



1st Wamboin Scout Group
Cub Scout Section

29th May 2002

PROGRAM

Games Night

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six: Red
19:10	Game Active <i>Indoor</i>	Fruit Salad Cubs in two teams, seated on floor facing each other, with legs outstretched and feet touching. Each pair is given the name of a piece of fruit. Leader then recounts a story that mentions all the pieces of fruit (several times). As each piece of fruit is mentioned, the Cubs assigned that name stand up, run behind the Cubs in their team to the end of the hall, then, stepping over the outstretched legs of the Cubs still on the floor, return to their place. If the leader mentions Fruit Salad, all Cubs get up, run to the end of the hall then return to their respective places, hopping over the legs of any Cub already in place as they return.
19:20	Game Active Teamwork <i>Indoor/Outdoor</i> (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.
19:40	Game Instructional/ Teamwork (Revision) <i>Indoor</i>	Knotty Knots Cubs in pairs, one hand behind back. Together they have to tie a knot. e.g. reef knot, sheet bend etc.
19:30	Game Instructional (Revision) <i>Indoor</i>	Knots and Knots Break into Boomerang level groups and for 5 minutes revise/teach the knots. Each group then decides on a specific knot <i>e.g.</i> Bronze—Reef Knot or shoe laces; Silver—Sheetbend or Bowline; Gold—Bowline or Clove Hitch. On the signal, they all tie and untie that knot for a set time (one/two minutes), each person counting their efforts. When the time is up, add the number and divide by the number of Cubs in the group to get the average. Rerun as appropriate, changing the knots and/or time durations.

19:45	Game Observation <i>Indoor</i>	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.
19:50	Game Sense Training <i>Indoor</i>	That Reminds Me Cubs organised in some sort of order, so that one can obviously follow the other in turn (<i>e.g.</i> a circle, standing or seated as appropriate). A Leader begins by naming something in the garden (or some location relevant to the evening's activities)— <i>e.g.</i> "I'm thinking of a tree". The next person says something that is related, such as "That reminds me of wood". The next person might then say "That reminds me of a fire". The next might say "That reminds me of cooking damper"... and so on. After about six tries Cubs could work their way back through the suggestions. This can get difficult, so be encouraging.
20:00	Game Instructional (Revision) <i>Indoor</i>	Flag Relay Sixes in relay formation at one end of the hall. The individual 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>	Mowgli, where are you? 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.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Job Week Prayer Duty Six for 5/6: Tawny

Reserve Game
Active
Indoor

Bombs Away

Sixes in relay lines. Six brown paper bags on floor in front of each line.

On the signal, the first Cub in each team blows up the paper bag and breaks it. When the Cubs at the end of each line hear the 'bang' they run to the end of the room, touch the wall, run back to the front of their line, and blow up a bag, and so on.

Reserve Game
Active/
Teamwork
Indoor/ Outdoor

Shunting Trains

Pack in relay formation at one end of the hall.

On signal, first Cub (engine) runs forwards to the other end of the hall and returns backwards. The second Cub grabs onto the waist of the 'engine' and they both go down and back and pick up another Cub until all carriages are on the train. Reverse the procedure and drop off a Cub at a time. First Cub, the 'engine' rejoins the Six. Winner is first Six finished, in a straight line and at attention.

Reserve Game
Self Expression
Indoor

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.

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.