

Camp@Home2 – The Jamboree

Activities Booklet

31st July – 2nd August 2020



Issue 1: 25th July 2020

Introduction

For Camp@Home2 we're again aiming to provide a mix of online and offline activities. This is to provide a healthy balance between using technology and doing other things, hopefully outdoors.

We have main events which we hope that everyone will join in with and these are listed below (click on the event name to go to the session):

Friday 31st July



[Opening Ceremony](#)

Live songs and dancing, videos and chat, plus the winner of our [Durham Scouts Camp@Home2 - Design a Badge](#) competition
(Open to 10,000 connections)

Saturday 1st August



[Breakfast Club](#)

Join us for some chat and your camp breakfast
(Open to 10,000 connections)



[Wide Game](#)

Join in with our crazy family challenge or take part as an individual
(Open to 10,000 connections)



[Camp Fire](#)

Songs and sketches, including some of your requests
(Open to 10,000 connections)

Sunday 2nd August



[Brunch Bunch](#)

Enjoy a little lie in and join us for our international themed brunch
(Open to 10,000 connections)



[Closing Ceremony](#)

Time to say goodbye with more fun, songs and dancing, plus a look back over the Camp@Home2 highlights
(Open to 10,000 connections)

There are workshops which you can join in with (registration is required for some because numbers are limited)

It isn't a competition – you can do as many or as few activities while you're on [Camp@Home2](#) as you want – it's up to you.

During the camp there will be activities to complete off-line. Some of these will be associated directly with the camp element of [Camp@Home](#), such as pitching your tent or building your den, cooking supper, lighting a small campfire and cooking breakfast¹

Some of these ideas are contained in or linked from this document, and others will be 'pop-up' activities we'll share live (in the [Camp@Home Facebook Group](#) and on the [Camp@Home web page](#)).

Please note that [Camp@Home2](#) is open to all. You don't need to be a member of Durham Scouts to take part. Scouts from outside Durham are welcome to join in, as are families with no connection to Scouting.

Camp Activities

The camping activities you can expect to do as part of [Camp@Home2](#) are as follows:

- **Build and prepare your camp site** on the Friday. This may involve
 - Pitching a tent or slinging a hammock in your garden or back yard (or the garage, or even indoors)
 - Setting up a bivouac on your balcony, in your porch or in your garden
 - Building a den, blanket fort etc indoors

Think ahead of time where you will camp (you may already have done other camps at home in the previous weeks and months). When planning your camp site, please check the weather forecast ahead of time and make sure that the location is suitable and safe.

- **Lighting a fire.** If you have a suitable outdoor space (a garden or back yard) and you can do so safely, you may wish to build a small fire to join in with the online campfire or to cook on. Please consider the risk to yourselves, your property and any neighbours property. You could also find a video of a campfire to display on a monitor indoors, to help create the right atmosphere (e.g. <https://www.youtube.com/watch?v=qsOUv9EzKsg>).
- **Camp@Home** – the clue is in the name. To properly take part in [Camp@Home2](#), you need to sleep where you've set up your camp site and not in your own bed.
- **Cooking supper / breakfast / bunch.**
 - If you'd like to, you could use your outdoor fire to prepare your meals. We'll be inviting you to toast marshmallows (using a candle indoors) or make 's'mores' and you might want to make some hot chocolate.

¹ All activities on [Camp@Home](#) must be approved and/or appropriately supervised by parents/carers, who are responsible for the safety of the children in their care. If your child is not confident in an activity, please supervise and support them as needed. Do not undertake activities with which you are not comfortable and please read our Safety and Safeguarding document.

- For 'breakfast club' and the 'brunch bunch' we're going to ask everyone to join us. You may want to cook outdoors (weather permitting) or cook indoors – either is fine
- **Strike Camp.** After the closing ceremony we expect you to tidy up and put everything away properly. When Scouts leave an overnight camp, no-one should know that they've been there!

With all these activities, you may want to tell your neighbours why you are camping in your garden or lighting fires - we're sure they'll understand.

Pop-Up Activities

Pop-up activities will be posted in the [Camp@Home Facebook Group](#) and on the [Camp@Home web page](#) over the course of the weekend and will provide a surprise, fun element to the camp.

These will be simple activities or fun challenges which can be done with little or no equipment, or using everyday things you can find around the house.

We hope that you'll share photos, videos and stories of your taking part in pop-up activities (and everything else) in the in the [Camp@Home Facebook Group](#)

STEM Sessions

Our friends from North East STEM Ambassadors (Science, Technology, Engineering and Maths) have planned ten activities for us. Some are pre-recorded and most are live, but there will be things for you to join in with for all of them.

