



N.S.W.

CUB SCOUTS

BRING A FRIEND

MONTH

PROGRAMMES

SET B



Cub Scouts

BRING A FRIEND

PROGRAMMES - SET B

| | |
|--------|--|
| Week 1 | Friends and Fitness |
| Week 2 | Jungle Book |
| Week 3 | Life of Baden-Powell |
| Week 4 | Party Night An invite could be extended to other sections in the Group. By involving all Sections in your Group, the activity will promote the Group Family. |



Week 1 – Programme



THEME: Friends & Fitness

0.0 **OPENING PARADE:** Include an explanation of what you are doing for the benefit of friends.

0.05 **YARN: FRIENDS**

Firstly, let me welcome all our new friends tonight. By the time our pack meeting is finished, I hope we have all made lots of new friends. Most people enjoy making friends and I'm sure you all have lots of friends already. Some you see occasionally, some you see quite often, and some very special friends you probably see quite regularly.

A friend is someone you can talk and play with and share your disappointments and achievements with. Some people even have pets as their best friends. For example, old people have a faithful old dog or cat that they consider a friend.

But there's more to being friendly, than just having friends. It means giving of yourself and your time; looking for the best in people, not the worst; discussing things, not arguing. It was through an English boy being friendly and helpful that Scouting reached the United States of America.

One day in the late autumn of 1909, William D. Boyce, an American publisher from Chicago, Illinois, was on business in London. The city was blanketed with dense fog and Mr. Boyce was having difficulty in finding an office he wished to visit. A boy, who had noticed that the man seemed lost, appeared out of the gloom, and asked if he could help. He knew the street that Mr. Boyce wanted and took him there. Mr. Boyce thanked the boy and offered him a tip, but the boy declined saying, "No thank you. I'm a Boy Scout and Boy Scouts do not accept money for helping people."

Mr. Boyce was surprised. "What is a Boy Scout?" he asked. The boy told him. Mr. Boyce was so impressed that before he returned to America he made a point of calling on Lord Baden-Powell, the founder of Scouting, and finding out more about Scouting.

On the 8th February 1910, William Boyce and other leading men met in Washington, D.C. and founded the Boy Scouts of America.

Who that English boy was, nobody knows, but in the grounds of Gilwell Park, the International Leader Training Centre, just outside London, there's a statue of an American buffalo. The inscription on the base reads:

"To the Unknown Scout, Whose Faithfulness in the Performance of the Daily Good Turn Brought the Scout Movement to the United States of America."

Sometimes you'll never know where a friendly Good Turn can lead . . .

0.10 **GAME:** CIRCLE SALUTE AND SHAKE

Divide the pack into two equal teams. Number the Cub Scouts off, starting at opposite ends. Without changing places, the teams join up to form a circle. Tell one team that their players will run clockwise, while the other team players will run Anti-Clockwise. The Leader calls out a number. The Cub Scouts with that number leave their place and run around the circle till they meet each other, shake hands (left hand) and salute then continue back to their place. First one back wins a point for their team.

0.20 **GAME:** FROZEN TIGGY

Choose two or three Cub Scouts to do the chasing. At the word "GO", the chasers must chase the other Cub Scouts and tag as many as possible. If tagged, the Cub Scout must freeze with their legs apart until they are released by a "free" Cub Scout crawling through their legs. Change chasers after a short time

0.30 **ACTIVITY:** HEALTH POSTER

Divide the Cub Scouts and friends into groups of five or six. Give each group a large sheet of butcher's paper. One Cub Scout lies on their back on the paper, and the other cub scouts draw his/her outline. Then have the group fill in the features and write appropriate health rules around the outline to make a poster. E.g. Brush teeth after every meal", "wash feet every day" etc. Attach coloured string from the body part to the rule.

