



1<sup>st</sup> Wamboin Scout Group  
Cub Scout Section

3<sup>rd</sup> November 2004

## PROGRAM

### AUSTRALIAN FLAG AND STATE EMBLEMS

- 19:00    Opening                      Inspection, Grand Howl, Flag Break  
Duty Six: **Grey**
- 19:10    Game                                    **Crows & Cranes**  
Active                                    Divide the Pack into two teams, which assemble in two straight  
*Indoor/Outdoor*                      lines, about six feet apart, facing the Leader. One team is the Crows  
and the other the Cranes.  
The Leader calls either "Crows" or "Cranes". If the call is "Crows",  
the Crows must run to their wall, with the Cranes in pursuit, and  
vice versa. If one of the pursued Cubs is tagged, he/she joins the  
opposite team.  
Calls can be varied by drawing out the "Cr....", or by calling  
"crumbs" or "crackers" etc. when no-one moves.
- 19:20    Game                                    **Blind Bats**  
Sense Training                        A ball is placed some distance away from each Six. The members  
*Indoor/Outdoor*                      of each six, who are standing in relay lines, are then blindfolded.  
Each Six member, in their turn, walks to where they think their ball  
is, and sits down.  
When all Six members are seated, the Six that is nearest their ball  
(as a team) wins.
- 19:30    Activity                                **Boomerang Test 6**  
Indoor                                    Bronze    Australian Flag  
    Make an Australian Flag (paper) or revise composition  
    of Australian Flag, then go on to Silver activity  
    Silver    State Emblems  
    Make a set of State Emblem cards  
    Gold    Australian Coat of Arms  
    Reproduce the Coat of Arms
- 20:00    Game                                    **Flag Relay**  
Instructional                            Sixes in relay formation at one end of the hall. The individual  
*Indoor*                                    elements of the Australian Flag in a 'pile' at the other end of the  
hall. Each six member, in turn, must run to the pile and place one  
element on the Flag. First team to complete building the Flag,  
correctly, wins.

20:10	Game Sense Training <i>Indoor</i>	<b>The Red Flower</b> 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 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.
20:20	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 10/11: <b>Red</b>

Reserve Game  
Active  
*Indoor*

### **Burrowing Balls**

Divide into teams of at least 8 Cubs. Each team makes a circle, feet wide-apart and touching the next person's foot on either side. One player has the ball to start. The aim of the game is to get the ball into a burrow (gap between legs) by rolling or throwing. Each person is competing against the others in their circle. When the ball gets through someone's legs it is retrieved by that person and thrown again. Feet must not move. Quick reflexes are needed!

Reserve Game  
Coordination  
*Indoor/Outdoor*

### **Drop / Catch**

Cubs stand in a circle, Leader in the middle. The Leader throws a bean bag to a Cub, at the same time saying "Catch" or "Drop". The 'trick' is that the Cub must do the opposite (*i.e.* if the Leader says "Catch", the Cub must drop the bean bag, and if the Leader says "Drop" the Cub must catch the bean bag).

Reserve Game  
Sense Training  
*Indoor*

### **Good Morning Mum/Dad!**

One blindfolded cub in the centre of a large circle formed by other Cubs. Blindfolded Cub is turned around three times, and must then point to someone in the circle who must say in their normal voice "Good morning Mum!" or "Good morning Dad!" (as appropriate). Blindfolded Cub must identify the person chosen.

Reserve Game  
Active  
*Indoor*

### **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 *least number* of sticks at the end of a set time.

Reserve Game  
Active Teamwork  
*Indoor/Outdoor*  
(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.