



1st Wamboin Scout Group
Cub Scout Section

25th September 2002

PROGRAM GAMES NIGHT

19:00 Opening

Inspection, Grand Howl, Flag Break
Duty Six: **Red**

Games

Cub Killer
Fruit Salad
Catch
Broomstick Balance
State Emblem Relay
Moving Compass (Compass Rose)
Make it Quick
Who's the Leader
The Red Flower

20:25

Holiday Project

Seeds, for those who haven't done them
 Bronze Boomerang, Test 10 (Connor, Lauren)
 Naturecraft (Red Level)
<Something else for those who've already done seeds>
Soil Samples
 World Conservation (Research)

20:25 Closing

Award Presentations:

Grand Howl, Flag-down
Announcements: Yellow Cord Camp, 1 – 3 November. Details t/f
Reminders: Red Cross First Aid Course; 2003 Cuboree Registration
Prayer
Duty Six for 16/10: **Tawny**

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 though 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.

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.

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!

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.

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.

<p>Game Active <i>Indoor</i></p>	<p>Cub Killer 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.</p>
<p>Game Active <i>Indoor</i></p>	<p>Duster Hockey Cubs in two teams (shortest to tallest), goals at each end of the hall. Cubs in each team number off and sit, in lines, facing each other. Leader (referee) calls a number and the two Cubs with that number come to the centre and pick up a hockey stick, ruck (or whatever it's called) then try to goal. Team with highest score after given time interval (when everyone has had a turn) wins.</p>
<p>Game Instructional (Revision) <i>Indoor</i></p>	<p>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.</p>
<p>Game Active <i>Indoor</i></p>	<p>Fruit Salad Cubs in two teams, seated on floor facing each other, with legs outstretched and feet touching. Each pair is given the name of a piece of fruit. Leader then recounts a story that mentions all the pieces of fruit (several times). As each piece of fruit is mentioned, the Cubs assigned that name stand up, run behind the Cubs in their team to the end of the hall, then, stepping over the outstretched legs of the Cubs still on the floor, return to their place. If the leader mentions Fruit Salad, all Cubs get up, run to the end of the hall then return to their respective places, hopping over the legs of any Cub already in place as they return.</p>
<p>Game Active Coordination <i>Indoor</i></p>	<p>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.</p>
<p>Game Sense/Hearing <i>Indoor</i></p>	<p>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.</p>
<p>Game Sense Training <i>Indoor</i></p>	<p>Kim's Game 10 – 20 items</p>

Game Instructional (Revision) <i>Indoor</i>	Knotting Relay Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level. Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.
Game Instructional (Revision) <i>Indoor</i>	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.
Game Teamwork <i>Indoor</i>	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 (<i>e.g.</i> closing into a tighter circle, hands close together, <i>etc.</i>).
Game Instructional (Revision) <i>Indoor</i>	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 Coordination & Patience <i>Indoor</i>	Stack Ups Pack in Sixes, each with a pack of playing cards. See which Six can build the highest tower.
Game Observation <i>Indoor</i>	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.

<p>Game Instructional (Revision) <i>Indoor</i></p>	<p>State Emblem Relay Sixes in relay formation at one end of the hall. Individual sets of cards of the various State Emblems at the other. Each six member, in turn, must run to the pile and select one of the cards (Flag, Flower etc.) for the nominated State. First team to correctly select all of the cards (Name, Map, Flag, Emblem, Coat of Arms, Flower, Bird, Animal) for the nominated State wins.</p>
<p>Game Sense Training <i>Indoor</i></p>	<p>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.</p>
<p>Game Sense Training <i>Indoor</i></p>	<p>The Red Flower Based on Jungle Book story of Mowgli, stealing into a camp at night to light a stick on the camp fire and then returning to the jungle. All cubs except one blindfolded and sitting, spaced out, around hall. Noisy object (cluster of bells, keys etc.—the Red Flower) in centre of hall. Cub who is not blindfolded must walk from the perimeter of the hall to the centre, retrieve the 'noisy object', and return to the perimeter without being heard and touched by one of the blindfolded cubs. Blindfolded cubs may reach out with their hands if they hear a noise near by, and try to touch the cub who is trying to steal the Red Flower. They cannot reach out at random—there must be a noise, or reason to reach out. They can also only sweep their hands around once, then must return them to their laps and wait again.</p>
<p>Game Observation <i>Indoor</i></p>	<p>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.</p>