0.45 **INSTRUCTION**

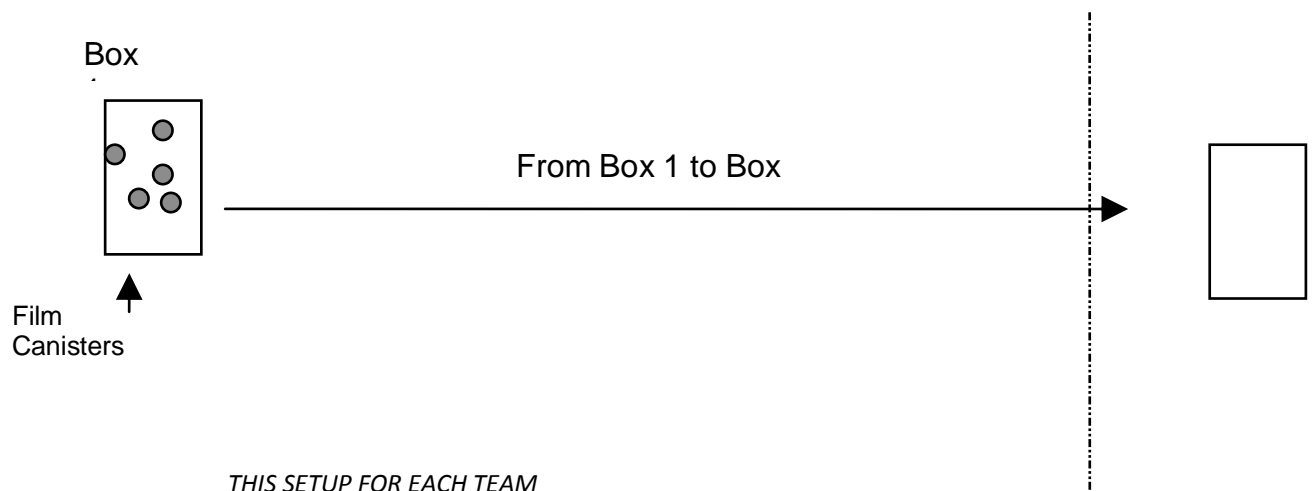
Using the poster made above, discuss Personal Health as per Boomerang test No. 1.

0.55 **GAME: CLUSTERS**

The Cub Scouts run around the playing area. When the leader calls a number, they must form up into groups of that number.

1.05 **GAME: THREE LEGGED RACE**

Pairs of players, legs tied together, form two or three equal teams, run up and down the course in turn collecting one film canister each and depositing them in their box. Most film canisters in the box are the winner.

























































































































1.15 **GAME: FIRST AID BINGO**

Using prepared cards and buttons as markers, play as bingo. Giving a problem e.g. "You use this to obtain help in an emergency", "These foods are good for you", "These should be brushed for two minutes after every meal". The winner might receive a toothbrush. This website allows you to make your own bingo cards – and prints each card differently.

www.dltk-cards.com

1.25 **CLOSING PARADE** - If you have any presentations, explain to friends.

| CUB SCOUT PACK WEEKLY PLANNER _____ PACK | | | DATE: SCHOOL TERM: | THEME/TOPIC: FRIENDS & FITNESS – Bring a Friend PARTICIPATION SCHEME FOCUS: HEALTH | | | | | | |
|---|--|--------|---|--|--|--|--|--|--|--|
| TIME | ACTIVITY | LEADER | EQUIPMENT | AoPG | METHOD | RESOURCE LINK | | | | |
| | | | | Circle the AoPG & Methods used for each activity | | | | | | |
| | Opening Parade: Grand Howl, Flag Parade, Prayer | | Flag Prayer |   |   |   |   |   |   | |
| | Yarn: FRIENDS | | Copy of Yarn |   |   |   |   |   |   | |
| | Game: CIRCLE SALUTE & SHAKE | | Nil |   |   |   |   |   |   | |
| | Game: FROZEN TIGGY | | Nil |   |   |   |   |   |   | |
| | Activity; HEALTH POSTER | | Butcher’s paper, Textas, coloured wool or string and glue. |   |   |   |   |   |   | |
| | Boomerang Instruction: PERSONAL HEALTH | | Charts from previous activity |   |   |   |   |   |   | |
| | Game: CLUSTERS | | Nil |   |   |   |   |   |   | |
| | Game: THREE LEGGED RACE | | 2 boxes per team, film canisters or other small objects (one per person). |   |   |   |   |   |   | |

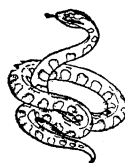
| | | | | | |
|--|--|--|---|---|--|
| | Game; FIRST AID BINGO | | | <div><div> Spiritual</div><div> Physical</div><div> Intellectual</div><div> Emotional</div><div> Social</div><div> Character</div><div> Spiral</div><div> Nature</div><div> Team System</div><div> Dance & Activities</div><div> Symbolic Frameworks</div></div> | www.dltk-cards.com |
| | Closing Parade: Presentations (if any) Grand Howl, Flag Parade, Prayer | | Presentation items (if any) Flag Prayer | <div><div> Spiritual</div><div> Physical</div><div> Intellectual</div><div> Emotional</div><div> Social</div><div> Character</div><div> Spiral</div><div> Nature</div><div> Team System</div><div> Dance & Activities</div><div> Symbolic Frameworks</div></div> | |



PARTICIPATION SCHEME FOCUS: HEALTH

[illegible]

Week 2 – Programme



THEME: Jungle Book

0.00 OPENING PARADE

0.05 GAME: KAA'S GAME

The aim is to be the first Six to have every member complete the task.

The Cub Scouts are paired off. They stand back to back and link arms so that one Cub Scout will walk forwards and one will walk backwards.

Pairs race to a given line and without turning around, race back again.

