



1st Wamboin Scout Group
Cub Scout Section

19th May 2004

PROGRAM

Australian Flag / State Emblems

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|-------|---|--|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six duties reminder.
Duty Six: Red |
| 19:10 | Game
Active
Wide Game
<i>Outdoor</i> | Spotlight
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.
The torchbearer must not move from their original 'hiding place', and must flash the torchlight at least once a minute.

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>i.e.</i> 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. |
| 19:20 | Game
Active
<i>Indoor</i> | Missing Match Sticks
Sixes may work in pairs or all together. They line up at one, or either, end of the hall, depending on number of teams. A chalk circle for each Six at opposite end, or in the middle, as the appropriate. An identical number of match sticks in each circle (about 10). Cubs take it in turns to run to their circle and take a match stick which they place in (one of) their opponent's circle and return to place, touching off the next runner.
The aim is to have the <i>least number</i> of sticks at the end of a set time. |
| 19:30 | Game
Sense Training
<i>Indoor</i> | Pandemonium
Sixes at one end of the Hall, with one member of each Six blindfolded. A coin/marker for each Six is placed at the other end. On the signal, coins/markers have to be retrieved by the blindfolded Six member, who can be directed or encouraged by shouted advice from their Sixes, which are not allowed to move from their end of the Hall.

A round of the game is over as soon as one team has located their coin/marker. Repeat until all Six members have had a turn at being blindfolded. |

19:40	Activity	<p>Boomerang Test 6 – Australian Flag / State Emblems</p> <p>Bronze Make an Australian Flag</p> <p>Silver Organise State Flag/Emblem cards into relevant groups. Have posters around the hall, and books for reference.</p> <p>Gold Draw the Australian Coat of Arms</p>
	Game Instructional (Revision) <i>Indoor</i>	<p>Australian Flag</p> <p>Play in conjunction with activity (Bronze). 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.</p>
	Game Instructional (Revision) <i>Indoor</i>	<p>Knotting Revision</p> <p>Play in conjunction with activity (Silver). To gain access to reference material for State Emblems exercise, must tie bowline, sheet bend etc.</p>
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 of time (60 seconds).</p> <p>Six with most members in the square wins.</p>
20:25	Closing	<p>Award Presentations: Mitchell (Investiture) Stevie (Gold Boomerang, Green Discovery)</p> <p>Grand Howl, Flag-down</p> <p>Announcements: Reminders: Scout Job Week Prayer</p> <p>Duty Six for 26/5: Tawny</p>

Reserve Game
Instructional
(Revision)
Indoor

Moving Compass

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.

Reserve Game
Sense Training
Indoor

Crowded Circle

Draw a chalk circle on the floor in the centre of the hall. Sixes in separate corners, facing and touching the wall with their hands. Turn out the lights, and Cubs must try to get in the circle. Turn on the lights, whereupon Cubs must stay where they are, and all Cubs outside the circle are out. On the next round, have a little less darkness, and so on, until only one Cub remains. A variation is to have 3 circles and to number them. When the lights are switched off, a number is called and Cubs must move to the appropriate circle.

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.

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.

~~Alana~~ Connor
Daanika Geoffrey
Graeme Hayden
~~Harry~~ Jack
Kahli Lauren
R-Mitch T-Mitch
Penny Sam
Stevie

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.

