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## PROGRAMMA ED ATTIVITA' PRINCIPALI

*[data o periodo di riferimento]*

Ogni unità vivrà durante il campo le seguenti attività:

- 3 giorni interi fuori dal sito per le attività Splash, Starburst and Footsteps, Gilwell Adventure (A)
- 2 giorni di attività di sottocampo (B)
- tutti gli altri giorni, esclusi i giorni di arrivo a partenza (2 giorni), al campo per World Villages, Trash, Elements, Global Development Village, Choice (C)

Nel dettaglio:

### **A) Attività all'esterno:**

- ⊙ **SPLASH:** durata 1 giorno, attività d'acqua, fuori dal campo in luogo distante circa 1 ora dal campo, 4.000 persone al giorno. ½ giorno di attività in/sull'acqua e ½ giorno di attività a terra ma improntata sull'acqua
- ⊙ **STARBURST AND FOOTSTEPS:** durata 1 giorno, fuori dal campo partecipazione ad azioni e attività di utilità per la comunità locale e di scoperta del luogo ospitante (visita ospedali, esplorazione natura, orienteering,...), 4.000 persone al giorno
- ⊙ **GILWELL ADVENTURE:** durata 1 giorno, fuori dal campo attività sportive e riscoperta delle origini scout a Gilwell Park (challenge valley, scouting, storia scoutismo,...), 4.000 persone al giorno

### **B) Attività sottocampo:**

**GIORNATE SOTTOCAMPO:** 2 giorni, al campo, il giorno dopo l'arrivo e il giorno prima della partenza, giornata di sottocampo per dare la possibilità ai ragazzi di conoscersi e salutarsi. Oltre alle giornate, ci saranno anche le serate di sottocampo.

### **C) Attività al campo:**

**GLOBAL DEVELOPMENT VILLAGE:** durata ½ giorno, al campo, stand organizzati da ONG e altre realtà cooperanti con il WOSM su temi quali ambiente, diritti dell'infanzia, salute, pace

**ELEMENTS:** durata ½ giorno, al campo, attività alla scoperta della scienza dei 4 elementi naturali

**WORLD VILLAGES:** durata 2 giorni, al campo, attività proposte dai diversi Paesi partecipanti, alla scoperta delle loro tradizioni, culture, lingue, gastronomia, arti, ...

**CHOICE TIME:** durata ½ giorno per 3 volte, al campo, attività a scelta libera tra Energie (attività sportive), Global Development Boulevard (stand aperti su tematiche simili al GDV) e Globus (tipici bus londinesi itineranti arredati per attività a tema su tematiche simili a GDV), Faiths and Beliefs (attività sulle diverse religioni)

**TRASH:** durata 1 giorno, al campo, attività su recupero, riciclo e riutilizzo rifiuti. Attività di squadriglie internazionali (miste)

## Programme Overview



In Bulletin 2, issued in February 2005, an initial overview of the Programme was published. Following a considerable amount of research and evaluation, several amendments have been made to the Programme. In particular, two new half-day modules have been introduced – Trash and Elements – further details about these new modules can be found later on in this Bulletin.

A full "Youth Programme Guide" is currently being developed which will detail all the different aspects of the Programme, including details of the Sub Camp Programme and ChoiceTime opportunities. The revised breakdown of the Programme can be seen below:

World Villages - AquaVille	1 day
World Villages - TerraVille	1 day
Global Development Village	½ day
Elements	½ day
Trash	½ day
Starburst	1 day
Gilwell Adventure	1 day
Splash!	1 day
Sunrise Day	1 day
Choice Time	3 x ½ day



Participants will take part in each Programme module with their Sub Camp, with each Sub Camp rotating through each of the Programme modules. An example of how this may work for one Sub Camp can be seen below:

	Friday 27th July	Sat 28th July	Sun 29th July	Mon 30th July	Tues 31st July	Wed 1st August	Thur 2nd August	Fri 3rd August	Sat 4th August	Sun 5th August	Mon 6th August	Tues 7th August	Wed 8th August
Time													
Morning													
Afternoon													
Evening													
<b>Main Arrivals Day</b>													
Opening Ceremony													
Evening programme													
Evening programme													
Vigil													
<b>Sunrise Day</b>													
Evening programme													
Evening programme													
Evening programme													
Evening programme													
Evening programme													
Closing Ceremony													
<b>Main Departures Day</b>													

### Elements



The Elements Programme Zone focuses on the science of each of the four elements:

**Earth, Fire, Water and Wind** and is structured to:

- Excite** – about the possibilities the future can bring
- Motivate** – to take action, to change the way we live
- Challenge** – thinking

Elements is a half day activity, with each Sub Camp taking it in turns to visit.