0.15 GAME: YARN RUN

Have the Cub Scouts stand in relay formation. Number off the Cubs in the Six from one to six. 1's become Shere Khan, 2's - Raksha, 3's - Tabaqui, 4's - Mowgli, 5's - Baloo, 6's - Bagheera.

The Leader reads or tells the story (see below). As an animal name is mentioned, the Cub Scouts with that name run to the end of the hall and back to their place imitating the animal as they go. On the word "Pack" all the Cub Scouts run to the end and back imitating their respective animals.

HOW MOWGLI JOINED THE WOLF PACK

In a remote place in India a great big tiger, Shere Khan, was hungry, and looking for food. He wandered in a woodcutter's camp deciding to have "Man" for his meal. So engrossed was he in watching his prey as he crept into the camp that he stepped into the hot coals of the cooking fire. He roared loudly, and frightened a small boy who ran and hid in the bush.

Just at that time Father Wolf was out hunting. Seeing the small boy was not afraid of him, he picked him up in his mouth and carried him to his cave. There waited Raksha (Mother Wolf) and her cubs. Tabaqui, the Jackal, had seen this and called to Shere Khan, "If you give me a scrap of Man I shall tell you where he is." Shere Khan went to the cave and demanded the Man Cub, but Mother Wolf said "NO!"

"I shall care for him, and call him Mowgli (The Frog or Hairless One) and when he is old enough I shall take him to the Council Rock where Akela the Leader of the Pack cries – Ye know the Law –Look! Look well, O wolves!" This is the time for all the

members of the Pack see and to be able to recognise the cubs that belong to their Pack, so they will know them if they meet in the jungle. Now was the time for Mowgli to be presented to all at the Council Rock.

Behind the rocks the voice of Shere Khan called, "What have the free people to do with the Man-Cub, he is mine!"

The law of the Pack lays down that if there is a dispute about a Cub being accepted into the Pack he must be spoken for by others that are not his parents. Baloo the bear said, "I shall speak for the Man-Cub and teach him the law," and Bagheera the panther gave the gift of a kill, pay for Mowgli's admission. So Mowgli joined the Pack and was taught.

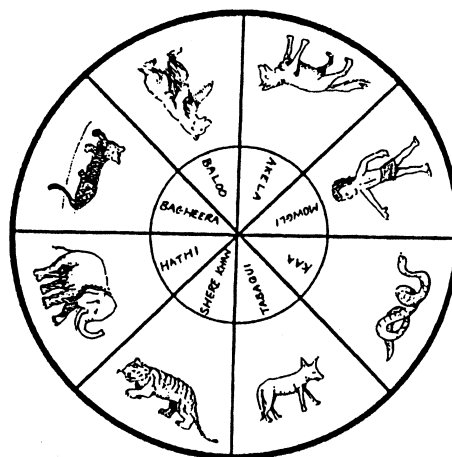
0.25 **ACTIVITY: A JUNGLE WHEEL**

This activity will introduce the friends to the Jungle Book characters and be revision for the Cub Scouts.

PREPARATION: Make two circles on some card or paper, one 30cm in diameter, the other 15cm in diameter. (Find larger copies on following pages) Divide each circle into eight. On the smaller circle print in each division, the names of the jungle characters - Mowgli, Akela, Baloo, Bagheera, Hathi, Shere Khan, Tabaqui, and Kaa.

On the larger circle (near the outer edge) have pictures of the characters - Mowgli, Wolf, Bear, Panther, Elephant, Tiger, Jackal, and Snake.

METHOD: Cut out the circles, and fix together with a split pin, the smaller one on top of the larger one. The Cub Scout then turns the circles to match the name and the picture.



0.35 **GAME: HISSING SNAKES**

Divide the Pack into two teams. Sit one team spread out on the floor. They are the snakes and hiss. Get the other half to pair off. One of each pair is blindfolded. The object is for the blindfolded Cub Scout to move from one side of the hall to the other without touching a snake. The Cub's partner calls directions from the side, over the noises of the hissing snakes. Give both teams the opportunity to play each role.

0.45 **GAME: SNAKE STING**

Stand all the Cub Scouts in a large circle. Choose one to be Kaa. Kaa moves around. The object is for the second Cub Scout to chase Kaa and try to catch the rope by hand (NOT BY TREADING ON IT). If Kaa gets back to the empty place before the tail is caught, the Kaa remains for another turn. Make the circle as large as possible to give a good running space

0.55 **GAME: MOWGLI AND SHERE KHAN**

Form the Cub Scouts into a line, each holding round the waist of the Cub in front. The first person is the Father Wolf, the next is Mother Wolf and the rest are the Brother Wolves. The smallest Cub Scout is put at the end representing Mowgli. The scarf is tucked loosely into his belt and hangs down as a tail. One Cub Scout is chosen to be Shere Khan.

