

RESOURCE PACK

"Strong Roots. Bright Future."



Let's celebrate African Scouting together!

Introduction

Africa Scout Day, celebrated annually on 13 March, unites Scouts across the continent in a shared celebration of service, leadership, and African identity. Every year, the event is hosted by a different Member Organization, and this year SCOUTS South Africa will bring together Scouts from different countries for a Patrol-based, 3-day camp in Johannesburg for the 16th Africa Scout Day.

This year's celebration is hosted under the theme: "Strong Roots. Bright Future." This theme reflects the strength drawn from our Scouting values, African heritage, and community traditions, while looking forward with hope to a future shaped by empowered, responsible young people. Just as a tree grows tall through deep and steady roots, Scouting in Africa continues to flourish by grounding youth in character, service, and teamwork.

Africa Scout Day 2026 encourages Scouts of all ages to reflect on their roots in Scouting, family, and culture, and to embrace their role as leaders and agents of positive change. In alignment with the African Union's Agenda 2063, the programme promotes self-leadership, unity, and active citizenship, inspiring Scouts to contribute meaningfully to the development of their communities and the continent.

Through shared activities, service projects, and celebration, we aim to reaffirm Scouting's commitment to building a peaceful, inclusive, and sustainable Africa that is led by its youth, grounded in strong values, and moving confidently toward a bright future.

All Member Organizations across Africa are encouraged to host national celebrations to mark Africa Scout Day in their respective countries. The following resources are provided to assist in organising such events or running a suitable themed meeting programme at Scout Group level.



AFRICA SCOUT DAY RESOURCES

Africa Scout Day is a celebration of unity, diversity, and shared Scouting values across our continent. To help Scout Groups bring this celebration to life in a way that suits their local context, we've gathered a range of ideas and activities that can be adapted and combined to create meaningful Africa Scout Day events. These activities are designed to be flexible, fun, and inclusive, encouraging Scouting members of all ages to work together, learn from one another, and celebrate the richness of Africa's cultures, environments, and people.

Use the ideas below as inspiration to build your own programme, whether it's a single activity, a full camp, or a community event, and make Africa Scout Day a shared experience of unity across the continent where we highlight our "Strong Roots. Bright Futures" together.

1. Outdoor adventures:

- **Obstacle course**

A series of challenges where teamwork is essential e.g. carrying water across "rivers," balancing planks, blindfold guidance, etc.

Add a twist: at each stage, Patrols must include someone from another Patrol or combine groups, showing cooperation across "diverse" teams.

- **Backyard pioneering challenge**

Build a simple gadget (like a washstand or flagpole) with sticks and lashings.

Add a twist: add a time limit or "mystery materials."

- **Mini orienteering quest**

Scouts use maps and compasses to find hidden tokens or clues.

Variation: turn it into a treasure hunt with riddles.

- **Africa quest game**

A wide game or treasure hunt across campgrounds. Each checkpoint represents a different African country or region and includes a challenge (quiz, teamwork task, or mini game).

- **Survival skills race**

Teams rotate between stations: knot-tying, fire-lighting, shelter-building, and first aid.

2. Campfire & night activities

- **Glow stick 'capture the flag'**

Perfect after dark as it gives a cool visual twist to a classic game.

- **Stargazer challenge**

Identify constellations or make up your own "Scout constellation stories."

- **Campfire of cultures**

A special evening campfire where each Patrol shares something from an African culture (song, skit, poem, or story). Optional: End with everyone singing a unity-themed Scout song together.

3. Team & leadership challenges

- **Blindfold obstacle course**

Scouts guide each other through a rope course using only voice instructions. Great for trust and communication.

- **Unity tug or "spider web"**

Teams must pass everyone through a rope web without touching it. This builds cooperation.

- **Mystery box problem-solving**

Give each Patrol a sealed box with random items (string, sticks, balloons, etc.) and a task (e.g. build a bridge for a toy car).

- **Build the future challenge**
Using recyclable materials, teams build a "structure of the future" (e.g., Scout Hall of tomorrow, sustainable village, camp of the future).
- **"One Africa" Patrol cook-off**
Each Patrol prepares a dish inspired by an African country. Encourage sharing food and explaining its cultural background.
- **Unity bridge**
Challenge is to build a 'Unity Bridge' that connects our past and our future.

4. Creative & service ideas

- **Eco art challenge**
Make art from natural or recycled materials.
- **Seed to tree rooted in service**
Each Scout/Patrol plants a seed or small tree or work together on a simple community service task like planting indigenous trees at a school or park, cleaning a local area, establishing a garden, or creating a 'future tree' sculpture out of recyclable materials or a mural about unity.
- **Video wall**
Create a video of Scouts from across the continent in action.
- **Peace wall**
A symbol of our unity and hope for a brighter future.
- **Unity flag creation**
Each Patrol decorates a square of fabric representing their Group's values and identity. Sew or tie all squares together to form a large "Diverse People Unite" flag.
- **Friendship bracelet exchange**
Scouts make bracelets in colours of the African Union flag or in Patrol colours, then exchange them with someone from a different Patrol.

