

The Scout Promise and Laws

Activities to learn the Scout Promise and explore the Scout Laws.

Taking the Promise is an important part of becoming a Scout – this PoP looks at different activities to introduce new Scouts to the Promise and Laws. These activities can be used to re-focus on the fundamentals of Scouting with all members of the Troop.

The Scout Promise...

The Scout Promise and Laws were first published in 1908 in B.P.'s "Scouting for Boys" book.



Today there are a number of versions of the Scout Promise that are available to people of all faiths, as well as for humanist, atheist or no affirmed faith beliefs. For a full range of the Promise versions [click here](#) and use the most suitable one for your members and to produce the materials for these activities.

The Promise Relay

Using cards (approximately playing card sized) print one word of the Scout Promise on each card and make a set of Promise cards for each Patrol.

Shuffle all the cards together and spread them out facedown on a table at one end of the room.

Patrols each have a table at the opposite end of the room where they will assemble their Promise.

Each Patrol sends one Scout at a time to race to pick up a card and return to their table to assemble their Promise. If a duplicate word is selected, then the next Scout must return it instead of selecting a new card.

Every member of the Patrol must take their turn to race and pick up (or return) the promise word cards.

The winning Patrol is the one to correctly assemble the Promise in the fastest time.

The Promise Jigsaw Challenge

Print the Scout Promise on an A4 sheet of card, making sure you have one copy for each Patrol in the Troop. Then one by one, cut each sheet into eight or ten pieces.

Make sure the pieces are roughly the same shapes but not exactly, so that the "jigsaws" can only be completed if the correct pieces are selected.

Mix up all the pieces and place all them face-up on a table at one end of the room.

Patrols each have a table at the opposite end of the room where they will assemble their Promise.

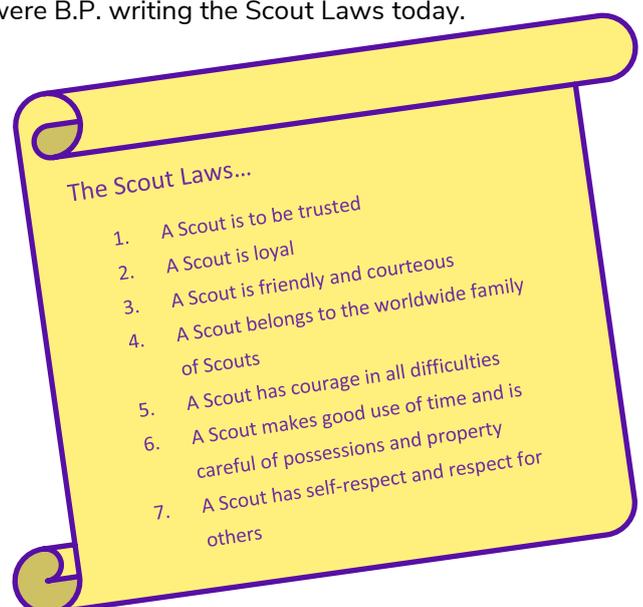
Each Patrol sends one Scout at a time to race to pick up a piece of the "jigsaw" and return to their table to assemble it. If an incorrect piece is selected, then the next Scout must return it and can swap for another piece. The winning Patrol is the one to correctly assemble the Promise in the fastest time.

The Scout Promise and Law Debate

Working in Patrols, the Scouts discuss the Scout Promise and the Scout Laws with one of the leader team and have the task of deciding which of the Scout Laws are most important and how they are relevant today. The most thought-provoking statements could then be shared with the whole Troop at an appropriate time.

The Extra Scout Law

Each Patrol is given a copy of the Scout Laws and asked to discuss what additional Law would they add if they were B.P. writing the Scout Laws today.



With both the Scout Law activities, it is important to be supportive of Scouts that have differences of opinion.