



1<sup>st</sup> Wamboin Scout Group  
Cub Scout Section

26<sup>th</sup> February 2003

## PROGRAM

### Physical Development

19:00	Opening	<p>Inspection, Grand Howl, Flag Break</p> <p>Cyclist Badges—Anyone who wants to complete their Red/Blue Cyclist Badge must see me during the evening</p> <p>Red—Road Rules &amp; name bike parts</p> <p>Blue—Road Rules (only for those who fixed the puncture last week, and came on the ride on the weekend).</p> <p>Duty Six: <b>Black</b></p>
19:10	Game Active <i>Indoor</i>	<p><b>War &amp; Peace</b></p> <p>Three or four teams. Each 'builds' fort in bush (on hill behind hall) and defends one/two flags. Team must decide how many members stay to protect fort, and how many attempt to steal flags from other forts. Various rules to ensure progress in the game. Leaders move between forts to monitor 'player integrity', offering advice or 'helping' as appropriate to maintain a level of balance in the game.</p>
19:10	Activity Concurrent with Game	<p><b>Boomerang Test 8 – Physical Development</b></p> <p>Tests at respective Boomerang levels for those interested</p> <p><b>Cyclist Achievement Badge (Red/Blue)</b></p> <p>Tests at relevant level for those interested</p>
20:00	Game Sense Training <i>Indoor</i>	<p><b>Kim's Game (Sport)</b></p> <p>10-20 items with a Sporting theme. Work as individuals and/or groups.</p> <p>2 minutes to look and remember, 5 minutes to write down items, and a couple of minutes to review answers.</p>
20:10	Game Sense Training <i>Indoor</i>	<p><b>The Red Flower</b></p> <p>Based on Jungle Book story of Mowgli, stealing into a camp at night to light a stick on the camp fire and then returning to the jungle.</p> <p>All cubs except one blindfolded and sitting, spaced out, around hall. Noisy object (cluster of bells, keys etc.—the Red Flower) in centre of hall. Cub who is not blindfolded must walk from the perimeter of the hall to the centre, retrieve the 'noisy object', and return to the perimeter without being heard and touched by one of the blindfolded cubs. Blindfolded cubs may reach out with their hands if they hear a noise near by, and try to touch the cub who is trying to steal the Red Flower. They cannot reach out at random—there must be a noise, or reason to reach out. They can also only sweep their hands around once, then must return them to their laps and wait again.</p>

20:25     Closing

Award Presentations:

Katie (Blue Cyclist)

Josh, Jarrad, Stevie, Jack M, Connor, Graeme, Gabrielle,

Lauren (Red Cyclist)

Grand Howl, Flag-down

Announcements:

Linking with Scouts

Hannah, Katie, Jhana, Alison, Gabrielle

Nick, Jack

Reminders:

Boomerang Badges almost complete

Bronze—Lauren, Jack M

Silver—Nick, Jarrad

Gold—Hannah, Katie

Y1 Forms

Alana, Graeme

PED Form

Dave

Prayer

Duty Six for 5/3: **Grey**

Reserve Game  
Active  
*Indoor*

**Game**  
Details

Reserve Game  
Revision  
*Indoor*

**Game**  
Details

Reserve Game  
Observation  
*Indoor*

**Game**  
Details

Reserve Game  
Sense Training  
*Indoor*

**Game**  
Details