

3 Year Programme *for Cub Scouts.*

Developed by
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Autumn Term ***Year 2***

Please make sure you have read the following carefully before using the material contained within this pack.

The ideas within this pack, are only suggestions based on the New Programme Material. They have not been endorsed by the Scout Association, and as such the Scout Association, or Stuart Leacy do not take responsibility for any liability caused by any of the ideas within this booklet. All ideas though, have been tested with a cub pack in Stevenage, and the resources have been extended to help with the delivery of the evening.

The programme plans, are not made to be comprehensive, but should go along way to fill the programme for the normal hour and half evening. Therefore care should be taken to make sure with your knowledge of the cub pack that the activities are suitable, and equipment and resources are available to fill the time allowed.

Some ideas are linked to the Programme Essentials section, and where this is the case, a page number will be found within the evening programme.

The prayers and games can be used with any other evening, but are more closely linked to the theme for that particular evening.

There are normally between 13 and 15 evening plans for each term, so therefore care will need to be taken to make sure the badge criteria is met when evening plans are missed out.

I hope you and your cubs will have as much fun using this pack, as I have with putting it together.

Autumn Term - Year 2

Week 1 ***Introduction to Art Badge, welcome back and games night.***

GAME 1: Label the walls, red, blue, green and yellow. When you call out an object, the children have to run to the wall, which is most appropriate.

Explain the idea behind the art badge.

GAME 2: Exploding paint, ask the cubs to sit in a circle. Give a cub a ball, and start a stop watch off with somewhere between 1 and 5 minutes. When the time is up, the ball explodes and that cub is given a coloured square. Green for the first time out, amber for the second, and red for the final time. Any cub who is eventually out, which is unlikely, can either give out the squares, or look after the time keeping.

GAME 3: Paint me a picture. This is a relay race, divide the cubs into 3 teams. A bag of felt tips is held at one end, so the cubs cannot see the colour. A theme is given, such as a road scene, a farmyard, a space scene, a fairground. On the word go, the first player of each team has to choose a felt tip out of the bag, and run down the room to a piece of plain paper, and draw something which is the colour of the felt tip which they hold. They then run back, replace the felt tip and the next player goes. The idea is what the picture looks like after a ten minute game. This can be played during the night a couple of times, with different themes.

PRAYER 15.

Week 2 ***Mixing colours using paint, and experimenting with paints.***

GAME : Colours of the rainbow. Give all the children either red, blue or yellow. The children then run around the room. When you say stop, they listen for a colour, this may be red, blue or green, or may be one of the secondary colours, purple, green or orange. When the colour is called the children have to stand in pairs to make that colour, such as two reds, if it was red, or a yellow and blue if green is called. A spare child may join to make a three. Any cubs who are not needed to make that colour must touch three walls and sit down in the middle of the room. If they succeed their colour(s) gets a point, if not the other colour(s) gets a point. The team with the most points wins.

Creative Zone

During this week the children will have a colour wheel to fill in, and be trying to mix the colours with the paints to fill in each part. For the second activity the children will be starting with a colour and adding a part of extra white each time, mixing, and then noting the colour change which happens when you add white. If time do the same with black.

PRAYER 16

Week 3 ***Still life painting. (Art 6)***

GAME :Rainbow Chaser

- All children stand in a circle.
- One child is chosen and moves away from the circle, to a distance, where he/she cannot hear what the children left in the circle is taking about.
- Children in the circle decide on a colour.
- When the child comes back she/he decides on a safe place, to be home.
- Two children are also chosen to be the archway.
- The chosen child now walks around the circle, saying, “Was the colour chosen, blue ?” The children making the arch, say yes or no.
- When the child guesses the colour, the children making the arch say ‘Yes, yes, yes.’ The guesser has to run around the circle, through the arch, and tag some-one before they can make it to the defined safe area.
- Another colour guesser is chosen. The one caught makes the archway with person next to them in the circle.

Creative Zone

Give the children a range of still life arrangements, one might be fruit, one toys, another shoes, and ask the children first of all to sketch and then to paint the picture, using their colour wheels from last week.