These sessions are (click on the session name to go to the session):

● The Truth About Dinosaurs	(10.00am – 11.00am, Saturday 1 st August)
● Magic Balloons, Volcanoes & Lava Lamps	(11.30am – 12.30am, Saturday 1 st August)
● Cyber Professional or Cyber Criminal: Which Will You Be?	(1.00pm – 2.00pm, Saturday 1 st August)
● Paper Aeroplanes and Aviation	(2.30pm – 3.30pm, Saturday 1 st August)
● Science Story Time	(4.00pm – 5.00pm, Saturday 1 st August)
● How to Groom a Horse	(6.30pm – 7.30pm, Saturday 1 st August)
● Make your own Rocket Launcher	(10.30am – 11.30am, Sunday 2 nd August)
● Blood Typing	(12 noon – 1.00pm, Sunday 2 nd August)
● Make Your Own Juggling Balls and Learn How to Juggle	(1.30pm – 2.30pm, Sunday 2 nd August)
● Bloodhound - Breaking the Land Speed Record	(3.00pm – 4.00pm, Sunday 2 nd August)

If you complete enough STEM workshops, and with the agreement of your leaders you could meet some of the requirements the [Cubs Scientist Activity Badge](#) or [Scouts Scientist Activity Badge](#)

For more details of these sessions see the Events on the [Camp@Home Facebook group](#) or the [Camp@Home2 programme webpage](#)

Workshops

We also have lots of interactive workshop sessions, but due to the nature of the activities and Zoom licensing, numbers will be limited.

These workshops are accessible by pre-registration only. Registration opens at 10.00am on Saturday 25th July and closes at midnight on Wednesday 29th July.

To register for any of the following sessions, visit

<https://forms.office.com/Pages/ResponsePage.aspx?id=WLCQE3a07ECXVjT1dhskaqY4GpPsEA9OufAc2f45kLRURUVSWDNPUEJMRVFXSjJSSUtKM1FOVFIyWS4u> before midnight on Wednesday 29th July

• Storytelling with Conrad (1) [25 places]	(8.15pm – 9.00pm, Friday 31 st July)
• Storytelling with Conrad (2) [25 places]	(9.15am – 10.00am, Saturday 1st August)
• Storytelling with Conrad (3) [25 places]	(10.30am – 11.15am, Saturday 1st August)
• Drumming workshop [250 places]	(11.45am – 12.30pm, Saturday 1st August)
• Zendoodling workshop (1) [250 places]	(1.15pm – 2.00pm, Saturday 1st August)
• USA/UK Linkup (1) [15 places]	(2.00pm – 2.45pm, Saturday 1st August)
• Yoga workshop [250 places]	(2.45pm – 3.30pm, Saturday 1st August)
• USA/UK Linkup (2) [15 places]	(3.30pm – 4.15pm, Saturday 1st August)
• Fire building workshop [250 places]	(4.15pm – 5.00pm, Saturday 1st August)
• USA/UK Linkup (3) [15 places]	(5.00pm – 5.30pm, Saturday 1st August)
• USA/UK Linkup (4) [15 places]	(7.30pm – 8.15pm, Saturday 1st August)
• Storytelling with Conrad (4) [25 places]	(10.30am – 11.15am, Sunday 2nd August)
• Storytelling with Conrad (5) [25 places]	(12 noon – 12.45pm, Sunday 2nd August)
• Zendoodling workshop (2) [250 places]	(1.30pm – 2.15pm, Sunday 2nd August)
• USA/UK Linkup (5) [15 places]	(2.15pm – 3.00pm, Sunday 2nd August)
• Rhythm workshop [250 places]	(3.00pm – 3.45pm, Sunday 2nd August)
• USA/UK Linkup (6) [15 places]	(3.45pm – 4.30pm, Sunday 2nd August)

For more details of these sessions see the Events on the [Camp@Home](#) Facebook group or the [Camp@Home2 programme webpage](#)

(If you're getting a little confused with all the timing, it might be easier to take a look at the Events on the [Camp@Home](#) Facebook group or the [Camp@Home2 programme webpage](#). There's also a handy three page Basic Programme document in the Files section of the [Camp@Home](#) Facebook group and on the main [Camp@Home webpage](#).)

Planned Activities

Depending on how much time you have available, you may want to take part in any of the following activities (or all of them?).

Alongside this document we will be publishing an equipment list of items you will need to take part in [Camp@Home](#), both the camping elements or the activity elements. This is to provide families with some time to obtain items if needed. You can find the equipment list in the Files section of the [Camp@Home](#) Facebook group and on the main [Camp@Home](#) [webpage](#)

Our thanks to all those volunteers and organisations – many from around the world – who have shared some of these ideas.

1. Fire Building Challenge

This activity should be appropriately supervised.

Almost anyone can light a fire – the trick is to not just make a flame, but to build and sustain a fire which would be suitable for a campfire, for cooking on, or to keep you warm.

To complete this challenge, you'll need somewhere safe to build and light a fire. You could clear some ground in your garden, use a corner of your back yard or place an old slab on a piece of lawn.

Also don't forget the fire building workshop on the Saturday afternoon.

DO NOT light open fires indoors or on balconies.

How Does a Fire Work?