“Shere Khan” must chase after “Mowgli” and try to catch his tail. The line of Wolves must run away from Shere Khan, twisting and turning to keep Mowgli out of Shere Khan’s reach, and to face him themselves.

The game proceeds for a set time. If at the end of that time, Shere Khan is not successful, the wolves have won. A new Shere Khan, Father Wolf and Mowgli would be chosen each time. More than one team could be active if the pack is big and the space allows.

1.05 **GAME: HUNTING WITH BAGHEERA**

Bagheera taught Mowgli how to hunt, and showed him how to creep silently through the jungle. Scatter cardboard paw prints across the floor. The paw prints represent Bagheera’s trail. Cubs at one end of the hall, while Bagheera Stands at the opposite end. Each Cub Scout is to try to pick up a footprint without Bagheera seeing. Bagheera looks around frequently and any Cub Scout who is seen to move has to go right back to the end of the hall and start again. The Six, which has the most footprints, is the winner.



1.15 **GAME: FOLLOW GREY BROTHER**

Set the scene by telling the Cub Scouts that Grey Brother takes the younger cubs out exploring. (Grey Brother may be a Leader or a Cub Scout). As they are inexperienced cubs, they must follow everything he does exactly.

Grey Brother runs around the room, leaping over imaginary tree trunks, swimming across rivers, climbing over rocks, crawling through gaps, "Freezing", killing a deer, etc. and finally back to Mother Wolf's Den. The Cub Scouts must do everything Grey Brother does.

1.25 **CLOSING:** If you have any presentations, explain to friends.

