



Reflection-Activities-Matter

What you are holding in your hands right now, is the Reflection-Activities-Matter created for SL26. The goal of the material is to give you, as a leader, something you can do with your guides and scouts, when you have a moment to think for a little longer. The art of reflection is not always easy. It takes time to think carefully. That is why we hope you will take the time to reflect - together. That is the purpose of the material. The Jamboree can be overwhelming and overstimulating to many people. We hope that this material will create some space in your camp to get a better sense in the hustle and bustle of the Jamboree.

It is laid out so that every day presents new activities. You do not have to do them in chronological order, and you do not need to do the activities for Saturday in order to do the activities for Sunday, or Wednesday, if you think it fits better at that time. Every day has two activities that are targeted to different age groups (either 8-11 or 12-16 years). It will be noted which age group is the target of the given activity.

Every activity is set to last between 10 and 40 minutes, and it will be an advantage if you, as a leader, have oriented yourself on the material beforehand. Thinking takes time - that is why we recommend giving the guides and scouts plenty of space to sit calmly for 5-10 minutes after the activity is done.

Several of the activities are made by or in collaboration with detmedgud.dk. You can find more inspiration there for your own benefit. Every activity ends with an Our Father prayer. If you are in a group that only wants the reflective material, and not the religious, you can freely modify the activity, so that it fits with your individual needs. There should be activities for every taste. We hope that we first and foremost can bring inspiration for reflection activities at SL26.

We hope you will enjoy thinking together!

Best scouting wishes
Team Hour of Reflection
(Find us at the Gathering Area)

PS: Several activities require burning paper at a campfire. We have prioritized having them because it gives a good effect for the guides and scouts, and fits well in line with social sustainability.



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0.1 A general reflection activity (All ages)

This activity can be used on any day, depending on when you need it. It can also easily be repeated.

Introduction (can be read to/told to the guides and scouts)

Today, we spent another day at the Jamboree. It has been a very long day for some of you, with impressions waiting their turn.

For the rest of you the day has just begun, and you want to run out and meet a whole bunch of new people.

Now we are gathered so that we, as a patrol, a group and guides and scouts, make sure to check in with each other and make sure we are all together at the Jamboree.

Listen to the song

Stand in a circle and hold one another's crossed arms.

Listen to the Jamboree hymn "Aldrig Alene", with closed eyes for example. The hymn is on Spotify and Apple Music.

Conclusion

1. Go around where you each say the best thing that happened today.
2. Say: Thanks for checking in with us.
3. Pray, for example, Our Father, together.



Saturday 18th July 2026

1.1 Everyone needs a cheer squad (8-11 years)

Read the story of Levi, who experiences someone believing in him, up, and play the cheer squad version of “rock, paper, scissors”)

Short Intro

In just a short minute you will hear a story about the importance of someone believing in you. This is especially important to focus on now, before the Jamboree truly gets going. It can be nice to be reminded of the fact that we believe in each other.

Before we hear the story, we will play a game, where we have to cheer for one another.

Play: Rock, paper, scissors-Cheer squad edition.

1. Preparation: First, spread out the guides and scouts in an area with plenty of space
2. The activity:

The guides and scouts walk around until they meet someone else. When two people have met they shake hands and introduce themselves. When they have introduced themselves they play rock, paper, scissors. The loser then follows the winner and cheers for them as loud as they can. If the person you are cheering for loses, then you both follow and cheer for the new winner instead.

3. The game ends when everyone is cheering for one person.

Story: Levi becomes a disciple

(Gospel of Luke chapter 5 verses 27-32)

Levi was a tax collector. That meant that he worked for the Romans, who ruled everything. Everyone had to pay money to the Romans, and it was Levi who had to collect everything. That is why Levi was quite unpopular. No one approached Levi just to talk, and no one ever, ever wanted to visit him.

One day Jesus came to the place where Levi was sitting and collecting money. Jesus walked up to Levi and said: “Come with me”. Levi could not believe his own ears. No one ever wanted to bring Levi anywhere. He got up immediately, left it all behind, and followed Jesus.



Levi was so happy that Jesus wanted him to come along, that he invited Jesus to a big party the same evening. Jesus, obviously, was there. The other guests were Levi's colleagues, who were also tax collectors and others who were just as unpopular as Levi, because they did not uphold religious laws.