PRAYER 17

- Week 4** **Walk to collect items ready for next weeks collage.**
 Outdoor Zone, *Discovering World Around us Zone*
The children all need to have a carrier bag. Explain that they are not to pick up rubbish, and that clean dry things will keep much better until next week.
 PRAYER 18
- Week 5** **Collage using items collected last week, plus other man made items.**
 GAME : The cubs stand into a circle, with one child in the centre. A tennis ball is given to the cub in the centre, and to one cub on the outside. The cub in the centre has to throw the ball to every other cub around the outside of the circle, before the other cubs can pass the ball around the circle twice. If the cub in the centre wins, they get a point, if they lose they swap with someone on the circle.
Creative Zone, Discovering World Around us Zone
 Using the items found last week, plus some extra, try to make a suitable collage. This collage may include man made items, such as cotton wool, wool, string, foil, etc... or may be just made from natural items. Whilst working try to ask the children where they found the items, and which plants they came from.
 PRAYER 19
- Week 6** **Books, books, books, design a new book cover for their favourite book. (Art 5)**
 GAME : Story with Numbers. Sit all the cubs in a circle, giving the numbers out between 1 and 9, not using the numbers 2 or 4. Though you may need to use less numbers with smaller packs. Then start telling a story, when the children hear their number, they have to stand up, run around the circle, and sit back in their place. A story can be found in resource pack. Instead of numbers, you could always read a story from a book, and the cubs run, when a word with their given letter is called.
Creative Zone
 Ask the children to either bring in their favourite book, and to think about their favourite book. You might want them to have a discussion to say why it is their favourite. They can then try and redesign the front covers of their books. If they have time, it might be a good idea to make book marks for their books. (This could be completed more for the children to then carry on to complete their Book Reader Badge.)
 PRAYER 20
- Week 7** **Make a clay / plasticine model of an animal. (Art 11)**
Extra help and ideas can be found on Pack Programmes, page 87 & 158.
 GAME : Each cub are given the name of an animal on their back, so they cannot see. They have to try and guess which animal there are by asking YES/NO questions to other cubs. A twist could also be that two of each animals are given out.
 GAME : The cubs line up in relay form. On the word go they have to move up and down the room according to the action of the animal. Therefore :-
 a cheetah would run,
 a snail would dolly step,
 an orang-utang would bend over letting arms go loose,
 a giraffe would walk on tip-toe with arms up stretched,
 a snake would slither across the floor,
 a bird would flap,
 a flamingo would hop. etc..
Discovering World Around us Zone, Global Zone, Creative Zone
 The children can use books to research a photo of an animal of their choice from anywhere in the world. They then need to think about how they are going to make it out of clay, in one colour, or plasticine, in which case they need to think the colours they are using.
 PRAYER 21.

Week 8 **Face designs and painting for halloween.**

GAME : These could be halloween games, such as bobbing for apples, taking sweets out of flour, biting off doughnuts, etc.....

Creative Zone

The children need a picture of the face, which they can then start to draw on to make into something scary for halloween. This design could then be carefully transferred onto the cub's faces. As this activity may not take the whole night, or there will be times when the cubs will be waiting, the cubs could go on to :-

- Playing halloween games,
- Designing a costume to match their face,
- Producing a story with a halloween theme, making their own sound effects.
- Making a costume from a dustbin bag. This will need a selection of black bags/ bin liners, tape, foil, paint, glue.

PRAYER 22.

Week 9 **Firework pictures using chalks and bright paint on dark sugar paper. (Art 1)**

Extra help and ideas can be found on Pack Programmes, page 154.

GAME : Fireworks : The idea is based on captains coming, but is linked into fireworks.

Catherine Wheel.	The children spin around three times.
Rocket	The children run three paces, and shout bang.
Roman Candle	The children raise the hands up as high as possible.
Bonfire of	Children get into a group of the size of the bonfire.
Sparklers	Children wave their hands around.
Keep them in a tin	Children curl up in a box shape.
Bangers	The children jump three times, going bang each time.

Creative Zone, Beliefs and Attitudes Zone

Before starting with the pictures, it may be worth going through a firework safety poster.

This activity uses black sugar paper, and bright, light colours in paint, or chalk. The children think about a picture they would normally see around this time of the year.

After the picture is drawn discuss with the children the safety aspects around this time of the year.

PRAYER 23

Week 10 Tie dying - use watery colours. (Art 4)

Extra help and ideas can be found on Pack Programmes, page 121.

GAME :Rainbow Chaser

- All children stand in a circle.
- One child is chosen and moves away from the circle, to a distance, where he/she cannot hear what the children left in the circle is taking about.
- Children in the circle decide on a colour.
- When the child comes back she/he decides on a safe place, to be home.
- Two children are also chosen to be the archway.
- The chosen child now walks around the circle, saying, “Was the colour chosen, blue ?” The children making the arch, say yes or no.
- When the child guesses the colour, the children making the arch say ‘Yes, yes, yes.’ The guesser has to run around the circle, through the arch, and tag some-one before they can make it to the defined safe area.
- Another colour guesser is chosen. The one caught makes the archway with person next to them in the circle.

Creative Zone

Taking a piece of cloth, get the children to tie in some pebbles using elastic bands. They need to attach about 15 to 20 according to the size of the cloth. Then once completed dip the cloth into blue or cyan cloth dye. Leave to soak. The dying process can happen at home, according to the suitability of doing it within the cub evening.

Use the rest of the night looking at the different fish which can be found within British waters, and the different shape they are. Try sketching out the different shapes adding different details, and laying these on cloth of about the same size. Remind the cubs of the fact that a large amount detail will not come out.

PRAYER 24

Week 11 Printing on tie dyed cloth with potato stamps in shapes of fishes and reeds. (Art 4)

Extra help and ideas can be found on Pack Programmes, page 110.

Extra game choice - page 140.