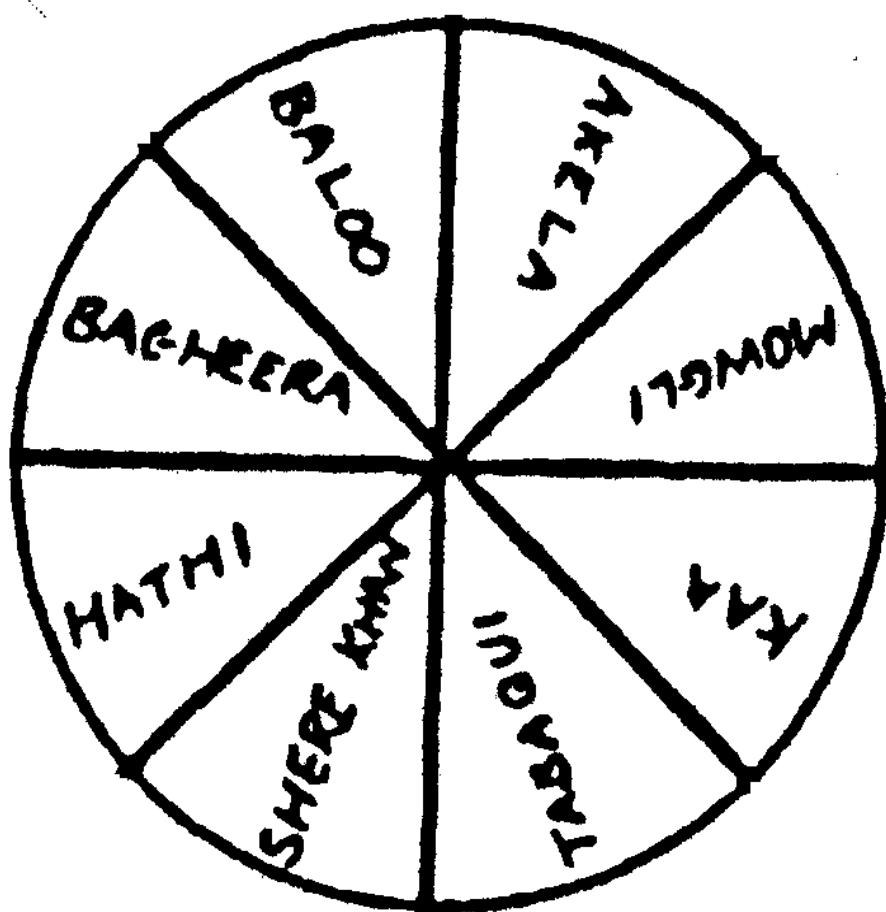
JUNGLE DISMISSAL

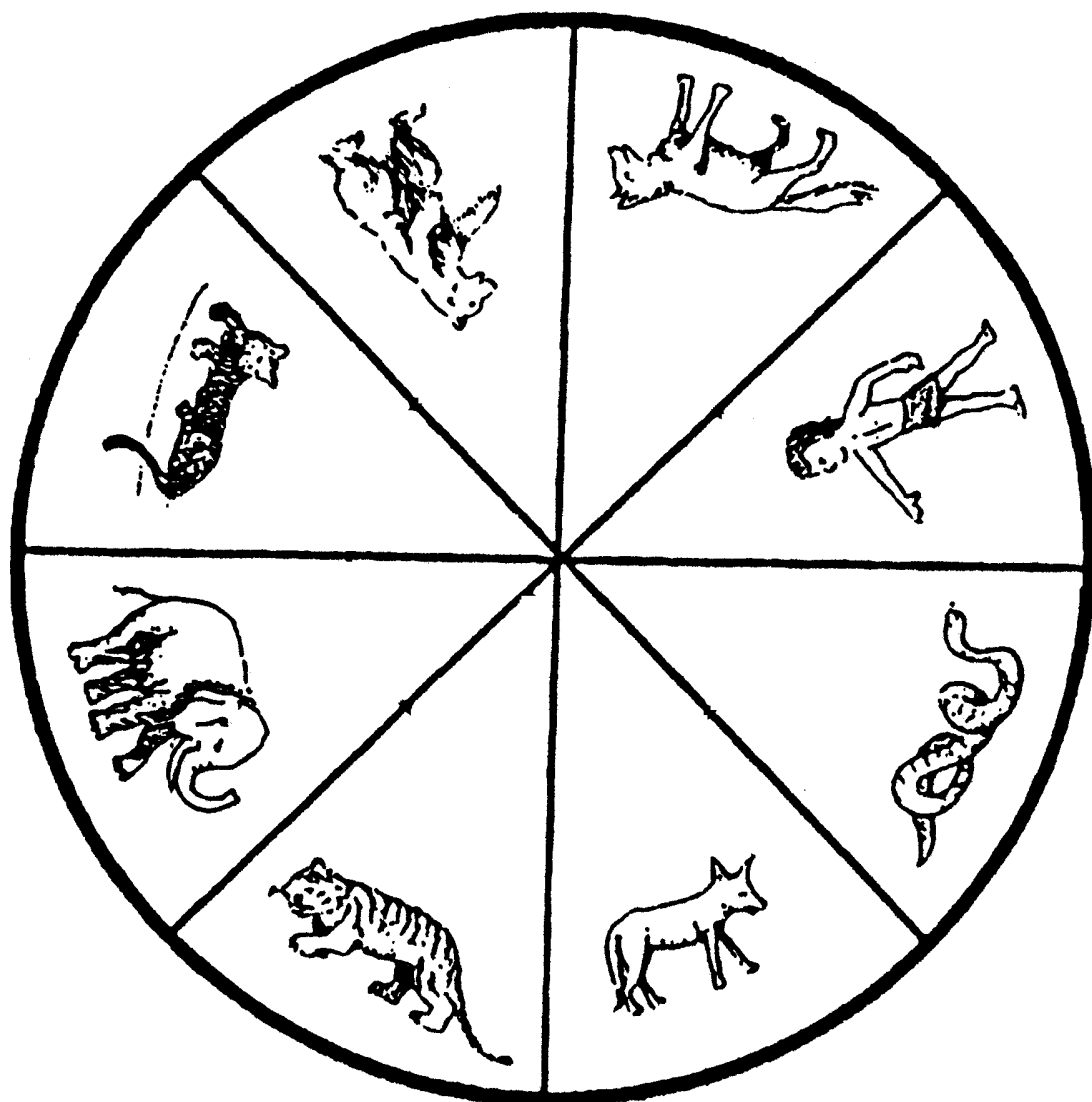
Here is a way to conclude your meeting and say goodnight in a conclusive but respectful manner. After the Grand Howl, flag and prayer, the Leader says:









































































Wind and water, wood and tree,
Wisdom, strength and courtesy,
Jungle favour go with thee,
Goodnight, and good hunting Pack.































The Cub Scouts reply:

Goodnight and good hunting, Akela and Leaders





| CUB SCOUT PACK WEEKLY PLANNER _____ PACK | | DATE: SCHOOL TERM: | | THEME/TOPIC: JUNGLE BOOK – Bring a Friend | | | | | | | | | |
|---|--|-----------------------|--|---|---|---|---|---|---|---|---|---|--|
| | | | | PARTICIPATION SCHEME FOCUS: OUR CUB SCOUT TRADITIONS | | | | | | | | | |
| TIME | ACTIVITY | LEADER | EQUIPMENT | AoPG | | METHOD | RESOURCE LINK | | | | | | |
| | | | | Circle the AoPG & Methods used for each activity | | | | | | | | | |
| | Opening Parade: Grand Howl, Flag Parade, Prayer | | Flag Prayer |  |  |  |  |  |  |  |  |  | |
| | Yarn: KAA’S GAME | | Nil |  |  |  |  |  |  |  |  |  | |
| | Game: YARN RUN | | Yarn |  |  |  |  |  |  |  |  |  | |
| | Activity: A JUNGLE WHEEL | | Copies of wheel printed on card (one each), split pins, coloured pencils |  |  |  |  |  |  |  |  |  | |
| | Game: HISSING SNAKES | | Nil |  |  |  |  |  |  |  |  |  | |
| | Game: SNAKE STING | | A rope |  |  |  |  |  |  |  |  |  | |
| | Game: MOWGLI & SHERE KHAN | | Scarf |  |  |  |  |  |  |  |  |  | |
| | Game: HUNTING WITH BAGHEERA | | Cardboard paw prints |  |  |  |  |  |  |  |  |  | |

