



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

9<sup>th</sup> April 2003

## PROGRAM

### Australian Flag / State Emblems

- |       |  |  |
|-------|--|--|
| 19:00 | Opening  | Inspection, Grand Howl, Flag Break<br>Duty Six duties reminder.<br>Duty Six: <b>Red</b>  |
| 19:10 | Game<br>Active<br><i>Indoor</i>                      | <b>Missing Match Sticks</b><br>Sixes may work in pairs or all together. They line up at one, or either, end of the hall, depending on number of teams. A chalk circle for each Six at opposite end, or in the middle, as the appropriate. An identical number of match sticks in each circle (about 10). Cubs take it in turns to run to their circle and take a match stick which they place in (one of) their opponent's circle and return to place, touching off the next runner.<br>The aim is to have the <i>least number</i> of sticks at the end of a set time. |
| 19:20 | Game<br>Active<br><i>Indoor</i>                      | <b>Floating Bomb</b><br>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'.  |
| 19:30 | Game<br>Sense Training<br><i>Indoor</i>              | <b>Pandemonium</b><br>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.<br>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.  |
| 19:40 | Activity   | <b>Boomerang Test 6 – Australian Flag / State Emblems</b><br>State Emblems<br>Organise State Flag/Emblem cards into relevant groups. Have posters around the hall, and books for reference.  |
|       | Game<br>Instructional<br>(Revision)<br><i>Indoor</i> | <b>Knotting Revision</b><br>Play in conjunction with activity. To gain access to reference material for State Emblems exercise, must tie bowline, sheet bend etc.  |

20:15	Game Sense Training <i>Indoor</i>	<p><b>The Red Flower</b></p> <p>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.</p> <p>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>
20:25	Closing	<p>Award Presentations:</p> <ul style="list-style-type: none"> <li>Eleanor (Sixer, Grey Six)</li> <li>Jack M (Bronze Boomerang?)</li> <li>Josh (Silver Boomerang)</li> <li>Katie (Silver Scouting Family)</li> </ul> <p>Grand Howl, Flag-down</p> <p>Announcements: Outdoor Scouting Day (Saturday, 3/5)</p> <p>Reminders: Scout Job Week/Month (May)</p> <p>Prayer</p> <p>Duty Six for 30/4: <b>Grey</b></p>
	Holiday Project	<p><b>Seed Germination</b></p> <p>Grow seeds on cotton wool, mainly for new Cubs (Graeme, Alana, Kahli, Hayden, Geoffrey), but also for any who want to use this for their Naturecraft Achievement Badge.</p>

Reserve Game  
Active  
Coordination  
*Indoor/Outdoor*

### **Silent Ball**

Pack in a circle. A ball is thrown between players, across the circle, and never back to the thrower. The ball must be thrown so that it can be caught easily by the intended recipient. If the ball is thrown too high, too wide, too hard etc., or to someone who is out of the game, the thrower loses a life. If the catcher fails to catch a reasonable throw, the catcher loses a life. Everyone must also be silent throughout the game—any noise results in the loss of a life for the culprit. When there is any doubt about who is to lose a life, all players point to the player they think is at fault—majority rules. Each player usually gets three lives. On the loss of the first life, a player must go down on one knee, and continue playing in that position. On the loss of the second life, they go down on both knees. On the loss of the third life, they are out of the game and must sit quietly in their place in the circle until the conclusion of the game.

Last player in wins.

Reserve Game  
Coordination  
*Indoor*

### **Sticks**

Pack in a circle, each member holding a broomstick with one end resting on the floor. On command from the Leader, players move either to their left or right, according to the Leader's command. When a player moves, they must let go of their broomstick (leaving it standing upright) and catch the one to their left/right, according to the direction they have been instructed to move, before it falls to the ground.

Last pair in are the winners.

Reserve Game  
Instructional  
(Revision)  
*Indoor*

### **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  
Sense Training  
*Indoor*

### **Crowded Circle**

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.

Reserve Game  
Sense Training  
*Indoor*

### **Steps**

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.

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.

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.