

5 CONTINENTS. 8 COUNTRIES. 1 EXPEDITION.

# AROUND THE WORLD IN 60 DAYS

Parents' Guide

SCOUTS.CA



It starts with Scouts.

# AROUND THE WORLD IN 60 DAYS

## FAMILY FUN

While the Around the World in 60 Days challenge is being run by Scout Groups, families can join the fun too! Each week's activity has additional resources, tips and ideas for expanding the theme with activities.

Whether it's a family night hike, meditation, STEM experiment or more, there are many ways for your family to take our challenge to the next level!

Don't forget to capture photos of your family (or fun moments of your child participating with their Section) and share them on social media, you may find yourself on Scouts Canada's national channels! Be sure to tag @ScoutsCanada and #ExplorersNeeded for a chance to be featured.

There will also be fun, informative and engaging webinars to tie to our Scouts for Sustainability program. Check out our [full calendar of Around the World in 60 Days events](#).

## 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, youth will visit eight different countries with their Sections, 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, youth can imagine that their Scout Group is able to ping around the globe to different destinations quickly. In each country they'll be faced with a fun challenge or activity to champion as a Section. Once completed, their Section can collect a crest for that week and eventually curate the full composite crest!

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).

If your family participated in the Great 8 Challenge earlier this spring, then you may be familiar with the structure of how this Around the World in 60 Days challenge will go—weekly prizes, new activities to look forward to, social media sharing and more!

Get ready for an adventure-filled, fun eight weeks that will connect youth with Scouts from around the world, while also helping Sections leave a lasting and positive impact in their communities.

**Stay in the loop of your child's adventure with this Parents' Guide! You'll get a head's up on the exciting, fun challenges we have in store for your child's Scouting experience, and we'll also include tips on how you can engage in the fun too.**

### 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.



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# CHALLENGE OVERVIEW

October 4–10 AUSTRALIA	October 11–17 ARGENTINA	October 18–24 EGYPT	October 25–31 DENMARK
<p><b>Story:</b> It's your first time using the transporting compass. You were aiming for Argentina but have found yourself in Queensland, Australia! Thankfully, you're near one of the best places on the planet for studying marine life—the Great Barrier Reef.</p> <p><b>Activity:</b> Build a raft or boat to sail into the Coral Sea to explore the rich biodiversity of the Reef! Bring your GADGET (rope) with you on the boat, it'll come in handy on your adventure.</p>	<p><b>Story:</b> Great news! The transporting compass worked like a charm this time and you've successfully reached the Patagonia region of Argentina. The weather is cold and night is near, so you need to light a fire fast but your GADGET (waterproof matches) have frozen into a block of ice. Rope in some Argentinian Scouts to help you retrieve them!</p> <p><b>Activity:</b> How will you work together with Argentinian Scouts to learn about glacial melt and the impact of climate change so that you can safely light a fire to keep warm?</p>	<p><b>Story:</b> Last's week's glacial adventure was intense! You've landed in Egypt and the climate is hotter and dryer than you're used to. Good thing the Nile River is nearby, which allowed Egyptians to have more control over their agricultural expansion. Find a GADGET (mug) to hydrate and water your crops!</p> <p><b>Activity:</b> Some Egyptian Scouts have offered to show you a few hacks and tips for tapping and irrigating water. Learn the basics of how water is key to living more sustainably on local, homegrown items!</p>	<p><b>Story:</b> 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?</p> <p><b>Activity:</b> Your new friends want to take you on a night hike to see the stars, far from the light pollution of the city. As you embark on a nighttime adventure, don't forget your GADGET (headlamp) as you learn about the community importance of electricity and lighting.</p>
November 1–7 SRI LANKA	November 8–14 AOTEAROA (NEW ZEALAND)	November 15–21 PHILIPPINES	November 22–28 SOUTH KOREA
<p><b>Story:</b> 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!</p> <p><b>Activity:</b> Humans are animals, just like the wildlife around us. Learn from our fellow animals and their ability to adapt to changing environments. How does the changing climate force wildlife to survive (by adapting or migrating), and how will your GADGET (Foil) help you to withstand the weather?</p>	<p><b>Story:</b> Let's use your transporting compass to ping southeast to Aotearoa (New Zealand). While last week you explored 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. Grab your GADGET (circular object) and let's go!</p> <p><b>Activity:</b> Imagine a world where everyone feels included and respected—where uniqueness is celebrated. Together, let's talk about Reconciliation: what it means, why it's important and how to start a learning journey. You can also get outside to tour your community and learn about how its history impacts Indigenous peoples in the present.</p>	<p><b>Story:</b> You've been transported 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!</p> <p><b>Activity:</b> The trail is long, and at times there can be rough terrain. Train first by building an obstacle course and getting active! Maybe you're physically ready but you're nervous about heights. Flex your mental muscles to get adventure ready! Whichever you choose to train, mind or body, you'll need this GADGET (Buff).</p>	<p><b>Story:</b> 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. What better place to sharpen your STEM skills, while meeting Scouts who are helping to plan World Jam 23'!</p> <p><b>Activity:</b> While they continue to plan WJ23, 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. Using the GADGETS you've collected, create a device put the fire out! (Rube Goldberg Machine)</p>