The priests at the temple and the experts in the old texts saw that Jesus ate with everyone from the town. The ones with plenty of money, and the ones who were poor, all ate with Jesus. Jesus said to them: "The healthy do not need a doctor, only the sick. I did not come here to invite all the ones who can do everything already to a feast. I am here to invite everyone who needs someone to truly believe in them."

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can change who chooses the song every day.
3. Pray, for example, Our Father, together.



1.2 To take a step (12-16 years)

Hear the story of Peter, who steps out of his own depths. Do you stand on the edge of something completely new? Think of a small prayer or something you want to happen, or something you want the courage to do.

Start by making a small fire at your campsite. It does not have to be a big fire (As a leader you might want some of your guides and scouts to do it beforehand)

Introduction

Read the next part out loud or in your own words.

The bible can seem pretty foreign. It was written more than 2000 years ago in a completely different culture. You may want to ask: What does it mean to us? The truth is, that the Bible is written by, and about, people, who live on this earth with each other and are doing their best. In this sense we are maybe not as different today, as the people we meet in the Bible. Today, you will hear a story about a person from the Bible who is scared, because he has to do something he has never done before. You might recognize this feeling.

Story of Peter

(Gospel of Matthew chapter 14 verses 22-33)

It is evening and Jesus sends his friends out in a boat to get over a lake.

Out on the open waters there were many waves and harsh winds. The wind blew even more when they reached the middle of the lake, and the waves became even larger, so they had to row quite hard.

While they fought the wind and waves one of the friends spotted something in the horizon. It looked like a ghost. They screamed and tried to row away from the ghost, but no matter how fast they went the presence came closer and closer until it was right next to the boat.

The presence said: "Fear not, it is me - be not afraid!".

Peter, who was in the boat, recognized Jesus, who walked on the water and said: "Lord, if this is you, tell me to join you on the water."



Jesus said: "Come here!". Peter stepped out over the railing and went above the depths towards Jesus. Suddenly, Peter got scared. He felt the storm and the uncertain depths below him. Peter was overcome by fear and yelled "Lord, save me!"

Jesus reached out his hand and grabbed him. He pulled Peter back into the boat, and the friends took the oars and rowed back to land.

Some people are afraid of heights, and others are afraid of depths. You are not just scared of drowning. You are scared to lose grip, be pulled out of your comfort zone, lose control, or you are afraid of sinking in an endless deep. Sometimes we succeed, other times we sink. We can be really scared, and we might need a hand to grab. We can fall very deep and far, but the good news is that we can never fall away from the love of God.

Exercise: Send out your wish

Everyone must now find a small stick and a small piece of paper. It can be from a notebook or something similar. On the piece of paper you write down something you want to be brave enough to do. When you have written it down you fold the piece of paper. Then, everyone gathers around the fire and gets their stick. Then, one by one, you throw the stick into the fire to signify what you have written down.

If it makes sense you can go around and the guides and scouts can, if they want, say what it is they wrote down.

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



Sunday 19th of July 2026

2.1 We stick together (8-11 years)

Introduction (can be read aloud to the guides and scouts):

“All people are stuck together in some way. We might be family or on a Jamboree together. We might live in the same town. At the very least we are stuck together because we are all human. Now we will play a game where it is clear we are all stuck together and what happens when we stick together.”

Game: Slurp

1. Stand in a circle
2. Choose one person who starts with the Slurp. When you have the slurp, you can stick to someone else. It can be with your hand, knee, ear, elbow etc. When you do this you must say “Slurp!”
3. The Slurp has now been sent forward to the person you have Slurped. The Slurp is like glue, so when you have Slurped someone you must keep holding on to their hand, knee, ear etc.
4. You can have the Slurp more than once.
5. The game continues until the Slurp cannot continue. When you fall over or stick together so well that you cannot keep slurping, you can sit down on the grass.

Reflection

(Read or tell freely about it)

Sometimes we might feel it is easier to do things on your own. This game usually ends with everyone falling over, because they stick together. Hopefully, you will all get a good laugh when it happens.

That is what happens when you stick together. You fall down together. You lie on the grass together, you laugh together - You are not alone.

It can be scary to hang out with someone, because they will notice when you fall. But when you are stuck to someone, you can also help them up.

