

Challenge Card

Lumberjack

Outdoor



Courtesy of Scouts Canada

Key SPICES Growth



Social



Physical



Intellectual



Character



Emotional



Spiritual

Likely Scout Method Element/s



Community Involvement



Learning by Doing



Nature and the Outdoors



Patrol System



Personal Progression



Promise and Law



Symbolic Framework



Youth Leading, Adults Supporting

Best For



Joey Scouts



Cub Scouts



Scouts



Venturer Scouts



Rover Scouts

Plan>

1. Find some cones or witches hats to define the game area.

Do>

1. Assign one person as the Lumberjack and everyone else as trees*.
2. When the Activity Leaders says "GO", the trees need to get far away from the Lumberjack, who cannot tag them but needs to stay close.
3. When the Activity Leader shouts "LUMBERJACK!", everyone freezes. The Activity Leader calls out a number, and the Lumberjack can take that many steps in any direction to "tag"/cut down as many trees as they can.

4. Anyone tagged sits down where they are. Once the Lumberjack is out of footsteps, the game resumes with everyone trying to avoid the Lumberjack until the winner is left. Trees that keep moving after the call of "Lumberjack" need to return to where they were - no cheating!

Review>

1. Did you have fun?
2. How fast was the Lumberjack able to get everyone?
3. What strategies could make the game better in the future?

*Yep, the trees are running. Why? No idea. Too much maple syrup?