



Voyages of Discovery

Getting Started...

Plan

- The plan is to go on a voyage of discovery set by the Scouts
- The Six should be briefed by a Patrol Leader before they go out on it so that they will know what to bring
- They should get as many clues from the Patrol Leader as possible about the route

Do

- The Voyage of Discovery should have clues and twists en route.
- The Scouts should set it so that it is some place new for the Cub Scouts to go.
- It should be some place exciting and a challenge to get to
- There is no limit to the options of where this can be...

Review

- The Voyage should have a log of the journey.
- One of the Cub Scouts should act as a scribe to make an account of the journey.
- At the end the scribe should read back the account.
- The Six should try to turn this account into a real tale of adventure that shows their imagination

Resources

A Scout Patrol
Clues for the voyage
Something at the end to find like a castle or a hideout or a treasure

Top Tips:

The voyage could be turned into a skit/sketch for the next campfire

There is always adventure in Discovery. Curiosity of what could be around the next corner is very compelling. Any voyage into the Caribbean is bound to lead to discovery and adventure. So be prepared to be challenged and ready to follow on the voyage!



CUB SCOUTS