



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

15<sup>th</sup> May 2002

## PROGRAM Discovery

- 19:00    Opening                    Inspection, Grand Howl, Flag Break  
Test Book reminder.  
Duty Six: **Black**
- 19:10    Game                                **The Hawk and the Chicks**  
Active                                Sixes form up in relay lines around the hall, giving plenty of space  
*Indoor*                                between them. The Second is out the front as the 'hawk'. The Cub  
at the head of the line is the 'hen'. The 'chickens' (rest) place hands  
on the shoulders of the person in front. The 'hen' has to protect  
the 'chicks' from the 'hawk' by moving around and not letting the  
'hawk' grab the end 'chick'. Change roles when caught or after a set  
time.
- 19:20    Game                                **Tunnel Ball**  
Active                                Teams line up in relay formation at one end of the hall, a ball for  
*Indoor*                                each team at the other. On the signal, the Cub at the head of each  
line runs to the other end of the hall, retrieves a ball, returns to the  
head of his team and passes the ball through his/her legs to the  
next team member (the Cub at the back of the line). The next team  
member does the same (runs to the end of the hall, then back to  
the head of the team, and passes the ball back), and so on until the  
Cub who was originally at the head of the line receives the ball (at  
the end of the line). He/she then runs to the other end of the hall,  
leaves the ball and returns to the head of the team line.  
First team to return the ball and finish at attention is the winner.
- 19:30    Game                                **Knots and Knots**  
Instructional                        Break into Boomerang level groups and for 5 minutes revise/teach  
(Revision)                        the knots. Each group then decides on a specific knot *e.g.*  
*Indoor*                                Bronze—Reef Knot or shoe laces; Silver—Sheetbend or Bowline;  
Gold—Bowline or Clove Hitch.  
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.
- 19:40    Activity                                **Boomerang Test 10 – Discovery**  
Bronze    Colour Mixing  
Silver     Colour Wheel  
Gold      Rubber Band Harp

20:15	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</p> <p>Announcements:</p> <p>Reminders: Job Week</p> <p>Prayer</p> <p>Duty Six for 22/5: <b>Grey</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 <i>Indoor</i>	<p><b>That Reminds Me</b></p> <p>Cubs organised in some sort of order, so that one can obviously follow the other in turn (<i>e.g.</i> a circle, standing or seated as appropriate).</p> <p>A Leader begins by naming something in the garden (or some location relevant to the evening’s activities)—<i>e.g.</i> "I'm thinking of a tree". The next person says something that is related, such as "That reminds me of wood". The next person might then say "That reminds me of a fire". The next might say "That reminds me of cooking damper"... and so on. After about six tries Cubs could work their way back through the suggestions. This can get difficult, so be encouraging.</p>