



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

7<sup>th</sup> May 2003

## PROGRAM

### Handcraft (Mothers' Day)

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six duties reminder. Duty Six: <b>Red</b>
19:10	Game Active <i>Indoor</i>	<b>Cub Killer</b> Leaders pass a ball, between themselves, as per netball. Leaders must hit cubs with the ball. Cubs can have multiple (say 3) lives. When all lives exhausted, cub must sit out remainder of game. Last cub in is winner.
19:20	Game Instructional (Revision) <i>Indoor</i>	<b>North, South, East &amp; West (Dead Ant!)</b> Call out compass directions and cubs run to appropriate side/corner of hall. If "Dead Ant" is called, all Cubs lie on the floor and wave/kick their arms and legs in the air.
19:25	Game Instructional (Revision) <i>Indoor</i>	<b>Moving Compass</b> 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.
19:30	Activity	<b>Boomerang Test 14 – Handcraft</b> <ul style="list-style-type: none"><li>• Mothers' Day Card</li><li>• 5-Ring Mat</li></ul>
20:15	Game Sense Training <i>Indoor</i>	<b>Steps</b> 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.

20:25 Closing

Award Presentations:

Graeme (Bronze Boomerang)

Gabrielle (Silver Boomerang)

Grand Howl, Flag-down

Announcements:

Reminders: Katie, Nick, Eleanor, Stevie, Nadine, Josh, Graeme,  
Connor, Kahli (Red Bushcraft)

Prayer: Gabrielle

Duty Six for 14/5: **Tawny**

Reserve Game Active Wide Game <i>Outdoor</i>	<p><b>Spotlight</b></p> <p>One Cub, the torchbearer, is given a torch and 60 seconds to 'hide' outside. The rest of the Pack must find the torchbearer, approach and tag him/her, without being 'spotted' moving.</p> <p>The torchbearer must not move from their original 'hiding place', and must flash the torchlight at least once a minute.</p> <p>Cubs are 'spotted' if the torch beam 'hits' them while they are moving. The torch must only ever be lighted briefly (5 sec max), and cannot be 'panned'—i.e. the torch must be pointed, then flashed, pointed, then flashed etc. The aim (for the torchbearer) is to catch a Cub moving in the torch beam, not to keep a Cub in the beam until they move.</p>
Reserve Game Revision <i>Indoor</i>	<p><b>Knotting Relay</b></p> <p>Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.</p> <p>Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.</p>
Reserve Game Observation <i>Indoor</i>	<p><b>Stamp Stalking</b></p> <p>A stamp is placed somewhere around the hall. It must be at a height for all to see. Cubs are to walk around looking. When a Cub sees the stamp, they sit down, but not right near it (for that would give away the location!).</p> <p>Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.</p>
Reserve 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>