



1st Wamboin Scout Group
Cub Scout Section

5th March 2003

PROGRAM

Promise & Law

- 19:00 Opening Inspection, Grand Howl, Flag Break
Duty Six duties reminder.
Duty Six: **Grey**
- 19:10 Game **Raft Relay**
Active Teamwork Cubs in relay formation. Sixer is 'Skipper' and stands with feet in
Indoor/ Outdoor front toe straps on separate 'raft planks'. Next Cub is "passenger"
(Play with 2 and stands with feet in the toe straps behind the "Skipper". On the
teams only, using signal, the two Cubs manoeuvre themselves to the shore by shifting
'prefabricated' their weight and sliding the planks forward. On reaching the shore,
rafts) the passenger picks up the planks, runs back to the rest of the Six
and becomes the "Skipper" for the third Six member. Repeat until
all have reached the shore.
- 19:20 Game **Back-to-Back Race**
Active Cubs are paired off. They stand back-to-back and link arms so that
Coordination one Cub will walk forwards, and one will walk backwards. Pairs
Indoor/ Outdoor race to a given line and, without turning around, race back again.
- 19:30 Game **Cross-Over Relay**
Active Mark three parallel lines, about 6m apart. Pack in Sixes or an
Indoor/ Outdoor appropriate number of teams, lined up behind one of the outer
lines, facing the other two.
The first member of each team, holding a ball or bean bag, runs to
the centre line, turns around, throws the ball or bean bag to the
second team member, and then runs on and lines up behind the far
line. Continue until all team members are lined up behind the far
line.
- 19:40 Activity **Boomerang Test 7 – Promise & Law**
Finger Do-Dah or
Poster/Prayer on aspect of Promise & Law
Promise & Law Word Search

20:15	Game Sense Training <i>Indoor</i>	<p>Steps</p> <p>Cubs take up any position, standing on the floor of the Hall. One Cub is blindfolded—his object is to touch one of the other Cubs. Cubs may take a total of three steps only, in any direction, to dodge the blindfolded Cub.</p> <p>When a Cub takes his/her first step, he/she places one hand on his/her hip. After the second step he/she places his/her other hand on his/her other hip. After the third step he/she folds his/her arms. This enables every player to see at what stage the others are.</p> <p>After a Cub is touched, he/she becomes the blindfolded Cub, and the others are allowed three more steps. Change the blindfold periodically if progress is slow.</p>
20:25	Closing	<p>Award Presentations: Nadine (Red Cyclist) Eleanor (Red Cyclist, Blue Animals & Birds, Silver Scouting Family)</p> <p>Grand Howl, Flag-down</p> <p>Announcements: Cuboree Interest?</p> <p>Reminders: Duty Six Responsibilities</p> <p>Prayer</p> <p>Duty Six for 12/3: Red</p>

Reserve Game
Active
Indoor/Outdoor

Crows & Cranes

Divide the Pack into two teams, which assemble in two straight lines, about six feet apart, facing the Leader. One team is the Crows and the other the Cranes.

The Leader calls either "Crows" or "Cranes". If the call is "Crows", the Crows must run to their wall, with the Cranes in pursuit, and vice versa. If one of the pursued Cubs is tagged, he/she joins the opposite team.

Calls can be varied by drawing out the "Cr...", or by calling "crumbs" or "crackers" etc. when no-one moves.

Reserve Game
Active
Indoor

Floating Bomb

Using chalk, divide the Hall into four sections. Each Six defends a quarter of the Hall. A balloon is released at the centre of the Hall and Cubs must blow (no hands) to keep the balloon in the air. If the balloon lands in their Quarter, a Six has been 'hit'.

Reserve Game
Active
Indoor/Outdoor

Row Ball

Pack is divided into two teams that sit in parallel lines, about 1m apart, facing opposite directions. The feet of each Cub should just touch the seat of the Cub in front. A mark is made halfway down the aisle between the two teams. The ball is placed on this mark. When the Leader calls "Row", the players use their inner hands only to try to drive the ball to the front of their respective teams. A goal is scored when a team succeeds in this respect.

The ball must stay on the ground.

For some variation, try turning the teams around so that they have to use their other hands.

Reserve Game
Sense Training
Indoor

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.