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.

**Sustainable Development Goal: #14 Life Below Water**

**Partner:** [Ocean Wise](#)

**Country:** Australia

**Meeting Length:** 20 min–1 hour

**Gadget:** Rope

**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.)

**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](#)



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**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

**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

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!



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.):

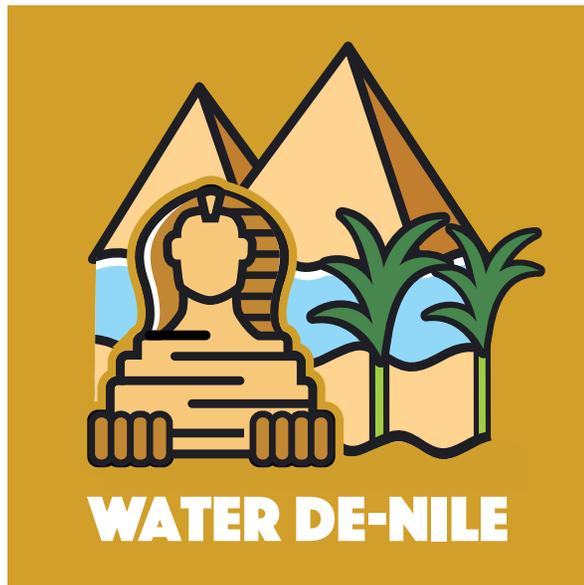
- Prepare in advance: Block of ice with matches frozen inside
- Container for the water/ice, matches, protective bag for the matches
- Optional: Use a bucket or tub for each group to hold their ice (if you’re inside or don’t want to make a mess)
- Optional: Supplies to make the task easier like a hairdryer, 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.



Last's 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.

**Sustainable Development Goal:** [#2 Zero Hunger](#)

**Partner:** [4-H Ontario](#)

**Country:** Egypt

**Meeting Length:** 20 min–1 hour

**Gadget:** Mug

**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)

**Other activities to try:**

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

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

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



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## LIGHT UP THE NIGHT

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

**Partner:** [Zero Waste](#)

**Country:** Denmark

**Meeting Length:** 20 min–1 hour

**Gadget:** Headlamp

**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!



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!



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.
- 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.
- Use oven gloves and try to string cheerios onto a piece of spaghetti.
- Enjoy a bean bag tossing game.

**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.

**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!



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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?

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

**Partner:** [Earth Rangers](#)

**Country:** Sri Lanka

**Meeting Length:** 20 min–1 hour

**Gadget:** Foil

**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:**

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



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**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.

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.



**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](#)



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**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 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.

**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.

**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, Tsuutina, 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 19<sup>th</sup> 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

**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.



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.



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

**Partner:** [Kids Help Phone](#)

**Country:** Philippines

**Meeting Length:** 20 min–1 hour

**Gadget:** Buff

**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.



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

**Country:** South Korea

**Meeting Length:** 20 min–1 hour

**Gadget:** All previous GADGETS

**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.

Now that you’re mentally and physically ready for anything after last week’s adventure in Spain, 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.



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.).

**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](#)



It starts with Scouts.

## FAQ

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

The Challenge starts **October 4** and runs for eight weeks finishing the week of November 22. All sections that are planning to participate in the Challenge are keeping the weekly activities a secret to build up anticipation and make it as fun and exciting for Scouting youth as possible. Most groups will follow the order of the Challenges, but it's not necessary. Some groups might do an activity in a different order due to scheduling or similar and that's OK. Each week's challenge will be revealed on the Monday of that week on Scouts Canada's social media channels and Scouts.ca

### My child's 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.

**Scouts.ca**

## CHALLENGE INCENTIVES

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

#### 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 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.

#### 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. Don't worry parents, your Section Scouter will take care of all of this!

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

**Grand Prize:** 1 Group



It starts with Scouts.