God has promised us that he will stick to us. We cannot avoid God sticking with us and crying with us, when we cry - and hopefully also comforting us a little. God is happy with us and will never leave us.



Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



2.2 To get lost and find your way home (12-16 years)

This activity is about getting lost but never being completely alone.

Introduction

Read the following aloud or say it with your own words. Give the guides and scouts time to answer the questions.

“It can be tough to understand the Bible. You might feel as though you are getting lost in the many words and old stories. Some of you might have tried getting lost in nature, in a city, or at this Jamboree? What happened? How did it feel?”

Talk about this, perhaps in groups.

In preparation for this activity, you as leader will have to find a song about getting lost, preferably in your own language. Play it aloud, and have the scouts consider what they notice from the song.

Reflection

Read aloud the following three lines:

“Getting lost and finding home
I think you will see it soon
who you are, is just right.”

Ask the scouts what that means to them.

Continue with this reflection that you can read aloud or paraphrase with your own words:

Most people have experienced getting lost in nature, in a city or a big Jamboree. You might also find yourself getting lost in your own life. You might feel a distance between those who used to be close to you, or that you do not recognize yourself, that you might not like what you used to like. It can be unpleasant, because the way home might now look different. Sometimes the solution is to turn around and go back to where you started. Other times the solution is to continue into the unknown, because you might find a new home out there.



No matter what happens, we are never alone on the journey, whether we journey into the known or the unknown. Whether we are going out or home. We can never get so lost that we are completely alone.

Listen to what the Bible says, “God will walk in front of you and be with you. He will never let you down and you must never be afraid.” (The Book of Deuteronomy)

“You must not be afraid”. That is easily said. We get scared now and then, but we are never alone. God is with us, even when the road is tough, and we do not know what awaits us.

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



Monday 20th of July 2026

3.1 Hello?! (8-11 years)

Intro: Someone is calling for you

It can sound very different when someone is calling for you. It depends on why someone is calling you. If you are helping to set the table or clean, it sounds a certain way. If you are going on a trip or being surprised, it sounds a different way. If someone is scolding you, it probably sounds a third way. It also depends on who is calling upon you.

Game: Pancake with Jam

1. One guide or scout is picked who then stands with their back to the group and their eyes blindfolded.
2. Someone from the group must now walk up to the blindfolded person and, with their finger, draw a pancake on the back of the blindfolded person. The person must also try to change their voice and say "Pancake with Jam" while they are doing it.
3. The blindfolded person has to guess who has drawn and spoken.
4. If you guess who it is, then the person who just drew is now the blindfolded person. If they do not guess correctly the game continues with a new person drawing.
5. Try using a different voice - whispering or yelling, sounding angry, happy, or sad.

Reflection after the game

Shared conversation:

- How does it feel to be yelled at?
- How can you call for someone in a good way?
- How can you be better at calling for someone?

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



3.2 Burning prayers (12-16 years)

Make sure to have a small fire going at your campsite beforehand. It does not have to be a big fire (as a leader you can maybe get some of your guides and scouts to do it in advance).

Start with a check in (can be in small groups):

- How has the Jamboree been for you so far?
- What memory will you bring home with you?

Introduction

There are a lot of things we can share with each other - but sometimes there are things we do not want to tell anybody, not even to our best friends. We can always pray to God. He will listen to all of it (and he will not be a tattletale!). God will happily carry your heavy secrets with you.

Now you have the opportunity to write down a prayer. At the end we will put them in the fire to symbolize us, giving our thoughts to God, and we see the smoke from the fire rise to the heavens.

Task: Burn the prayers up to God

The guides and scouts will write down a prayer on a piece of paper. It does not have to be formulated as a "traditional" prayer. The prayer just has to be something that the guides and scouts wish for - maybe for tonight or tomorrow.

When they have written them down, they gather around the fire and each guide and scout will then throw the wish into the fire, so it "flutters" up to God.

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.

Tuesday 21st of July



4.1 We stick together (8-11 years)

Introduction

When is it important to have togetherness?

What is the best thing about togetherness in your group?

