), [Totally Tubular](#), [Ticks You Off](#), [That's a Stretch](#), [The Playground Workout](#), [Medics on the Scene!](#), [Germs](#), [Flavours of the Rainbow](#), [Mutation Creation](#), [Positivity Tree](#), [Erasing the Stigma](#), [Desktop Zen Garden](#), [Concussion First Aid](#), [Return to Play](#), [Practice Makes Perfect](#), [On Your Bike](#), [Hike a Marathon](#)

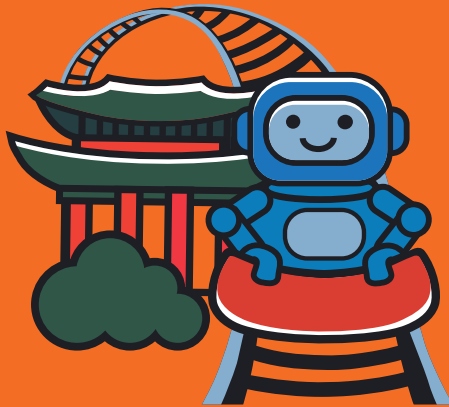
Review:

- Did you try an activity that you have never done before?
- Why is it important to get mentally fit as well as physically fit?
- What activities can you build into your fitness routine that develop your mental and physical health?
- How might your life be different if you lived in the Philippines?
- How would you prepare for a long hike to the summit of Mt. Pulag?

Supplies list:

- Buff





CONTRAPTION ACTION

CHALLENGE 8 | NOVEMBER 22–28

Sustainable Development Goal: [#9 Industry, Innovation, and Infrastructure](#)

Country: South Korea

Meeting Length: 20 min–1 hour

Gadget: ALL PREVIOUS GADGETS

Now that you're mentally and physically ready for anything after last week's adventure in the Philippines, hold on to your hat—the compass has transported you to South Korea!

South Korea is known for innovative businesses like Samsung or creating inventions like the first cancer-fighting nanobots. With technology advancing and cities growing in various parts of the world, we need to be creative in how we plan for the future, making sure that everyone can be a part of our society.

Have you ever done an activity related to STEM (Science, Technology, Engineering, Mathematics)? If so, you've already worked towards [Goal #9 Industry, Innovation, and Infrastructure](#). What better place to further sharpen your STEM skills than South Korea?

While they continue to plan the World Scout Jamboree 2023, your South Korean Scout friends have lent you their robot to show you around Seoul. Oh no, the robot's hard drive fan is malfunctioning! It quickly overheats, sparking a small fire. Your Section must spring into action, using all of the **GADGETS** in your pack that you've collected so far, to extinguish the fire.

In this final week of our challenge, it's time to put your creativity and innovation to the test as you build a [Rube Goldberg machine](#). Get resourceful with your **GADGETS** and other items to build a chain reaction that can safely put out a small flame.



Challenge:

Use at least six of the seven **GADGETS** that you have been collecting and incorporate them into your machine: Rope, Matches, Mug, Headlamp, Buff and Foil.

As a team, build a Rube Goldberg machine that can put out a small flame (like a candle) or turn off a light switch. Mark an imaginary "high voltage" area for each team. No members of the team can step into the high voltage danger zone. Give each team the same supplies—you can choose what to use in addition to your 6–7 **GADGETS**; some fun ideas to think about are spars/bamboo poles, string, elastics or marbles.

Without stepping into the high voltage zone, teams must safely extinguish the small flame (or turn off the light switch). There is no right or wrong way to do this, so let the creativity flow!

Supplies needed:

Per small team:

- For your contraption: long spars or poles (NOT tent poles), elastics, markings for the high voltage zone, newspaper and any other supplies you think might be fun.
- For the Rube Goldberg machine: The **GADGETS** that have been collected so far on the journey (one of each item per team is enough; the Section must use at least six of the seven **GADGETS**). Use anything else that you think may be fun (balloons, elastic bands, blocks, dominoes, pencils, toy cars, etc.).



It starts with Scouts.

CHALLENGE 8 | NOVEMBER 22–28

CONTRAPTION ACTION

Safety tips:

- A reminder in preparation for this challenge (or any challenge) is to identify the potential safety concerns. Understand what kind of personal protective equipment (PPE) might be required and think about possible dangers that could happen so that you have the necessary equipment to minimize or eliminate those hazards.

When you have the safety rules in place, you can have even more fun knowing you and your friends are safe.

Virtual meeting:

If you're at home this week, gather the supplies to [build your own rollercoaster!](#) What will you do to keep the marble from falling off the track? If you're not able to cut the cardboard yourself, you can make your rollercoaster out of LEGO or other building blocks and use paper to form the track.

