



1st Wamboin Scout Group
Cub Scout Section

2nd April 2003

PROGRAM

Construction / Teamwork

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|-------|---|---|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six duties reminder.
Duty Six: Grey |
| 19:10 | Game
Active
<i>Indoor</i> | Coathanger
Rope across the hall, threaded through a hoop. Two cubs hold onto hoop and try to tag other cubs as they run past, from one end of the hall to the other. |
| 19:20 | Game
Active
(Knotting
Revision)
<i>Indoor</i> | 3-Legged Race / 4-Legged Race
Start with a conventional 3-Legged Race, except that Cubs are in relay formation. The first two Cubs must tie their legs together (using a reef knot!) on the signal, and before running. Run to the end of the hall and return. The rope must then be undone, and the second and third Cubs then repeat the process. Continue until the last Cub has run with the first.
The first team finished, standing at attention in a straight line, is the winner.
See Reserve Games for 4-Legged Race details. |
| 19:30 | Activity | Straw Tower Construction
Build a tower out of drinking straws and sticky tape. Tallest tower in allocated time (30-45 min) 'wins'. |
| 20:15 | Game
Sense Training
<i>Indoor</i> | 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. |

20:25 Closing

Award Presentations:

Eleanor (Sixer, Grey Six)

Nadinee (Seconder, Grey Six)

Stevie (Seconder, Red Six)

Grand Howl, Flag-down

Announcements: Outdoor Scouting Day (Saturday, 26/4)

Reminders:

Prayer

Duty Six for 9/4: **Red**

Reserve Game Active <i>Indoor</i>	<p>Four-Legged Race</p> <p>Check that the Cubs can handle a Three-Legged Race before trying this variation.</p> <p>Cubs in Sixes or teams of 4 or more. Number off each Six/team. Cubs compete in groups of 3, from each Six/team, at any one time. The first three members of each team line up, side by side, with the ankles of the centre Cub tied to the nearer ankles of the two 'outside' group members. On the signal, the first group from each team races to the turn line (end of hall) and back again. #1 then goes to the back of the team line, and #4 joins #2 & #3, on their right, so that #3 is now in the middle. Tie ankles and race as before. The race continues until all team members have had a turn in each position of the racing group (<i>i.e.</i> three 'trips'—pardon the pun! ☺).</p>
Reserve Game Active <i>Indoor</i>	<p>Floating Bomb</p> <p>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'.</p>
Reserve Game Instructional (Revision) <i>Indoor</i>	<p>State Emblem Relay</p> <p>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>
Game Sense Training <i>Indoor</i>	<p>Crowded Circle</p> <p>Draw a chalk circle on the floor in the centre of the hall. Sixes in separate corners, facing and touching the wall with their hands. Turn out the lights, and Cubs must try to get in the circle. Turn on the lights, whereupon Cubs must stay where they are, and all Cubs outside the circle are out. On the next round, have a little less darkness, and so on, until only one Cub remains. A variation is to have 3 circles and to number them. When the lights are switched off, a number is called and Cubs must move to the appropriate circle.</p>
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>