5. Cultural connection challenge

- **Cultural display**
Each Patrol represents a different African country. They research (or are given info) about that country's flag, greetings, traditional clothing, and a fun fact.
Activity: Create a small display or a 3-minute presentation for the "Cultural Expo."
- **African drumming & dance workshop**
Invite a local musician or Scout with drumming experience to teach rhythms and dances from different African regions. Perform together at the campfire.
- **Unity reflection circle**
At the end of the camp or activity, form a circle. Each Scout shares:
 - One thing they learned about another culture.
 - One way they saw "unity" in action.

Programmes-on-a-plate

How to use these programmes?

There are three programmes-on-plate, each one catering for a specific age group:

Programme 1: The programme developed for children aged 5 – 6 years old (early childhood development), combines fun games, creative arts and storytelling to encourage learning and understanding. *In South Africa this branch is called "Meerkats".*

Programme 2: The programme developed for children aged 7 – 10 years old, uses the play way methodology to encourage leadership development and learning while having lots of fun. *In South Africa this branch is called "Cubs".*

Programme 3: This programme developed for young people aged 11 – 17 years old, combines self-assessment, exploration, and adventurous learning to encourage young people to understand their role as leaders, while making friends and being prepared to be ready for life. *In South Africa this branch is called "Scouts".*

Ran the programmes within your Group?

Let us know how the programmes went and share some of your photos or stories with us by emailing asd@scouts.org.za or tagging us on your social media posts. #scoutssouthafrica #AfricaScoutDay2026





Theme:**Strong roots, bright future (Africa Scout Day)**

Programme 1: 5 to 6 age group

Date: 13/03/2026

Time	Min	Activity	Equipment	Scouter
	05	OPENING: Meerkats Stand Tall <i>or your country's equivalent</i> Meerkat Song <i>or your country's equivalent</i> Register	Meerkat Totem, <i>or your equivalent</i> Register	
<i>It is Africa Scout Day, and we are going to learn that we may look different, speak differently, and eat different foods, but as people we can unite. So, let's see who our new friends are.</i>				
05	05	STEAM RELEASE: Rainbow of Friends Divide the Meerkats into their teams (Burrows). Give them each a coloured strip of paper. When the Adult Leader says "unite", the Meerkats must find friends with a different colour and stand together to form a rainbow. Once they have formed their rainbow, they all shout together. "Different colours, one rainbow"! Mix up colours for another round. Colours of the rainbow are red, orange, yellow, green, blue, indigo and violet.	Coloured strips of paper or material in rainbow colours. Music (optional)	
<i>Wow, no matter the colour, we all make one beautiful Rainbow. It is so interesting to hear what language each country speaks. Are you ready to learn?</i>				
10	10	GAME: Around Africa in 5 steps Set out four or five stations around the playing area. Each station represents a different African country. Decorate each station with pictures or flags representing the country. At each station an Adult helper teaches a simple greeting or fact about the country. Once the Meerkats have learnt something about the country, they do a quick unity action (high five or cheer), before moving onto the next station. Simple greetings: Kenya: "Jambo" South Africa: "Sawubona" Egypt: "Salam" Ghana: "Akwaaba" Source: Africa facts for kids: https://www.kids-world-travel-guide.com/africa-facts.html	Pictures or flags representing the different countries.	

Time	Min	Activity	Equipment	Scouter
<p><i>Did you learn to say hello in a different language? Was it fun? Now, we are going to show each other how everyone is uniquely beautiful and can fly together.</i></p>				
20	10	<p>ACTIVITY: Butterfly collage (different wings, same sky)</p> <p>This is one of our favourite butterfly crafts because the possibilities are endless. Use recycled materials, scrunched-up tissue paper, or natural items such as pressed flowers and fallen leaves. Stick your items onto card to create a butterfly picture.</p> <p>The butterfly represents everyone's unique beauty, flying together in harmony.</p> <p>For alternate butterfly crafts see link below.</p> <p>Acknowledgement: https://www.woodlandtrust.org.uk/blog/2023/07/10-easy-butterfly-crafts-for-kids/</p>	Cardboard, recycled materials e.g. tissue paper, newspaper, magazines, plastic bags, or natural items like leaves or sticks.	
<p><i>What beautiful butterflies you made, well done! Let's test if we can all work together as a team to cross this big river. Be careful now, don't fall in.</i></p>				
30	10	<p>TEAM GAME: Friendship Bridge</p> <p>Create a "river" (open space or rope line). Give each team (Burrow) three or four stepping stones to cross the river.</p> <p>Working together the Meerkats step from stone to stone without falling into the river. They must share stones and help each other across. No one is left behind!</p> <p>When they finish, everyone shouts: "<i>together we made it</i>".</p>	For the stepping stones use sheets of newspaper, cardboard rounds, or pages from magazines	
<p><i>Great job, you crossed the river safely. Time for a story. Let's find a nice place to sit.</i></p>				
40	10	<p>STORY: Colours, secrets & friendship: Kofi's Journey.</p> <p>Acknowledgement: www.ohmytales.com</p>	Print out of the story below or this Programme on a Plate on your phone.	
<p><i>Was Kofi's journey interesting? I bet you would like to go on adventure like he did. Time for an adventure of our own.</i></p>				

