



1st Wamboin Scout Group
Cub Scout Section

19th June 2002

PROGRAM

Handcraft

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: Grey
19:10	Game Active <i>Indoor</i>	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.
19:20	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.
19:30	Activity	Boomerang Test 14 – Handcraft Make a Vesak Kooduwa (Buddhist festival lantern) from paddle-pop sticks.
20:15	Game Sense Training <i>Indoor</i>	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.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Investitures next week Reminders: Job Week cards due Prayer Duty Six for 26/6: Red

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 though 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 Training
Indoor

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