



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

20<sup>th</sup> November 2002

## PROGRAM

### Knotting / Handcraft (Part 1)

- |       |  |   |
|-------|--|---|
| 19:00 | Opening  | Inspection, Grand Howl, Flag Break<br>Duty Six: <b>Black</b>  |
| 19:10 | Game<br>Active<br><i>Indoor/Outdoor</i>                  | <b>Circular Tug of War</b><br>Sixes in a circle, all holding on to a rope. About 2 metres behind each Six, place a bean bag or similar object. Each Six tries to pull on the rope so that one member of it can pick up the bean bag.  |
| 19:20 | Game<br>Active<br><i>Indoor/Outdoor</i>                  | <b>Cat &amp; Mouse</b><br>Pack joins hands in a circle. Two cubs are the cat and mouse respectively. The cat must catch the mouse, who runs around or through the ring, passing under (generally) the joined hands of the cubs in the circle. The cubs allow the mouse to pass, but must hinder the passage of the cat as far as possible by raising or lowering their (joined) hands so that the cat cannot pass under or over them.<br>The cat needs to be a little cunning, misleading the cubs in the circle about his intentions as much as the mouse. |
| 19:30 | Activity<br><i>Indoor</i>                                | <b>Boomerang Test 3 – Knotting</b><br><b>Boomerang Test 14 – Handcraft</b><br><b>Handyworker Achievement Badge (Blue Level)</b><br>Make a Knotting Board<br>Discuss different kinds of paint (oil-based and water-based), the need for multiple coats on timber; demonstrate painting vertical surfaces and equipment care<br>For those who finish quickly, complete mapping exercise from last week or play games as follows.  |
| 20:10 | Game<br>Instructional<br>Sense Training<br><i>Indoor</i> | <b>Kim's Game</b><br>10-20 items. Work as individuals and/or groups.  |
| 20:20 | Game<br>Self Expression<br><i>Indoor/Outdoor</i>         | <b>What am I Doing?</b><br>Form one or more circles, depending on the size of the Pack and the number of Leaders. Each circle has a stick that is passed around. When a Leader gives the signal, the person with the stick has to act with it (e.g. walking stick, fishing rod, oar, broom, back scratcher, straw, pen, javelin, pole vault etc.) and the other cubs must guess what he/she is doing.   |

20:25 Closing

Award Presentations:

Reminders:

Duty Six for 27/11: **Grey**

Reserve 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.

Reserve 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.

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*

### **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.