The session will start with a communal activity focused on the forces of nature, then Participants will be split up to focus on one of the four zones: **Earth, Fire, Water and Wind**.


Each of the four zones will contain activities on the four themes of: **Energy, Natural Resources, Forces of Nature and Fun** as well as informative displays.

There will be 450 Participants in each zone and they will participate in groups of 10 in each activity.

The activities will be made up of several different stages, to enable each Participant to get fully involved and learn about the aspect being covered. For example, on a basic level Participants will explore an excavated area to show the cross-section of the earth structures and soil profiles. There can then be some local analysis, followed by more detailed examination in a laboratory setting before items and creatures are identified.

In addition to the 4 zones, there will also be a Laboratory Zone, which will house microscopes and other instrumentation, including chemical analysis, that can be used for all zones.

Many of the activities will be provided by 'experts' who work in the Science and Technology industry, Universities, Government Organisations and many other fields.



**CERIMONIE:** 28/7 cerimonia di apertura all'arena centrale; 1/8 Alba del Nuovo Millennio con rinnovo promessa tutti insieme alle ore 8 del mattino in collegamento in diretta con Brownsea dove ci sarà delegazione con 2 partecipanti a Paese, celebrazioni religiose, Food Festival e attività di sottocampo al pomeriggio; 7/8 cerimonia finale all'arena centrale.

Per la partecipazione alle attività ci sarà un sistema di ticket, ma non chiuso, per non costringere i ragazzi a fare per forza una data attività. Gli stand e le attività saranno aperte anche a quanti lo desiderano, pur avendo come programma altro.

A tutti i partecipanti sarà offerta la possibilità di concorrere al Jamboree Friendship Award, un premio sul tema della fratellanza internazionale consegnato dopo aver realizzato 10 impegni precedentemente presi. L'obiettivo è sollecitare il più possibile i ragazzi a conoscere nuove persone.



### Trash



This half day activity is designed to encourage Participants to think about how we can re-use everyday materials and how our actions, no matter how small, can affect our planet.

Each Participant will visit Trash once. They will be grouped into International Patrols of 10 and will take part in each of the activities in this International Patrol.

Trash is split up into 4 zones, with 45 bases running the same activity in each zone. The Patrols will rotate around all 4 zones so that every Patrol will take part in each activity.



#### Art Zone

Each Patrol will be given exactly the same equipment.

There will be a large white sheet on the floor and a selection of different items of 'Trash' that they can use (for example, dustbins, car tyres, tubes, rope, plastic bottles) in order to create a giant piece of artwork. At the end of the activity one of the Patrol will take a photograph of the art (from a raised platform high above the artwork) before the items are removed, ready for the next Patrol to use. These photos will then be displayed as long term memories of the artwork created.



#### Challenge Zone

Each Patrol will be challenged to create something that will catapult or carry an item. They will be given exactly the same equipment to complete the challenge with.



#### Knowledge Zone

In this zone, Patrols will take part in an interactive quiz against the other 44 Patrols.

Using interactive handsets, Patrols will be faced with a series of multiple choice questions, and by working as a team they will need to decide upon the correct answer within a short amount of time. After the Patrols have decided their answer, a short video will be shown to explain the answer. Each question will be based around recycling, the environment and energy conservation and will be picture/video based.



#### Music Zone

In this zone, Patrols will be challenged to create music out of Trash. A team of facilitators will be used to help Patrols to find a rhythm and create sound from a wide range of items that most people would consider rubbish, for example: car doors, oil drums, plastic bottles, drain pipes, wooden planks, drinks cans etc. By the end of this session, some very exciting music will be created.