For a fire to work you need fuel, heat and oxygen (air). For wood to catch light it needs to reach a temperature of around 400 degC, which is difficult to achieve if your wood is wet, or if you try to apply a tiny flame to an enormous piece of wood.

If the wood is wet (or 'green' – from a living tree) most of the heat just turns the water or sap to steam. To build a fire you need to sustain a flame long enough to heat small pieces of wood to the point where all the moisture is driven out and it catches fire. You then use that to heat larger and larger pieces of wood until you eventually sustain a fire.

You'll need to collect materials to light your fire.

Tinder

Tinder is anything that will catch fire easily once it is hot enough. It's generally fine material with a loose structure that allows air in. It should be dry and catch fire from your ignition source. Ideally it will burn for a minute or more, to set your smallest kindling alight.

You could use

- Cotton wool
- Paper / cardboard
- Lint from a clothes dryer
- Birch bark
- Small dry twigs (no thicker than a toothpick)

Can you think of anything else that would work as tinder?

Kindling

You'll need some 'kindling' – small twigs, stick and branches ranging in size from pencil thickness, to as thick as an adult's thumb. These will need to be as dry as possible, so collect them a few days beforehand and put them somewhere safe and dry.

You'll need more than you think, so aim to fill a bag for life.

Sort them into approximate sizes – cocktail stick, pencil and thumb thickness, with a pile for each size.

Fuel

The fuel for your fire is larger pieces of wood which will burn for some time to give you the heat and light. This will range from thicker branches through to larger pieces of wood such as logs. Ideally these will also be dry, but don't worry too much if they are damp because if you build your fire properly, the heat from your small fire will heat the wood to the point it catches fire.

If your fuel just smokes because it is wet and refuses to catch fire, your small fire is too small and/or is not hot enough.

To sustain your fire, use the flames and heat from the thinner materials such as the small branches to help heat and set light to the larger pieces

Ignition Source

You need a way to set your tinder alight. You can use a flint and steel, the sun and a magnifying glass or even the heat from rubbing sticks together (which is really hard to get right!). Whenever you can, use something reliable – matches (ideally waterproofed using candle wax) or a lighter.

Method

You can build the structure of your fire first (there are all sorts of designs) and place your tinder in the centre, OR you can start and then add your kindling and fuel as you go.

If you add your kindling and fuel as you go make sure that you have all of your kindling and fuel close to hand so that you don't have to go searching for more. Many fires go out because of lack of preparation and not having enough kindling and fuel to build a fire that sustains itself – the fire goes out while you search for more material.

Use your ignition source to set your tinder alight and slowly add your smallest kindling. At all times you need a balance of heat, oxygen (air) and fuel. Don't add too much kindling at once and work through your kindling from your smallest pile to the largest pile. If you add too much material you may need to blow gently to add more air.

Take Photos or Make a Video

As your fire gets started, take photos at various stages (or make a video) to show us how you built a sustainable fire. Post your photos or video on the [Camp@Home](#) Facebook Group to show us how you did.

When your fire is sustainable you can use it for the [Camp@Home](#) camp fire, to cook on, to toast marshmallows or just sit around.

There are plenty of videos on YouTube on how to build and light a fire. Why not watch some and decide what will work best for you?

This activity can count towards the following badge requirements:



Beavers Camp Craft Activity Badge

<https://www.scouts.org.uk/beavers/activity-badges/camp-craft/>

This activity could meet the following requirements:

2. Collect wood and help to build a fire.
3. Cook on a fire or barbeque.

Cubs Backwoods Cooking Activity Badge

<https://www.scouts.org.uk/cubs/activity-badges/backwoods-cooking/>

This activity could meet the following requirements:

1. Show how to light a fire.
2. Help someone prepare a fire for cooking on.
3. Cook something using a billy can.
4. Cook something in the embers of a fire.
5. Cook something on a stick.
6. Show how to make the fire safe when you have finished with it. Extinguish the fire and make the area safe.



Scouts Outdoor Challenge Award

<https://www.scouts.org.uk/scouts/awards/outdoor/>

This activity could meet the following requirements:

4. Prepare and light an open fire
11. (f) Lead the cooking of a meal for the group and (h) Cook a backwoods meal with the group.



Explorers Survival Skills Activity Badge

<https://www.scouts.org.uk/explorers/activity-badges/survival-skills/>

This activity could meet the following requirements:

2. Demonstrate different techniques to light a fire.
3. Show how to build several different types of fire.



2. Build a Mini-Golf Course

There are no badges for this one, but building your very own indoor or outdoor (age appropriate) mini-golf at home is always fun.

You'll obviously need a small ball or balls, something to use as a golf putter and something to make some holes (plastic cups, a small box or beakers will do).

Try and make more than one hole and make your course as interesting as possible. Can you introduce some water or other obstacles to play around? Can you construct some tunnels or tubes for your ball to roll through or some ramps for your ball to go over? Can you construct it with multiple levels?