Activity: Human Knot

1. The guides and scouts stand in a circle while holding hands
2. One person is chosen as the Solver and leaves the circle so they cannot see what is going on. The other people will try to make a knot by, for example, moving under people's arms. At no point must you let go of each other's hands.
3. When you are completely tangled, everyone calls for the Solver. The Solver comes back and must now try to fix the knot back into a circle.
 - Variant: Everyone stands shoulder to shoulder in a circle, with their nose to the middle. Everyone then closes their eyes and lifts their arms forward. Everyone grabs a hand (not their own) and opens their eyes. Everyone then helps each other to fix the knot and make a circle.

Reflection

How did you work together?

How was it being the Solver?

What is important when you have to work together well?

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



4.2 Uphill (12-16 years)

Introduction

Today, you are walking to the top of the ski hill. It is a walk'n'talk (Groups of 2)

Questions:

- How have you experienced togetherness at the Jamboree?
- What do you hope to get from the guide and scout fellowship?
- What do you hope happens before the end of the Jamboree?
- What is your spot in the guide and scout fellowship?

Reflection (At the top of the hill)

Here, at the top of the hill, you can look out at the entire Jamboree site. That is the one big fellowship. Here at the Jamboree you do a lot of things in small groups- we are used to working in patrols where we know each other. The guide and scout movement is both the small togetherness where we know one another, and the big fellowship, where we can see that we are together in making a big difference in the world. We might not feel that we are making a difference when it is just us, but the guide and scout movement is big - and together we make a massive difference in the world. What is the best thing about being a part of a big fellowship?

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.

Wednesday 22nd of July 2026



5.1 A picture of nature (8-11 years)

Introduction

Think about how we use nature. How is the Jamboree site gonna look when we go home? What can we do to make sure nature gets the best treatment after we have been there? How are you taking care of nature daily at school, after-school club, or at your guide and scout meetings? You can either talk with all the guides and scouts together, or split them into small groups, if you are several leaders.

Task: Make a picture of nature

Make a picture of nature, showing your favorite place in nature. It can be the forest, a tree, your grandparent's garden, the beach, park or someplace else. Set aside 5-10 minutes to gather materials and set up the picture. The guides and scouts can make a picture each or do it 2 and 2. The purpose is for all of them to reflect over their place in nature and that is done best alone or in small groups.

Guide

1. The guides and scouts are going around, gathering materials for their nature pictures. It can be anything from leaves, twigs, branches, rocks, flowers or anything you might find in nature. Remind the guides and scouts to take care of nature when they are gathering, and that they should not break branches from trees or bushes, and to not kill something that is alive.
2. Make a picture of nature. The guides and scouts make their favorite place in nature from the materials they have found. This is done by placing the items on the ground or some other place in the picture.
3. Finish by going around where everyone shows their picture of nature. Make sure to give space for the guides and scouts to talk about their picture.

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



5.2 Bow of gratefulness (12-16 years)

Introduction

There are many ways to say thank you for a lovely day or a nice evening with each other. Now you can try it in a slightly different way where you end the day by tying a bow together. It is a way to say thank you to each other and your surroundings.

Bow-reflection consists of tying a regular bow, but broken into three parts. Between each part you take a break, where you can try to think some things or formulate a little prayer, that you might say out loud.

Activity: Tying a bow

Preparation: The leader should make sure beforehand to cut some small pieces of rope, around 30-50 cm long, that the guides and scouts can use to tie their bows.

Guide

1. The guides and scouts start by finding something that they can tie their bow around, before they start tying. It can be a tent peg or a dining table.
2. Give the guides and scouts a piece of string each.
3. The guides and scouts start by tying a simple knot around the thing they have found.
4. First, you make one loop at one of the ends of the string. This one symbolizes our thanks for the day and when the guides and scouts tie it, they should think about something from today that they are grateful for. If the reflection is done in the morning, the guides and scouts can think about something from yesterday.
5. Now you tie the other end of the string around the loop. Here, the guides and scouts should think about something we can all take good care of. You can even say it out loud.
6. At the end the other loop is dragged through, finishing the bow. In the meantime, the guides and scouts should think about something they hope for tomorrow or are excited about.

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.



2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



Thursday 23rd of July 2026

6.1 To get lost (8-11 years)

Introduction

When you are at a big Jamboree, you can easily get lost. There are many new people and many exciting things to get sucked into, so you can easily get lost from your group and friends. Have you ever tried getting lost? How did it feel to get lost? Can it be a good thing to get lost or is it always an uncomfortable situation?

