



1st Wamboin Scout Group
Cub Scout Section

27th November 2002

PROGRAM

Knotting / Handcraft (Part 2)

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six duties reminder. Duty Six: Grey
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	Activity (Part 1)	Boomerang Test 3/14 – Knotting/Handcraft Second Stage of Knotting Board Second coat of varnish (light sand first) Glue on Clove Hitch dowel
19:40	Game Active <i>Indoor</i>	Grasshoppers Sixes/teams in relay formation, with their ball or bean bag at the feet of the first member. On the signal, the first member of each Six/team picks up the ball/bean bag, places it between their knees, and holds it there firmly as they hop to the other end of the hall and back again, passing the ball/bean bag to the next player. Continue until each team member has completed the course. If a player drops the ball/bean bag, they must retrieve it, return to the point where they dropped it, and continue. First team with all members having completed the course, and standing at attention, is the winner.
19:50	Activity (Part 2)	Boomerang Test 3/14 – Knotting/Handcraft Third Stage of Knotting Board Add knots/cords Continue with Mapping exercise or Handcraft word search if finished early.

20:15	Game Coordination <i>Indoor</i>	Sticks Pack in a circle, each member holding a broomstick with one end resting on the floor. On command from the Leader, players move either to their left or right, according to the Leader's command. When a player moves, they must let go of their broomstick (leaving it standing upright) and catch the one to their left/right, according to the direction they have been instructed to move, before it falls to the ground. Last pair in are the winners.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Solar Eclipse next week Reminders: Prayer Duty Six for 4/12: Red
	Reserve Game Active Coordination <i>Indoor/Outdoor</i>	Silent Ball Pack in a circle. A ball is thrown between players, across the circle, and never back to the thrower. The ball must be thrown so that it can be caught easily by the intended recipient. If the ball is thrown too high, too wide, too hard etc., or to someone who is out of the game, the thrower loses a life. If the catcher fails to catch a reasonable throw, the catcher loses a life. Everyone must also be silent throughout the game—any noise results in the loss of a life for the culprit. When there is any doubt about who is to lose a life, all players point to the player they think is at fault—majority rules. Each player usually gets three lives. On the loss of the first life, a player must go down on one knee, and continue playing in that position. On the loss of the second life, they go down on both knees. On the loss of the third life, they are out of the game and must sit quietly in their place in the circle until the conclusion of the game. Last player in wins.
	Reserve 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.
	Reserve Game Sense Training <i>Indoor</i>	Chinese Whispers Pass a message from one team member to another, through all team members, and compare the result with the original message.