Challenge your family members to play a round of mini-golf with you – see who can get around the entire course using the fewest possible strokes.

3. Make a Monument

[Camp@Home2 – The Jamboree](#) has an international theme, so why not try to make a model of a famous international monument?

You could make it out of construction toys such as Lego® or you could model it using junk from around the house. If you have any sticks or canes in the garden and some string you could make a pioneering model.

Here are some ideas you might want to try:



The Eiffel Tower,
Paris, France



The Leaning
Tower of Pisa,
Italy



St Basil's
Cathedral,
Moscow, Russia



The Taj Mahal,
India



The Sphinx,
Egypt



The Empire
State Building,
New York, USA

Don't forget to share photos of your monument in the [Camp@Home](#) Facebook group.



Beavers Builder Activity Badge

<https://www.scouts.org.uk/beavers/activity-badges/builder/>

This activity could meet the following requirements:

1. Design a model of something you would like to build. The design can be on paper or a computer.
2. Make a list of all the things you are going to need to build your idea.
3. Build your idea using the things you need. Your model could be made using building blocks, gears or recycled items such as toilet roll tubes or cardboard boxes.
4. Explain to your Lodge Leader, Explorer Scout Young Leader or Beaver Leader how long your build took to finish, if anything went wrong and what you would change if you built it again



Beavers Creative Activity Badge

<https://www.scouts.org.uk/beavers/activity-badges/creative/>

This activity could meet the following requirements:

4. Construct something.
You could do one of these:
 - make something that has moving parts, using recycled materials
 - use Lego or Meccano to build something
 - make something from clay or plasticine



Cubs Artist Activity Badge

<https://www.scouts.org.uk/cubs/activity-badges/artist/>

This activity could be one of the three things needed to complete the Cubs Artist Activity Badge requirements



Cubs Pioneer Activity Badge

<https://www.scouts.org.uk/cubs/activity-badges/pioneer/>

This activity could meet the following requirements:

1. Tie a simple lashing.
4. Build an indoor pioneering project using simple knots and lashings.



Scouts Model Maker Activity Badge

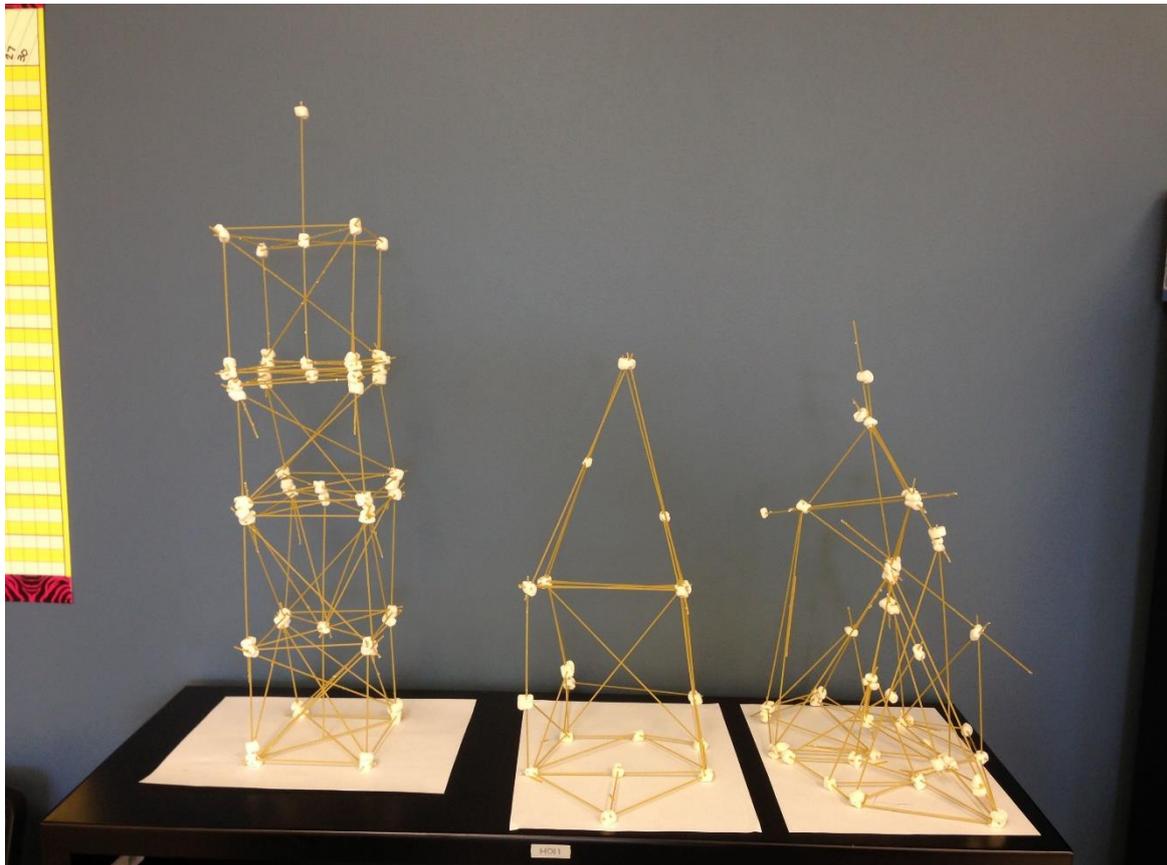
<https://www.scouts.org.uk/scouts/activity-badges/model-maker/>