Time	Min	Activity	Equipment	Scouter
50	05	<p>ACTIVITY: Music makers</p> <p>Create symbols and add a sound to each one. For example, a star symbol means 'clap', a circle means 'stamp your feet', a triangle means 'slap your knees' and a square means 'snap your fingers'. Show the Meerkats what to do with each symbol.</p> <p>Example:</p> <p> Clap</p> <p> Stamp your feet</p> <p> Slap your knees</p> <p> Snap your fingers</p> <p>Compose the music to a simple song, e.g. Twinkle, twinkle little star and get the Meerkats to join in making music.</p>	Picture of the symbols.	
<p><i>Today we planted strong roots by learning and playing together, and those roots will help us grow into kind, brave leaders with a bright future ahead."</i></p>				
55	05	<p>CLOSING:</p> <p>Meerkats Stand Tall <i>or your country's equivalent</i> Meerkat song <i>or your country's equivalent</i> Meerkat prayer <i>or your country's equivalent</i></p>	Meerkat Totem <i>or your equivalent</i>	

STORY: Colours, secrets, and friendship: Kofi's Journey

Chapter 1: The dreaming traveller

Once upon a time, in a vibrant village nestled between the rolling hills and the sparkling river, there lived a kind-hearted traveller named Kofi. Kofi had a twinkle in his eyes and a heart full of dreams. Every night, he would gaze at the stars and whisper, "I want to see the world and learn its secrets!"

One sunny morning, Kofi decided it was time for an adventure. He packed a small bag with a warm blanket, some sweet fruits, and a shiny drum that sang beautiful melodies. "Today, I will explore the nearby villages!" he exclaimed, his voice echoing with excitement.

As Kofi walked, the sun danced on his skin, and the birds sang sweet songs above him. He waved to the tall baobab trees, which stood like wise old guardians. "Hello, big friends!" he called out. The trees rustled their leaves, as if they were waving back.

Kofi reached the first village, where colourful huts painted with bright patterns stood proudly under the sun. The villagers were busy preparing for a festival. "Welcome, Kofi!" they shouted, their voices bubbling with joy. "Join us for the Festival of Colours!"

Kofi clapped his hands in delight. "Oh, how wonderful! What do I need to do?" "Help us paint the village!" said a friendly woman named Ama, her arms covered in splashes of paint. "Each colour tells a story!" Kofi took a brush and dipped it into a pot of bright yellow. "This is the colour of the sun, shining happiness!" he said, painting a big sun on the wall.

The villagers cheered, "Yes! Yes!" As they painted together, Kofi learned about the stories behind each colour. Red was for courage, blue for peace, and green for life. "Every colour brings us together," Ama said, her eyes sparkling.

When the sun began to set, the village glowed with colours. Kofi felt warm inside, knowing he had shared in their joy. "Thank you for the beautiful day!" Kofi said, waving goodbye as he continued his journey.

Chapter 2: The whispering forest

Kofi walked deeper into the forest, where the trees whispered secrets to each other. The leaves danced gently in the breeze, and the light flickered like fireflies. Kofi followed a sparkling stream that giggled as it flowed. Suddenly, he heard a soft voice. "Help! Help!" It was a little monkey, stuck on a branch. Kofi rushed over. "Don't worry, little friend! I will help you!" With careful hands, Kofi climbed the tree. "Hold on tight!" he said. The monkey clung to his shirt, and together they reached the ground safely.

"Thank you, kind traveller!" squeaked the monkey, his eyes wide with gratitude. "I am Momo, and I know many secrets of the forest!"

"Really?" Kofi replied, his curiosity sparkling. "What secrets do you know?" Momo smiled. "Follow me, and I will show you!"

They wandered through the whispering trees, and Momo pointed to a patch of glowing flowers. "These are the Moon Blossom flowers. They bloom only at night!" Kofi gasped in wonder. "They are beautiful! And what about those tall mushrooms?"

