



1st Wamboin Scout Group
Cub Scout Section

27th October 2004

PROGRAM

AIR PRESSURE & AIR MOVEMENT

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: Tawny
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>Outdoor</i>	Straddle Relay Teams in file formation, the leader holding a bean bag. At a distance in front of each is a small circle. All except #1 stand with their feet astride. On the signal, #1 runs to the circle, touches the bean bag down, and returns with it to the head of the line. The bag is then passed through the tunnel, down the line. The moment a Cub has passed the bean bag he kneels down. When the last Cub receives the bean bag, (s)he straddles the others, runs to the circle, touches the bean bag down, returns to the front of the line and passes it back through the tunnel. First team finished is the winner. For variation, the bean bag can be passed through the legs of one Cub, then over the head of the next, to the end of the line.
19:30	Activity <i>Indoor/Outdoor</i>	Boomerang Test 10 (Silver) – Discovery <i>Two things to illustrate:</i> <i>Hot air rises (and cools as it rises)</i> <i>Air moves from High Pressure to Low Pressure</i> Moving Air Spiral Hold over heater Demonstrate Air Cooling & Condensation Cloud formation, Fog, Frost Hot/Cool Air Tin Crushing Heat up can, seal, and watch result. Weather Achievement Badge Make a Barometer
20:10	Game Instructional (Revision) <i>Indoor</i>	Australian Flag 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.

20:15	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. 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: Kahli (Job Week Award) Stevie (Blue Photographer) Grand Howl, Flag-down Announcements: Reminders: Job Week Monies (Pam) Prayer Duty Six for 3/11: Grey

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
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
Instructional
(Revision)
Indoor

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".

Reserve Game
Sense Training
Indoor

Kim's Game

10 – 20 items

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
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
Ball Skills
Indoor

Rolling Soccer

Two teams, numbered off, sit in lines facing each other, with a clear path between. Objects, such as chairs, at each end of the 'path' are goals. On calling a number, that numbered person from each team picks up the ball (located at opposite end to goal—on top of opposition goal or on chair being used as goal) and rolls it along the floor to the goal. First to score wins. Only one chance to score per call.

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
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.