



1st Wamboin Scout Group
Cub Scout Section

11th December 2002

PROGRAM

Estimation (Part 3)

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|-------|---------------------------------|---|
| 19:00 | Opening | Inspection, Grand Howl, Flag Break
Test Book reminder.
Duty Six: Tawny |
| 19:10 | Game
Active
<i>Indoor</i> | Pass the Ball
Pack in two teams. One team in a small circle with a bean bag, the other team in a large circle with a ball. In the small circle, the bean bag is passed around while the Cubs count for every one who handles the bean bag. The large circle has a Cub in the centre, with a ball which (s)he throws to each Cub in the circle in turn. When the ball has been around the circle, they call "Stop". Teams change over and the team counting to the highest number wins. |
| 19:20 | Game
Active
<i>Indoor</i> | Straddle Relay
Teams in file formation, the leader holding a bean bag. At a distance in front of each is a small circle. All except #1 stand with their feet astride. On the signal, #1 runs to the circle, touches the bean bag down, and returns with it to the head of the line. The bag is then passed through the tunnel, down the line. The moment a Cub has passed the bean bag he kneels down. When the last Cub receives the bean bag, (s)he straddles the others, runs to the circle, touches the bean bag down, returns to the front of the line and passes it back through the tunnel. First team finished is the winner. |
| 19:30 | Activity | Gold
First Aid Achievement Badge (Blue Level)
Review material covered on the Yellow Cord Camp, and complete the message-carrying test.
Silver
Boomerang Test 10 – Discovery (Estimation)
Complete Estimation Exercise
Estimating Height (outdoors)
Bronze
Boomerang Test 6 – Australian Flag
Use magnetic boards to discuss flag composition, and flag pole to demonstrate flag rolling and breaking.
Look at State emblems if spare time |

20:00	Game Active <i>Indoor</i>	Bang the Bottle Draw two circles on the floor, one small, about 2 metres, and the other larger, about 5 metres in diameter. In the middle of the small circle, place a bottle. One team then spreads itself around the outside of this circle. The other team has two balls and are anywhere outside the large circle. Their object is to knock down the bottle while the defending team must defend the bottle, getting rid at once of the balls by throwing them out of their circle. The attackers must not enter the defenders circle.
20:10	Game Sense Training <i>Indoor</i>	Who Stole the Cookies All Cubs sit in a circle, hands on knees, numbered around the circle starting at one. Alternate clapping of the hands, and hands to knees, gives the rhythm. (Try this first) The words must be kept with the rhythm. All say : "Who stole the cookies from the cookie jar?" Number One always has the privilege of starting. He replies: "Number Eight (or any other) stole the cookies from the cookie jar". Number Eight (or the one named) says "Who me?", and Pack replies "Yes you". Number Eight "Couldn't be". Pack "Then who?". Number Eight "Number Three (or any other) stole the cookies from the cookie jar". Number Three (or the one called) then says "Who me?", and so on. When anyone misses either the rhythm or calls his/her own number by mistake, he/she goes to the end of the numbers, and all move up one. Several Cubs will thus have new numbers to remember, as they move up one. As the cubs learn the game, they will be able to play at great speed.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 18/12: Black

Reserve Game
Active
Indoor

Zoo Relay

Pelecan Hop—Hop with one foot on opposite knee
Crab Relay—Interlock arms, back to back
Monkey Run—Simple run on all fours
Crocodile Crawl—Left hand on shoulder of cub in front, right hand on right ankle
Elephant—Legs straight and hands on floor
Goose—Waddle with hands holding ankles

Reserve Game
Active
Indoor

Balloon Passing

Sixes stand in file formation. On the signal, the first member of each Six puts the balloon under their chin then passes it to the second Six member, without either using their hands. The balloon is passed down the Six line in the same manner. If dropped, a balloon may be retrieved by hand, but it must be placed under the chin of the person who dropped it before the passing continues. The first Six to pass their balloon to the other end of their line wins.

Reserve Game
Active
Indoor

Skin the Snake

Sixes in lines, one member behind the other, with legs apart. With the exception of the last Cub in each line, Cubs bend over and hold their right arm between their legs. With the exception of the first Cub in the line, Cubs take hold of the (right) hand of the Cub in front of them with their left hand. Hands must remain clasped together throughout the following exercise.

The Cub at the end of the line now lies down on the floor, sliding beneath the legs of the Cubs in front as needed to keep hands clasped together. The line of Cubs gradually moves back over the Cub lying on the floor. As a Cub passes over the Cub who was behind them, they too lie down on the floor, with their legs straddling the Cub (lying down) in front, and as close as possible to the Cub (lying down) in front—remember, hands should remain clasped throughout.

When the Cub who was at the front of the line passes over the Cub who was behind (when in line), and lies down on the floor, the snake has been skinned!

Reverse the process, all the time keeping hands clasped together, to complete the game. First Six finished and at attention is the winner.

Reserve Game
Observation
Indoor

Stamp Stalking

A stamp is placed somewhere around the hall. It must be at a height for all to see. Cubs are to walk around looking. When a Cub sees the stamp, they sit down, but not right near it (for that would give away the location!).

Suitable places for the stamp can be on a poster, on a uniform, or on a similar coloured background.

Reserve Game
Sense Training
Indoor

Pandemonium

Sixes at one end of the Hall, with one member of each Six blindfolded. A coin for each Six is placed at the other end. On the signal, coins have to be retrieved by the blindfolded Six member, who can be directed or encouraged by shouted advice from their Sixes, which are not allowed to move from their end of the Hall.

Reserve Game
Sense Training
Indoor

Stray Sheep

One Sixer is chosen as a shepherd and blindfolded. The Pack forms a circle around the shepherd who walks around looking for sheep (in own Six) and saying 'Are you my sheep?' Each Cub answers 'I am'. The shepherd may only ask twice and then must claim the sheep or walk on. The chosen sheep walk behind the shepherd who may only claim as many as were in the Sixer's original Six.

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

Gladiators

At the end of the Hall stand 3 Gladiators. In front of each, line up the Pack in Teams of equal number. Each Gladiator has a bucket over their head, a compass in one hand, and a staff in the other. The other members of each Team are the Controllers, and, in an orderly fashion, one at a time from each Team in succession, they issue orders to their respective Gladiators. The Gladiators can move one pace at a time, when they are ordered to do so, and the Controllers must call out what direction the pace is to be made in. The orders may vary and the Gladiators could be ordered to lunge with their staff or to crawl forward. A lunge consists of holding the staff vertically, at arm's length, and then lowering it gradually so as to strike another Gladiator on the bucket. A Gladiator who is struck in this way is eliminated. The team whose Gladiator remains alone is the winner.