"They are Magic Mushrooms!" Momo giggled. "If you touch them, they will tell you stories of the forest!" Kofi reached out and touched a mushroom. "Tell me a story!" he whispered. The mushroom began to glow and hummed a tune, filling the air with tales of brave animals and wise spirits. Kofi laughed with joy. "This is such a magical place!" he said. "Thank you for sharing it with me, Momo!"

As the sun began to set, Kofi knew it was time to move on. "Goodbye, Momo! I will remember our adventure!" "Goodbye, Kofi! Come back anytime!" the little monkey called, waving his tiny hand.

Chapter 3: The great gathering

Kofi continued his journey until he reached a wide-open field filled with vibrant flowers and singing birds. In the distance, he saw a large gathering of people, all dressed in beautiful clothes.

"What is happening here?" Kofi wondered aloud, his heart racing with excitement. As he approached, he realised it was a Great Gathering of all the villages! The villagers greeted him with warm smiles. "Welcome, Kofi! Join us for the Feast of Friendship!" they cheered.

Kofi felt a rush of happiness. He helped set the tables with delicious food: spicy stews, sweet fruits, and warm bread. The air was filled with laughter and music, and Kofi felt like he was part of one big family. "Let us tell stories!" an elder man with a long white beard said. "Stories bring us together!"

Kofi raised his hand. "I have a story! It's about the colours of the first village!" He shared his adventure, and everyone listened with wide eyes and laughter. Then, the elder man shared a tale of a brave lion who protected the forest. "The lion taught us that bravery comes from the heart," he said, his voice deep and wise.

As the stars twinkled above them, the villagers sang songs of joy. Kofi felt a warm glow in his heart. "This is the best adventure of all!" he thought.

Chapter 4: The journey home

After the feast, Kofi realised it was time to return home. He waved goodbye to his new friends, promising to visit again. "Thank you for the wonderful stories and laughter!" he called out. As he walked back through the forest, Kofi remembered all he had learned. The colours of happiness, the secrets of the forest, and the bonds of friendship filled his heart with joy.

When he reached his village, the stars sparkled brightly above. Kofi sat under the baobab tree, feeling grateful for his adventure. "I have seen the world and learned its secrets!" he whispered to the night sky.

From that day on, Kofi shared his stories with everyone. He painted the village with colours of joy, told tales of bravery, and celebrated the spirit of friendship. And every night, as he gazed at the stars, Kofi knew that the true magic of his adventure was not just in the places he visited, but in the hearts he touched and the friendships he made along the way.

And so, dear children, remember: every adventure teaches us something special, and the greatest treasures are the friends we find and the stories we share.

The quiz: did you understand the story well?

1. What did Kofi want to do?
 - See the stars
 - See the world
 - Make a cake
 - Play with animals
2. What colour did Kofi paint for happiness?
 - Red
 - Green
 - Yellow
 - Blue
3. Who did Kofi help in the forest?
 - A bird
 - A monkey
 - A butterfly
 - A lion
4. What did the villages celebrate together?
 - A birthday
 - The Feast of Friendship
 - A dance party
 - The harvest

Correct answers:

1) See the world 2) Yellow 3) A monkey 4) The Feast of Friendship

Glossary: complicated words in the story

Vibrant: Full of energy and life; bright and colourful.

Nestled: Settled or hidden comfortably in a place.

Exclaimed: To say something suddenly and loudly because of strong emotion.

Courage: The ability to do something that frightens you; bravery.

Giggle: A light, silly laugh.

Twinkling: Shining with a flickering light, like stars in the sky.

Spirits: The non-physical part of a person, often related to emotions and feelings.

Theme:**Strong roots, bright future (Africa Scout Day)**

Programme 2: 7 to 10 age group

Date: 13/03/2026

Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL <i>or your county's equivalent</i> Flag Prayer Register	Totem/skin/rock Flag/flagpole Prayer book Register	
<i>Today is Africa Scout Day. A day where Scouts across Africa unite to celebrate the spirit of Scouting.</i>				
05	05	ACTIVE GAME: Unity shapes <i>Unity takes creativity and quick teamwork.</i> Cubs run around and when the leader calls out a shape, letter, or number (e.g. "triangle!"; "heart!"; "U!") the Cubs must get together in their Sixes and form that shape using their bodies on the floor or while standing.	None	
<i>Even though we are all different, we share many things and that's what helps us connect and unite.</i>				
10	20	HANDCRAFT: All about me shields Each Cub is given a shield which has been divided into four parts: family, hobbies, favourite food, and a dream. The Cubs decorate their shields using the crayons/paint. Once complete, display them to all to show everyone's unique story.	One shield template per Cub, pencils or crayons or paint.	
<i>Movement plus inclusion equals joy and connection.</i>				
30	05	CIRCLE GAME: Unity circle run Everyone holds hands in a circle. One Cub runs around the outside and taps a Cub on the shoulder. That Cub must then run the opposite way around the circle. The first to reach the empty spot joins hands again, and the other Cub starts a new round.	None	
<i>Many wonderful stories come from Africa.</i>				
40	10	STORY: Anansi and the pot of wisdom Acknowledgement: anikefoundation.org/african-folktales/ananse-and-the-pot-of-wisdom)	Story	

