



1st Wamboin Scout Group
Cub Scout Section

18th August 2004

PROGRAM

Fathers' Day Handcraft

19:00	Opening	Inspection, Grand Howl, Flag Break Duty Six: Grey
19:10	Game Active <i>Indoor</i>	Ping-Pong Ball & Straw Relay Cubs form teams with half of each team at opposite ends of the hall. The object is, by blowing through a straw, to blow a ping-pong ball to the opposite end of the hall and have it returned by the next player of the team. First team finished wins.
19:20	Game Instructional (Revision) <i>Indoor</i>	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".
19:30	Activity	Boomerang Test 14 – Fathers' Day Handcraft Gift box of lollies made from paddle-pop sticks and hot glue. Decorate with pasta, foam shapes or whatever is available. Fill with lollies and wrap with a ribbon Fathers Day cards. Using templates or own design, colour and/or craft a card for dad on Fathers Day.
20:15	Game Sense Training <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
20:25	Closing	Award Presentations: Grand Howl, Flag-down Announcements: Reminders: Prayer Duty Six for 8/9: Grey

Reserve Game
Active
Indoor

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
Revision
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.

Reserve Game
Observation /
Sense Training
Indoor

Dark Square

Mark a square at one end of the hall. Each Six has an opportunity to study the square (location) for a given period of time (60 seconds). Turn out the lights. The Six must move, as accurately as possible, within the square, in the dark, in a given period

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.