



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

8<sup>th</sup> May 2002

## PROGRAM

### Promise & Law

- |       |  |   |
|-------|--|---|
| 19:00 | Opening  | Inspection, Grand Howl, Flag Break<br>Run through Achievement Badge process<br>Explain Test Book process<br>Duty Six: <b>Tawny</b>  |
| 19:10 | Game<br>Active<br><i>Indoor</i>  | <b>Missing Match Sticks</b><br>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.<br>The aim is to have the <i>least number</i> of sticks at the end of a set time.  |
| 19:20 | Game<br>Instructional<br>(Revision)<br><i>Indoor</i>   | <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.   |
| 19:30 | Handcraft<br>Discussion<br><br><i>Bouncer template</i><br><i>Scissors</i><br><i>Glue</i><br><i>Rubber bands</i><br><i>Pens/Pencils</i><br><br><i>Word Search puzzle sheets</i> | <b>Boomerang Test 7 – Promise Bouncer</b><br>Cut out templates, score and fold as per instructions on template card (the difficult parts of the template may be pre-cut to help avoid problems for younger Cubs). Cubs write Promise and Law words or statements on the sides and discuss with Leaders and other Cubs as they work.<br>Glue tabs as instructed, except for Tab A, which should remain open until the rubber band has been hooked up. Some stiffening of the 'hooks' and sides supporting the 'hooks' (B and E) may be necessary (glue an extra piece of card or cardboard on the inside of these sides before closing up) if the templates are printed on light card. Stretch an elastic band between the hooked edges (some Cubs may need help with this part), then glue Tab A to close the 'ball'.<br>If you push the ball flat, it will spring back when released.<br><b>Word Search – Promise &amp; Law</b><br>Promise & Law theme Word Search for those who finish the Promise Bouncer ahead of the main group. |

20:00	Game Instructional (Revision) <i>Indoor</i>	<p><b>Knots and Knots</b></p> <p>Break into Boomerang level groups and for 5 minutes revise/teach the knots. Each group then decides on a specific knot <i>e.g.</i> Bronze—Reef Knot or shoe laces; Silver—Sheetbend or Bowline; Gold—Bowline or Clove Hitch.</p> <p>On the signal, they all tie and untie that knot for a set time (one/two minutes), each person counting their efforts. When the time is up, add the number and divide by the number of Cubs in the group to get the average. Rerun as appropriate, changing the knots and/or time durations.</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>
20:25	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down Announcements: AGM Notice; Job Week Cards Reminders: Subs are now overdue Prayer Duty Six for 15/5: <b>Black</b></p>
	Reserve Game Observation <i>Indoor</i>	<p><b>Stamp Stalking</b></p> <p>A stamp is placed somewhere around the hall. It must be at a height for all to see. Cubs are to walk around looking. When a Cub sees the stamp, they sit down, but not right near it (for that would give away the location!).</p> <p>Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.</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>

Reserve Game  
Sense Training  
*Indoor*

### **Battleships & Minefields**

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.

The Captain must guide his Battleship through 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. Set a time limit for the passage.