This activity could meet the following requirements:

1. General model making
 - a. Choose one of these activities:
 - Build a model using a plastic or white metal kit or pre-cast figures.
 - Design and construct a model from a wood, plastic or metal construction set, such as Lego or Meccano.
 - b. Show that you know the different types of kits or parts available in the material you chose.
 - c. Talk about the experience of building the model with a knowledgeable adult.

4. Spaghetti Towers

It's a Scout favourite, but now's the time to get brothers and sisters – and even grown-ups involved.



All you need is a packet of spaghetti and a packet of marshmallows (or several packets if you're feeling ambitious) and we'll see who can build the tallest tower out of just spaghetti and marshmallows. Please remember to post your photos to the [Camp@Home2](#) Facebook group before everything collapses!

The photo above will get you started and there's a great webpage with some design tips at <https://makefuncreating.com/posts/how-to-build-a-tall-spaghetti-and-marshmallow-tower/>

Remember – triangles are generally stronger than squares or rectangles!

5. Rangoli Rice Pictures

In keeping with our international Jamboree theme, why not try making some rangoli pictures. These are traditional Indian decoration and patterns made with rice, particularly during festivals.



A Rangoli is a colourful design drawn on the floor near the entrance to a house to welcome guests. During Diwali, Hindus draw bright Rangoli patterns on the floor by the front door to encourage the goddess Lakshmi to enter their homes.

Rangoli can be square, rectangular or circular. They are traditionally drawn using rice grains, flour, sand or chalk and to make rice rangoli pictures you'll need:

- 4 cups rice
- 3-4 tsp vinegar
- food colouring
- Wax paper
- essential oils (optional)



Warning

Dye will transfer onto whatever surface you are using, so this is best done outside or on a tray/plate or plastic table covering.

Instructions

Combine all the ingredients. You need about 1 tsp vinegar for every cup of rice, but stay on the lower end to reduce the smell a bit. Add in a drop of peppermint oil to make it a little more pleasant smelling as well.

Shake until the colour is evenly distributed.

Set out on wax paper to dry. Make sure to spread it out so that it dries quickly!

Alternative – Use Salt instead of Rice

Add food colouring to salt

Make in advance to ensure food colouring is not as transferable

Add salt gradually until you get the colour you want

Top tip, put salt into a container and add food colouring a little at a time. A container with a lid will allow you to shake the salt to mix in the food colouring.

Alternatively, if you have chalk you can make a rangoli pattern or picture outside your own door.



Beavers Creative Activity Badge

<https://www.scouts.org.uk/beavers/activity-badges/creative/>

This activity could meet the following requirements:

2. Try a Craft



Cubs Artist Activity Badge

<https://www.scouts.org.uk/cubs/activity-badges/artist/>

This activity could be one of the three things needed to complete the Cubs Artist Activity Badge requirements



Scouts Artist Activity Badge

<https://www.scouts.org.uk/scouts/activity-badges/artist/>

This activity could get you started on the requirements for the Scouts Artist Activity Badge



Explorers Creative Arts Activity Badge

<https://www.scouts.org.uk/explorers/activity-badges/creative-arts/>

This activity could get you started on the requirements for the Explorers Creative Arts Activity Badge, and if you stick at it could also count towards your Chief Scouts, Queen's Scouts or Duke of Edinburgh's Awards.

5. Photography

We can all take a snap with a smartphone, but why not take your photography to the next level and bag yourself a badge at the same time?

We even have a competition for you to enter over the weekend 😊

Take a break from the computer and go for a walk in your local area and take your camera with you. You can also take photos throughout the weekend. All photos used must be taken by the young person.

As part of camp we will also be having a photography competition for each section, including Explorers. To enter the competition you will need to complete the following:-

- Present 10 photos that represent what you have been up to over the weekend. These can be edited or collated in PowerPoint, Word or whatever software you have available.
- Please email your entry to cubs@durhamscouts.org.uk. Please include the child's name and section in your email.
- We will be judging each section separately and the winning Cub will be awarded the 2020 F.W. Dunn Photography competition trophy.

www.pixlr.com is a free photo editing software available on line which you might find helpful.

There is also a Photographer Activity Badge that you can go on to earn if you are a Beaver, Cub or Scout. You could use the rest of the summer holidays to complete the following badges requirements:



Beavers Photographer Activity Badge

<https://www.scouts.org.uk/beavers/activity-badges/photographer/>

This activity could start you towards the following requirements:

1. Show how to use a camera to take a good photograph.
2. Take 10 or more photos and show these to your Lodge or an adult.
 - Why do you like these photos? What made you take them?
3. Make something using photos you have taken.

