



1st Wamboin Scout Group
Cub Scout Section

26th June 2002

PROGRAM

People & Cultures

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six: Tawny
19:10	Discussion <i>Indoor</i>	Visitor from Sri Lanka Talk briefly about Sri Lankan customs and festivals as a lead in to completing the Vesak Kooduwa.
19:20	Activity <i>Indoor</i>	Boomerang Test 11 – People & Cultures Boomerang Test 14 – Handcraft Complete Vesak Kooduwa (Buddhist festival lantern).
20:15	Investitures <i>Indoor</i>	Investiture Ceremony Connor, Jack & Lauren
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Cuboree details Reminders: Job Week cards? Prayer Duty Six for 3/7: Black

Reserve Game
Active
Reflex Training
Indoor

Burrowing Balls

Divide into teams of at least 8 Cubs. Each team makes a circle, feet wide-apart and touching the next person's foot on either side. One player has the ball to start. The aim of the game is to get the ball into a burrow (gap between legs) by rolling or throwing. Each person is competing against the others in their circle. When the ball gets through someone's legs it is retrieved by that person and thrown again. Feet must not move. Quick reactions are needed!

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

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