| | | | | | |
|--|--|--|---|--|--|
| | Game; FOLLOW GREY BROTHER | | | <div><div> Spiritual</div><div> Physical</div><div> Intellectual</div><div> Spiritual</div><div> Nature</div><div> Team System</div></div> <div><div> Emotional</div><div> Social</div><div> Character</div><div> Emotional</div><div> Nature</div><div> Team System</div></div> <div><div> Practice & Law</div><div> Games & Activities</div><div> Symbolic Frameworks</div></div> | |
| | Closing Parade: Presentations (if any) Grand Howl, Flag Parade, Prayer, Jungle Dismissal | | Presentation items (if any) Flag Prayer | <div><div> Spiritual</div><div> Physical</div><div> Intellectual</div><div> Spiritual</div><div> Nature</div><div> Team System</div></div> <div><div> Emotional</div><div> Social</div><div> Character</div><div> Emotional</div><div> Nature</div><div> Team System</div></div> <div><div> Practice & Law</div><div> Games & Activities</div><div> Symbolic Frameworks</div></div> | |



THEME/TOPIC: **JUNGLE BOOK – Bring a Friend**

PARTICIPATION SCHEME FOCUS: **OUR CUB SCOUT TRADITIONS**

[illegible]

Week 3 -Programme



THEME: Life of Baden Powell

0.00 OPENING PARADE

0.05 YARN

Lord Baden-Powell of Gillwell started Scouting in 1908. Tonight we are going to live, for a while, around the time that Scouting and Cub Scouting started. Baden-Powell also devised many new ways of ensuring that his men were alert. These consisted of exercises (games) to keep them fit and mentally aware.

GAME: CIRCULAR TUG-OF-WAR

Have everyone hold onto a circle of rope. Number alternately 1,2,3,4. In each corner of the room place a bean bag or some other object. Each group (E.g. all 1s, all 2s etc.) tries to pull on the rope so that one member can pick up the object.

0.15 **GAME:** BREAK OUT

Each six, having hands clasped, forms a circle. A player is selected from each six to go in the opposing ring. At the signal "Go" each player tries to break through the ring. The team whose representative breaks through an opponent's ring first wins.

0.25 **YARN:**

Once Baden-Powell was in charge of a town called Mafeking in Africa, which was under siege by the Boers. All the men of the town were needed to fight. The young boys volunteered to run messengers and do jobs for the General.

GAME: MESSAGE RELAY

Cub Scouts in relay formation (spaced 2 metres apart). On go the Sixer runs to a table, reads a message, runs back to the next Cub Scout and relays the message. This Cub Scout then turns, runs to the next Cub Scout and relays the message. Continue until the last Cub Scout runs to a Leader to relay the message

0.35 CRAFT: MAFEKING LIGHTS

Equipment: A plastic 2litre bottle for each person, black cardboard or foam sheets, black electrical tape, string or cord and a light stick, scissors, stapler and pattern.

To Make: To form the lantern, lay five tape strips from the bottom seam of the bottle, between each bump, to the lip of the bottle. Put a piece of tape around the bottom seam. Place a piece of tape from the taped seam to the base of the bottle, centred on each bump.

Use pattern to cut the lantern top out of black craft foam or black cardboard.

Position the top of the bottle in the round centre opening. Bring the sides together and overlap the edges. Staple them together, to form the shade.

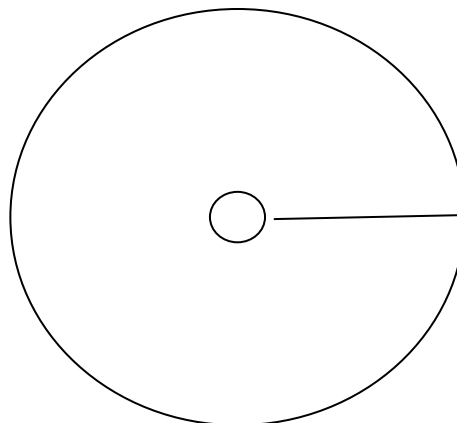
Tie a cord around the neck of the bottle.

Remove the bottle cap. Loop a rubber band through the hole in the light stick and insert it into the bottle, letting the top of the rubber band extend over the bottle's mouth. Replace the cap to trap the rubber band in place.



FINISHED LANTERN

Cut a Circle of Foam or Cardboard (Radius 9cm.) Inner circle to fit the Size of the bottle you are using. Cut From the outer edge to inner circle. This is the part you overlap and staple.



