



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

18<sup>th</sup> September 2002

## PROGRAM

### Knotting

|       |  |  |
|-------|--|--|
| 19:00 | Opening  | Inspection, Grand Howl, Flag Break<br>Test Book reminder.<br>Duty Six duties reminder.<br>Duty Six: <b>Grey</b>  |
| 19:10 | Reserve Game<br>Active<br><i>Indoor</i>              | <b>Missing Match Sticks</b><br>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.<br>The aim is to have the <i>least number</i> of sticks at the end of a set time. |
| 19:20 | Game<br>Instructional<br>(Revision)<br><i>Indoor</i> | <b>State Emblems</b><br>Choose the NSW State Emblems from the set of cards   |
| 19:25 | Game<br>Active<br><i>Indoor</i>                      | <b>Nose roll</b><br>Teams in relay formation, with a ball each. On the signal, the first member of each team rolls their ball with their nose to a marked point (~5 metres away), and back again. The game is continued until all players have had a turn. Touching the ball with any other part of the body is considered a "foul".   |
| 19:40 | Activity   | <b>Boomerang Test 3 – Knotting</b><br>Practice Knots—mainly sheet bend, bowline and clove hitch—in relevant groups. Allow 10 min. or so, then move on to Knotting Handcraft.<br><br><b>Boomerang Test 14 – Handcraft</b><br>Make a Turk's Head Woggle  |
| 20:20 | Game<br>Observation<br><i>Indoor</i>                 | <b>Stamp Stalking</b><br>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!).<br>Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.  |

20:25     Closing

Award Presentations:

Grand Howl, Flag-down

Announcements: Red Cross First Aid course during holidays

Reminders:

Prayer

Duty Six for 25/9: **Red**

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  
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.

Game  
Observation  
*Indoor*

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

Cubs in a circle. One Cub is taken out of the room while another is chosen as 'The Leader'. 'The Leader' will perform actions, such as patting head, raising arm(s), tapping foot, etc., while all other Cubs follow suit, quickly but also trying to hide the identity of 'The Leader'. On returning to the room, the first Cub must identify 'The Leader'. 'The Leader' must change actions regularly (every 10-15 sec at least), even when it means being discovered. The aim is to discover 'The Leader' as quickly as possible.

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  
Coordination &  
Patience  
*Indoor*

### **Stack Ups**

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