

Detective Joeys 1

OBJECTIVES: To stimulate imagination and adventure, and increase awareness of surroundings.

Introduction: The Leaders could talk to the Joey Scouts about famous detectives, like the Pink Panther, Maxwell Smart, James Bond junior, etc. The discussion may include the "Tools of the Trade".

5 minutes

Opening: Hop, song and break the flag

5 minutes

Game: Detective pictures jigsaw relay

Collect pictures of famous detectives, including some cartoon ones. Stick them on cardboard. Cut the pictures into jigsaw pieces. Have the Joeys take it in turns to do one piece each of the jigsaw, as a relay.

This can also be played as a dice game, with the Joeys having to throw a certain number to add a piece to the jigsaw.

40 minutes

Activity: Detective classes - Round Robin activities

Magnifying glasses

Allow the Joeys to explore using these glasses. Supply a variety of leaves, insects, water samples, cotton, thread, hair, etc.

Codes

Teach the Joeys to use and decipher very simple codes and coded messages.

Two that you could use are:

1	2	3	4	5	6	7	8	9	10	11	12	13
A	B	C	D	E	F	G	H	I	J	K	L	M
14	15	16	17	18	19	20	21	22	23	24	25	26
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

or

26	25	24	23	22	21	20	19	18	17	16	15	14
A	B	C	D	E	F	G	H	I	J	K	L	M
13	12	11	10	9	8	7	6	5	4	3	2	1
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Older Joeys could make their own coded message.

Secret writing

Have the Joeys write a message on a piece of paper using lemon juice and a sharpened matchstick or a pen nib. When the paper dries the message will be invisible. But if they hold the paper near a candle flame the heat will make the message appear.

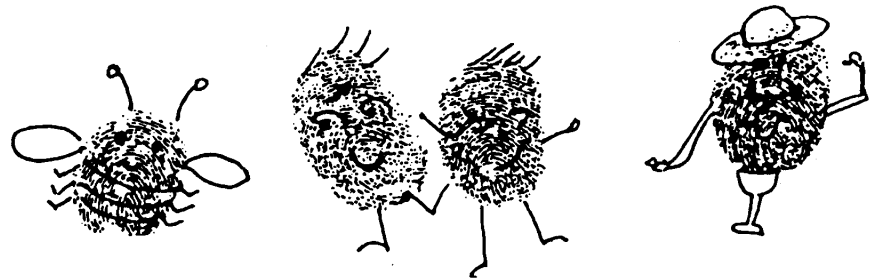
NB: Remind the Joeys of the dangers of playing with matches and candles.

Fingerprinting

The Joey's can have their fingerprints done on a sheet of paper. (Magnifying glasses can be used to look at the different prints.)

Variation 1 - This could include an ID card with a detective picture drawn on it, a secret name and the Joey's fingerprints.

Variation 2 - This could include pictures made from the fingerprints.



10 minutes

Game: "Detectives" and "robbers"

This is a game of chase and catch. Divide the Joey's into two groups: "detectives" and "robbers". Groups of four "detectives" join hands and, without letting go, have to catch the "robbers". When a "robber" is caught they join one of the "detective" chains. When all "robbers" are captured they then change sides and the "detectives" become the "robbers".

5 minutes

Closing: Hop, and lower the flag

Prayer

Dear Jesus,

Please help me to keep the laws
and rules of this country.

Look after the police who protect us.

Sometimes I may want to do something
which I know I should not.

Please help me to make the right choice.

Amen.

RESOURCES

You will need detective pictures for the jigsaw puzzle, magnifying glasses, dice, a candle, matches, lemon juice, an ink pad, ID cards, soap and water, towels and paper.