



1st Wamboin Scout Group
Cub Scout Section

18th February 2004

PROGRAM

Your Community

19:00	Opening	Inspection, Grand Howl, Flag Break Test Book reminder. Duty Six: Tawny
19:10	Game Active <i>Outdoor</i>	War & Peace 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.
19:55	Activity	Boomerang Test 9 – Your Community Boomerang Test 12 – Pollution & Recycling Citizen Achievement Badge World Conservation Badge Preparation for Wamboin Clean Up Day Introduction to Citizenship (Green Citizen/Yellow Cord) and World Conservation.
20:05	Game Instructional (Revision) <i>Indoor</i>	Knotting Revision Break into Boomerang level groups and revise/teach the knots. Each group then decides on a specific knot <i>e.g.</i> Bronze—Reef Knot or shoe laces; Silver—Sheetbend or Bowline; Gold—Bowline or Clove Hitch.
20:15	Game Sense Training <i>Indoor</i>	Mowgli, where are you? Pack forms a circle with two Cubs in the centre. One is Mowgli and one is Baloo. Both are blindfolded. Baloo calls “Where are you, Mowgli?”. Mowgli answers “Here”. Baloo then tries to tag Mowgli. Set a time limit, as necessary, then swap players.
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Wamboin Clean-Up Day (March 7) Reminders: New Chum Kit for Harry Prayer Duty Six for 25/2: Grey

Game
Sense Training
Indoor/ Outdoor

Blind Bats

A ball is placed some distance away from each Six. The members of each six, who are standing in relay lines, are then blindfolded. Each Six member, in their turn, walks to where they think their ball is, and sits down.

When all Six members are seated, the Six that is nearest their ball (as a team) wins.

Game
Active
Indoor/ Outdoor

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.

Reserve Game
Sense/Hearing
Indoor/ Outdoor

Guarded Captive

One Cub is placed in the centre of the playing area, loosely bound with rope. This player is the Captive and is guarded by one Six/Team, the Guards, who are blindfolded and positioned a short distance (outside a 3 m circle) out from the captive. The rest of the Pack are the Rescuers, who stand encircling the playing area. The game must be played in silence. On the signal, the Rescuers try to creep through the Guards and untie the Captive to get him/her out past the Guards. If a Guard intercepts—by touch only—a Rescuer, the Rescuer is out. Rescuers can be intercepted either entering or leaving the circle. The Captive can only leave the circle with a Rescuer (who has not been intercepted). If a Guard intercepts a Guard, there is no penalty.

Game
Instructional
(Revision)
Indoor/ Outdoor

Pony Express

Sixes in relay formation. On the signal, each Cub must tie a clove hitch around the leg (or bowline around the waist) of the Cub in front of them, grip the free end of the rope in one hand and raise the other in the air. When all hands are up, the Six races to the end of the room and back, without losing grip of any rope or having any knots come untied. The first Six back, standing at attention in a straight line, is the winner.

Reserve Game
Sense Training
Indoor/ Outdoor

Time it Right

Leader nominates a time interval (15 – 60 seconds) and Cubs raise their hand when they think the time is up.

Reserve Game
Active
Indoor

Overtake

Cubs form a circle. Number off from 1—an even number of players is necessary. Even numbered Cubs in one team, odd numbered Cubs in the other. Give one ball to Cub #1 and another to the even-numbered Cub directly opposite. On the signal, Cubs pass the ball clockwise to the next member of their team (i.e. every second player) so that both balls travel in the same direction. The object of the game is for one team to try to catch up and overtake the ball of the other team. If the ball is dropped, the person responsible must retrieve it, return to their position and pass the ball again.

Reserve Game
Sense Training
Indoor

That Reminds Me

Cubs organised in some sort of order, so that one can obviously follow the other in turn (*e.g.* a circle, standing or seated as appropriate).

A Leader begins by naming something in the garden (or some location relevant to the evening's activities)—*e.g.* "I'm thinking of a tree". The next person says something that is related, such as "That reminds me of wood". The next person might then say "That reminds me of a fire". The next might say "That reminds me of cooking damper"... and so on. After about six tries Cubs could work their way back through the suggestions. This can get difficult, so be encouraging.

Reserve Game
Sense Training
Indoor

The Red Flower

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.

Alana	Connor
Daanika	Geoffrey
Graeme	Hayden
Harry	Jack
Kahli	Lauren
Penny	Stevie

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.