



1st Wamboin Scout Group
Cub Scout Section

4th February 2004

PROGRAM

Games Night

19:00 Opening

Inspection, Grand Howl, Flag Break
Duty Six: **Grey**

Games

Tunnel Ball
(Captain Ball)
Drop/Catch
Grasshoppers
Wheel Relay
(Robber in the Orchard)
Time it Right
Blind Bats
Steps
Silent Ball

20:25 Closing

Award Presentations:
Grand Howl, Flag-down
Announcements:
Reminders:
Prayer
Duty Six duties reminder.
Duty Six for 11/2: **Red**

Game
Sense Training
Indoor/ Outdoor

Blind Bats

A ball is placed some distance away from each Six. The members of each six, who are standing in relay lines, are then blindfolded. Each Six member, in their turn, walks to where they think their ball is, and sits down.

When all Six members are seated, the Six that is nearest their ball (as a team) wins.

Game
Active
Ball Throwing &
Catching
Indoor/ Outdoor

Captain Ball

Sixes or teams in relay formation, with a ball at the feet of the first team member. On the signal, the first team member picks up the ball and runs to a point between 2 and 5 metres (as appropriate) in front of the remainder of the team. The first team member then throws the ball to the second team member (who is now at the head of the line). The second team member throws the ball back to the first, then squats down, so that the ball can easily be thrown over their head. The first team member then throws the ball over the head of the squatting team member(s) to the next team member, who throws it back and also squats.

When the ball is thrown to the last team member, that person runs to the point 2-5 metres in front of the rest of the team, the first 'thrower' returns to the head of the line, and the process is repeated.

The game continues until all team members have had a turn at throwing the ball to all the other team members. The first team finished, at attention with the ball at the feet of the first team member, is the winner.

Game
Active
Indoor/ Outdoor

Cat & Mouse

Pack joins hands in a circle. Two cubs are the cat and mouse respectively. The cat must catch the mouse, who runs around or through the ring, passing under (generally) the joined hands of the cubs in the circle. The cubs allow the mouse to pass, but must hinder the passage of the cat as far as possible by raising or lowering their (joined) hands so that the cat cannot pass under or over them.

The cat needs to be a little cunning, misleading the cubs in the circle about his intentions as much as the mouse.

Game
Active
Ball Throwing &
Catching
Indoor/ Outdoor

Catch

Players in two (or more) teams, half of each team at either end of playing field and approx. 30 metres apart. Place a hoop half way between each team and place a ball in each hoop. On the signal, the first member of each team runs to the hoop, picks up the ball and throws it, from the hoop, to the player at the other end, then runs to the back of the line at that end.

The player with the ball, runs up and places it back in the hoop, then joins the end of the other half of the team. As soon as the ball is placed back in the hoop, the next player takes off and throws as for the first one. Teams keep going until they are back in their original position and each will have thrown, caught and replaced the ball at some time during the game.

