

KNIGHT TRAINING



The Characteristic symbol of the Medieval times has to be the Knights. They had an oath to protect others a code of living that they followed very strictly. A code was not too different from the Promise and Law



Getting Started...

Plan

- Chat to the Six about the life of Knights and how they lived by a strict code of living to uphold certain values
- Look at the Promise and Law and the parts it plays as Scouting's code of living
- Ask the Six to put the Promise and Law into their own words

Do

- On the camp have a simple programme so that it will allow the Cub Scouts to show their code of living in their own way
- The Cub Scouts need to have the space to show their code in their own way
- See can they follow the code throughout the camp. It would be good to have a few occasions where they can revisit the code to see how they are getting on.

Review

- At the end of the camp chat to the Six about the camp and what they thought of it
- When they have given their thoughts about it see how different their code is from the Scouting Promise and Law
- See can any of the differences be brought into their regular activities.

Resources

List of the Six's code
Camp with all the trimmings...

Top tips:

Why not do some random acts of kindness like the knights?!



CUB SCOUTS