



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

9<sup>th</sup> February 2005

## PROGRAM

### Promise & Law

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|-------|--|--|
| 19:00 | Opening  | Inspection, Grand Howl, Flag Break<br>Duty Six: <b>Red</b>   |
| 19:10 | Game<br>Active<br><i>Indoor</i>                                      | <b>Cub Killer</b><br>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<br>Active<br>Ball Throwing & Catching<br><i>Indoor/ Outdoor</i> | <b>Captain Ball</b><br>Sixes or teams in relay formation, with a ball at the feet of the first team member. On the signal, the first team member picks up the ball and runs to a point between 2 and 5 metres (as appropriate) in front of the remainder of the team. The first team member then throws the ball to the second team member (who is now at the head of the line). The second team member throws the ball back to the first, then squats down, so that the ball can easily be thrown over their head. The first team member then throws the ball over the head of the squatting team member(s) to the next team member, who throws it back and also squats.<br>When the ball is thrown to the last team member, that person runs to the point 2-5 metres in front of the rest of the team, the first 'thrower' returns to the head of the line, and the process is repeated.<br>The game continues until all team members have had a turn at throwing the ball to all the other team members. The first team finished, at attention with the ball at the feet of the first team member, is the winner. |
| 19:30 | Game<br>Instructional<br>(Revision)<br><i>Indoor</i>                 | <b>Round Promise &amp; Law</b><br>Site the Pack in a group. Choose someone to say the first word of the Promise or Law. Then point at random to the next Cub Scout who should say the next word. Continue in this fashion until both the Promise and the Law are completed.  |

19:35	Handcraft Discussion	<p><b>Boomerang Test 7 – Promise Bouncer</b></p> <p>Cut out templates, score and fold as per instructions on template card (the difficult parts of the template may be pre-cut to help avoid problems for younger Cubs). Cubs write Promise and Law words or statements on the sides and discuss with Leaders and other Cubs as they work.</p> <p>Glue tabs as instructed, except for Tab A, which should remain open until the rubber band has been hooked up. Some stiffening of the ‘hooks’ and sides supporting the ‘hooks’ (B and E) may be necessary (glue an extra piece of card or cardboard on the inside of these sides before closing up) if the templates are printed on light card. Stretch an elastic band between the hooked edges (some Cubs may need help with this part), then glue Tab A to close the ‘ball’. If you push the ball flat, it will spring back when released.</p> <p><b>Word Search – Promise &amp; Law</b></p> <p>Promise &amp; Law theme Word Search for those who finish the Promise Bouncer ahead of the main group.</p>
	<p><i>Bouncer template</i> <i>Scissors</i> <i>Glue</i> <i>Rubber bands</i> <i>Pens/Pencils</i></p> <p><i>Word Search puzzle sheets</i></p>	
20:00	Game Sense Training <i>Indoor/ Outdoor</i>	<p><b>Time it Right</b></p> <p>Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.</p>
20:10	Game Sense Training <i>Indoor</i>	<p><b>Mowgli, where are you?</b></p> <p>Pack forms a circle with two Cubs in the centre. One is Mowgli and one is Baloo. Both are blindfolded. Baloo calls “Where are you, Mowgli?”. Mowgli answers “Here”. Baloo then tries to tag Mowgli. Set a time limit, as necessary, then swap players.</p>
20:25	Closing	<p>Award Presentations:</p> <p>Grand Howl, Flag-down</p> <p>Announcements:</p> <p>Reminders:</p> <p>Prayer</p> <p>Duty Six for 16/2: <b>Tawny</b></p>

Reserve Game  
Observation  
*Indoor*

### **Stamp Stalking**

A stamp is placed somewhere around the hall. It must be at a height for all to see. Cubs are to walk around looking. When a Cub sees the stamp, they sit down, but not right near it (for that would give away the location!).

Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.

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  
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.