Other activities to explore the SDGs (through the Scouts for Sustainability program)

SDG #9—Industry, Innovation and Infrastructure:

[Blast Off](#), [Robotic Hand](#), [Break a Toy Apart](#), [Catapults](#), [Newspaper Towers](#), [Don't Catch the Cold!](#), [Speed Stacker](#), [Pixel Programming](#), [Designer Space Station](#), [Scale Model](#), [Invention Master](#), [Paper Prototyping](#)

Other activities to try:

- [Build Your Own Rollercoaster](#)
- [Do the Robot](#)

Resources to take the activity further or enhance it for Scouts, Venturers and Rovers:

- [It's complicated \(Machines\)](#)
- [Invention Master](#)
- [Canada Learning Code](#)
- [Pizza-Making Rube Goldberg Machine](#)

Review:

- How could you build in automation so that your machine works better?
- How do we use technology in everyday life?
- How does changing technology make our life easier?
- What inventions is South Korea famous for?

Supplies list:

- Small flame (candle, etc) or light switch
- Matches
- Mug
- Headlamp
- Foil
- Circular Object
- Buff
- Optional: Dominos, spars, bamboo canes, elastic,
- Marbles, etc.





It starts with Scouts.

AROUND THE WORLD IN 60 DAYS

MEETING:

Canadian Path
Navigator—LEVEL:

Wash/Sanitize hands—Clean any equipment being used.

Welcome (5 min)

- Gathering game
- Welcome everyone to the meeting and wait a couple minutes for everyone to arrive.

Opening (10 min)

Game:

Wash/Sanitize hands—Clean any equipment being used.

Dates to be aware of:

Plan (15 min)

Have a body break! Stand up, do some stretches or dance moves and shake it out before jumping into the activity.

Do (20 min) Split into small teams of between 6–8 youth. Work in these teams for the whole activity.

What's Next?

Wash/Sanitize hands—Clean any equipment being used.

Review and Closing (15 min)

Weekly Update to Parents



FAQ

When does the Around the World in 60 Days challenge start?

October 4, however, the Scouter's Guide and details required to facilitate the challenge will be shared with Scouters ahead of time so that you have time to plan, do the Adventure Application Form if needed, gather supplies etc. **The final week of challenges is November 22.** To build anticipation and make this challenge as exciting and fun for Scouting youth as possible, be sure to keep each week's activity secret from the youth until they are revealed each Monday by Scouts Canada on our social media channels and Scouts.ca.

Our Group is still Scouting virtually, we won't be able to do it.

All activities can be done at home with parents or with your Group. You will have to be a little more creative, but we will reward virtual Scouters as well with awesome prizes. Each challenge includes Virtual Meeting options.

How do we earn the crest? And is there more than one crest to be earned?

There is an 8-piece composite crest that can be earned by completing at least 6 of the 8 challenges. The composite

crest is made up of individual crests, one for each challenge.

And yes, there will be some limited edition ghost crests available for prizes too!

What if we cannot do the activity as described?

You can change it to suit the needs of your youth and their abilities. We have tried to leave the activities open ended so that you can easily adapt them. These scenarios and global destinations are meant to engage the imagination—they are NOT based on reality. Each week's story brings the activity to life with a fun narrative, inspiring even more fun for that week.

How do I run this for my Section?

Each Monday, from Oct. 4–Nov. 22, a video will be released by Scouts Canada on our social media channels and Scouts.ca. Each video will feature Scouts from around the world as they describe the challenge and how it ties back to the global Sustainable Development Goals. Share the video with your Section to help plan your adventure, and don't forget to have fun! After you have completed your week's activity—we will ask you to fill in a short (and we do mean short) form to confirm participation, earn crests and compete for bragging rights.

We won't be able to participate one of the weeks, or we don't want to do the activities in order. Will that impact the rest of the challenge?

We have developed an overarching storyline to enhance the challenge and help youth imagine that their activities are taking them on a fun, around-the-world expedition; however, each week can be done as stand-alone activities.

Can we do other activities after this is finished?

Yes, you can take it as far as your youth are interested.

I don't have Wi-Fi where I meet, how can I play the videos?

You can download them to a device, you can send them ahead of the meeting, you can ask the youth to tune into YouTube each week at home before they arrive at the meeting, or you can play it as the opening to your virtual meeting.

You will be able to find all the tools, videos and creative assets you'll need once they are posted in advance of Oct. 4, on our Trello board.

Are there prizes?

