

RECREATIONAL LEADERSHIP**Songs in Scouting**

Singing in the Patrol or in the Troop gives Scouts a feeling of oneness with the Troop in body and in spirit. Experienced Scouters know that the right song sang at the right time with all the emotions that goes with it can tone down hyperactive boys, boost their spirit when they are feeling low or sad, or mad, or tired. Singing is a tremendous morale booster. It promotes unity in the Troop, discipline and order among individual Scouts, and in many cases, it builds Troop traditions. Songs can enliven a Troop meeting, a campfire, a hike, or special gatherings as well as special occasions with parents and friends participating.

Classification of Songs

Songs in Scouting are classified as follows:

1. Folk Songs – Songs handed down from generation to generation and forms part of the culture and tradition of a people.
2. Ceremonial Songs – Songs that inspires and awakens pride and joy in an individual. These songs usually focus on values and ideals.
3. Spiritual Songs – These lovely and moving songs, with its haunting melody, have always been a part of the heritage of Scouting. These are songs that soothes the spirit and build an affirmation of the dignity of man. It awakens in an individual the desire to dream, to dare, to build, and to aspire to reach the greatest height possible.
4. Action Songs – Apart from the variety these brings, these songs help to rouse enthusiasm, help to counteract the uncomfortable feeling of a hard ground, or a cold night, or both. It gives rein to building good humor or joyful madness which is never too far way from Scouting activities.
5. Round Songs – Songs where parts are sang at a time continuously by the different groups or Patrols creating a beautiful melody and harmony even from simple songs with simple tunes. Preferably, sing rounds whose parts correspond to the number of participating Patrols. Do not confine the round songs to the humorous and the active or action round songs. Though these have their place, serious round songs are also good pleasure giver to the singers.
6. Split Songs – Songs sang by two groups at the same time. These may be two different songs with the same beat and time or these may be a song of two parts with the parts being sang at the same time.
7. Advancement Songs – These are songs that inspire advancement among the Scouts. It serves to remind them that they have a trail to follow and a mountain to climb.
8. Campfire Songs – These are songs especially written for the campfire. It helps give life to a campfire program. Songs that inspire and elevates the spirit. Songs that makes the campfire burn more brightly.

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9. Hiking Songs – These are songs that make the Scouts forget their boredom during a long hike. It gives spirit in their walk and gives them the strength to go on. It makes a tiresome hike joyful and full of fun.
10. Non-Sense Songs – Songs the lyrics of which have no meaning at all. These are simply sounds with a melody. These are fun songs and marching songs. At times, non-sense songs can have such a beautiful haunting melody that can be sang to set the mood and touch the emotions.

HINTS IN SONG LEADING

Here are some hints for effective song leading:

1. Start on a note which suits the majority of the voices present and the range of the song. Use simple up and down motions with one or both hands to fit the beat. Or, you can use your own style.
2. You are not a conductor of an orchestra. You will get better results simply by indicating with your gesture the rhythm of the song rather than by using the musical beat strictly.
3. The easiest way to teach a simple song with a few lines is for the leader to go on singing it for several times. Indicate to the Troop, however, that they may join in the moment they get the tune. A word or two of encouragement after the third or fourth time will help.
4. Indicate the comparative height of each note with your hands.
5. For the first song you lead, choose one that is simple and well known to the Troop. Try an old favorite to warm up.
6. Select your songs in advance and make sure you know them well enough to teach and keep control of the Troop at all times.
7. Set the pitch for the song by humming the first few bars. Get the proper key and the whole Troop will be able to follow easily. If you pitch the song too high or too low, stop the song. Get the correct pitch. Start again.
8. Never ask the Troop what song they would like to sing. You will receive too many suggestions and soon you will find yourself confused.
9. Be enthusiastic and wear a smile as you lead a lively song. The way you feel will soon catch on with the Troop.

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10. For an unfamiliar song, be sure to have the words written on a large blackboard or a big sheet of paper that can clearly be seen by all.

Remember, no one can teach a song that he himself does not know by heart. Do not try to teach too many songs at a time. And always, **Songs must be sung.**

GAMES FOR SCOUTS

Classification of Games

Boy Scout games are classified as follows:

1. Scoutcraft Games – These are used to test and review the Scout skills which the Scouts have developed in themselves.
2. Recreational Games – These are games for fun and recreation. Physical fitness games or games which are aimed at developing the health and physical fitness of the Scouts also fall under this classification.
3. Wide Games – These are games played over a wide area. Some of these are Recreational games and some are Scoutcraft games.
4. Indoor Games – Scoutcraft and Recreational games played indoors.

HINTS IN CONDUCTING GAMES

It is impossible to suggest which games will be popular to the boys just as it is impossible to suggest how to conduct the games effectively. Like in cooking, menus with the same ingredients will give different cooks different results. We will dare, however, to provide with some hints which might just be helpful.

1. Make sure your games will fit the Troop. These will have to be chosen over a period of trying and testing. A popular game may be used repeatedly. However, make sure that this is not overused. Change while it is still good. Try out new games from month to month.
2. The best games are those where everybody is active. Boys who are only onlookers will get bored and could easily be tempted into mischief.

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3. Do not break up the Patrols to form teams except in very, very rare and extreme cases.
4. Let the Boy Leaders lead. Games are the responsibility of the Senior Patrol Leader. While the conduct of the games is his responsibility, it is good to encourage the Patrol Leaders to introduce a new game.
5. Before playing any game, ask all players to take off all sharp and/or pointed objects as well as breakables from their bodies.
6. Explain the rules of the game early. A game will not be successful unless the rules are understood by all players. A good way of doing this is as follows:
 - 1) Name the game – the boys will remember the game better if it has a name.
 - 2) Get the Patrols information for the game.
 - 3) Explain the rules. Be sure to make the explanation short and clear. Make them repeat the rules if necessary.
 - 4) Demonstrate the game.
 - 5) Give the players the chance to ask questions for clarity.
 - 6) Run the game. Make sure all needed equipment is ready. Do not forget the umpires.