You could make a card, calendar, poster, scrapbook or slideshow

Cubs Photographer Activity Badge

<https://www.scouts.org.uk/cubs/activity-badges/photographer/>

This activity could start you towards the following requirements:

1. Show that you know how to use and look after a digital camera or smartphone camera.



- Show how to change the mode, change the settings, use the zoom function, and transfer photos to another device.
- 2. Take at least five photos of your local area that could be used on a tourist leaflet or website.
- 3. Take photos while you're on a trip, camp or another event.
 - Show 10 of your best photos to someone else after the event. You could present them in a scrapbook, on a screen, in a photo book or some other way.
- 4. Choose one of these activities to do:
 - a. Create two photos of the same thing, one in colour and one in black and white. Compare how the effects change the way the final picture looks.
 - b. Make a short film on a subject of your choice.
 - c. Using a series of photos, make a short animation sequence.
 - d. Edit a photo using a smartphone or editing software. Explain what you have changed and why.



Scouts Photographer Activity Badge

<https://www.scouts.org.uk/scouts/activity-badges/photographer/>

This activity could start you towards the following requirements:

Choose 1 of the following options:

1. Still photography
 - a. Choose one of these two activities:
 - Produce 12 photographs, featuring at least two of these photographic techniques: portrait, still life (or similar), landscape or seascape, sport or action, or timelapse.
 - Produce six black and white photographs, based on a theme of your choice. Explain the steps you took to create them and the impact of using black and white as an alternative to colour images.
You could produce high quality prints on photographic paper or present them on screen.
 - b. Show that you know the main settings on a digital camera or a smartphone camera.
This should include focus and exposure control, and flash settings. Explain the impact of shutter speed and aperture size on the image.
 - c. Describe what accessories are available to use with digital cameras or smartphone cameras.
 - d. Edit a selection of your images, using editing software on a computer or using an app on a smartphone.
This could include cropping, colour, contrast or light levels. Explain what you have changed and how it improved your image.
 - e. Diagnose typical faults that happen at the photographing or editing stages, such as over or under exposure and high or low contrast.
Explain how to reduce camera shake and how to respond to subject movement.

- f. Show that you know how to care for a digital camera or smartphone camera.
2. Video photography
 - a. Produce at least two short films from two of these categories.
 - documentary
 - music video
 - drama
 - comedy
 - advertisement
 - training film

Create a storyboard and script for each of these. Edit the film using editing software on a computer or a smartphone app.

- b. Show that you understand:
 - camera techniques such as panning, zooming, close-ups, long shots and using additional lighting
 - production techniques such as editing, how to avoid jump cuts and maintaining continuity.
- c. Choose one of these two activities:
 - Show that you know how to care for a video camera and accessories, such as storage media, batteries, microphones and lights
 - Discuss the differences between recording video on a video camera, digital camera and a smartphone.

6. Pendulum Painting

Scouts Canada have a range of great ideas to do while we're Scouting from Home, based on their trail card programmes.

For [Camp@Home2](#) we're worried that people won't be getting messy enough, so you might like to have a go at Pendulum Painting.

This is based on the Scout Canada Beaver Scouts Pendulum Painting trail card (see <https://scoutsca.s3.amazonaws.com/2019/01/tcstem-bs-pendulum-painting.pdf> for the full trail card).

Basically, you take a container full of paint, suspend it on some string above some card or paper, allow the paint to flow through the hole in the bottom of the container and as it swings backwards and forward the paint will make a pattern on the card or paper. You could try it with several different colours to make your pattern even more interesting.

Although this is based on a Beaver Scout trail card, children (and adults) of all ages can enjoy this activity but please use water based paints, do it outside or ensure that you have a thick sheet to keep the paint off the best carpet!

PENDULUM PAINTING

RASCAL'S RIVER
Creative Expression

THE ADVENTURE:
Build a pendulum, and then use gravity and momentum to create some unique art by swinging paint. A pendulum is made by hanging a weight on a string. The weight – which is called a "bob" – swings because of the force of gravity.

PLAN:

- Where will you do this adventure?
- What do you know about pendulums? Where do you see pendulums in the real world?
- How will you build a stand for your pendulum? What materials will you need?
- What materials and tools will you need to build your pendulum?
- How will the paint get out of the pendulum bob?

Do:

- Build your pendulum and pendulum bob.
- Mix water and paint so it will flow through the pendulum bob.
- Fill the pendulum bob with your paint and water mixture.
- Pull the bob to the side, open the nozzle, and let it fly!
- Interrupt the motion of the pendulum bob to change the design on your paper.
- What do you notice about the pattern on your paper?

