



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

1<sup>st</sup> May 2002

## PROGRAM

### AUSTRALIAN FLAG AND STATE EMBLEMS

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|-------|--|--|
| 19:00 | Opening                                | <p>Inspection, Grand Howl, Flag Break<br/>Explain Test Book process<br/>Duty Six: <b>Red</b></p>   |
| 19:10 | Game<br>Active<br><i>Indoor</i>        | <p><b>Times are A'Changing</b><br/>All line up at one end of the hall. When whistle blows, cubs dash for the opposite wall. But, before anyone can get there, the whistle is blown again and everyone must immediately reverse and run back, only to be turned by another whistle blast. Continue in this way until someone actually reaches the other end or everyone is exhausted. (It is possible for a poor runner to win this game!)</p>  |
| 19:20 | Game<br>Active<br><i>Indoor</i>        | <p><b>Burrowing Balls</b><br/>Divide into teams of at least 8 Cubs. Each team makes a circle, feet wide-apart and touching the next person's foot on either side. One player has the ball to start. The aim off the game is to get the ball into a burrow (gap between legs) by rolling or throwing. Each person is competing against the others in their circle. When the ball gets through someone's legs it is retrieved by that person and thrown again. Feet must not move. Quick reactions are needed!</p> |
| 19:30 | Game<br>Teamwork<br><i>Indoor</i>      | <p><b>Make it Quick!</b><br/>Divide into two teams. Give each an object (ball). The aim is to pass the ball around in the shortest possible time—it must be touched by all members. Do not give any hints but allow teams to work out how to do this the fastest (<i>e.g.</i> closing into a tighter circle, hands close together, <i>etc.</i>).</p>   |
| 19:40 | Activity<br><i>Indoor</i>              | <p><b>Boomerang Test 6</b></p> <ul style="list-style-type: none"> <li>Bronze    Australian Flag<br/>              Make an Australian Flag (paper)</li> <li>Silver     State Emblems<br/>              Make a set of State Emblem cards</li> <li>Gold       Australian Coat of Arms<br/>              Reproduce the coat of Arms</li> </ul>   |
| 20:00 | Game<br>Instructional<br><i>Indoor</i> | <p><b>Flag Relay</b><br/>Sixes in relay formation at one end of the hall. The individual elements of the Australian Flag in a 'pile' at the other end of the hall. Each six member, in turn, must run to the pile and place one element on the Flag. First team to complete building the Flag, correctly, wins.</p>  |

20:10	Game Sense Training <i>Indoor</i>	<p><b>Mowgli, where are you?</b></p> <p>Pack forms a circle with two Cubs in the centre. One is Mowgli and one is Baloo. Both are blindfolded. Baloo calls "Where are you, Mowgli?". Mowgli answers "Here". Baloo then tries to tag Mowgli. Set a time limit, as necessary, then swap players.</p>
20:20	Closing	<p>Award Presentations:</p> <p>Run through Achievement Badge process</p> <p>Reminders: Subs are now overdue</p> <p>Duty Six for 8/5: <b>Tawny</b></p>
	Reserve Game Active <i>Indoor</i>	<p><b>Missing Match Sticks</b></p> <p>Sixes may work in pairs or all together. They line up at one, or either, end of the hall, depending on number of teams. A chalk circle for each Six at opposite end, or in the middle, as the appropriate. An identical number of match sticks in each circle (about 10). Cubs take it in turns to run to their circle and take a match stick which they place in (one of) their opponent's circle and return to place, touching off the next runner.</p> <p>The aim is to have the <i>least number</i> of sticks at the end of a set time.</p>
	Reserve Game Sense Training <i>Indoor</i>	<p><b>Battleships &amp; Minefields</b></p> <p>All but one member of one Six are blindfolded and stand in a line (the Battleship), one behind the other, with hands on the hips of the Cub in front of them. The remaining Six member is the Captain of the Battleship. All other Cubs sit (without blindfolds) around the floor, or some portion thereof (the Minefield), of the hall, far enough apart so that the Battleship can easily pass between any two, but in a way that there is no clear path from one end of the minefield to the other.</p> <p>The Captain must guide his Battleship though the Minefield giving only instructions comprising a Compass Direction and a Number of Paces. The 'Mines' of course, must remain very quiet throughout, lest they reveal their position to the Battleship.</p> <p>Set a time limit for the passage.</p>
	Reserve Game Sense Training <i>Indoor</i>	<p><b>Good Morning Mum/Dad!</b></p> <p>One blindfolded cub in the centre of a large circle formed by other Cubs. Blindfolded Cub is turned around three times, and must then point to someone in the circle who must say in their normal voice "Good morning Mum!" or "Good morning Dad!" (as appropriate). Blindfolded Cub must identify the person chosen.</p>