



1st Wamboin Scout Group
Cub Scout Section

22nd May 2002

PROGRAM

Fire Safety

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six: Grey
19:10	Game Active <i>Indoor</i>	Coathanger Rope across the hall, threaded through a hoop. Two cubs hold onto hoop and try to tag other cubs as they run past, from one end of the hall to the other.
19:20	Game Instructional (Revision) <i>Indoor</i>	Knots and Knots 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. 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 4 – Fire Safety Light a fire on a 50c piece, and toast a marshmallow. Bronze Strike a match Silver Discuss local fire rules and precautions Gold Discuss Scout camp fire/cooking procedures
20:10	Game Sense Training <i>Indoor</i>	Mowgli, where are you? 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.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Job Week Prayer Duty Six for 29/5: Red

Reserve Game
Active
Indoor/Outdoor

Mount & Dismount

Mount, Dismount, Change, Right, Left

Pairs in a circle, facing inwards, one behind the other. Leader calls above instructions at random.

Mount Cub behind mounts (piggyback) Cub in front

Dismount Cub dismounts

Change Cubs in pair change position

Right Cubs behind run around circle to the right, and mount team mate. Last one to mount is out.

Left As for Right, except Cubs run around circle to left.

Reserve Game
Observation
Indoor

Stamp Stalking

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!).

Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.

Reserve Game
Sense Training
Indoor

Good Morning Mum/Dad!

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.

Reserve Game
Sense Training
Indoor

That Reminds Me

Cubs organised in some sort of order, so that one can obviously follow the other in turn (*e.g.* a circle, standing or seated as appropriate).

A Leader begins by naming something in the garden (or some location relevant to the evening's activities)—*e.g.* "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.