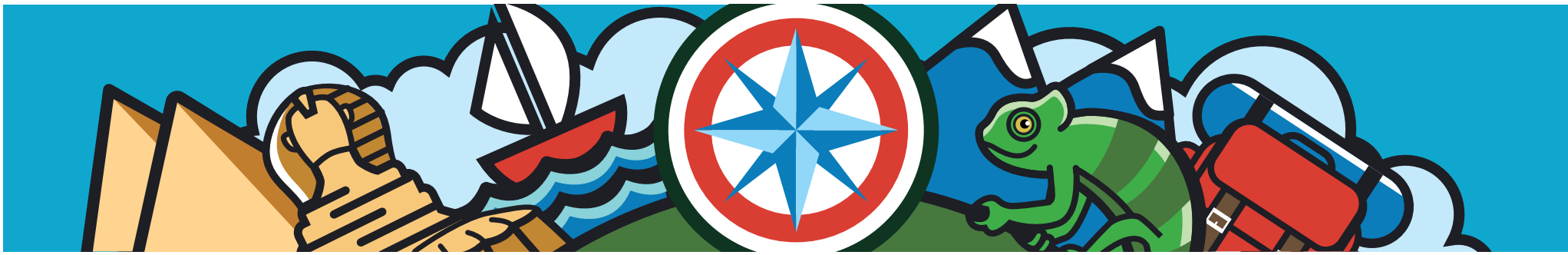
Yes, there are going to be prizes, check out our Incentives (pg. 28).

My youth don't want to do the activity set for my Section, can I do a different Section's challenge?

Yes, absolutely!

What comes next?

Continue having adventures and see how many connections you can make to the 17 Sustainable Development goals. There are 3 themes with 3 tiers (Bronze, Silver and Gold). See how many you can complete! Go to [this page](#) for lots more information.



CHALLENGE INCENTIVES

How rankings, weekly prize winners and the grand prize winner are determined.

Leaderboard

Each Monday, the Around the World in 60 Days Leaderboard will be updated with Region rankings, Top 3 Councils per Region, Pictures of the Week for each Region and Top Trekker (Section) voting options.

Regions

The country is roughly divided into three regions for the purposes of the Around the World in 60 Days challenge:

The Western Region includes the following Councils: Fraser Valley, Pacific Coast, Cascadia, Chinook, Northern Lights and Saskatchewan

The Central Region includes the following Councils: Battlefields, Central Escarpment, Greater Toronto, Manitoba, Northern Ontario, Shining Waters and Tri-Shores

The Eastern Region includes the following Councils: Quebec, Voyageur, New Brunswick, Newfoundland & Labrador, Nova Scotia, PEI and White Pine.

Weekly rankings of the three Regions will be based on the number of Groups within that Region participating each week.

No weekly prizes are awarded for Regions. Bragging rights only.

Top Councils per Region

The Top 3 Councils per Region will be determined by the number of youth participating within that Council.

Again—no prizes for Top Councils, just glory.

Picture of the Week—Each Region

Each week, a photo will be randomly selected from the activity submissions to spotlight the fun adventures youth are having as they take on each challenge.

No prizes are awarded for Pictures of the Week, only fame.

Weekly Top Trekker—Voting and Weekly Prizes!

At the conclusion of each week, one Section within each category (Beavers, Cubs, Sr. Sections and Virtual) will be randomly selected to determine showcase that week's activity.

Scouts and Scouters will use the link on the Leaderboard to vote for which one of the four Sections will win the weekly prize and be that week's "Top Trekker"! Links to vote will also be on the Scouts Canada Facebook page.

Voting is only open for two days (Mondays and Tuesdays each week) and the winner will be announced on Wednesdays. For example, Week 1's winner will be announced the Wednesday of Week 2.

We'll have prizes for Scouters and youth, and will be shipped to the Scouter contact for the winning Section at the conclusion of the Around the World in 60 Days challenge.

A picture of each Section (from activity submissions) will be added to the Leaderboard on the Monday following the completed week.

Skills Night Prizes—Weekly Prizes for Scouters

You may have noticed we have a ton of fun Skills Nights for Scouters to help you prep in advance for the Around the World in 60 Days challenge and each week's activity. Guess what? You can win weekly prizes by just joining in the fun!

A winning Scouter will be selected at random from the participant list of that week's Skills Night. These quality prizes will spruce up your gear collection so you can take your camping experience to the next level!

Info Session Prizes for Scouters

Along with weekly prizes for attending Skills Nights workshops, we also have some great Scouts Canada swag to give away at each of the Info Session nights. Everyone one can use a Scouts Canada hoodie right? We're giving away one hoodie per Info Session night—so make sure to sign up!

GC Gamechangers—Weekly Prizes for Group Commissioners

We see all the hard work you're doing to keep your Scout Group active, organized and at the top of its game throughout our Around the World in 60 Days challenge. That's why we want to say thanks each week by giving one Group Commissioner a prize!