In the Army the Scouts needed to tie all sorts of knots.

0.50 **BOOMERANG INSTRUCTION:**

In Boomerang groups ensure cub scouts can tie the relevant knots.

1.05 **GAME: KNOTTING RELAY**

Cubs line up in relay teams, Sixer at the front. On go the sixer runs to the bag and ties their rope to two corners, then runs back to tag the next cub. This Cub Scout must tie a bowline to the loop formed by the last lashing. Continue in relay fashion to join on lashings using Reef knots and Sheet bends according to the age of the Cub Scout. When all are tied and the Sixer is sitting on the bag, The Six must pull the Sixer back to the finish line.

1.10 **YARN**

Baden-Powell also organized concerts and entertainment to keep up people's spirits. He told the boys he trusted them to remain cheerful and to help other people who were feeling down.

GAME: THREE HAPPY WORKERS

The Pack is divided into two groups - one six at one end of the hall, the remainder of the pack at the other end. The smaller group choose the type of workers they are to be and then advance towards the other cubs, saying:

"Three (or five or six) happy workers come to look for work."

Pack: "What can you do?"

Answer: "All sorts."

Pack: "Show us"

The cubs then act whatever they have chosen, e.g. driving in a nail, cleaning windows, digging the garden, typing.

Pack is allowed three guesses and as they guess they chase actors; if it is a wrong guess they return and act again. After three guesses they are told. Replace the actors and repeat.

1.20 **SINGING**

Sing a song for example- Jaws or another Pack favourite.

1.25 **CLOSING PARADE** - If you have any presentations, explain to friends.

JAWS

(Sung to Doe-Rae-Me from Sound of Music)

JAWS

A shark, a great big shark,

TEETH

The things that kinda Crunch,

BITE

The friendly sharks “HELLO”,

US

His favourite juicy lunch,

BLOOD

That turns the ocean red,

CHOMP

That means the sharks been fed,

































































































GULP

























I guess that now we’re dead

And that brings us back to

JAWS JAWS JAWS JAWS

(Repeat three times)

| CUB SCOUT PACK WEEKLY PLANNER _____ PACK | | | DATE: SCHOOL TERM: | | THEME/TOPIC: LIFE OF BADEN POWELL – Bring a Friend PARTICIPATION SCHEME FOCUS: ROPES | | |
|---|---|--------|--|---|---|--------|---------------|
| TIME | ACTIVITY | LEADER | EQUIPMENT | AoPG | | METHOD | RESOURCE LINK |
| | | | | Circle the AoPG & Methods used for each activity | | | |
| | Opening Parade: Grand Howl, Flag Parade, Prayer | | Flag Prayer |             | | | |
| | <i>This programme is an interactive yarn with the story told between activities.</i> Game: CIRCULAR TUG OF WAR | | Nil |             | | | |
| | Game: BREAK OUT | | Nil |             | | | |
| | <i>Yarn</i> Game: MESSAGE RELAY | | Message |             | | | |
| | Handcraft: MAFEKING LIGHTS | | 1 2l PET bottle and a light stick per person. Black foam sheeting or cardboard, black electrical tape, string or cord, scissors, stapler, pattern. |             | | | |
| | Instruction in Boomerang groups: ROPES | | Ropes. |             | | | |
| | Game: KNOTTING RELAY | | Knotting ropes, a hessian bag per team. |             | | | |
| | Game: THREE HAPPY WORKERS | | Nil |             | | | |

| | | | | | |
|--|---|--|---|---|--|
| | SINGING | | Words of Songs | <div><div> Spiritual</div><div> Physical</div><div> Intellectual</div><div> Spiritual</div><div> Nature</div><div> Team System</div></div> <div><div> Emotional</div><div> Social</div><div> Character</div><div> Practice & Law</div><div> Games & Activities</div><div> Symbolic Frameworks</div></div> | |
| | Closing Parade: Presentations (if any) Grand Howl, Flag Parade, Prayer. | | Presentation items (if any) Flag Prayer | <div><div> Spiritual</div><div> Physical</div><div> Intellectual</div><div> Spiritual</div><div> Nature</div><div> Team System</div></div> <div><div> Emotional</div><div> Social</div><div> Character</div><div> Practice & Law</div><div> Games & Activities</div><div> Symbolic Frameworks</div></div> | |



PARTICIPATION SCHEME FOCUS: ROPES

[illegible]

Week 4 - Programme



THEME: Party Time

0.00 OPENING PARADE

0.05 GAME: BALLOON STOMP

Each Cub Scout has a balloon tied to his ankle with a length of string. (Balloon should be 50cm from ankle.) On “go” everyone tries to stomp on each other’s balloon, while trying to keep their own safe. (No hands). The owner of the last balloon to be busted is the winner.

