



# Scouts

## Taskmaster

Similar to the taskmaster programme give your young people the chance to create their own programme ideas.

You'll just need the equipment needed for each particular task

- 1) Set a task for your young people to do in a time frame
- 2) Once they are finished or the time is up they return to present what they have done
- 3) The taskmaster (a leader) then judges the attempts and scores are allocated accordingly

See below for a few tasks to get you going

- Prize task – present your most 'scouty' thing, the most surprising thing, most Christmassy thing
- Balance as many items as you can on your head at once. You have 2 minutes
- Make the most elephant like thing. You have 3 minutes
- Put on as many hats, scarves and gloves as possible. You have 3 minutes
- Draw a self portrait using a pen without your hands. You have 5 minutes

To make it more youth shaped why not ask your young people to come up with the tasks? They could even sit in as the taskmaster