



## Activity

Dear Group.

Hereby you receive an overview of activities during the Vendelbo Jamboree 2015, we are looking forward to make a wealth of activities together with your scouts.

### Camp program:

We have planned an exciting program for you:

		Scouts age 0-10		Scouts age 10-12		Scouts age 12-17		Scouts age 17-23
	Morning	Arrival full camp*		Arrival		Arrival		Arrival
Saturday	Afternoon	Camp settling		Camp settling		Camp settling		Activities
	Evening	Camp opening		Camp opening		Camp opening		Camp opening
	Morning	Camp settling		Camp settling		Camp settling		Activities
Sunday	Afternoon	Camp settling	Activity box	Camp settling	Activity box	Camp settling	Activity box	Hike
	Evening	Church service		Church service		Church service		Hike
	Morning	Group activities		Group activities		Group activities		Hike
Monday	Afternoon	Activity box		Activity box		Activity box		Hike
	Evening	Camp time		Camp time		Camp time		Activities
	Morning	Arrival half camp		Cowboy day		Cowboy day		Cowboy day
Afternoon	Cowboy day							
	Evening	Cowboy party		Cowboy party		Cowboy party		Rover camp end
Wednesday	Morning	Activity box		Aktivity box (optional)		Aktivity box (optional)		Volunteer/Group camp
	Afternoon	Activity box		Hike		Hike		Volunteer/Group camp
	Evening	Camp time		Hike		Hike		Volunteer/Group camp
Thursday	Morning	Activity box		Hike		Hike		Volunteer/Group camp
	Afternoon	Activity box		Aktivity box (optional)		Aktivity box (optional)		Volunteer/Group camp
	Evening	Camp time		Camp time		Camp time		Volunteer/Group camp
Friday	Morning	Activity box		Activity box		Activity box		Volunteer/Group camp
	Afternoon	Activity box	Camp breakup	Activity box	Camp breakup	Activity box	Camp breakup	Volunteer/Group camp
	Evening	Camp fire - camp ending		Camp fire - camp ending		Camp fire - camp ending		Volunteer/Group camp
Saturday	Morning	Camp breakup		Camp breakup		Camp breakup		Volunteer/Group camp
	Afternoon	Goodbye		Goodbye		Goodbye		Volunteer/Group camp

### Opening and closing ceremonies:

Opening and Closing happens at the stage area at about 20.00-21.30.

For the opening and closing ceremony please bring a seat cover (not chairs), camp agenda (camp booklet), songbook and your good scout mood.

### Group activity: Monday 27/7 2015, morning

We are to learn to know one another between the groups, to be inspired by new activities and experience each other's campsites. We therefore ask all groups, prior to the camp, to plan a group activity that can be held in your camp area or alternatively on the camp road beside your campsites.

## Vendelbo Jamboree 2015, activity

You have to plan an activity of approximately 1½ hour. The activity must accommodate your own scouts + an equal number of scouts, that is, participates your group with 20 scouts, your activity should be able to accommodate 40 scouts in total.

You decide the activity yourself, whether it should be fun, creative or whatever else exciting experiences you can think of. Should you plan on special activities that require a little financial support, you can write to the activity committee before June 15 with a description of the activity and the expected economy. You will then receive a feedback whether the activity can be accommodated within the camp's economy.

Activity period 1: 09.00-10.30

Activity period 2: 11.00-12.30

Example of the organization of group activities: Your scouts stay in their own camp in activity period 1, and will be visited by a corresponding number of scouts (incl. Leaders). Your scouts visit another group in activity period 2 (incl. Leaders).

On arrival at the camp, you will receive activity tickets for your group. It is not certain that all scouts will have the same activity, but we hope that the leaders will distribute the tickets appropriate between your scouts.

Registration of activity incl. number of scouts and age distribution, not later than June 15. Registration of activity takes place at [www.vj2015.dk](http://www.vj2015.dk).

### **Activity boxes:**

We have divided the activities in activity boxes and drop-in activities.

In the Camp Agenda you can see that there is room for 9 stamps which will trigger 3 camp brands for the uniform. During the camp you have to participate in minimum 3 activities within each category - Scouting, creativity and nature. When you have collected 3 identical stamps, you can contact the information and get your camp brand handed out.

Not all activities last a whole activity period, i.e. when you have checked out from a completed activity, you can check in for another activity within the same activity period - if you can reach it.

**Activity boxes** are activities where you receive a description of the activity, activity space and materials. After check in you join the activity site where the activity is supposed to be carried out. We expect that there are leaders with microbes, Beavers and Cubs. Scouts and Explores can perform the activity alone. When the activity is completed, you must check out to receive your stamp. One Activity box can accommodate a limited number of scouts per. activity period, but most Activity boxes will be open in all periods of activity, so hopefully you will get all the activities you want.

**Drop in** activities are activities where you receive a description of the activity, but this can be implemented, for example, in your own camp site, as a race, a walk out of the camp, etc. It is expected that there are leaders with the microbes, Beaver and Cubs. Scouts and Explores can perform the activity alone. When the activity is completed, you have to check out to receive your stamp. Drop-in activities will be open in all periods of activity, so hopefully you will get all the activities you want.

**Check in** – it is important that your group checking in before an activity commences. Check in takes place in the activity tent, located beside the bridge.

**Check out** – it is important that your group checks out after a completed activity. Here you have to bring all scouts and leaders camp books, so you can get a stamp for the activity implemented.

### **Cowboy Day:**

We have planned a large communal activity day, which finishes with a scouting party. The day will act as a market day, where scouts can visit activities throughout the day. It is expected that there are leaders with microbes and Beavers. Cubs, Scouts and Explores will be able to implement the activities themselves.

The activities are open during the following periods: 9:00 am to 12:00 noon. From 1.00 p.m. to 4.30 p.m. 7:30 p.m. to 1:00 a.m. (simple activities are open during scouting party)

The Scout party takes place in the camps large tents, there will be a disco tent with DJ, a cozy tent with kiosk and a karaoke tent.

### **Hike:**

There are planned Hike for Cubs and Scouts. It is expected that all scouts participate in the hike. Detailed information about the hike, equipment, etc. will be issued later.

### **Explorer:**

There is planned a special program for the Explorers, that's among other things, offers joint camp building, joint activities, Explorer hike and coziness. You can keep up with the program at [www.vj2015.dk](http://www.vj2015.dk) and at the Explorer camp's Facebook page, where we hope that your Explorers will join the group.

### **Helpers:**

Of course we cannot carry out all these exciting activities without the help of the group's leaders. Therefore, we hope that you will sign up leaders which at times have the energy to give an extra hand. We have a hope that the group has one leader per 10 scouts (depending on age) and that leaders beyond this registers as helpers in the activity periods. All leaders and parent helpers may sign up at [www.vj2015.dk](http://www.vj2015.dk) before the camp, or sign up at the information during the camp.

*Microbes 3-5 years, Beavers 6-9 years, Cubs 10-11 years, Scouts 12-15 years, Explorer 15+ years (ages are approximately).*