REVIEW:

- What do you know now that you did not know before?
- How did you change the patterns on your paper?
 - What happened to the pattern on the paper as time went on?
- What did you like about this adventure? What did you not like? How would you do this adventure differently?
- What elements of STEM did you use in this adventure? Science? Technology? Engineering? Mathematics?

Canadianpathica the Pond NSERC Centre for Education Scouts Canada

There's also a video to explain this on YouTube at

<https://www.youtube.com/watch?v=27B6L4NwhSE&list=PLJcRIErnbEAW8MU6L3BXmytuoCCgM8n0a&index=2&t=19s>

For a list of things to do during the summer you can check out the full Scouts Canada Scouting at Home play list at <https://www.youtube.com/playlist?list=PLJcRIErnbEAW8MU6L3BXmytuoCCgM8n0a> and a full list of their STEM trail cards are at <https://www.scouts.ca/resources/program-resources/trail-cards/stem-trail-cards.html>

7. S'mores Competition



We're having a campfire and because it's an international camp, what better excuse do we need that to make more S'mores?

Traditionally originating in the USA, S'more are made with Graham crackers, marshmallows and your favourite chocolate (<https://www.allrecipes.com/recipe/22146/smores/>). However, with a lack of Graham crackers we have to be more creative in the UK.

To enter the S'mores competition all you have to do is toast some marshmallows, use biscuits or crackers and chocolate. The rest is really up to you – they can be sweet or savoury (really?), and use whatever additional ingredients you like.

As a family you can come up with different recipes and tell us which ones you like the best.

Post your photos and recipes to the [Camp@Home](#) Facebook Group and let's see who comes up with the most creative and yummiest S'mores!

Here are some ideas...

- <https://sharedappetite.com/recipes/15-creative-smores-recipes/>
- <https://www.delish.com/cooking/recipe-ideas/g2782/smores/>

Be warned – they're S'morish!

8. Make a Model Catapult, Crossbow or a Trebuchet!

A great craft project and hours of fun to play with and this can count towards the same badge requirements as the Make a Monument idea above.

Make a model catapult, crossbow or trebuchet using some simple materials (see equipment list or watch the videos).

We've found some easy instructional videos you can watch, but be creative and modify the designs to make use of what you have around the house. Check out the following videos:

- https://www.youtube.com/watch?v=WpLFC_SOpXs
- <https://www.youtube.com/watch?v=niADsSjtzzs>
- <https://www.youtube.com/watch?v=i6XH-paB67o>

Do not fire your catapult, crossbow or trebuchet at people or pets and be careful of 'back throws' from the trebuchet

9. Edible Camp Fires!

Just in case you get hungry at [Camp@Home2](#), why not make a camp fire you can eat?

Obviously not a real camp fire, but a model edible campfire you can eat at home.

You can make this as simple or as complicated as you like – a simple biscuit and some sweets will work, but you can get as creative as you like. You might want to bake some simple fairy cakes as the bases for your camp fire, add icing and food colouring for some 'grass'.

If you're really feeling creative and confident, you could even make a large cake and decorate it to look like a camp fire, or even a camp fire scene – complete with mini beavers, cubs and scouts.

Some of the photographs below will give you some ideas – and don't forget to post your photos and recipes to the [Camp@Home](#) Facebook Group.



10. Make a Survival Kit

Hopefully you'll never be stranded in the outdoors, far from help. If we plan our activities safely that should never happen, but our motto is 'Be Prepared'.



You can't take everything with you when you go outdoors, but you can prepare a small survival kit to include in your daysack or rucksack.

If you'd like some ideas of what to include, do a search on Amazon.com for 'survival kits'. There are also some useful videos on YouTube, including some reviews of survival kits you can buy.

However, not all of these are designed for use in the UK and only YOU know what is important for your survival.

Remember that the essentials of survival are water, food, and shelter. What would you need to obtain safe drinking water, something to eat and somewhere to take shelter?

What else would you need to ensure your survival?

Take a look at the [Scouts Survival Skills Activity Badge](#) or the [Explorers Survival Skills Activity Badge](#) to give you an idea of what you'd need to do to survive in the wild.

Make a list of the most important things that you'd include in your own survival kit and remember that it shouldn't take up too much space in your rucksack. Put your survival kit together and make sure that you check it regularly, so that you're prepared for anything.

Scouts Survival Skills Activity Badge

<https://www.scouts.org.uk/scouts/activity-badges/survival-skills/>

This activity would meet the following requirements:

2. Put together a personal survival kit



Explorers Survival Skills Activity Badge

<https://www.scouts.org.uk/explorers/activity-badges/survival-skills/>

This activity would meet the following requirements:

9. Make an item of equipment that will be of use to you on a survival exercise.



General Badges and Awards

Many of our activities will count towards badges and awards for our beavers, cubs, scouts and explorers.

While we are Scouting from Home, we are revising or relaxing some of our badge requirements e.g. instead of taking part in something as a member of your Six or Patrol, you could complete it with your brothers, sisters and/or parents/carers.