Time	Min	Activity	Equipment	Scouter
<i>Unity means pulling together – not pulling against each other.</i>				
50	10	<p>TEAM GAME: Tug of unity <i>(Adapted from African community tug games, where pulling together symbolises strength, teamwork, and balance).</i></p> <p>Divide the Pack into two teams of roughly equal numbers and strength. Teams stand at opposite ends of the rope, facing each other – like regular tug-of-war.</p> <p>Instead of pulling against each other, both teams must pull together in rhythm to lift or balance something at the rope's centre. Example: the midpoint of the rope has a small object tied/resting on it. The goal is to lift it off the ground and keep it steady for 10 seconds without tipping or dropping it.</p> <p>On 'go,' both sides slowly pull at the same time – not too hard, not too fast. They must communicate ("1, 2, pull... 1, 2, pull...") to keep their force equal. If one side pulls too hard, the object drops or swings, and they restart.</p> <p>When the Cubs manage to lift and balance the object, everyone cheers together. Try variations: balance a ball or lift a small flag upright.</p> <p>When everyone works in harmony, even opposites can create balance.</p>	A sturdy rope, a marker (like a scarf or ribbon) tied at the rope's midpoint, and a small object.	
<i>When we unite, we can make a difference.</i>				
60	10	<p>PLAYACTING (role play): One voice</p> <p>In their Sixes, the Cubs create a short 2-minute play or mime about a challenge that people overcome by uniting (e.g. helping a new Cub, standing up to unfairness). They present their play to the rest of the Pack.</p>	None	
<i>We succeed when we support each other.</i>				
70	15	<p>RELAY GAME: The unity relay challenge</p> <p>In their Sixes, the Cubs line up at the starting line. Each Six will complete a series of mini challenges together. The aim is not to race to beat the others but to work together so that everyone finishes and helps one another. The game ends when all teams complete the relay together.</p> <p>Each station represents a unity challenge.</p>	Markers (cones, tins or plastic bottles) for the start and finishing lines.	

Time	Min	Activity	Equipment	Scouter
		<p>The baton or object must pass between team mates at each station.</p> <p>Suggested unity challenges: (you can create your own).</p> <p>"Helping hands": Two Cubs must carry a ball or similar object across using only their elbows or linked arms. (<i>Co-operation and trust</i>).</p> <p>"Bridge of happiness": Using 2–3 cardboard pieces, mats, or towels, the team must cross an imaginary river without touching the ground. They can only step on the materials, so they must pass pieces forward for others to move safely. (<i>Teamwork and trust</i>).</p> <p>"Kindness connection": The baton can only be passed <i>after</i> each teammate says one kind thing about the next person. (<i>Encouragement</i>).</p> <p>"Together tangle": Teammates must hold hands or link elbows and move together around cones without breaking the chain. (<i>Team co-ordination</i>).</p> <p>"The Unity cheer": When the relay is done, each team creates and performs a unity chant or cheer, e.g. "together we shine, together we win, unity starts from within." (<i>Celebration of togetherness</i>)</p> <p><i>Variations:</i></p> <p>Cultural unity relay: Each station features a simple cultural action e.g., greeting in another language, small dance step, or flag wave.</p> <p>Peace baton relay: Use a decorated baton labelled "<i>Unity Baton</i>". Cubs write words of unity e.g. love, teamwork, kindness on it afterward.</p> <p>Silent unity relay: Cubs must complete the course without speaking and rely on gestures and eye contact!</p> <p>Safety:</p> <p>Ensure space between teams to prevent collisions. Choose gentle, age-appropriate tasks. Focus on fun, not speed!</p> <p>Game flow:</p> <p>Team 1 begins at station 1. Once the challenge is completed, they pass the baton and move to the next station. Continue until every Six has done all the stations. When all finish, gather everyone in a circle to celebrate completing the Unity relay. Ask the Cubs:</p> <ul style="list-style-type: none"> • What was easy? What was difficult?" • "Did you notice how much easier it was when you encouraged or helped each other?" 	<p>A baton or object (beanbag, paper ball) to carry.</p> <p>Ball or similar object.</p> <p>Cardboard pieces, mats or towels.</p> <p>None</p> <p>Cones or empty plastic bottles.</p> <p>None</p>	

