On the Flipside



Use your senses to see nature from a different perspective.

Time | 20 mins Cost | £ Location | Outdoors / At camp Group size | Pairs

You will learn

Value the outdoors

Enjoy being outside, feel comfortable in nature, and feel connected to the natural environment.

Be a team player Learning Outcome

Learn to work better with others, achieve shared goals, and put the team first.

You will need

Scarves (such as neckers)



Emotion

Feel joy, wonder, and calm when interacting with the natural world.

Discover the five pathways to nature connectedness

Before you begin

Choose an appropriate outdoor area for this activity. If you're going to meet there (rather than at your usual meeting place), make sure parents and carers know exactly where you'll be and what time to drop off and collect everyone.



Play the game

Time	Activity	Guidance	Equipment
	1. Everyone should gather at the agreed place.		Scarves
	2. The person leading the activity should explain any specific safety arrangements for the activity.	For example, does the place you're using have any hazards people need to be aware of? Are there boundaries on how far people can go? Where will the grown ups be?	
	3. Everyone should get into pairs.	It's up to you whether you let people choose their partners or whether you choose pairs you know will work well together.	
20 mins	4. One people in each pair should tie their scarf over their eyes to make a blindfold.		
	5. The other person in each pair should guide their blindfolded friend somewhere interesting and position them in a way that captures a unique view.	For example, they could ask them to lie down looking up at the base of an oak tree, or they could position them so they're looking through their legs at a planter that's behind them.	
	6. Once they're in position, the blind and listen to everything around they're looking at?		
	7. The other person in each pair should guide their blindfolded friend somewhere interesting and position them in a way that captures a unique view.		

Reflection



Time	Activity		
5 mins	This activity gave everyone a chance to think about what makes a great leader. Some people had the chance to give leading a go.		
	What was it like to guide someone who couldn't see? Was it a lot of responsibility? If the person leading hadn't tried their best, others could've hurt themselves. It was important for the leaders to be trustworthy.		
	This activity was also about valuing the outdoors. Ask everyone to say three words about the nature they experienced.		

Change the level of challenge

- The person guiding their blindfolded partner could lead them with worded directions only.
- Challenge people to rely on their other senses to guess where they are correctly before they remove their blindfold

Make it accessible

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All Scout activities should be inclusive and accessible.

Safety

All activities must be safely managed. Use the **safety checklist** to help you plan and risk assess your activity. Do a **risk assessment** and take appropriate steps to reduce risk. Always get approval for the activity and have suitable **supervision** and an **InTouch** process.

Outdoor activities

You must have permission to use the location. Always check the weather forecast and inform parents and carers of any change in venue.

Visits away from your meeting place

Do a risk assessment and include hazards such as roads, woodland, bodies of water (for example, rivers, ponds, lakes, and seas), plants, and animals.

- You'll probably need more adult helpers than usual. Your risk assessment should include how many adults you need. The young people to adult ratios are a minimum requirement; when you do your risk assessment, you might decide that you need more adults than the ratio specifies.
- Think about extra equipment that you may need to take with you, for example, a first aid kit, water, and waterproofs.
- Throughout the activity, watch out for changes in the weather and do regular headcounts.

Active games

The game area should be free of hazards. Explain the rules of the game clearly and have a clear way to communicate that the game must stop when needed.