Winners will be randomly selected from the list of activity submissions.

Grand Prize—Each week, Sections will submit their online activity forms after completing each week's Around the World in 60 days challenge. Each submission will be added to the Grand Prize draw at the conclusion of Around the World in 60 Days challenge.

Sections must submit a minimum of six online submission forms (six out of a possible eight weeks), to be entered into the final draw.

On December 2, a winner from all qualified entries will be randomly selected as the Grand Prize winner. The winning Group will win an exciting prize that is valued at \$2,000 CAD!

What are the weekly prizes?

Well, besides bragging rights and overall fame and glory for that week, weekly prizes will include great Scout Shop swag, like multi-tools, branded knife lockbacks, plush toys, toques, glow in the dark water bottles and more!

Wait! What about the Ghost Crest?

Part of the goal of the Around the World in 60 Days challenge is to participate, share, learn and have fun! We'll be watching social media and looking out for those Sections who are demonstrating fun and

creativity as they take on each challenge. The more innovative and resourceful, the better!

Make sure you use #ExplorersNeeded and tag @ScoutsCanada so we don't miss your posts on social media. There are only 300 glow-in-the-dark Ghost Crests available, so don't forget to share your photos for a chance to be the weekly winner!

PRIZES	
TOP TREKKER	1 winner (Section) per week
Ghost Crest—Glow-in-the-dark!	1 winner (Section or Group) per week
Skills Session Prizes	1 Scouter winner per week
GC Gamechanger Prizes	1 Group Commissioner winner per week
Grand Prize	1 Group





It starts with Scouts.

SCOUTING IS A GLOBAL MOVEMENT

Thank you to our friends from around the world!

In building the Around the World in 60 Days challenge, Scouts Canada was joined by fellow National Scout Organizations (NSO) from across the globe. Together, our values align within the World Organization of the Scout Movement (WOSM).

We had a blast teaming up with the following NSOs to inspire the storyline for each week's activity. They contributed fun and motivating videos to help our Scouting community kick-off each week's challenge with excitement.

SCOUTS.CA



Scouts Australia



Scouts de Argentina



Egyptian Federation for Scouts and Girl Guides



YMCA-Scouts, Denmark



Scouts New Zealand, Scouts Aotearoa



Boy Scouts of the Philippines



Korea Scout Association

THANK YOU TO OUR PARTNERS



Ocean Wise (Week 1—Making Waves)

Ocean Wise Conservation Association Ocean Wise is a globally focused conservation organization on a mission to protect and restore the world's oceans. Through research, education, direct-action conservation and field projects, we empower communities to take action for ocean health.

Ocean Wise has collaborated with Scouts Canada with webinars for Scouter Conferences and helped build fun activities for our Activity Finder.

Zero Waste Canada (Week 4—Light up the night)

Our mission is to help individuals, businesses, and governments transition to a circular economy, making the use of landfills, incinerators, and waste-to-energy plants obsolete.

Zero Waste Canada are a new partner that are helping us build webinars and activities for our Activity Finder to navigate the Sustainable Development Goals.

Earth Rangers (Week 5—Survival)

Earth Rangers is the kids' conservation organization, dedicated to educating children and their families about biodiversity, inspiring them to adopt sustainable behaviours, and empowering them to become directly involved in protecting animals and their habitats.

Earth Rangers has collaborated with Scouts Canada with webinars for Scouter Conferences and helped build fun activities for our Activity Finder.

Kids Help Phone (Week 7—Rockin' Out)

We are always open, providing a safe and trusted place for young people in any moment of crisis or need.

Kids Help Phone has collaborated with Scouts Canada with webinars for Scouter Conferences and helped build fun activities for our Activity Finder.



Exploring by the Seat of your Pants (Week 2—Break the Ice)

Exploring by the Seat of your Pants aims to inspire the next generation of scientists, explorers and conservationists. We do this by bringing science, exploration, adventure and conservation live into classrooms through virtual speakers and field trips with leading experts across the globe.

Exploring by the Seat of your Pants are a new partner that is helping us build webinars and to be a great resource as our Scouters navigate the Sustainable Development Goals.



4-H Ontario (Week 3—Water De-Nile)

Together with our partners, we offer innovative, youth-centred programs that provide meaningful, positive experiences designed to build confidence, positive self-identity, self-esteem, and a sense of achievement.

4-H Ontario has collaborated with Scouts Canada with webinars for Scouter Conferences and helped build fun activities for our Activity Finder. They are also offering youth webinars throughout the Fall Challenge on the Sustainable Development Goals.

