

1st Wamboin Scout Group Cub Scout Section

PROGRAM Estimation (Part 2)

7th August 2002

19:00 Opening

Inspection, Grand Howl, Flag Break

Test Book reminder. Test Standards remark. Duty Six: **Tawny**

19:05

Holiday Project Review

Seeds germination

Bronze Boomerang, Test 10 Naturecraft (Red Level)

19:10 Game Active

Indoor

Puck

Mark the Hall with 4 parallel chalk lines, AA, BB, CC, DD—lines should be as long as a team of players standing side by side. Line BB should be about a half a metre from AA, CC about 2 metres further on from BB, and DD a further half metre from CC. One team stands on line AA and the other on DD.

The object of the game is for team members to kick the 'puck' over the opposing team's front line (BB or CC), without passing their back line (AA or DD respectively). Each team member must keep their left foot on their team's rear line throughout the game and can defend their team's territory only by using their right foot.

The "puck" is played by the first member of each team having the first shot and then, after a score is made, by the next member of the scoring team. The first team with all players having scored is the winner.

19:20 Game
Instructional
(Revision)
Indoor

Knotting Relay

Sixer is in trouble! Sixes need to build a life-line, by tying pieces of rope together to save him/her. Unfortunately, all our ropes are of different thickness, so all knots must be...? Yes, sheet bends. Six in relay formation at one end of the hall, sixer at other, ropes in the middle. Each six member runs to centre, takes two ropes and ties together using a sheet bend. When the life-line is long enough, the Six member tying the last knot throws it (keeping one end in their hand) to sixer. The Sixer must tie a bowline, place the rope around his/her body, and be drawn back to the rescuer (no need to be dragged—with the rope around him/her, can run back to Six). First Six all together, at alert in a straight line is the winner.

19:30 Activity

Boomerang Test 10 – Estimation

Complete Estimation Exercise Personal Measurements Estimating Distance Estimating Height

20:10	Game	Dark Square
	Sense Training	Mark a square at one end of the hall. Each Six has an opportunity
	Indoor	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
20:25	Closing	Award Presentations:
		Grand Howl, Flag-down
		Announcements: '03 Cuboree
		Reminders: Alison–Y1 Form
		Sixer/Second responsibilities
		What are you thinking about during parade?
		Prayer
		Run through prayer & meaning
		Duty Six for 14/8: Black

Reserve Game

Zoo Relay

Active Indoor

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

Balloon Passing

Active Indoor

Sixes stand in file formation. On the signal, the first member of each Six puts the balloon under their chin then passes it to the second Six member, without either using their hands. The balloon is passed down the Six line in the same manner. If dropped, a balloon may be retrieved by hand, but it must be placed under the chin of the person who dropped it before the passing continues. The first Six to pass their balloon to the other end of their line wins.

Reserve Game Active Indoor

Skin the Snake

Sixes in lines, one member behind the other, with legs apart. With the exception of the last Cub in each line, Cubs bend over and hold their right arm between their legs. With the exception of the first Cub in the line, Cubs take hold of the (right) hand of the Cub in front of them with their left hand. Hands must remain clasped together throughout the following exercise.

The Cub at the end of the line now lies down on the floor, sliding beneath the legs of the Cubs in front as needed to keep hands clasped together. The line of Cubs gradually moves back over the Cub lying on the floor. As a Cub passes over the Cub who was behind them, they too lie down on the floor, with their legs straddling the Cub (lying down) in front, and as close as possible to the Cub (lying down) in front—remember, hands should remain clasped throughout.

When the Cub who was at the front of the line passes over the Cub who was behind (when in line), and lies down on the floor, the snake has been skinned!

Reverse the process, all the time keeping hands clasped together, to complete the game. First Six finished and at attention is the winner.

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

Pandemonium

Sixes at one end of the Hall, with one member of each Six blindfolded. A coin for each Six is placed at the other end. On the signal, coins have to be retrieved by the blindfolded Six member, who can be directed or encouraged by shouted advice from their Sixes, which are not allowed to move from their end of the Hall.

Reserve Game Sense Training Indoor

Stray Sheep

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.

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

Gladiators

At the end of the Hall stand 3 Gladiators. In front of each, line up the Pack in Teams of equal number. Each Gladiator has a bucket over their head, a compass in one hand, and a staff in the other. The other members of each Team are the Controllers, and, in an orderly fashion, one at a time from each Team in succession, they issue orders to their respective Gladiators. The Gladiators can move one pace at a time, when they are ordered to do so, and the Controllers must call out what direction the pace is to be made in. The orders may vary and the Gladiators could be ordered to lunge with their staff or to crawl forward. A lunge consists of holding the staff vertically, at arm's length, and then lowering it gradually so as to strike another Gladiator on the bucket. A Gladiator who is struck in this way is eliminated. The team whose Gladiator remains alone is the winner.