<p>Game Active <i>Indoor</i></p>	<p>Cub Killer</p> <p>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.</p>
<p>Game Coordination <i>Indoor/Outdoor</i></p>	<p>Drop / Catch</p> <p>Cubs stand in a circle, Leader in the middle. The Leader throws a bean bag to a Cub, at the same time saying "Catch" or "Drop". The 'trick' is that the Cub must do the opposite (<i>i.e.</i> if the Leader says "Catch", the Cub must drop the bean bag, and if the Leader says "Drop" the Cub must catch the bean bag).</p>
<p>Game Active <i>Indoor</i></p>	<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>
<p>Game Active <i>Indoor/Outdoor</i></p>	<p>Fruit Salad</p> <p>Cubs in two teams, seated on floor facing each other, with legs outstretched and feet touching. Each pair is given the name of a piece of fruit. Leader then recounts a story that mentions all the pieces of fruit (several times). As each piece of fruit is mentioned, the Cubs assigned that name stand up, run behind the Cubs in their team to the end of the hall, then, stepping over the outstretched legs of the Cubs still on the floor, return to their place. If the leader mentions Fruit Salad, all Cubs get up, run to the end of the hall then return to their respective places, hopping over the legs of any Cub already in place as they return.</p>
<p>Game Active <i>Indoor/Outdoor</i></p>	<p>Grasshoppers</p> <p>Sixes/teams in relay formation, with their ball or bean bag at the feet of the first member. On the signal, the first member of each Six/team picks up the ball/bean bag, places it between their knees, and holds it there firmly as they hop to the other end of the hall and back again, passing the ball/bean bag to the next player. Continue until each team member has completed the course. If a player drops the ball/bean bag, they must retrieve it, return to the point where they dropped it, and continue. First team with all members having completed the course, and standing at attention, is the winner.</p>
<p>Game Active <i>Indoor</i></p>	<p>North, South, East & West</p> <p>Call out compass directions and cubs run to appropriate side/corner of hall.</p> <p>If "Dead Ant" is called, all Cubs lie on the floor and wave/kick their arms and legs in the air. Other commands, like "Captain's Coming", "Scrub the Deck" etc. can be included for variety.</p>

Game
Instructional
(Revision)
Indoor/Outdoor

Pony Express

Sixes in relay formation. On the signal, each Cub must tie a clove hitch around the leg (or bowline around the waist) of the Cub in front of them, grip the free end of the rope in one hand and raise the other in the air. When all hands are up, the Six races to the end of the room and back, without losing grip of any rope or having any knots come untied. The first Six back, standing at attention in a straight line, is the winner.

Game
Active
Indoor/Outdoor

Robber in the Orchard

All Cubs spread out in a circle. One Cub—the Robber—is sent out of the room. A Farmer is chosen, and the apple is placed in the centre of the circle. The Robber is called in, and has to grab the apple and get out of the circle without being tagged by the Farmer, whose identity he/she does not know. The Farmer can move only after the apple has been touched.

Game
Active
Indoor/Outdoor

Shunting Trains

Sixes in relay formation at one end of the hall.

On signal, first Cub (engine) runs forwards to the other end of the hall and returns backwards. The second Cub grabs onto the waist of the 'engine' and they both go down and back and pick up another Cub until all carriages are on the train. Reverse the procedure and drop off a Cub at a time. First Cub, the 'engine' rejoins the Six. Winner is first Six finished, in a straight line and at attention.

Game
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.

Game
Observation
Indoor

Stamp Stalking

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!).

Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.

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.

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.

Alana Connor
Daanika Geoffrey
Graeme Hayden
Jack M Kahli
Lauren Penny
Stevie

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.

Game
Sense Training
Indoor/Outdoor

Time it Right

Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.

Game
Active
Teamwork
Indoor/Outdoor

Tunnel Ball

Teams line up in relay formation at one end of the hall, a ball for each team at the other. On the signal, the Cub at the head of each line runs to the other end of the hall, retrieves a ball, returns to the head of his team and passes the ball through his/her legs to the next team member (the Cub at the back of the line). The next team member does the same (runs to the end of the hall, then back to the head of the team, and passes the ball back), and so on until the Cub who was originally at the head of the line receives the ball (at the end of the line). He/she then runs to the other end of the hall, leaves the ball and returns to the head of the team line.

First team to return the ball and finish at attention is the winner.

Game
Active
Indoor/outdoor

Wheel Relay

Teams line up in relay formation—like the spokes of a wheel with the teams about two metres from the centre of the wheel, all facing the centre of the centre and sitting on the floor.

The first player, closest to the centre, is given a bean bag. On the signal, the bean bag is passed back, over the head, to the next player and so on to the last player in the line. This player jumps up and runs clockwise around the outside of the wheel past his team and then to the front of the team. All team members move back one space and the runner sits in front. When seated, the bag is passed over head to next player, and so on until all players have run around the circle and the first player is seated at the front of the line.

The first team to complete the sequence is the winner.