Time	Min	Activity	Equipment	Scouter
		<ul style="list-style-type: none"> • “How did teamwork help you finish?” • “What does this teach us about unity?” <p>Unity Message:</p> <p>“When we move together, support each other, and cheer each other on — we all cross the finish line.”</p>		

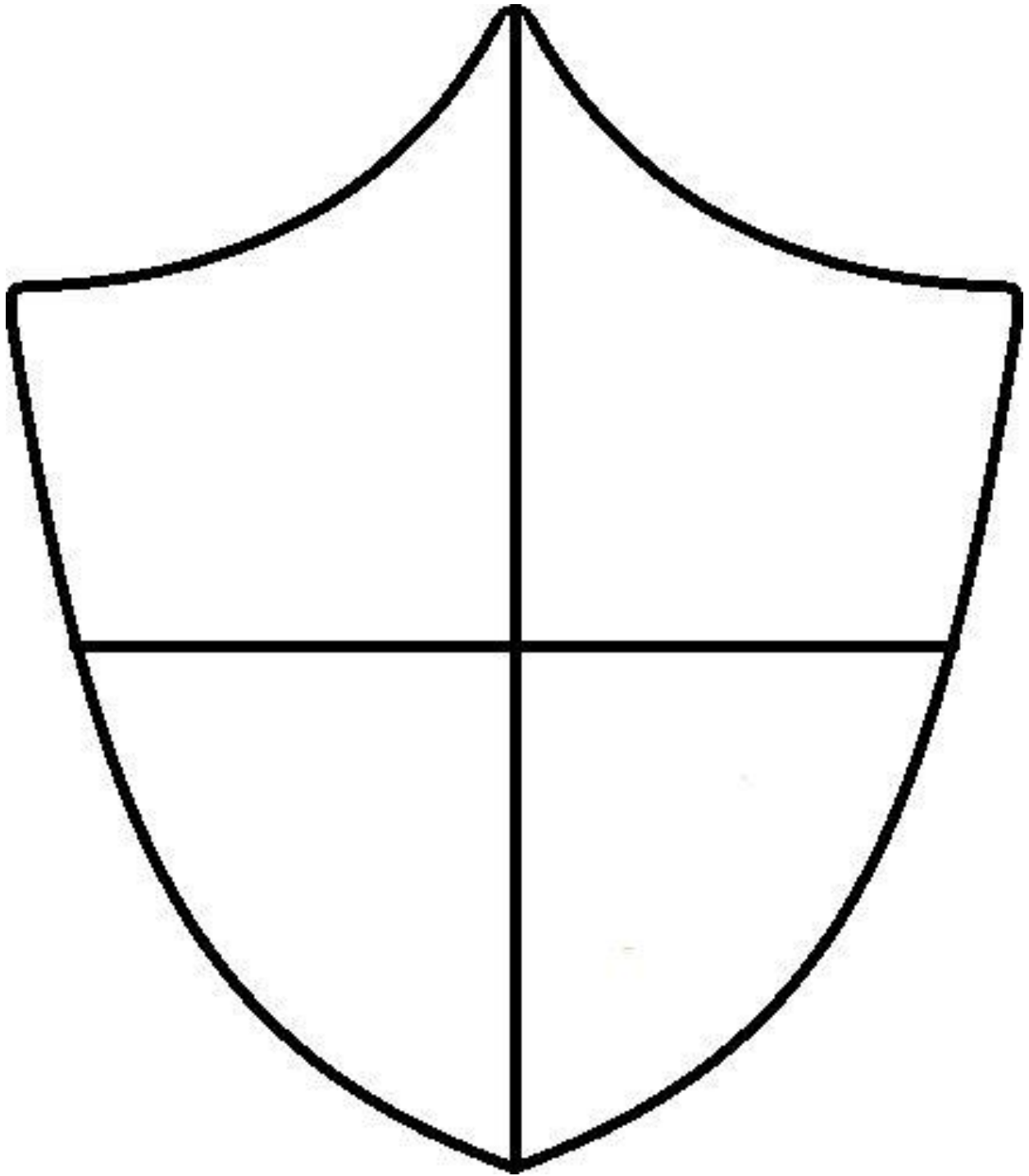
Even though we are different, when we come together in love and kindness we make one beautiful song.

85	05	<p>SINGING: Together we are one</p> <p>This is a call and response song. The leader calls and the Cubs respond.</p> <p>Together we are one (clap clap). Together we are strong (clap clap). Hand in hand in unity. We all belong!</p> <p>Encourage actions:</p> <ul style="list-style-type: none"> • “One” → hold up one finger • “Strong” → flex arms • “Unity” → join hands or link arms • “Belong” → make a heart with hands 		
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Today we have learned that though we come from many places and have many stories, when we stand together in kindness and respect — we are one.”

