

Suggested F2F Programme

Pioneer Badge

Scouts



- 5 mins Welcome
Opening ceremony
- 20 mins Tonight we are working on the pioneering badge, we will need our Scouts to be able to identify and tie 6 knots/hitches.
1. First we need to teach our Scouts what knots or hitches we want them to be able to tie. I recommend: **Bowline, Reef knot, Clove Hitch, Alpine Butterfly, Double Fisherman's and Slip knot.**
 2. Once they have gotten the hang of these knots, move onto the knot game which will put what they know into practice. If you need to remind yourself about knots please follow this link.

[Animated Knots by Grog | Learn how to tie knots with step-by-step animation](#)
- 20 mins Now its time for the knot game! Line your scouts up into 2 teams (or more if needed) on the floor spaced out in a line. In front of each team should be a representative of the knots/hitches they have just learnt. Now one at a time the must race each team in completing the knots 1 at a time and untying their knots as they go. First team done wins.
More info can be found in the work booklet here:
[Training Resources | Northern Ireland \(scoutsni.org\)](#)
- Equipment :** Length of rope for everyone (1m) symbols of the knots expected to be tied.
- 10 mins Finish off with Statues and artists as a fun game to end the night, this can be found within the same book let as above.
- 5 mins Closing ceremony/ Announcements
- Total 1hr**