Exercise: Reverse Hide-and-Seek

Spend some time talking about the three questions from the introduction and start the activity with a talk with the guides and scouts about playing a game of reverse hide-and-seek. Talk about how it feels to get lost and how it feels to be found again, with the focus on the game. Play the game a few times, if you want, so that more people can try hiding.

Guide

1. Choose one or two people to hide together.
2. The rest of the guides and scouts stand in a circle, with their faces towards each other. They close their eyes and count to either 30 or 50.
3. The guides and scouts must now find the ones who have hid. They should preferably look on their own.
4. When you have found the ones who hid, you must now hide with them. If you, for example, find someone in the tent, you must now also hide in the tent with them.
5. The game is over when everyone has found the hiders.
6. As an ending to the game, you can revisit the questions from the start of the game. Have the guides and scouts gained a new perspective on how it feels to get lost and be found again?

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



6.2 Dilemma-Line (12-16 years)

Introduction

There are a lot of people gathered here, at the Jamboree. Many from different places in Denmark and we too are here from somewhere else. We have a lot of different opinions about everything big and small: How do you create the best environment in schools, how does the perfect school day look, which song should you sing when raising the flag, how do you lubricate a cooking pot, how messy can a tent be, and how much should you decide when your patrol has to make a decision.

Activity

Preparation: You will need a long piece of rope, around 5 m, longer if you are many. It will be used to make a line from A (one end) to B (other end), so you might want to use two fire buckets or something else to mark the spots.

The game consists of two end points where each point reflects an opinion. What the guides and scouts do now is hear a statement that the leader reads aloud, and to place themselves at either one of the end points or some place between them, depending on their own opinion of the statement.

Questions

- Do you prefer food from a bonfire or a Trangia/outdoor stove? Here, one end would be bonfire food and the other Trangia. Same concept for the next question
- Do you prefer classical guiding and scouting skills (knots, fires, orienteering) or more alternative activities (bottle rockets and such)?
- Do you prefer shared decision making or for one person to make all the decisions?
- Do you prefer gummies or chocolate?
- Should guiding and scouting be a part of school programs like P.E. is today? Yes or no in the two ends.
- Should you have your absence accepted from school or work if you are guiding and scouting? Yes or No.
- Can we as guides and scouts move the agenda on the world stage? Yes or no.
- Why are you a guide or scout - because of the togetherness or the activities?



Reflection

Finish the activity by talking about how the world is rarely black and white. You may have even experienced, through the game, that it can be hard to take a stand, because it is often a combination of the two that make up a good, third option.

Were any of the questions harder to take a stand on than others? Why? Were there any questions you were all in disagreement about? Someone you agreed with often? How did it feel to take a stand on dilemmas where the choices were far apart? Was it a good thing for the options to be so far from each other, or did it make it harder to make a decision? Did you feel your choices become more nuanced during the game?

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.

Friday 24th of July 2026



7.1 To let go (8-11 years)

Introduction

When we are together for a long time, there can easily be instances where we get tired of each other, disagree or get into arguments. Sometimes, it is a good thing to get the frustrations out and say them out loud, but other times it is better to just say “oh well” and go on without conflict.

The guides and scouts will first think about a situation where they were good at just saying “oh well”. After this they will talk about how they moved on in a good way. Then they will remember a moment where they said their frustrations out loud, and solved the conflict in a good way.

Activity

You start by first starting a fire. It does not have to be a big fire. Then the guides and scouts will each find a piece of paper, maybe from a notebook. Alternatively, they can find something flammable. The guides and scouts will each need one piece so you only need enough for that.

Guide

1. The guides and scouts will first think about a situation at the Jamboree where they have either said “oh well” or where they would have liked to have just said “oh well”
2. The guides and scouts will now draw or write the situation down on the piece of paper. It is only something they will see themselves, so it can just be doodles. The purpose is to get the situation on paper. If they do not have paper but something flammable, the guides and scouts must think the situation into the object.
3. Then, the guides and scouts will one by one throw their paper or object into the fire.

Reflection

How did it feel to let go of the situation and throw it into the fire? In what situations can it be a good thing to voice your frustrations? How can you talk about your frustrations in a good way, so you do not end up arguing? Can you remember a situation where you have experienced that?

Now you have talked about when it can be good to just say “oh well” and when it can be good to get your frustrations out. It is important to remember that both things are okay to do,



as long as you can still be friends after. It is always good to stick to your own side in a talk about frustrations and to lead with, "I felt X, when I experienced Y".

