



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

23<sup>rd</sup> February 2005

## PROGRAM

### Discovery (Sound)

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: <b>Grey</b>
19:10	Game Active <i>Indoor/Outdoor</i>	<b>British Bulldog</b> One Cub in the middle of the playing area, all the others at one end. Cub in the middle calls “British Bulldog” and all other Cubs must run to the other end of the playing area. The Cub in the middle must tag as many of the other Cubs as possible while they are running from end to end. Cubs help the Cub in the middle when they are tagged. Last Cub caught is the winner.
19:20	Game Active <i>Indoor</i>	<b>Dog &amp; Bone</b> Two teams stand at opposite ends of the hall. Halfway between the two teams lies The Bone (skittle, bean bag or the like). The captain of one team names a runner. The second captain matches this player with one of his/her team. They then take it in turns to call first. The named runners dash forward to snatch the bone and return back to their base without being tagged by the other. Players can feint, dodge and dart about, and each success scores a point for the team.
19:30	Instruction (Revision) <i>Indoor</i>	<b>Compass Points</b> Fill in the compass points on a compass rose.
19:40	Demonstration	<b>Sound &amp; Hearing</b> Discuss how sound is propagated and detected, and demonstrate ‘Poly Pipe Intercom’.
19:50	Activity	<b>Boomerang Test 10 – Discovery (Gold)</b> Make a ‘Tin Can’ Telephone
20:20	Game Sense Training <i>Indoor</i>	<b>Time it Right</b> Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.
20:25	Closing	Award Presentations: Sam (Second, Grey Six) Grand Howl, Flag-down Announcements: Who will be going to another Group in Term 2? Reminders: Wamboin Clean-Up Day Prayer Duty Six for 2/3: <b>Red</b>

Reserve Game Active <i>Indoor</i>	<p><b>Burrowing Balls</b></p> <p>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!</p>
Reserve Game Coordination <i>Indoor/Outdoor</i>	<p><b>Catch It—Head It</b></p> <p>The Pack stands in a circle with a player/Leader in the middle. The person in the middle throws the ball to anyone in the circle, shouting "Catch It!" or "Head It!" If the player in the circle catches the ball when the order was to head it, or vice versa, they are out.</p>
Reserve Game Ball Skills & Coordination <i>Indoor/Outdoor</i>	<p><b>Silent Ball</b></p> <p>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.</p> <p>Last player in wins.</p>
Reserve Game Instructional <i>Indoor</i>	<p><b>Flag &amp; Emblems</b></p> <p>For an evening with 'reduced' numbers.</p> <p>Have individuals (Bronze Level) make up the Australian Flag using the magnetic 'Flag Boards', or arrange the State Emblem cards (Silver/Gold Level).</p>
Reserve Game Instructional (Revision) <i>Indoor</i>	<p><b>Round Promise &amp; Law</b></p> <p>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.</p>
Reserve 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>