



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

17<sup>th</sup> September 2003

# PROGRAM

## First Aid

- |       |  |   |
|-------|--|---|
| 19:00 | Opening  | <p>Inspection, Grand Howl, Flag Break<br/>Duty Six: <b>Grey</b></p>   |
| 19:10 | Game<br>Active<br><i>Indoor</i>                      | <p><b>Mount &amp; Dismount</b><br/>Mount, Dismount, Change, Right, Left<br/>Pairs in a circle, facing inwards, one behind the other. Leader calls above instructions at random.</p> <p>Mount      Cub behind mounts (piggyback) Cub in front<br/>Dismount    Cub dismounts<br/>Change      Cubs in pair change position<br/>Right        Cubs behind run around circle to the right, and mount team mate. Last one to mount is out.<br/>Left         As for Right, except Cubs run around circle to left.</p>   |
| 19:20 | Game<br>Active<br><i>Indoor</i>                      | <p><b>Continuous Cricket</b><br/>Wickets are set up as follows: The batsman defends a set of wickets as per normal cricket, with the bowler bowling from some appropriate distance in front of these wickets. If the batsman hits the ball, however, he/she must run to a second set of wickets (or just some object or point) set an appropriate distance behind the set of wickets being defended. Meanwhile, fielders return the ball as quickly as possible to the bowler, who immediately bowls again, no matter where the batsman happens to be. Besides being caught out, the batsman can only be bowled out. As soon as he/she is out, the next batsman comes in, but the bowler need not wait: the bowler can bowl whenever he/she has the ball.</p> |
| 19:30 | Game<br>Instructional<br>(Revision)<br><i>Indoor</i> | <p><b>Knotting Relay</b><br/>Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.<br/>Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.</p>   |
| 19:45 | Activity   | <p><b>Boomerang Test 1 – First Aid</b><br/>Handling emergency situations<br/><b>Boomerang Test 2 – Safety</b><br/><b>Bronze</b>      Test ability to deliver a message</p>  |

20:10	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>
	<p><del>Alana</del> <del>Connor</del>  <del>Eleanor</del> Geoffrey  Graeme <del>Hayden</del>  Jack E Jack M  <del>Josh</del> <del>Kahli</del>  <del>Lauren</del> Nadine  <del>Nick</del> Stevie</p>	
20:25	Closing	<p>Award Presentations:  Stevie (Green Arts &amp; Crafts; Green Pets)  Grand Howl, Flag-down  Announcements: Holiday First Aid classes  Reminders: Outdoor Scouting Day (20/9/03)  Prayer  Duty Six duties reminder.  Duty Six for 24/9: <b>Red</b></p>

Reserve Game  
Active  
*Indoor*

### **Human Caterpillar**

Players in relay formation. The first player in each group stands with feet apart. The next bends over in the leap-frog position. Positions alternate in this way for each group. At the signal, the last player in each group crawls under the legs of the player in front, vaults over the next, and so on until he/she has reached the head of the line. This player then runs to other end of the hall, tags the wall, runs back, and joins the front of the line, standing with legs astride or in the leap-frog position as appropriate. Note however, that while the player is running to the end of the hall and back, the other players change their position (either from feet apart to leap-frog, or vice versa). As soon as he/she is back, the next player starts up the line in the same manner.

The game continues until all players have run. The first team finished, at attention in a straight line, is the winner.

Reserve Game  
Active  
*Indoor*

### **Skin the Snake**

This is an exercise in flexibility and coordination.

Sixes in lines, one member behind the other, with legs apart. With the exception of the last Cub in each line, Cubs bend over and hold their right arm between their legs. With the exception of the first Cub in the line, Cubs take hold of the (right) hand of the Cub in front of them with their left hand. Hands must remain clasped together throughout the following exercise.

The Cub at the end of the line now lies down on the floor, sliding beneath the legs of the Cubs in front as needed to keep hands clasped together. The line of Cubs gradually moves back over the Cub lying on the floor. As a Cub passes over the Cub who was behind them, they too lie down on the floor, with their legs straddling the Cub (lying down) in front, and as close as possible to the Cub (lying down) in front—remember, hands should remain clasped throughout.

When the Cub who was at the front of the line passes over the Cub who was behind (when in line), and lies down on the floor, the snake has been skinned!

Reverse the process, all the time keeping hands clasped together, to complete the game. First Six finished and at attention is the winner.

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  
Instructional  
(Revision)  
*Indoor*

### **Australian Flag**

Each Cub is given a picture of an Australian Flag, most of which (or all) will contain an error. Identify the error in the picture provided.

Reserve Game  
Sense Training  
*Indoor*

### **Japanese Shoe Scramble**

All Cubs take off their shoes and place them in the centre of the hall. Everybody goes back to their Sixes while the Leader(s) mix up the shoes. Turn out the lights and let the Cubs scramble to find their own shoes and put them on. First Six back in a line, with their shoes on (shoe laces tied, if necessary), wins.

Reserve Game  
Sense Training  
*Indoor*

### **Good Morning Mum/Dad!**

One blindfolded cub in the centre of a large circle formed by other Cubs. Blindfolded Cub is turned around three times, and must then point to someone in the circle who must say in their normal voice "Good morning Mum!" or "Good morning Dad!" (as appropriate). Blindfolded Cub must identify the person chosen.

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.