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



7.2 Types of reflection (12-16 years)

Introduction

Sometimes, it can make sense to reflect together in larger fellowships and hear several different inputs that are not just your own. Other times it can be good to reflect 2 and 2, since everyone can more easily find something to say and you have more space to reflect. It can also be helpful to reflect alone. Then, you might think more differently than you otherwise would. Start the activity by talking about the advantages and disadvantages of the different ways of reflecting. Afterwards you can try one of the three types of reflection 2 and 2.

Activity

The guides and scouts will do a walking reflection, where they talk about different questions. It is completely okay, if they only talk about one question, if they get a good talk going. The purpose is the reflection itself, not making sure you get all the questions done.

Questions for walking reflection

1. How have you experienced moments of reflection at the Jamboree?
2. Do you think you are too busy or that you have too much time, when you are at a Jamboree?
3. When was the last time you experienced good reflection?
4. How do you reflect on/as a guide and scout?

Finally: Talk to the guides and scouts on what they think about this type of reflection? What did it do well and was there something that worked less well?

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



Saturday 25th of July 2026

8.1 Sounds of the Jamboree (8-11 years)

Introduction

Now that we have spent quite a long time at the Jamboree and have experienced both the calm evening and the rush at lunchtime. Now you will, together, think about which sounds you have heard during the week. Which sounds are nice and calming and which sounds are you excited to be rid of? Have there been any sounds that you do not normally hear on weekdays? Is there a sound you are going to miss? and does Jamboree and guiding and scouting life have a certain sound or buzz?

Activity: Listen without your eyes

We will try to listen to the sounds of the Jamboree during a small walk. You listen better when you are blindfolded. The guides and scouts walk a little trip in pairs, and switch who is blindfolded and who has to lead the other person. At the end we finish with a small gathering about which sounds you have noticed on your trips.

Guide

1. Pair up the guides and scouts and make sure that each pair has at least 1 scarf or something else they can use as a blindfold.
2. Instruct the guides and scouts to lead each other on a small trip, and swap blindfolds during the trip. On their trip they should listen for the different sounds, and, in particular, the sounds they are not used to hearing at home.
3. You finish with a small talk about which sounds the guides and scouts have heard, maybe based on a reflection question.

Reflection: What did you hear at the Jamboree? Was there a specific sound you noticed? Did you notice any other sounds that you otherwise would have missed, when you were blindfolded? What do you think is the sound of a Jamboree? (Maybe the sound of campfires, zippers on a tent, singing or other).

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.



2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



8.2 Many ways to work together (12-16 years)

Introduction

There are many ways to work together. Start the reflection with a talk about collaboration, potentially based on these questions:

- Do you collaborate the same way with all activities?
- How can collaboration look different?
- Why is it important to talk when you are collaborating?
- Do you have a favorite way to collaborate? Perhaps in patrols with a patrol leader, 2 and 2 or where everyone solves a small piece of a bigger puzzle.

Game: Avoid eye contact

This activity is an atypical way to collaborate, because you do not talk during it. The goal for the guides and scouts is to survive for the longest time. The guides and scouts will need to work together to not make eye contact with each other. That is why the guides and scouts cannot just look at someone they would normally look at, but will have to collaborate in a broad way.

Guide

1. All the guides and scouts stand in a circle with their faces inwards, and look down at their own feet.
2. The leader says out loud "Look up!" and everyone must quickly look up and lock eyes with another person in the circle. You cannot just look away, you have to look at another person's eyes.
3. If two people are looking at each other they are both out of the game
4. Then everyone looks down at repeat steps 2-4.
5. The game continues until only 2 people remain
6. Finish by talking about what it does for the fellowship, that you are good at collaborating with others. Talk about what it means for togetherness that you can talk with each other. Is it harder to collaborate when you cannot hear each other's thoughts?

Reflection

To also try to collaborate in a more traditional way, we recommend playing a game of "Human Knot". Before the game is started the guides and scouts should consider the



questions, while you are playing the game. You can keep your thoughts to yourself but the game can also end with a small discussion.

Reflection questions:

- When have you been a part of a collaboration that worked really well?
- What made the collaboration work so well?
- What do you think is the most important part of collaboration?