If you do something that counts towards a badge or award please let your section leaders know what you've done and what badge or award it counts towards.

Tell them that you did it as part of the Durham Scouts [Camp@Home2](#) (you might want to share a copy of this document with them). It will also be useful if you can provide evidence such as copies of any stories, photos or videos you post to the [Camp@Home Facebook Group](#) and/or a note you're your parents/carers, explaining what you've done.

This can be emailed to your leader, shared in your section or Group Facebook Group or uploaded via Online Scout Manager.



Beavers My Outdoors Challenge Award

While on [Camp@Home](#), Beaver Scouts should be able to complete many different parts of their My Outdoors Challenge Award.

How to earn your badge:

1. Go on a sleepover or a camp with other Beavers, and do at least two of these:
 - a. help put up a tent
 - b. collect wood and help to build a fire
 - c. cook something on a fire
 - d. sing songs around a fire
 - e. wash up after dinner
 - f. set up your bed and sleeping bag
 - g. play a wide game
2. Learn how to tie three simple knots.
3. Show that you:
 - a. know what to do if someone has an accident
 - b. know why it is important to tell an adult when an accident happens
 - c. can do simple first aid for someone who has a cut or bruise
4. Take part in an activity using natural things like leaves, bark, twigs, sand or rocks.
5. Point out and name five different types of animal, insect, bird or fish that you might find near where you live.
Find out about the food they eat and the places they might live.
6. Make something to help animals in the wild.
It could be a bird box or a bug hotel.



Cubs Our Outdoors Challenge Award

While on [Camp@Home](#), Cub Scouts should be able to complete many different parts of their Our Outdoors Challenge Award.

How to earn your badge:

1. Take an active part in at least three nights away, on camps or Pack holidays (counts as one night)
2. While you're away, work with other Cubs to do all of these tasks (can be with other members of your family while Scouting from Home):
 - a. help to pitch and strike your tent
 - b. show that you know how to look after yourself and be safe at camp
 - c. show that you know how to keep your tent and kit safe, tidy and secure
 - d. cook a meal with your Six
 - e. build a shelter big enough for two Cubs
 - f. using bamboo canes, rubber bands or simple lashings complete a simple pioneering project or make a camp gadget
 - g. learn and follow the Countryside Code
 - h. show you know what things you need to do to look after your campsite, and that you can put them into practise
 - i. show that you know how to treat mild burns, scalds, cuts or grazes and make a call to the emergency services
3. While you're away, do at least two of these tasks as well:
 - a. take part in a wide game
 - b. take part in a campfire sing-along or other entertainment
 - c. cook a backwoods meal
 - d. build a bivouac and sleep in it
 - e. care for your personal equipment while at camp
 - f. using knots that you've learned, make a simple camp gadget, like a flagpole



Scouts Outdoors Challenge Award

While on [Camp@Home](#), Scouts should be able to complete many different parts of their Outdoors Challenge Award.

How to earn your badge:

1. Take an active part in at least eight nights away as a Scout.

Four of the nights should be camping. While you're away, work with other Scouts to complete the other tasks on this list. (counts as one night, working with other members of your family)

2. With others, pitch and strike your tent.
3. Lead, or help to lead, a group of Scouts to set up a well-organised site. It should include sleeping tents, food and equipment stores, a fire or stove, kitchen and eating area.
4. Prepare and light an open fire or set up a suitable stove. Use it to prepare, cook and serve a meal safely.
5. Understand the three points of the Countryside Code. Show what action you can take to follow the code.
6. Find out why personal and campsite hygiene is important. What should you do to be hygienic?
7. Using knots that you have learned, build a simple pioneering project, object or camp gadget.
8. Explore the environment of your camp and make sure you know where everything is. Respect the environment you are in and, at the end of the camp, leave the site as you found it.
9. Find out what accidents and incidents can happen outdoors or during your camp. Show how you would deal with them.
10. Show how to use an axe, saw or knife safely. You can choose any or all of these tools.
11. Complete at least four of these tasks:
 - a. Provide a service commitment to the site for about an hour (this could be helping at home)
 - b. Take part in a wide game.
 - c. Take part in a campfire or other entertainment.
 - d. Working with others, successfully complete a two-hour activity or project (this could be a [Camp@Home](#) activity)
 - e. Plan a balanced menu for a short camp.
 - f. Lead the cooking of a meal for the group.
 - g. Show that you know the safety precautions for using lamps and stoves.
 - h. Cook a backwoods meal with the group.
 - i. Build a bivouac and sleep in it.
 - j. Show how to pack a rucksack correctly, with appropriate kit for the camp or event.



Nights Away

All beavers, cubs, scouts and explorer scouts will earn two Nights Away for attending [Camp@Home](#).

If you would like to camp for more nights, these may count towards more Nights Away.

What If I Have Questions?

If you have questions you can post them in the [Camp@Home](#) Facebook group, or email us on info@durhamscouts.org.uk