

1<sup>st</sup> Wamboin Scout Group Cub Scout Section

## PROGRAM

6<sup>th</sup> March 2002

19:00	Opening	Inspection, Grand Howl, Flag Break Introduce Joe and Barb. Reintroduce Andrew, James & Simon
19:10	Game	<b>North, South, East &amp; West</b> Run to the four corners/sides of the hall as compass directions are called out.
19:15	Game	<ul> <li>Compass Change</li> <li>Draw a circle on the floor, and mark the eight points of the compass. Write in 'N' for North. Put two or three cub Scouts on each mark, one behind the other. One Cub Scout is in the centre of the circle.</li> <li>The Leader calls two directions. The front (inside) Cub Scout of each direction called comes out and changes with the other direction (they go to the rear) while the Cub scout in the centre tries to get to one of the directions first.</li> <li>As an exercise, start with sixes lined up in alphabetical order of the Cub Scouts' first names.</li> </ul>
19:25	Activity	Boomerary Test 5 – Outdoor ScoutingBronzeTree identificationSilverCompass usageGoldMap reading
20:00	Game	<ul> <li>Battleships and Minefields</li> <li>All but one member of one six blindfolded, in a line, one behind the other (the Battleship), at one end of the hall. The lone six member is not blindfolded (the Captain). All other Cub scouts spread out around the hall (the Mines comprising the Minefield). The Captain must call only compass directions, and a distance (in paces) to his/her Battleship, to guide the Battleship through the Minefield.</li> <li>Set a time limit of, say, 5 minutes for each effort so that all sixes can have a turn at being the Battleship.</li> </ul>
20:20	Closing	Yellow Cord presentations (Badge Presentations) Announcements: Cuborette—take Notice to Parents Reminders: Subs—Forms to those who have not yet received them Duty Six for 13/3: <b>Grey</b>