



1st Wamboin Scout Group
Cub Scout Section

3rd March 2004

PROGRAM

NATURECRAFT – 2

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|-------|---|---|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six: Grey |
| 19:10 | Game
Active Teamwork
<i>Indoor/Outdoor</i>
(Play with 2 teams only, using 'prefabricated' rafts) | Raft Relay
Cubs in relay formation. Sixer is 'Skipper' and stands with feet in front toe straps on separate 'raft planks'. Next Cub is "passenger" and stands with feet in the toe straps behind the "Skipper". On the signal, the two Cubs manoeuvre themselves to the shore by shifting their weight and sliding the planks forward. On reaching the shore, the passenger picks up the planks, runs back to the rest of the Six and becomes the "Skipper" for the third Six member. Repeat until all have reached the shore. |
| 19:20 | Game
Active
<i>Indoor/Outdoor</i> | 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. |
| 19:30 | Activity
Indoor | Boomerang Test 14 – Handcraft
Naturecraft Achievement Badge (Blue Level)
Continue with Leaf Plaster Casts—Make the <i>positive</i> cast |
| 19:40 | 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. |
| 19:50 | 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. |

20:00	Game Sense Training <i>Indoor</i>	<p>Kim's Game 10-20 items. Work as individuals and/or groups. 2 minutes to look and remember, 5 minutes to write down items, and a couple of minutes to review answers.</p>
20:10	Game Sense Training <i>Indoor</i>	<p>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.</p>
	Alana Connor Daanika Geoffrey Graeme Harry Hayden Jack Kahli Lauren Penny Stevie	<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: Grand Howl, Flag-down Announcements: Reminders: Wamboin Clean-Up Day, this Sunday 7th March Prayer Duty Six for 10/3: Tawny</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

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.