



1st Wamboin Scout Group
Cub Scout Section

25th August 2004

PROGRAM

Construction / Teamwork

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|-------|--|---|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Duty Six duties reminder.
Duty Six: Red |
| 19:10 | Game
Active
<i>Indoor</i> | Cub Killer
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. |
| 19:20 | Game
Active
<i>Indoor</i> | Overtake
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. |
| 19:30 | 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. |
| 19:30 | Activity | Straw Tower Construction
Build a tower out of drinking straws and sticky tape. Tallest tower in allocated time (30-45 min) 'wins'. |

20:10	Game Sense Training <i>Indoor</i>	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 Harry Jack Kahli Lauren Mitch K Mitch P Penny Sam 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.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 1/9: Tawny

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
(Knotting
Revision)
Indoor

3-Legged Race / 4-Legged Race

Start with a conventional 3-Legged Race, except that Cubs are in relay formation. The first two Cubs must tie their legs together (using a reef knot!) on the signal, and before running. Run to the end of the hall and return. The rope must then be undone, and the second and third Cubs then repeat the process. Continue until the last Cub has run with the first.

The first team finished, standing at attention in a straight line, is the winner.

See Reserve Games for 4-Legged Race details.

Reserve Game
Active
Indoor

Four-Legged Race

Check that the Cubs can handle a Three-Legged Race before trying this variation.

Cubs in Sixes or teams of 4 or more. Number off each Six/team. Cubs compete in groups of 3, from each Six/team, at any one time. The first three members of each team line up, side by side, with the ankles of the centre Cub tied to the nearer ankles of the two 'outside' group members. On the signal, the first group from each team races to the turn line (end of hall) and back again. #1 then goes to the back of the team line, and #4 joins #2 & #3, on their right, so that #3 is now in the middle. Tie ankles and race as before. The race continues until all team members have had a turn in each position of the racing group (*i.e.* three 'trips'—pardon the pun! ☺).

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
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.