



1st Wamboin Scout Group
Cub Scout Section

PROGRAM NATURECRAFT

25th February 2004

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| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six: Tawny |
| 19:10 | Game
Active
<i>Indoor</i> | Twin Tag
Any 2 Cubs join hands and set off to tag the players. When they succeed, the first victim joins hands to make a chain of 3. When a further victim is tagged they split into pairs. This continues until there is only one Cub left who is not tagged, and he/she is the winner. |
| 19:20 | Game
Active
<i>Indoor</i> | Bottle-O
Divide the Pack into 2 numbered teams who stand at each end of the hall. In the centre of the hall in a small chalk circle have a bunch of keys or similar item. Towards each end of the hall stand a bottle. Call out a number and then those 2 players run to the opposite end of the hall, balance the bottle on its narrow end and then try to grab the keys and return to their end of the hall without being tagged by the other player. Once tagged, the other team then wins that turn but they can only tag the other when their own bottle is upturned and balanced. |
| 19:30 | Activity
Indoor | Boomerang Test 14 – Handcraft
Naturecraft Achievement Badge (Blue Level)
Leaf/Animal Track Plaster Casts—Use milk bottles or recycled materials for casting frame |
| 20:00 | Game
Instructional
(Revision)
<i>Indoor</i> | Knotting Revision
Break into Boomerang level groups and revise/teach the knots. Each group then decides on a specific knot <i>e.g.</i> Bronze—Reef Knot or shoe laces; Silver—Sheetbend or Bowline; Gold—Bowline or Clove Hitch. |
| 20:05 | Game
Instructional
(Revision)
<i>Indoor</i> | Chain Gang
Teams in relay formation. On the signal, the first team member ties a bowline around his/her right ankle, and hands the rope end to the next team member, who ties a clove hitch around his/her right ankle, and so on until the team is all tied up. The team then races to a finishing line. The winner is the first team to reach the finishing line with all clove hitches and the one bowline tied.
Variations include having everyone tie a clove hitch, using individual (short) ropes, around his/her ankle (older Cubs may have to do this for younger Cubs), then join the ropes with either a reef knot or sheet bend. The more team members who can tie knots correctly, the faster a team will be. |

20:15	Game Sense Training <i>Indoor</i>	<p>Dark Square</p> <p>Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period</p>
20:25	Closing	<p>Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Wamboin Clean-Up Day, Sunday 7th March Prayer Duty Six for 3/3: Grey</p>

Reserve Game Active Coordination <i>Indoor</i>	<p>Chopsticks</p> <p>Sixes/teams in relay formation, with their "batons" and ball, at one end of the hall, a plate for each Six/team at the other. On the signal, the first member of each Six/team must propel the ball along the floor to the plate, then lift it onto the plate, using only the "batons". The Cub then takes the ball and "batons" back to the next member of the team who repeats the exercise.</p> <p>First Six/team, all members having had a turn, standing at attention and in a straight line, is the winner.</p>
Reserve Game Active <i>Indoor</i>	<p>Coathanger</p> <p>A rope, threaded through a hoop, is tied across the hall somewhat higher than (Cub) head height. Two Cubs hold onto the hoop. On the signal, the rest of the Pack runs under the rope, past these two Cubs, who try to tag them as they pass. After the signal is given, Cubs must run under the rope in a given time or be automatically counted as tagged. Once tagged, a Cub must sit out the rest of the game. Continue until only one Cub remains untagged.</p>
Reserve Game Sense Training <i>Indoor</i>	<p>Mowgli, where are you?</p> <p>Pack forms a circle with two Cubs in the centre. One is Mowgli and one is Baloo. Both are blindfolded. Baloo calls "Where are you, Mowgli?". Mowgli answers "Here". Baloo then tries to tag Mowgli. Set a time limit, as necessary, then swap players.</p>
Reserve Game Ball Skills <i>Indoor</i>	<p>Overtake</p> <p>Cubs form a circle. Number off from 1—an even number of players is necessary. Even numbered Cubs in one team, odd numbered Cubs in the other. Give one ball to Cub #1 and another to the even-numbered Cub directly opposite. On the signal, Cubs pass the ball clockwise to the next member of their team (i.e. every second player) so that both balls travel in the same direction. The object of the game is for one team to try to catch up and overtake the ball of the other team. If the ball is dropped, the person responsible must retrieve it, return to their position and pass the ball again.</p>
Reserve Game Ball Skills <i>Indoor</i>	<p>Pass the Ball</p> <p>Pack in two teams. One team in a small circle with a bean bag, the other team in a large circle with a ball. In the small circle, the bean bag is passed around while the Cubs count for every one who handles the bean bag. The large circle has a Cub in the centre, with a ball which (s)he throws to each Cub in the circle in turn. When the ball has been around the circle, they call "Stop". Teams change over and the team counting to the highest number wins.</p>
Reserve Game Active <i>Indoor</i>	<p>Poison Ball</p> <p>The Pack stands in the centre of the hall with Leaders (or two chosen Cubs) at either end. The Leaders throw the ball between themselves, trying to hit players, who can move to avoid being hit. If hit, a player is out. If a player catches the ball, the first player out comes back in. The game ends when one player is left in the middle.</p>

Reserve 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.

Reserve 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.

Reserve 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 Harry
Hayden Jack
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.

Reserve Game
Sense Training
Indoor

That Reminds Me

Cubs organised in some sort of order, so that one can obviously follow the other in turn (*e.g.* a circle, standing or seated as appropriate).

A Leader begins by naming something in the garden (or some location relevant to the evening's activities)—*e.g.* "I'm thinking of a tree". The next person says something that is related, such as "That reminds me of wood". The next person might then say "That reminds me of a fire". The next might say "That reminds me of cooking damper"... and so on. After about six tries Cubs could work their way back through the suggestions. This can get difficult, so be encouraging.