



1st Wamboin Scout Group
Cub Scout Section

12th March 2003

PROGRAM

Discovery (Colour/Sound)

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six duties reminder. 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 Active Wide Game <i>Outdoor</i>	Spotlight One Cub, the torchbearer, is given a torch and 60 seconds to 'hide' outside. The rest of the Pack must find the torchbearer, approach and tag him/her, without being 'spotted' moving. The torchbearer must not move from their original 'hiding place', and must flash the torchlight at least once a minute. Cubs are 'spotted' if the torch beam 'hits' them while they are moving. The torch must only ever be lighted briefly (5 sec max), and cannot be 'panned'— <i>i.e.</i> the torch must be pointed, then flashed, pointed, then flashed etc. The aim (for the torchbearer) is to catch a Cub moving in the torch beam, not to keep a Cub in the beam until they move.						
19:30	Game Instructional (Revision) <i>Indoor</i>	Flag Relay Sixes in relay formation at one end of the hall. The individual elements of the Australian Flag in a 'pile' at the other end of the hall. Each six member, in turn, must run to the pile and place one element on the Flag. First team to complete building the Flag, correctly, wins.						
19:40	Activity	Boomerang Test 10 – Discovery <table><tr><td>Bronze</td><td>Colour Mixing</td></tr><tr><td>Silver</td><td>Colour Wheel</td></tr><tr><td>Gold</td><td>Rubber Band Harp</td></tr></table>	Bronze	Colour Mixing	Silver	Colour Wheel	Gold	Rubber Band Harp
Bronze	Colour Mixing							
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20:15	Game Sense Training <i>Indoor</i>	Steps Cubs take up any position, standing on the floor of the Hall. One Cub is blindfolded—his object is to touch one of the other Cubs. Cubs may take a total of three steps only, in any direction, to dodge the blindfolded Cub. When a Cub takes his/her first step, he/she places one hand on his/her hip. After the second step he/she places his/her other hand on his/her other hip. After the third step he/she folds his/her arms. This enables every player to see at what stage the others are. After a Cub is touched, he/she becomes the blindfolded Cub, and the others are allowed three more steps. Change the blindfold periodically if progress is slow.
	Alana Connor Daanika Geoffrey Graeme Hayden Harry Jack Kahli Lauren R-Mitch T-Mitch Penny Sam Stevie	
20:25	Closing	Award Presentations: Penny (Cub Scout Link Badge) Grand Howl, Flag-down Announcements: Reminders: Scout Job Week Prayer Duty Six for 19/3: Red

Reserve Game
Instructional
(Revision)
Indoor

Australian Flag

Each Cub is given a picture of an Australian Flag, most of which (or all) will contain an error. Identify the error in the picture provided.

Reserve Game
Sense/Hearing
Indoor

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
Revision
Indoor

Knotting Relay

Various forms. Ultimate aim is for each Six member to tie a knot appropriate for their Boomerang Level.

Try running with just a Reef Knot (for all Cubs). Next time have everyone tie a Sheet Bend, and next time a Bowline.

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
R-Mitch T-Mitch
Penny Sam
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.

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.