

	To help members to...	a group might...
WOODCHIPS	Learn to take turns	- Play a game where one person is 'on' at a time, e.g. Duck, Duck, Goose, until everyone has had a turn
	Learn to share	- Help children to divide a snack equally among children and adults
ELFINS	Contribute to group discussions, tasks and challenges	- Run the <b>Egg Drop Challenge</b> (AfE) - Evaluate activities and decide whether to do them again next term
	Work in large and small groups	- Do clan duties at camp - Build a shelter or den
PIONEERS	Work together as a group to meet a goal	- Plan the meals and do the shopping for a weekend camp/residential - Play <b>Floor is Lava</b> or <b>Zombie Apocalypse</b>
	Understand people's strengths and the different roles they can play in a group	- Play <b>Points Down</b> where some people will have to be supported by others (AfV) - Make a short film and decide who will be director, actors, camera operator etc.
VENTURERS	Begin to shape the group's activities and identity	- Decide on small groups to take it in turns to lead activities at group nights throughout the term
	Set goals for the group and work together to achieve them	- Plan a camp or residential as a group

**Key to resource packs:**

(RR) Rainbow Resources

(AfE) Activities for Elfin Groups (TREE)

(AfP) Activities for Pioneer Groups (TREE)

(AfV) Activities for Venturer Groups (TREE)

(IfV) Issues for Venturers (TREE)

(VB) The Venturer Book

(ELH) Elfin Leaders' Handbook

(PLH) Pioneer Leaders' Handbook

(P3) Pioneer Peace Pack

(ACC) All Together Against Climate Change