



1st Wamboin Scout Group
Cub Scout Section

10th April 2002

PROGRAM HANDCRAFT

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: Grey
19:10	Game Active <i>Indoor</i>	Nets Mark off one section of the hall (maybe the whole hall) as 'water' where fish are swimming—Cubs must stay in this area. Two selected Cubs join hands to form a circle—they are the net, and must catch fish by encircling them (placing their arms of the heads of the 'fish'). Once captured, a fish joins the net. The game continues until all fish are caught (all Cubs are together in one big circle). The last Cub caught is the winner.
19:20	Game Active Coordination <i>Indoor</i>	Skin the Snake Demo required... I need to work on the instructions...
19:30	Game Instructional Sense Training <i>Indoor</i>	Kim's Game (Conservation / Recycling) Use recyclable and non-recyclable items. Sixes/teams in relay formation. Leader calls 'Recyclable' or 'Non-Recyclable'. Team members must retrieve an appropriate item. When complete, discuss selections.
19:45	Activity <i>Indoor</i>	Silver Boomerang Test 5 – Outdoor Scouting Boomerang Test 14 – Handcraft Compass Continue with key ring 'adornment'
20:10	Game Sense/Hearing <i>Indoor</i>	What are you Doing? Baloo taught Mowgli to care for the jungle and not to damage anything unless for safety or survival. Six pieces of newspaper, each screwed into a loose ball. Pack in a circle. Two Cubs are Baloo and Mowgli. Baloo is blindfolded. Both are in the circle with the paper balls scattered about. Mowgli has to pick up the rubbish without being touched by Baloo. Baloo says "What are you doing, Mowgli?" and Mowgli must reply "I'm picking up rubbish".
20:20	Closing	Award Presentations: Run through Achievement Badge process Reminders: Subs are now overdue Duty Six for 1/5: Red

20:25

Holiday Project

Seeds, for new Cubs or those who missed out last time

Bronze Boomerang, Test 10

Naturecraft (Red Level)

<Something else for those who've already done seeds>

Soil Samples

World Conservation (Research)

Reserve Game
Active
Coordination
Indoor

Gilwell Tails

Played in Sixes, like baseball. Those in Six that is 'In', take turns to bat (with their hand). Select a bowler from another Six (ball must bounce between bowler and batter). Everyone else is fielding. Runners must complete their run whilst the ball is being fielded or they are out. Whoever retrieves the ball must call the colour of their Six, who must line up and pass the ball between their legs. Last in line returns it to the bowler.

Reserve Game
Sense/Hearing
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
Sense/Hearing
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.