

Challenge Card

SDG 1 - No Poverty

Personal Growth



Sustainable Development Goal 1
No Poverty

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. Have access to a supermarket price list or website.

OPTIONAL

A. Choose a one-day bushwalk that is on your Unit program to put this activity into practice.

B. Plan for all participants to bring \$2 to share the cost of this activity.

Do>

1. Discuss with your Patrol what "poor" means?

2. Design a shopping list for your Patrol (6 members) for food for a one-day bushwalk with a budget of \$12 for the entire Patrol.

3. How do you make sure everyone can participate in the activity and can eat enough? What can you do to help others have suitable food for the bushwalk?

OPTIONAL

A. In your Patrol, go to the local supermarket to buy the food on your shopping list, and be careful to spend a maximum of \$12.

B. Use the food for a one-day bushwalk.

Review>

1. How did you determine the key items and prioritise these in your shopping?

2. Consider if this food would be suitable to keep your Patrol fed and energised for the whole day.

3. Consider what happens if your total budget changed to \$36?

4. What can we learn from this activity to improve our actions in our daily lives into the future?

5. What can we do differently next time to make sure the activity is available to those who might have less than we do?

6. Consider how you can make a difference to someone who doesn't have as much as you?