



1st Wamboin Scout Group
Cub Scout Section

20th October 2004

PROGRAM

THE AIR WE BREATHE

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| 19:00 | Opening | Inspection, Grand Howl, Flag Break 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.e. 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> | Circle / Line One team forms a circle in the centre of the hall. They have a tennis ball that is thrown from Cub to Cub around the circle, scoring one point for each clean catch. A dropped ball loses all the points, in which case it is picked up and the count starts over. The second team forms up on one corner, and each member runs once around the circle, relay style. The number of catches scored when they have finished running is the centre team's score. Swap over. The highest score wins. |
| 19:30 | Game Instructional (Revision) <i>Indoor</i> | Compass Game A circle is marked on the floor and 16 cards are prepared, each giving one of the 16 compass points. These cards are placed face down on a table. Each of the players takes one of the cards at random. The Leader finds the player who has picked up North and places him/her anywhere on the circle. At the words "This is North—Fall in", the other players take up their appropriate places in the circle. After the players have become thoroughly proficient, the Leader can take any player (say ESE), place him/her anywhere in the circle and say "This is ESE—Fall in". |

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| 19:35 | Demonstration Indoor | Boomerang Test 10 (Bronze/Silver) – Discovery Boomerang Test 12 (Gold) – The Air We Breathe Air Can you see it? Drop objects in water and observe. Can you feel it? Move hand quickly. Blow on it. Can you weigh it? Balloons on ends of balanced dowel—burst one and observe result. Can you hear it? Blow up a paper bag and burst it N ₂ Colourless, odourless gas Liquid N ₂ @ -196°C Freeze soft objects and shatter (Terminator 2) O ₂ Colourless, odourless gas Around 2/3 of the human body is Oxygen, and Oxygen compounds comprise around half the Earth's crust Burn candle in jar inverted in water and observe result Smouldering splint bursts into flame Plants Produce Oxygen (PCSL 2.2/2) H ₂ O Solid/liquid/gas under normal atmospheric conditions (Boiling Water/Condensation demo) Discuss humidity Sleet/snow at <0°C Air temp falls 1.5°/1000ft CO ₂ Colourless, odourless gas Dry Ice – Sublimes (observe when placed in water) Heavier than air—run CO ₂ down a trough to extinguish a candle Commonly used in fire extinguishers |
| 20:05 | Game Sense Training <i>Indoor</i> | Kim's Game 10 – 20 items |
| 20:15 | Closing | Investitures: Sam & Mitch Perkins Award Presentations: Job Week Awards Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 20/10: Tawny |

Reserve Game
Active
Indoor

Mount & Dismount

Mount, Dismount, Change, Right, Left

Pairs in a circle, facing inwards, one behind the other. Leader calls above instructions at random.

Mount Cub behind mounts (piggyback) Cub in front

Dismount Cub dismounts

Change Cubs in pair change position

Right Cubs behind run around circle to the right, and mount team mate. Last one to mount is out.

Left As for Right, except Cubs run around circle to left.

Reserve Game
Instructional
(Revision)
Indoor/ Outdoor

Knotting Relay

Sixer is in trouble! Sixes need to build a life-line, by tying pieces of rope together to save him/her. Unfortunately, all our ropes are of different thickness, so all knots must be...? Yes, sheet bends.

Six in relay formation at one end of the hall, sixer at other, ropes in the middle. Each six member runs to centre, takes two ropes and ties together using a sheet bend. When the life-line is long enough, the Six member tying the last knot throws it (keeping one end in their hand) to sixer. The Sixer must tie a bowline, place the rope around his/her body, and be drawn back to the rescuer (no need to be dragged—with the rope around him/her, can run back to Six). First Six all together, at alert in a straight line is the winner.

Reserve Game
Active
Coordination
Indoor

Chopsticks

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.

First Six/team, all members having had a turn, standing at attention and in a straight line, is the winner.

Reserve Game
Active
Teamwork
Indoor

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.

Reserve Game
Sense Training
Indoor

Battleships & Minefields

All but one member of one Six are blindfolded and stand in a line (the Battleship), one behind the other, with hands on the hips of the Cub in front of them. The remaining Six member is the Captain of the Battleship. All other Cubs sit (without blindfolds) around the floor, or some portion thereof (the Minefield), of the hall, far enough apart so that the Battleship can easily pass between any two, but in a way that there is no clear path from one end of the minefield to the other.

The Captain must guide his Battleship through the Minefield giving only instructions comprising a Compass Direction and a Number of Paces. The 'Mines' of course, must remain very quiet throughout, lest they reveal their position to the Battleship.

Set a time limit for the passage.

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.

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.

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| Alana | Connor |
| Daanika | Geoffrey |
| Graeme | Harry |
| Jack | Kahli |
| Lauren | Mitch K |
| Mitch P | Penny |
| Sam | Stevie |
| Tyler | |

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.