**Mini pioneering** - Build the tallest tower possible from uncooked spaghetti and jelly babies - beat the other team! Have an inflated balloon at the top. 3-4 kids. Have a time limit. 15 minutes?

**Toasting marshmallows** - Using tea lights (tiny candles) and wooden skewers, toast the marshmallows and make smores using graham crackers! Or armpit fudge (for Scouts) - Recipe attached (see below)
Table football - Using a washing up bowl filled with water, a straw and a ping pong ball, have a game of table football! Use the straw to blow the ping pong ball into the goal at the other end before the other person! Alternatively use a table as the pitch aka field and use the washing up bowls for goals!

Lava lamps - Using half a bottle of water (get the young person/adult to drink half), fill the remainder of the bottle with oil. Ask them if they think the oil and water will mix... Shake vigorously! Does it mix? Add food colouring and shake again. Tape the bottle top securely and make sure you remind the young people that it is not edible. Leave for a little while for oil and water to separate. When separated, turn bottle upside down and see the bubbles form!

Rope tying challenge - Learn some knots and put them to use! For example:
- Make a catapult and land a bean bag in the target area (use a hoop)
  - Maybe make a tiny one and be able to fling jelly beans into a small circle. Each person gets 3 tries
- Divide into two teams, each member of the team has a section of rope, teams have ten minutes to successfully connect all the rope to make one large rope
- Learn how to tie a lasso and save the teddy (or something similar)

Tent pitching - teach the young people how to pitch a tent! Leader to demonstrate, then split the group in two teams, then they have to beat the other team in getting the tent pitched. First team to pitch the tent and sit in the tent first wins!

Give a Passport to the youth, have them go around complete “Adventures” for Cub aged kids, and “Advanced Rank” for Scouts. Cub-aged get stickers, Scout-age get candy or maybe ones who complete all adventures get to participate in “Bucket Challenge” have bucket go up in increasing order. They toss a bean bag. The ones who get all the way to final mark get to put their name in a raffle bin. One kid will get chosen and he’ll get a prize. Maybe they’ll receive camping gear or go to a Bulls, Bear, Cubs, Hawks game, etc. or coordinate with the school and see what they can do as an incentive.