0.15 GAME: SMARTIE MOVE

Cubs & Friends line up side by side. Kneel down on their knees with the piece of paper in front of them & with a straw on the paper. Leaders put enough Smarties on the first piece of paper for the whole team. Object of the game is for the Cubs/friends to work together as a team to get all the Smarties from the top of the line to the bottom of the line using their straws and mouth (hands must be behind back). Cubs/friends kneel, lean forward, put straw in mouth and with hands behind their backs suck Smartie onto the end of the straw & move it onto the next sheet of paper. Cubs do this all the way down the line. The first team with all their Smarties on the end sheet of paper are the winners.

0.25 ACTIVITY BASES

Divide cub scouts and friends into 4 groups. Each base will run for 10 minutes

Base 1: GOLF TEE TENPINS

Arrange 10 tees on the table in the triangular form used in bowling. On a line about 20cm away, place a button & flick it with your finger, endeavouring to knock down the tees. Each player flicks two buttons each turn. Score as in bowling. Knocking down all tees with one button is a strike; all knocked down in tow is a spare.

Base 2: MATCH SHOOT

Cubs/friends line up in their Sixes. A bowl is placed not far in front of each Six. Each player takes turns in attempting to shoot matches into the bowl with the straw used as a pea shooter. Each player takes 5 shots each turn. The matches must remain in the bowl to score. Each match in the bowl earns the Six a point.

Base 3: PING PONG BOUNCE

Cubs/friends line up in their Sixes. Mark a line on the floor about one metre in front of each Six & place the egg carton on the floor about another 2 metres in front of that line. From the line each Cub/friend has to bounce a ping pong ball on the floor attempting to cause it to fall into the carton. To score, the ping pong ball must remain in one of the compartments. Each player has three attempts each turn, and each time the ball remains in the carton one point is scored.

OR

Cubs/friends in turn have a shot at goal with a Basketball. (Cubs completing this will pass Gold 8 Ball skills).

Base 4: SOCCER DRILL

Dribble a ball in and out a set of markers and through a goal at the end. See who can complete in the fastest time, without knocking over any markers. (Cubs completing this skill will pass Bronze 8 – Ball Skills)

1.05 SUPPER

1.20 WORDFIND with Cub Words

1.25 CLOSING PARADE

If you have any presentations, explain to friends.

Remind any friends that if they wish to continue having fun at Cub Scouts they should have their parents speak to one of the leaders after the meeting.

CUB SCOUT WORD FIND


































































































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| E | O | S | G | N | I | K | I | H | R | A |
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AKELA BADENPOWELL BADGES
BAGHEERA BALOO BEST BOOMERANGS
CAMP COOKING CUB FUN
GAMES HELP HIKING HONOUR
KAA KNOTS PROMISE ROPE SCOUTS

SOLUTION

CUB SCOUT WORD FIND

| | | | | | | | | | | |
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| L | L | E | W | O | P | N | E | D | A | B |
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| K | O | I | E | K | U | L | U | O | E | G |
| A | P | M | O | G | H | F | P | N | M | H |
| E | A | O | A | E | D | E | C | O | O | E |
| O | C | R | L | O | A | A | R | U | O | E |
| A | E | P | M | A | C | C | B | R | B | R |
| O | A | N | G | R | B | S | A | P | B | A |

|  CUB SCOUT PACK WEEKLY PLANNER _____ PACK | | DATE: SCHOOL TERM: | | THEME/TOPIC: PARTY TIME – Bring a Friend PARTICIPATION SCHEME FOCUS: FITNESS | | |
|--|---|-------------------------------------|---|---|--|---------------|
| TIME | ACTIVITY | LEADER | EQUIPMENT | AoPG <i>Circle the AoPG & Methods used for each activity</i> | | RESOURCE LINK |
| | | | |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |
| | Opening Parade: Grand Howl, Flag Parade, Prayer | | Flag Prayer |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |
| | Game: BALLOON STOMP | | Balloons and string |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |
| | Game: SMARTIE MOVE | | Smarties and straws |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |
| | Activity Bases 1. GOLF TEE TENPINS 2. MATCH SHOOT 3. PING PONG BOUNCE 4. SOCCER DRILL | | 1. Golf Tees, Buttons 2. Bowl, matches, straws 3. Ping pong balls, egg cartons. 4. Soccer Ball, witches hats or empty cordial bottles. |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |
| | SUPPER | | Supper |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |
| | Activity: CUB WORDFIND | | Wordfinds, pencils. |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |
| | Closing Parade: Presentations (if any) Grand Howl, Flag Parade, Prayer. | | Presentation items (if any) Flag Prayer |  Spiritual  Physical  Intellectual  Emotional  Social  Character |  Survival  Nature  Team System  Paw Print  Denim & Activities  Symbolic Framework | |



PARTICIPATION SCHEME FOCUS: FITNESS

[illegible]