90	05	<p>GRAND HOWL <i>or your country’s equivalent</i></p> <p>Flag Prayer Dismiss</p>	<p>Totem/skin/rock Flag/flagpole Prayer book</p>	Akela
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Handcraft: All about me shield



STORY: Anansi and the pot of wisdom (adaptation)

(Acknowledgement: anikefoundation.org/african-folktales/ananse-and-the-pot-of-wisdom)

Long ago in the Ashanti lands of West Africa, there lived a clever little spider named Anansi. Anansi loved to collect things, especially wisdom. He wanted to be the wisest creature in the world.

One day, Nyame, the Sky God, decided to give Anansi a gift. It was a beautiful pot filled with all the world's wisdom.

"Anansi," said Nyame, "you must use this wisdom to help others." Anansi bowed low and said, "Oh, thank you, great Nyame! I will take good care of it!"

But secretly, Anansi thought, "Why should I share wisdom with everyone else? I'll keep it all for myself!"

Anansi took the pot and hid it under his arm. He said, "I will hang it high in the tallest tree, so no one can reach it but me!" He began to climb the tree, but it was hard work! He struggled and slipped again and again because the pot of wisdom kept banging against his chest.

His son, Ntikuma, watched from below. "Father," he called, "why not tie the pot behind you? Then you can climb more easily!" Anansi stopped and thought about it. He tried tying the pot on his back and suddenly, the climb was much easier!

But then he realised something... "How strange! I thought I had all the world's wisdom, yet my child had a cleverer idea than I did!"

Anansi became so frustrated that he dropped the pot and it fell to the ground and broke into pieces! The wisdom inside scattered everywhere, into rivers, forests, animals, and people.

From that day on, no one person had all the wisdom. Instead, everyone had a little piece. Some are good at singing, some at fixing, some at teaching, some at leading, some at helping.

The moral of the story: Anansi finally understood: "Wisdom is meant to be shared. No one is truly wise alone; we need each other to be strong."

Discussion / Reflection questions:

After telling the story, ask the Cubs:

1. What did Anansi learn about sharing?
2. What would happen if one person tried to keep all the ideas or skills?
3. How is our group like the broken pot of wisdom, each with our own piece?

Unity message:

True wisdom and strength come when we share, listen, and work together.

Theme:**Strong roots, bright future (Africa Scout Day)**

Programme 3: 11 to 17 age group

Date: 13/03/2026

Time	Min	Activity	Equipment	Scouter
	10	<p>FLAG BREAK and PARADE <i>or your country's equivalent</i></p> <p>Welcome & brief background on Africa Scout Day Incl. why it's celebrated and marking the founding of the Africa Scout Region on March 13, 1963. Introduce the theme.</p>	Flag	
<i>Can you hear the beat of the drums across the continent?</i>				
10	15	<p>STEAM RELEASE: Drums of Africa</p> <p>Each Patrol is given a country or culture in Africa (e.g., South Africa, Kenya, Egypt, Ghana, Nigeria, Ethiopia etc). In 5 minutes, the Scouts create a short skit, dance, song, or video inspired by that culture (you can provide flags, music, or props). Each Patrol performs it in front of the Troop.</p>	Flags, music, props.	
<i>True success comes from working together, serving others, and living the values we share.</i>				
25	25	<p>PATROL CHALLENGE:</p> <p>OPTION 1 "Bridge of unity" Patrols must build a bridge or structure that connects two points using ropes, poles, cardboard or recycled materials, etc. Each Patrol's section represents a different "community." They must collaborate at the end to join their bridges together.</p> <p>OPTION 2 "Succeeding with others" Each Patrol receives a partial task and a different set of resources. No Patrol should be able to succeed alone. The Patrols need to work together to achieve what they must complete.</p> <p>The Patrols must negotiate and communicate to reach an agreement. Patrols may only send one Scout at a time to negotiate. Scouts must return to their Patrol before changing strategy.</p> <p>Task Options:</p> <ul style="list-style-type: none"> • Build a simple structure (Tripod, flagpole, etc.). • Transport water or an object without touching it. • Solve a coded message. • Map a route using clues, helped by different Patrols. 	Ropes, poles, cardboard, recycled materials.	

