

Harford District
2016 Cub Scout Day Camp
June 27 - July 1
Cubstruction

Aware & Care



Station Volunteer's Guide

Thank you for being a station volunteer! The stations are the heart of camp and truly provide our scouts with an opportunity to try out a new skill (or build on one they know) while having a great time. Our volunteers' knowledge and enthusiasm is what makes our camp great!

To make running the station easier, please take some time to read through the station guide. While **what** is being covered at the station needs to remain as outlined, **how** it is covered is only one of many methods. If you find a better way to accomplish the requirements or if the method we have outlined doesn't seem to be working...please feel free to change it! This is only a guide...do what works best for you and the scouts coming to your station.

One other thing to keep in mind - some stations will be visited by all ranks. That means you may have 6 year olds through 11 year olds and may have to simplify or intensify the methods to meet the skills and knowledge of all the scouts.

Thanks again - we are glad to have you as part of Harford Day Camp!

Station Procedures

- The first station begins at 10:15 on Monday and 9:15 other days...so you have some time! We've tried to only schedule 2 dens at a time (max. 24 boys) but, there may be times when you have 3. Consult your station schedule so you will know who to expect and when.
- Greet dens as they arrive. Many will have a den cheer, ask to hear it!
- Once all the dens arrive or the start time has come, begin going through the procedures for the station. It is very important that you start and end on time! Each time slot lasts 45 minutes. If a den arrives 10 minutes late, they CANNOT stay 10 minutes past the end of the station...that would make you and then late for the next station. If a den doesn't get finished, suggest they come back during a break or take the remaining activity with them to work on at the den.
- Execute the station with energy and enthusiasm! Let the scouts do as much for themselves as possible. It doesn't need to be perfect, they just need to Do Their Best!
- Don't forget the beads. Each scout earns a bead at every station for participating. Beads can be given to the den leader for distribution.
- Once the den is finished, begin resetting for the next group.
- Close the station at the end of the day by packing/organizing the supplies and cleaning and disposing of all trash. Let the Program Director responsible for the station (either Tiger/Wolf/Bear or Webelos) know if supplies are running short!

Station Overview

Discussion and hands-on activities will complete this station.

Set-up:

- 1) Open bins and find materials for 4 different activities.
- 2) Lay out materials on separate tables to make 4 activity areas.
- 3) Familiarize yourself with what the kids will be doing to understand 4 different types of disabilities.

Break-Down

- 1) Return all materials to the bins.
- 2) Please assure that all bins are closed tightly and place under the tent for the night.
- 3) In the event that rainy weather is expected, please take the bins into the Crouse building for the night.

Station Objectives:

Each scout will rotate through four activities that simulate blindness, severe visual impairment and hearing impairment, mobility impairment and dexterity impairment. After providing an explanation of each station, divide the scouts equally among all four stations to begin. Watch the time and have scouts rotate to another station after about 8 minutes. As scouts are participating in the stations, circulate to provide assistance as needed.

Background that may be useful...

There are instances where investigators have to interview suspects or witnesses that may be blind, hard of hearing or legally blind. They may also have mobility or dexterity impairments. Investigators must be able to understand and be empathetic to others with disabilities in order to gain trust to collect information.

Station #1: Simulating Blindness

Materials: Blindfolds, box with one opening, packing peanuts, variety of small toys (2 of each toy) such small cars, McDonald's Happy Meal toys, dolls, key rings, coins, old cell phones, spoon or fork, different size balls, CD, cassette tape, small cup, disinfectant wipes, Kleenex.

Set Up: Set up the cardboard box with packing peanuts and toys inside.

Directions:

Give the student an opportunity to match real objects while blindfolded using tactile cues. Blindfold the scout. Hand the scout an object and tell them to find the same object hidden in the Feely Box full of packing peanuts and other objects with similar shapes. Give each scout three trials at the game.

Station #2: Simulating severe visual impairment and challenges of being deaf/hard of hearing

Materials: Ear plugs, Glasses (either no lenses with plastic wrap or with lenses that are not powerful and covered with glue), Card games (Uno, go fish, etc.)

Set Up: Have glasses prepared for activity.

Directions:

Have scouts break into partners.

Give one scout of each partnership a pair of ear plugs and other a pair of the glasses.

Have them pick a card game and start playing without the ear plugs or glasses.

Then have the ear plug partner use them during the game.

Allow them to play for a few minutes,

Have each scout that had the ear plugs talk about the difficulties.

Now have the scout with the glasses use them during the game

Again, have each scout discuss the difficulties

Now have the scouts use their ear plugs or glasses at the same time.

Have the scouts switch and repeat the process

Station #3: Simulating mobility impairment

Materials: Crutches, chair

Directions: Have scouts try as many activities as time will allow.

Have each scout practice using the crutches. Have them try each of these activities:

- Sit down and get back up
- Walk 20 feet
- Tie their shoe
- Pick something up

Have the scouts talk about the difficulties that people with mobility impairments. Ask scouts if they have ever had to use crutches or broke a body part.

Station #4: Simulating dexterity impairment

Materials: dry erase boards, dry erase markers

Directions:

Talk to the scouts about what dexterity is. Ask them what hand they write with. Have them write their name on the dry erase boards. Then have them write their name with their other hand. They can first trace their name from before then write it on their own. Have them also try drawing a picture.