



1st Wamboin Scout Group
Cub Scout Section

13th November 2002

PROGRAM

Outdoor Scouting (Mapping)

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|-------|--|--|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Test Book reminder.
Duty Six duties reminder.
Duty Six: Tawny |
| 19:10 | Game
Active
<i>Outdoor</i> | 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. |
| 19:20 | Game
Active
<i>Outdoor</i> | Friend or Foe
The name of each Cub is printed on separate slips of paper. These slips are then handed out to the individual members of the Pack, making sure that no Cub receives the slip with their own name. The object is then for each Cub to catch the Cub whose name is on their slip of paper, remembering that someone else is trying to catch them too. A Cub may not be caught while returning to a Leader with a prisoner. On being captured, a Cub must hand their slip to their captor, and the captor must then try to catch the Cub whose name appears on that slip. |
| 19:30 | Activity | Boomerang Test 5 – Outdoor Scouting
Compass Revision
Compass Rose
Map Reading
Contour Map Exercises (Silver/Gold)
Map Reading Exercise (Silver/Gold)
Map Making Exercise (Bronze/Silver) |
| 20:00 | Game
Instructional
Sense Training
<i>Indoor</i> | Kim's Game
10-20 items. Work as individuals and/or groups. |

20:25 Closing

Award Presentations:

Grand Howl, Flag-down

Announcements:

Reminders:

Prayer

Duty Six for 20/11: **Black**

Reserve Game

Active

Outdoor

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

Active

Indoor

Balloon Passing

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

Instructional
(Revision)

Indoor

Australian Flag/State Emblem Relay

Bronze to build flag, Silver/Gold to arrange State Insignia. When Silver/Gold finished, help Bronze if necessary.

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

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.