GAME : Hot Potatoes. This game the cubs have to put 3 potatoes in their cooking pot. The children are divided into two equal teams, and numbered 1 ->. The teams sit facing each other, with a gap of 3ish metres between. A bowl is placed in the middle of the room between the two teams, with 5 potatoes (*Could be tennis balls*) in. A chair is placed at the end of both sides of the room, with a bowl on each. When a number is called, the pair of children run to the bowl in the middle of the room, take out a potato, and place it into their cooking pot. They can then decide either to take one from the opposite bowl, or another from the centre cooking pot. The first cub with three potatoes in their own cooking pot wins.

Creative Zone

Using the dried pieces of cloth and the fish pictures from last week, use potatoes to make stamps of fishes and reeds to change the cloth into an underwater scene. These can make really good presents if laminated, though care will need to be taken when choosing the cloth, to choose a cloth thin enough, and the right size.

PRAYER 24.

Week 12 **Advent calenders, colouring in front page, and cut up christmas cards and stick on second page.**

Extra help and ideas can be found on Pack Programmes, page 165.

GAME : A piece of newspaper is placed on the floor for every cub. On the word go the cub run around the floor, without touching the newspaper pieces, any cub which does is out. The leader needs to remove one or more sheets of paper. On the word 'Stop' the cubs have to try and run to a piece of newspaper. Any piece which is touched by two or more cubs they are out, as to things cannot be behind one door. This should also cut out arguments about who is first. Another technique to stop arguing is to not take away pieces of paper, but to look who is last to stand on paper.

Another deviation on the game is to number the pieces of paper, and a full set of numbers are placed in the bag. On the word stop the cubs choose a piece of paper to stand on, Then a number is chosen, and that cub is out.

Creative Zone, Beliefs and Attitudes Zone

Explain with the children the meaning of advent, and how that for the Christian religion, Christmas is a very special time. The children can then be given the two pages of A4 paper with the design already on. They need to colour the front page in, then either using wrapping paper or old xmas cards, collage pictures over the squares on the second page. Some help will be needed with cutting out the doors, either before the evening or during.

Week 13 **Make a poster advertising cubs, and explain why they have drawn this as an aspect of scouting to the rest of the cub pack. (Art 3) (Challenge)**

Extra help and ideas can be found on Pack Programmes, page 108 or 134.

GAME : The cubs line up in relay form. On the word go they have to move up and down the room according to the action of the animal. Therefore :-

Bagheera would run,

Rama would run with head down like a buffalo,

Raksha would dolly step,

Banderlog would pretend to swing like a monkey,

Hathi would walk on tip-toe with an like a trunk,

Kaa would slither across the floor,

Chil would flap or glide,

Mowgli would walk. etc..

Creative Zone

Explain that this week they are going to think about the activities they have taken part in as part of the cub pack. That they are to take one or two to use to advertise for new cubs, or to send up to beavers to show them what they do.

PRAYER 26.

Week 14 **Design and make Seasonal cards, using glitter glue, paint, collaging and felt tips. (Art 2)**

Extra help and ideas can be found on Pack Programmes, page 106-107.

GAME : Lay some pieces of newspaper out on the floor, symbolising the snow falling out from the sky. As we know though snow is slippery in the wrong situations, therefore as the children run around the room they cannot touch any of the pieces of paper. Though when the leader shouts "snowfall - lightly" the children stand on the newspaper in 2's. "snowfall - medium" in 3's. "heavy snowfall" in 4's. "Blizzard" in 5's. Any cubs which are not standing in the groups of ____ are out, and have to put a snowflake on their chart, they can then go back in. The chart who has the most snow by the end, loses.

Creative Zone

Start off with four different tables, one for glitter, one for paint, one for old xmas cards and the last for felt tips and pencils. The children are given two pieces of card, and it is up to them which table they work on and whether they wish to mix and match the mediums on the same card. Some help may be needed to persuade the children to use the more empty tables.

PRAYER 27.

Week 15 ***Work on a carol, and small group plays ready to perform next week.***
(Challenge)

GAME : Start with the children in groups of 4. Each group needs to have 24 items, such as beads, or cubes. The children line up in relay style, with the pile of objects up the other end. Each of the lines needs to be made up of every other child from two different teams. On the word 'go' the front cub runs to the pile, and takes any number between 1 and 4 objects. Then goes back and tags the next in the line. Who then also goes and takes between 1 and 4 objects. The idea is to be the cub who takes the last object(s) from the pile. The older cubs will hopefully start to plan, that they themselves cannot win, but need to work as a team to make sure that some-one else wins.

Beliefs and Attitudes Zone

Using the plays on greed, which is something which happens too much around this time. Get the children to work on these, discussing the ideas behind each one. If time also look at learning some kind of carol/song ready for the presentation evening next week.

PRAYER 28.

Week 16 ***Presentation / performance evening and Xmas Party.***

A trip to an art museum could also be arranged during the term, which could be then displayed as a photo-diary. (Art 10 and 7)