Time	Min	Activity	Equipment	Scouter
<i>This next activity helps us discover our connections to Africa and better understand how those roots shape who we are today.</i>				
50	15	<p>GAME: African connection quiz</p> <p>Quick-fire quiz about African countries, flags, foods, landmarks, and famous figures. Mix in fun facts e.g. "Which country has the tallest mountain in Africa?". Award small prizes like sweets, etc.</p>	Quiz questions, small prizes.	
<i>Through the African trading post, we see how exchange shaped relationships and economies.</i>				
65	30	<p>ACTIVITY: African trading post</p> <p>The Scouts are given an amount of African Currency to start off with. They need to buy equipment to demonstrate a skill. They can sell this skill back to the PL or Scouter who acts as the shop owner. E.g. the Patrols start with an amount of 'money' and buy a rope for R2 and a pole for R1. They tie a round turn and two half hitches, which they sell back to the shop owner for R5.</p> <p>The money can be tokens or ticked off on a sheet of paper. Kudos to Scouters who use currency from another African Country. You will need to prepare a list of equipment and the for-sale prices, and a list of completed skills and the purchase prices.</p> <p>The Scout or Patrol who collects the most money at the end wins.</p> <p><i>(R= Rand which is the SA currency)</i></p>	Tokens, paper, pencils, equipment needed for the skills.	
<i>By asking reflective questions, we deepen our understanding of the theme.</i>				
95	15	<p>CIRCLE GAME: Strong roots. Bright future.</p> <p>Gather in a circle as a Patrol. The Patrol Leader asks reflection questions. For example, "What does the theme "Strong Roots. Bright Future." mean to you?" More reflection questions provided below. Scouts can share brief experiences.</p>	Reflection questions.	
<i>In closing, we reflect, stand united, and celebrate the meaning of what we've learned together.</i>				
1h10	10	<p>CLOSING CEREMONY: <i>your country's equivalent</i></p> <p>Summarise lessons from the day. Encourage Scouts to live part 4 of the Scout Law 'A Scout is a friend to all and a brother/sister to every other Scout' to encourage unity in Scouting.</p>	Flag	

Cultural exchange game: "African connections quiz"

You can select which questions you would like to use. This can be done in Patrols or as a Troop.

Section 1: Africa General Knowledge

1. What is the largest country in Africa by land area? Answer: Algeria
2. Which African country has the highest population? Answer: Nigeria
3. What is the longest river in Africa? Answer: The Nile River
4. Mount Kilimanjaro is found in which country? Answer: Tanzania
5. Which desert covers much of northern Africa? Answer: The Sahara Desert
6. How many countries are in Africa? Answer: 54
7. Which ocean lies to the east of Africa? Answer: The Indian Ocean
8. What is the smallest country on mainland Africa? Answer: The Gambia
9. Which African country was never colonised by a European power? Answer: Ethiopia
10. What is the capital city of South Africa? Answer: South Africa has 3: Pretoria (administrative), Cape Town (legislative), and Bloemfontein (judicial).

Section 2: African Nature & Culture

11. Name the "Big Five" animals found in Africa. Answer: Lion, Leopard, Elephant, Rhino, Buffalo.
12. What South African word means 'friends having a barbecue'? Answer: Braai
13. What's the traditional cloth worn in many West African countries called? Answer: Kente
14. Which African country is famous for its pyramids? Answer: Egypt
15. In which country did Nelson Mandela serve as president? Answer: South Africa
16. Which African music genre originated in Nigeria and was popularised by Fela Kuti? Answer: Afrobeat
17. What is the meaning of the South African word "Ubuntu"? Answer: "I am because we are." (humanity toward others).
18. What is Africa's largest lake? Answer: Lake Victoria
19. Which is the most spoken African language on the continent? Answer: Swahili
20. Which African country's flag has a blue star in the centre? Answer: Somalia

Section 3: Scouting in Africa

21. What year was the Africa Scout Region officially founded? Answer: 1963
22. Where is the Africa Scout Region's office located today? Answer: Nairobi, Kenya
23. What is the World Scouting motto? Answer: Ready for Life
24. What does the Scout salute with three raised fingers represent? Answer: Duty to God, Duty to Others, Duty to Self
25. Which country hosted the first All-Africa Scout Jamboree (1976)? Answer: Nigeria

Discussion & Reflection: "Strong Roots. Bright Future."

These can be used during the reflection circle to spark discussion.

- What does the theme "Strong Roots. Bright Future." mean to you personally?
- How does Scouting develop those strong roots?
- Why is it important for different cultures and people to work together?
- What can we learn from other African countries or cultures?
- How can Scouting help bring unity among people who are different?
- What did you learn today that you didn't know about Africa?
- What challenges did your team face in the activities, and how did you overcome them?
- How can you show respect for someone's culture or background in everyday life?
- If you could teach other Scouts one thing about your culture, what would it be?
- How can we make our Troop more inclusive and welcoming?
- What can Scouts do to promote peace and unity in Africa?
- Why do you think the Scout Law includes being "A friend to all and a brother to every other Scout"?