



Red Paw -- Helping Badge

*Kim* a novel by Rudyard Kipling in early 1900s.

Kim, a teenager being trained in secret as a spy, spends a month in Simla, British India at the home of Mr. Lurgan, who ostensibly runs a jewel shop but in truth is engaged in espionage.

In the story, Lurgan brings out a copper tray and tosses a handful of jewels onto it. Mr. Lurgan's servant explains to Kim:

“ Look on them as long as thou wilt ... Count and, if need be, handle. One look is enough for me. When thou hast counted and handled and art sure that thou canst remember them all, I cover them with this paper, and thou must tell over the tally ... I will write mine. ”

They contest the game many times, sometimes with jewels, sometimes with odd objects, and sometimes with photographs of people. It is considered a vital part of training in observation; Lurgan says to “**[Do] it many times over till it is done perfectly - for it is worth doing.**”

Process for Kim SIGHT

Goal of game -- to recall all items, specifics about the items, and do so without talking as a Den. The Den wants to name all items and have at least one specific statement about the item such as “yellow screwdriver” which could also be “yellow Craftsman screwdriver pointing north”. After the two minutes, group will have three minutes to list all of the items and a specific for the item. There is a total possible point value which is the number of items times two. Let the Den know their score. Points are tallied each night and a wooden head is given.

- Have items arranged under cover. Put items on top of each other and consider arrangement as the Den can provide the details of, for example, “the screwdriver is yellow and is on top of the notebook, pointing north”

- Have Den line up and give directions that under the cover are items. Explain the goal. The Den will have two minutes to observe all of the items without talking. Then wrote down all of the items in two minutes.

#### Process for KIM SOUND

Goal of the game -- to name the item inside the container and how many of that item. There is a total possible point value which is two per container (one point for naming item and one point for having the correct number or being within one or two). Time limit. Let the Den know their score. Points are tallied each night and a wooden head is given

- Various boxes, tins, or containers with something inside.

#### Variations

- Number of items
- Categories/Types of items

#### Teachable Scout Moment:

- If you string the items together into a story, recall is easier
- If you group similar items together, recall is easier

#### Materials needed:

- A collection of small objects some of which are scout related, nature related, other
- These could also be thematic: items relating to a project being worked on, a field of study, etc.