



1st Wamboin Scout Group
Cub Scout Section

5th June 2002

PROGRAM

Self Expression

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six: Tawny
19:10	Game Active <i>Indoor</i>	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.
19:25	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.
19:35	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.
19:50	Activity	Boomerang Test 13 – Self Expression Charades
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Job Week cards are due Prayer Duty Six for 12/6: Black

Reserve Game
Active
Ball Throwing &
Catching

Catch

Players in two (or more) teams, half of each team at either end of playing field and approx. 30 metres apart. Place a hoop half way between each team and place a ball in each hoop. On the signal, the first member of each team runs to the hoop, picks up the ball and throws it, from the hoop, to the player at the other end, then runs to the back of the line at that end.

The player with the ball, runs up and places it back in the hoop, then joins the end of the other half of the team. As soon as the ball is placed back in the hoop, the next player takes off and throws as for the first one. Teams keep going until they are back in their original position and each will have thrown, caught and replaced the ball at some time during the game.

Reserve Game
Instructional
(Revision)
Indoor/Outdoor

Compass Change

Draw a circle on the floor, and mark the eight points of the compass. Write in 'N' for North. Put two or three cub Scouts on each mark, one behind the other. One Cub Scout is in the centre of the circle.

The Leader calls two directions. The front (inside) Cub Scout of each direction called comes out and changes with the other direction (they go to the rear) while the Cub scout in the centre tries to get to one of the directions first.

As an exercise, start with sixes lined up in alphabetical order of the Cub Scouts' first names.

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.