



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

3<sup>rd</sup> July 2002

## PROGRAM GAMES & HANDCRAFT

- |       |   |   |
|-------|---|---|
| 19:00 | Opening   | Inspection, Grand Howl, Flag Break<br>Duty Six: <b>Black</b>  |
| 19:10 | Game<br>Active<br><i>Indoor</i>                 | <b>Cub Killer</b><br>Leaders pass a ball, between themselves, as per netball. Leaders must hit cubs with the ball. Cubs can have multiple (say 3) lives. When all lives exhausted, cub must sit out remainder of game. Last cub in is winner.   |
| 19:20 | Game<br>Active<br>Coordination<br><i>Indoor</i> | <b>Sticks</b><br>Cubs in a circle, each holding a broom stick, vertically, with one end on the floor. On command, all Cubs move either to the Right or Left (on command Right or Left respectively) letting go of their stick and grasping the one to the Right or Left respectively. Any Cub who allows the (new) stick (s)he is supposed to be holding fall to the ground is out. |
| 19:30 | Activity<br><i>Indoor</i>                       | <b>Boomerang Test 11 – People &amp; Cultures</b><br><b>Boomerang Test 14 – Handcraft</b><br>Complete Vesak Kooduwa (Buddhist festival lantern).   |
| 20:20 | Closing   | Award Presentations:<br>Job Week Awards<br>Announcements:     Test Day (Fire Lighting & Cooking)<br>Reminders:<br>Duty Six for 24/7: <b>Grey</b>  |
| 20:25 |   | <b>Holiday Project</b><br>Seeds, for new Cubs or those who missed out last time<br>Bronze Boomerang, Test 10<br>Naturecraft (Red Level)<br><Something else for those who've already done seeds><br>Soil Samples<br>World Conservation (Research)  |

Reserve Game  
Instructional  
(Revision)  
*Indoor*

### **Moving Compass**

Break up into groups of 4 and/or 8 (depending on experience). If numbers do not work out, then some groups could have vacant compass points marked by a chair or box.

Groups stand in a circle. Leader or Cub/Scout (in centre) faces someone and says "You are North". Others take turns to say what direction they are. Leader/Cub/Scout then turns to someone else and again says "You are north". Others have to work out what direction they have become. And so on.

Reserve Game  
Active  
Coordination  
*Indoor*

### **Gilwell Tails**

Played in Sixes, like baseball. Those in Six that is 'In', take turns to bat (with their hand). Select a bowler from another Six (ball must bounce between bowler and batter). Everyone else is fielding. Runners must complete their run whilst the ball is being fielded or they are out. Whoever retrieves the ball must call the colour of their Six, who must line up and pass the ball between their legs. Last in line returns it to the bowler.

Reserve Game  
Sense/Hearing  
*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.

Reserve Game  
Sense/Hearing  
*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.

Game  
Sense Training  
*Indoor*

### **Dark Square**

Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period

Reserve Game  
Sense Training  
*Indoor*

### **Kim's Game**

(Mostly ☺) sport/activity-based items. Select 10 items (at random) for each attempt. Try in Sixes, then individually.

ball—AFL	ball—golf	ball—squash	ball—tennis
barbell	bicycle pump	cap	clothes peg
cricket bat	frisbee	knee protector	shoe horn
shoe laces	shuttlecock	skipping rope	socks
stop watch	sun glasses	sun peak	tape measure
torch	whistle		

Game  
Active  
*Indoor*

### **Duster Hockey**

CSF 1 p.51

Game  
Sense Training  
*Indoor*

### **Kim's Game**

CSF 1 pp. 28-29

Game  
Active  
*Indoor*

### **Toss/Catch**

CSF 2 p.73

Game  
Active/  
Coordination  
*Indoor*

### **Balancing Sticks**

Details

Hanging a bean bag on the top of the stick makes things easier.

Game  
Active  
*Indoor*

### **Stack Ups**

Pack in Sixes, each with a pack of playing cards. See which Six can build the highest tower.

Game  
Observation  
*Indoor*

### **Funny Face**

Cubs are shown a face drawn on a large sheet of paper or card. Its outline is oval, the nose is a triangle, smaller triangles for eyes, one of which has a dot in it. Eyebrows are curves that twist opposite ways. The mouth is the letter 'S' on its side. The left ear is a 3 and the right ear is a 4. Wisps of hair stick out from the top of head and chin. After a brief look the Cubs try to draw the face from memory.

Game  
Observation  
*Indoor*

### **Who's the Leader**

Details

Game  
Observation  
*Indoor*

### **Mini golf**

Details

Game  
Active  
Coordination  
*Indoor/Outdoor*

### **Broomstick Balance**

Sixes in relay formation, each with a broom/broomstick/stick (something with a bit of weight on the (top) end is easier to balance). Balancing the broom/stick on their hand, the first Cub must run to the end of the hall and back. The broom/stick is passed to the next Cub, and so on, until all have had a turn. First Six finished (at attention, in a straight line) is the winner.

Try to balance the broomstick on the chin or forehead if Cubs can do it on their hands.

Reserve Game  
Active  
*Indoor*

### **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.