



1st Wamboin Scout Group
Cub Scout Section

3rd March 2005

PROGRAM

Knotting / Handcraft (Part 1)

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| 19:00 | Opening | Inspection, Grand Howl, Flag Break Duty Six: Red |
| 19:10 | Game Active <i>Indoor/Outdoor</i> | Circular Tug of War Sixes in a circle, all holding on to a rope. About 2 metres behind each Six, place a bean bag or similar object. Each Six tries to pull on the rope so that one member of it can pick up the bean bag. |
| 19:20 | Game Active <i>Indoor/Outdoor</i> | Cat & Mouse Pack joins hands in a circle. Two cubs are the cat and mouse respectively. The cat must catch the mouse, who runs around or through the ring, passing under (generally) the joined hands of the cubs in the circle. The cubs allow the mouse to pass, but must hinder the passage of the cat as far as possible by raising or lowering their (joined) hands so that the cat cannot pass under or over them. The cat needs to be a little cunning, misleading the cubs in the circle about his intentions as much as the mouse. |
| 19:30 | Activity <i>Indoor</i> | Boomerang Test 3 – Knotting Boomerang Test 5 – Outdoor Scouting Boomerang Test 14 – Handcraft Handyworker Achievement Badge (Blue Level) Make a Knotting Board Discuss different kinds of paint (oil-based and water-based), the need for multiple coats on timber; demonstrate painting vertical surfaces and equipment care Make a Trail Sign Board For those who have already made a knotting board For those who finish quickly, complete mapping exercise from last week or play games as follows. |
| 20:10 | Game Instructional Sense Training <i>Indoor</i> | Kim's Game 10-20 items. Work as individuals and/or groups. |
| 20:20 | Game Self Expression <i>Indoor/Outdoor</i> | What am I Doing? Form one or more circles, depending on the size of the Pack and the number of Leaders. Each circle has a stick that is passed around. When a Leader gives the signal, the person with the stick has to act with it (e.g. walking stick, fishing rod, oar, broom, back scratcher, straw, pen, javelin, pole vault etc.) and the other cubs must guess what he/she is doing. |

20:25 Closing

Award Presentations:

Reminders: Outdoor Scouting Day (Saturday, 26/3)

Duty Six for 9/3: **Tawny**

Reserve Game
Active
Indoor

Grasshoppers

Sixes/teams in relay formation, with their ball or bean bag at the feet of the first member. On the signal, the first member of each Six/team picks up the ball/bean bag, places it between their knees, and holds it there firmly as they hop to the other end of the hall and back again, passing the ball/bean bag to the next player. Continue until each team member has completed the course. If a player drops the ball/bean bag, they must retrieve it, return to the point where they dropped it, and continue. First team with all members having completed the course, and standing at attention, is the winner.

Reserve Game
Active
Coordination
Indoor/Outdoor

Broomstick Balance

Sixes in relay formation, each with a broom/broomstick/stick (something with a bit of weight on the (top) end is easier to balance). Balancing the broom/stick on their hand, the first Cub must run to the end of the hall and back. The broom/stick is passed to the next Cub, and so on, until all have had a turn. First Six finished (at attention, in a straight line) is the winner. Try to balance the broomstick on the chin or forehead if Cubs can do it on their hands.

Reserve Game
Instructional
(Revision)
Indoor

Australian Flag/State Emblem Relay

Bronze to build flag, Silver/Gold to arrange State Insignia. When Silver/Gold finished, help Bronze if necessary.

Reserve Game
Sense Training
Indoor

Chinese Whispers

Pass a message from one team member to another, through all team members, and compare the result with the original message.

Reserve Game
Sense Training
Indoor

Pandemonium

Sixes at one end of the Hall, with one member of each Six blindfolded. A coin/marker for each Six is placed at the other end. On the signal, coins/markers have to be retrieved by the blindfolded Six member, who can be directed or encouraged by shouted advice from their Sixes, which are not allowed to move from their end of the Hall. A round of the game is over as soon as one team has located their coin/marker. Repeat until all Six members have had a turn at being blindfolded.