



1st Wamboin Scout Group
Cub Scout Section

12th June 2002

PROGRAM

DISCOVERY / PHOTOGRAPHY

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: Black
19:10	Game Active <i>Indoor</i>	Cub Killer Leaders pass a ball, between themselves, as per netball. Leaders must hit cubs with the ball. Cubs can have multiple (say 3) lives. When all lives exhausted, cub must sit out remainder of game. Last cub in is winner.
19:20	Game Instructional (Revision) <i>Indoor/ Outdoor</i>	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.
19:30	Demonstration <i>Indoor</i>	The Human Eye
19:40	Activity <i>Indoor</i>	Boomerang Test 10 – Discovery Boomerang Test 14 – Handcraft Make a shoe (or tissue) box camera.
20:00	Game Sense Training <i>Indoor</i>	Dark Square Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period
20:15	Game Active Coordination <i>Indoor/ Outdoor</i>	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.

20:25 Closing

Award Presentations:

Grand Howl, Flag-down

Announcements: Cuboree Announcement; Yellow Cord Training Day

Reminders: Job Week Cards

Prayer

Duty Six for 19/6: **Grey**

Reserve Game
Active
Indoor

Mount & Dismount

Mount, Dismount, Change, Right, Left

Pairs in a circle, facing inwards, one behind the other. Leader calls above instructions at random.

Mount Cub behind mounts (piggyback) Cub in front

Dismount Cub dismounts

Change Cubs in pair change position

Right Cubs behind run around circle to the right, and mount team mate. Last one to mount is out.

Left As for Right, except Cubs run around circle to left.

Reserve Game
Active
Coordination
Indoor

Sticks

Cubs in a circle, each holding a broom stick, vertically, with one end on the floor. On command, all Cubs move either to the Right or Left (on command Right or Left respectively) letting go of their stick and grasping the one to the Right or Left respectively. Any Cub who allows the (new) stick (s)he is supposed to be holding fall to the ground is out.

Reserve Game
Instructional
(Revision)
Indoor

Moving Compass

Break up into groups of 4 and/or 8 (depending on experience). If numbers do not work out, then some groups could have vacant compass points marked by a chair or box.

Groups stand in a circle. Leader or Cub/Scout (in centre) faces someone and says "You are North". Others take turns to say what direction they are. Leader/Cub/Scout then turns to someone else and again says "You are north". Others have to work out what direction they have become. And so on.

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.