Guide for "Human Knot"

1. The guides and scouts stand in a circle while holding hands
2. One person is chosen as the Solver and leaves the circle so they cannot see what is going on. The other people will try to make a knot by, for example, moving under people's arms. At no point must you let go of each other's hands.
3. When you are completely tangled, everyone calls for the Solver. The Solver comes back and must now try to fix the knot back into a circle.
4. Variant: Everyone stands shoulder to shoulder in a circle, with their nose to the middle. Everyone then closes their eyes and lifts their arms forward. Everyone grabs a hand (not their own) and opens their eyes. Everyone then helps each other to fix the knot and make a circle.

Finish by talking about how we as guides and scouts collaborate and are a part of a fellowship where we are all stuck together, just as we are when we play the "human knot"

Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



Sunday 26th of July 2026

9.1 Calendar wheel for SL30 (8-11 years)

Introduction

Now that you have had a whole week of fun, exciting and cool experiences. Soon you will be back home with your group again, and back to weekly guide and scout meetings. It may feel like there is a long time until the next Jamboree Denmark, but in the meantime there are a lot of exciting things- from group trips, division competitions, fun meetings or Christmas celebrations.

Now we can look forward and see what fun things are on the horizon that we can get excited for. In this way we can avoid the feeling of missing the Jamboree and instead look forward to other things.

Activity

Preparation: The leader should consider which traditions or experiences their own group can look forward to in the coming year. It can be group weekends, Christmas trips, badges, parental meetings, Jamborees or scout organisation events. The game consists of all the guides and scouts standing in a circle, representing the calendar wheel. The leader will mention different events during the year, and the guides and scouts will move around the wheel. It can sound like this, "Take 7 steps to the left. You have now reached Christmas". The first year is described in more detail than the next year, where you focus on the larger events. The goal is that the guides and scouts will finish the game by reaching the next Jamboree Denmark in 2030.

Guide

1. All the guides and scouts stand in a circle and this circle will function as a time machine or calendar to the future.
2. The leaders will say an event and how much the guides and scouts should move.
3. The leader continues by naming fun events and asking the guides and scouts to take more and more steps, when the events happen further apart.
4. Finish by reaching Jamboree Denmark 2030. Will you participate? What about World Scout Jamboree 2031 which will also be in Denmark?
5. End by talking about all the cool things that can happen and how you can be excited for the next Jamboree and all the other fun things that can happen.



Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.



9.2 Calendar wheel for SL30 (12-16 years)

Introduction

Now that you have had a whole week of fun, exciting and cool experiences. Soon you will be back home with your group again, and back to weekly guide and scout meetings. It may feel like there is a long time until the next Jamboree Denmark, but in the meantime there are a lot of exciting things- from group trips, division competitions, courses, adventure runs or international experiences.

Now we can look forward and see what fun things are on the horizon that we can get excited for. In this way we can avoid the feeling of missing the Jamboree and instead look forward to other things.

Activity

Preparation: The leader should consider which traditions or experiences their own group can look forward to in the coming year. It can be group weekends, Christmas trips, badges, Jamborees, courses or scout organisation events. The game consists of all the guides and scouts standing in a circle, representing the calendar wheel. The leader will mention different events during the year, and the guides and scouts will move around the wheel. It can sound like this, "Take 7 steps to the left. You have now reached Christmas". The first year is described in more detail than the next year, where you focus on the larger events. The game finishes when reaching the next Jamboree Denmark in 2030.

Guide

1. All the guides and scouts stand in a circle and this circle will function as a time machine or calendar to the future.
2. The leaders will say an event and how much the guides and scouts should move.
3. The leader continues by naming fun events and asking the guides and scouts to take more and more steps, when the events happen further apart.
4. Finish by reaching Jamboree Denmark 2030. Will you participate? What about World Scout Jamboree 2031 which also will be in Denmark?
5. End by talking about all the cool things that can happen and how you can be excited for the next Jamboree and all the other fun things that can happen

Which events are you most excited for in the coming year? What are you going to miss at the Jamboree? What will you bring home with you from Jamboree Denmark? What is the first thing you will tell your parents and friends about?



Conclusion

1. Go around (or in small groups) where you each say the best thing that happened today.
2. Sing a song from your song book. You can even change who chooses the song every day.
3. Pray, for example, Our Father, together.