



1st Wamboin Scout Group
Cub Scout Section

11th September 2002

PROGRAM

State Emblems

- 19:00 Opening Inspection, Grand Howl, Flag Break
Test Book reminder.
Compass missing ex. Weekend... Please return...
Duty Six duties reminder.
Duty Six: **Black**
- 19:10 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.
- 19:20 Game
Active
Indoor **Grasshoppers**
Sixes/teams in relay formation, with their ball or bean bag at the feet of the first member. On the signal, the first member of each Six/team picks up the ball/bean bag, places it between their knees, and holds it there firmly as they hop to the other end of the hall and back again, passing the ball/bean bag to the next player.
Continue until each team member has completed the course.
If a player drops the ball/bean bag, they must retrieve it, return to the point where they dropped it, and continue.
First team with all members having completed the course, and standing at attention, is the winner.
- 19:30 Game
Sense Training
Indoor **Pandemonium**
Sixes at one end of the Hall, with one member of each Six blindfolded. A coin/marker for each Six is placed at the other end. On the signal, coins/markers 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.
A round of the game is over as soon as one team has located their coin/marker. Repeat until all Six members have had a turn at being blindfolded.

19:40	Activity	<p>Boomerang Test 6 – Australian Flag</p> <p>State Emblems</p> <p>Organise State Flag/Emblem cards into relevant groups. Have posters around the hall, and books for reference.</p>
	Game Instructional (Revision) <i>Indoor</i>	<p>Knotting Revision</p> <p>Play in conjunction with activity. To gain access to reference material for State Emblems exercise, must tie bowline, sheet bend etc.</p>
20:10	Game Teamwork <i>Indoor</i>	<p>Make it Quick!</p> <p>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 (<i>e.g.</i> closing into a tighter circle, hands close together, <i>etc.</i>).</p>
20:20	Game Observation <i>Indoor</i>	<p>Stamp Stalking</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>
20:25	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders: Test process: Please be prepared when nominating a Test or Achievement Badge for examination—don't just front up and start guessing answers or saying that you've left something at home...</p> <p>Prayer</p> <p>Duty Six for 18/9: Grey</p>

Reserve Game
Active
Indoor

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 *least number* of sticks at the end of a set time.

Reserve Game
Active
Indoor

Four-Legged Race

Check that the Cubs can handle a Three-Legged Race before trying this variation.

Cubs in Sixes or teams of 4 or more. Number off each Six/team. Cubs compete in groups of 3, from each Six/team, at any one time. The first three members of each team line up, side by side, with the ankles of the centre Cub tied to the nearer ankles of the two 'outside' group members. On the signal, the first group from each team races to the turn line (end of hall) and back again. #1 then goes to the back of the team line, and #4 joins #2 & #3, on their right, so that #3 is now in the middle. Tie ankles and race as before. The race continues until all team members have had a turn in each position of the racing group (*i.e.* three 'trips'—pardon the pun! 😊).

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
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
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.