



1st Wamboin Scout Group
Cub Scout Section

17th March 2004

PROGRAM

Map Making

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six duties reminder. Two more New Chums: Sam & Mitch Perkins Sam → Grey Six & Mitch → Red Six. Duty Six: Grey
19:10	Game Active <i>Indoor</i>	Cub Killer Leaders pass a ball, between themselves, as per netball. Leaders must hit cubs with the ball. Cubs can have multiple (say 3) lives. When all lives exhausted, cub must sit out remainder of game. Last cub in is winner.
19:20	Game Sense Training <i>Indoor/ Outdoor</i>	Chinese Whispers Pass a message from one team member to another, through all team members, and compare the result with the original message.
19:30	Game Observation <i>Indoor</i>	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.
19:35	Activity	Revise Compass points
19:40	Activity	Boomerang Test 5 – Outdoor Scouting (Map Making) Bronze Map the Playground Silver/Gold Yarnak's Map Cubtown Hike Exercise
20:10	Game Sense Training <i>Indoor</i>	Kim's Game 10-20 items. Work as individuals and/or groups. 2 minutes to look and remember, 5 minutes to write down items, and a couple of minutes to review answers.

20:20 Game
Active
Coordination
Indoor/ Outdoor

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.

20:25 Closing

Award Presentations:

Lauren (Blue Pets), Jack (Blue First Aid)

Grand Howl, Flag-down

Announcements:

Reminders:

Prayer

Duty Six for 24/3: **Red**

Reserve Game
Active
Coordination
Indoor

Chopsticks

Sixes/teams in relay formation, with their "batons" and ball, at one end of the hall, a plate for each Six/team at the other. On the signal, the first member of each Six/team must propel the ball along the floor to the plate, then lift it onto the plate, using only the "batons". The Cub then takes the ball and "batons" back to the next member of the team who repeats the exercise.

First Six/team, all members having had a turn, standing at attention and in a straight line, is the winner.

Reserve Game
Instructional
(Revision)
Indoor

Compass Game

A circle is marked on the floor and 16 cards are prepared, each giving one of the 16 compass points. These cards are placed face down on a table. Each of the players takes one of the cards at random. The Leader finds the player who has picked up North and places him/her anywhere on the circle. At the words "This is North—Fall in", the other players take up their appropriate places in the circle. After the players have become thoroughly proficient, the Leader can take any player (say ESE), place him/her anywhere in the circle and say "This is ESE—Fall in".

Reserve Game
Active
Outdoor

Cross-Over Relay

Mark three parallel lines, about 6m apart. Pack in Sixes or an appropriate number of teams, lined up behind one of the outer lines, facing the other two.

The first member of each team, holding a ball or bean bag, runs to the centre line, turns around, throws the ball or bean bag to the second team member, and then runs on and lines up behind the far line. Continue until all team members are lined up behind the far line.

Reserve Game
Active
Indoor

Floating Bomb

Using chalk, divide the Hall into four sections. Each Six defends a quarter of the Hall. A balloon is released at the centre of the Hall and Cubs must blow (no hands) to keep the balloon in the air. If the balloon lands in their Quarter, a Six has been 'hit'.

Reserve Game
Active
(Knotting
Revision)
Indoor

3-Legged Relay / 4-Legged Relay

Start with a conventional 3-Legged Race, except that Cubs are in relay formation. The first two Cubs must tie their legs together (using a reef knot!) on the signal, and before running. Run to the end of the hall and return. The rope must then be undone, and the second and third Cubs then repeat the process. Continue until the last Cub has run with the first.

The first team finished, standing at attention in a straight line, is the winner.

See Reserve Games for 4-Legged Relay details.

Reserve Game
Active
Indoor

Four-Legged Relay

Check that the Cubs can handle a Three-Legged Race before trying this variation.

Cubs in Sixes or teams of 4 or more. Number off each Six/team. Cubs compete in groups of 3, from each Six/team, at any one time. The first three members of each team line up, side by side, with the ankles of the centre Cub tied to the nearer ankles of the two 'outside' group members. On the signal, the first group from each team races to the turn line (end of hall) and back again. #1 then goes to the back of the team line, and #4 joins #2 & #3, on their right, so that #3 is now in the middle. Tie ankles and race as before. The race continues until all team members have had a turn in each position of the racing group (*i.e.* three 'trips'—pardon the pun! ☺).

Reserve Game
Active
Indoor/Outdoor

Jumping Stick Relay

Sixes (or teams) line up, with plenty of space between them. On the signal, the first two members of each Six (team) take an end of the stick each and, holding the stick a few inches above the ground, run down their Six (or team) line. The rest of the Six (team) must jump the stick as it reaches them.

When the stick reaches the end of the Six (team) line, the second Six (team) member takes the stick back to the head of the line and repeats the process with the third Six (team) member as his/her partner. The game continues until the first Six (team) member has run with the last Six (team) member and returned to the front of the line.

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.

Reserve Game
Active
Indoor

Human Caterpillar

Players in relay formation. The first player in each group stands with feet apart. The next bends over in the leap-frog position. Positions alternate in this way for each group. At the signal, the last player in each group crawls under the legs of the player in front, vaults over the next, and so on until he/she has reached the head of the line. This player then runs to other end of the hall, tags the wall, runs back, and joins the front of the line, standing with legs astride or in the leap-frog position as appropriate. Note however, that while the player is running to the end of the hall and back, the other players change their position (either from feet apart to leap-frog, or vice versa). As soon as he/she is back, the next player starts up the line in the same manner.

The game continues until all players have run. The first team finished, at attention in a straight line, is the winner.

Reserve Game
Active
Indoor

Missing Match Sticks

Sixes may work in pairs or all together. They line up at one, or either, end of the hall, depending on number of teams. A chalk circle for each Six at opposite end, or in the middle, as the appropriate. An identical number of match sticks in each circle (about 10). Cubs take it in turns to run to their circle and take a match stick which they place in (one of) their opponent's circle and return to place, touching off the next runner.

The aim is to have the *least number* of sticks at the end of a set time.

Reserve Game
Sense Training
Indoor

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.

Reserve Game
Indoor

Rolling Soccer

Two teams, numbered off, sit in lines facing each other, with a clear path between. Objects, such as chairs, at each end of the 'path' are goals. On calling a number, that numbered person from each team picks up the ball (located at opposite end to goal—on top of opposition goal or on chair being used as goal) and rolls it along the floor to the goal. First to score wins. Only one chance to score per call.