



1st Wamboin Scout Group
Cub Scout Section

24th July 2002

PROGRAM

Games Night

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|-------|--|--|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Test Book reminder.
Duty Six duties reminder.
Duty Six: Grey |
| 19:05 | | Holiday Project Review
Seeds germination
Bronze Boomerang, Test 10
Naturecraft (Red Level) |
| 19:10 | Game
Active
<i>Indoor</i> | Missing Match Sticks
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.
The aim is to have the <i>least number</i> of sticks at the end of a set time. |
| 19:25 | Game
Active
<i>Indoor</i> | Shunting Trains
Sixes in relay formation at one end of the hall.
On signal, first Cub (engine) runs forwards to the other end of the hall and returns backwards. The second Cub grabs onto the waist of the 'engine' and they both go down and back and pick up another Cub until all carriages are on the train. Reverse the procedure and drop off a Cub at a time. First Cub, the 'engine' rejoins the Six. Winner is first Six finished, in a straight line and at attention. |
| 19:40 | Game
Active
<i>Indoor</i> | Skin the Snake
Details |
| 19:50 | Game
Instructional
(Revision)
<i>Indoor</i> | Flag Relay
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. |

20:00	Game Sense Training <i>Indoor</i>	<p>Stray Sheep</p> <p>One Sixer is chosen as a shepherd and blindfolded. The Pack forms a circle around the shepherd who walks around looking for sheep (in own Six) and saying 'Are you my sheep?' Each Cub answers 'I am'. The shepherd may only ask twice and then must claim the sheep or walk on. The chosen sheep walk behind the shepherd who may only claim as many as were in the Sixer's original Six.</p>
20:10	Game Sense Training <i>Indoor</i>	<p>Good Morning Mum/Dad!</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>
20:20	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down Announcements: Cuboree (2003) Reminders: Scouting Family Badge work Prayer Duty Six for 21/7: Red</p>

Reserve Game
Active
Indoor

Zoo Relay

Pelecan Hop—Hop with one foot on opposite knee
Crab Relay—Interlock arms, back to back
Monkey Run—Simple run on all fours
Crocodile Crawl—Left hand on shoulder of cub in front, right hand on right ankle
Elephant—Legs straight and hands on floor
Goose—Waddle with hands holding ankles

Reserve Game
Active
Indoor

Burrowing Balls

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 of 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!

Reserve 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
Instructional
(Revision)
Indoor

Lasso

Sixes in relay formation. Each Cub must tie a bowline in one end of a piece of rope and throw it over a pole.

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

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

Chinese Whispers

Pass a message from one team member to another, through all team members, and compare the result with the original message.

Reserve Game
Teamwork
Indoor

Make it Quick!

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 (*e.g.* closing into a tighter circle, hands close together, *etc.*).

Reserve Game
Active
Teamwork
Indoor

Tunnel Ball

Teams line up in relay formation at one end of the hall, a ball for 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.

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.

Reserve Game
Sense Training
Indoor

Stop Me if I'm Wrong

Tell the Cubs a story. Whenever they hear something wrong they must stop the leader and say what's wrong.

Reserve Game
Active
Ball Throwing &
Catching

Catch

Players in two (or more) teams, half of each team at either end of playing field and approx. 30 metres apart. Place a hoop half way between each team and place a ball in each hoop. On the signal, the first member of each team runs to the hoop, picks up the ball and throws it, from the hoop, to the player at the other end, then runs to the back of the line at that end.

The player with the ball, runs up and places it back in the hoop, then joins the end of the other half of the team. As soon as the ball is placed back in the hoop, the next player takes off and throws as for the first one. Teams keep going until they are back in their original position and each will have thrown, caught and replaced the ball at some time during the game.

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
Instructional
(Revision)
Indoor

Knots and Knots

Break into Boomerang level groups and for 5 minutes revise/teach the knots. Each group then decides on a specific knot *e.g.*

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.