3 Year Programme
for Cub Scouts.

Developed by
Stuart Leacy.

Spring Term
Year 3

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.

Spring Term - Year 3

Week 1 ***Welcome back, games night and introduction to World Faith Badge.***

GAME 1: Relay game, looking at moving up and down the hall in different ways each time. This could be played where each time, all the children go in the same way. Or a number and action could be called, such as number 1, walk; number 2, hop; number 3, jump; number 4, crab walk; etc.....

Also it might be worth talking about the festival of the New Year. Getting the cubs thinking about the kinds of things they are going to try which are new this year, both within cubs and outside cubs. It may also be a good time to think about the rules within the cub pack which can help with behaviour and make your lives easier.

GAME 2: This game is all about the new year and thinking ahead. Get the cubs to think about something which they are hoping to do during this year, and mime it out to the rest of the pack. The rest of the pack have to try and guess what the cubs are hoping to do.

Explain the idea behind the World Faith badge.

GAME 3: Finish off the night with a more active game. This could be something like bucket ball. The cubs need to be divided into two teams, each teams needs a bucket on a chair. Two children, one from each team start in the middle, where the ball is thrown into the air, and caught by one side. The rules then follow the same as basketball. 1 point is scored if the cub can hit the bucket with the ball. 3 points are given if the ball lands in the bucket.

PRAYER 67

Week 2 ***Looking at different countries of the world.***

GAME : Lay out the different country cards at the end of the hall. Split the children into 4 relay teams. The cubs then one at a time have to run up and turn over two cards. If they are linked they take them back. if not they turn them back over again. The cubs get 2 points for every pair they get. If they get all four cards they get an extra point.

Discovering World Aroud us Zone, Creative Zone

Cubs to use books about different countries which they may have brought in to make display about the country they have chosen. They can look at details about the country, as well as the main religions followed within the country. A resource can be found as a world map, which the cubs could use to try and name as many countries as they can.

GAME : Bring in a variety of objects that smell. Each one linked with a different country. A tulip - Holland, Cheese or bread- France, Chinese - China, Curry - India, Pizza - Italy, Sausage - Germany, etc..

PRAYER 68

Week 3 ***Festivals from different religions. (Hanukkah or Chanukah- Jewish)***

Extra game choice : Pack programmes 140.

GAME : Tonight the children are going to be making a recipes with potatoes, so you could play a game called 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.

Beliefs and Attitudes Zone

www.holidays.net/chanukah/dreidel.html
www.kidsdomain.com
www.chabad.org/holidays/chanukah
www.tzivos-hashem.rg/storytime/storyteller/st1508.htm

The cubs can have a chance to take part in different religious festivals from the main religions. Tonight the cubs are going to look at the religion of Judaism. They are going to take part in a few of the traditions, plus maybe find out some new things about what Jews believe in. The first activity is to make a Dreidle, which is a game which is played by the children at Hanukkah. The sheet is available for you to print out and stick onto card before making. The letters on the dreidle stand for **N**es **G**adol **H**ayah **Sh**am which means “A Great Miracle Happened There.

Another activity could be to print out the pictures of the Jewish faith and then allow the cubs to colour the pictures in.

Explain to the children that in the Jewish faith they light the Menorah on each of the eight nights of Hanukkah (or Chanukah), from December 25th to January 1st.

For food you might want to give the children some fried food such as potato latkes or even doughnuts. The recipe for potato latkes can be found as a photocopiable resource. You may want to read the story of “The Horse that wouldn’t Eat Latkes” by Tzivos Hashem from his website.

Also eaten within the celebration time is cheese. This is due to the story about the heroism of Yehudit.

A summary of the story is the fact the city was surrounded by the Greeks and when Yehudit for a meal, she gave him some salty cheese, which he washed down with so much wine, that he passed out. At which point she chopped off his head and took it back with her, and openly displayed it. When the Greeks saw their leader was dead they all fled in horror. The Jews therefore won a great victory.

GAME : Use the dreidle made with the evening at the end of the evening to play a game. To play the game follow the instructions on the sheet.

As an aside the story of Haman is also on page 186, which is the story linked with Purim, another Jewish festival celebrated around late February or early March. There are some ideas if you wish to have a second night on the Jewish religion on pack programmes page 133. Though it should be noted it would not be correct to celebrate both festivals on the same night, or mix the activities between the two and call it a Jewish night.

PRAYER 69

Week 4 ***Origami evening.***

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.

Discovering World Aroud us Zone, Creative Zone

The cubs start to make different origami designs. Use the design of the boat to have a boat race. This could also include the making of a paper aeroplane.

GAME : To have a wind boat race.

PRAYER 70

Week 5 ***Chinese New Year***

GAME : This game is based around the different animals which symbolise the different years of the Chinese calendar. 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 :-

an rat would chatter its teeth together,
a snake would slither across the floor,
a bird would flap,
a dog would run and up and down begging and barking,
etc..

Beliefs and Attitudes Zone , Creative Zone

Think about the types of activities played during a Chinese New Year, and also the food eaten. This may be as easy as buying some Chinese food from a local takeaway.

Activities:

This might be to build a Chinese dragon out of lolly sticks, cardboard tubes and bright coloured cloth.

Another activity will be to tell stories using shadow puppets. Allow the cubs to cut out the shapes of different characters from cardboard, cereal packets are the best. The don't need to decorate, but do need to add features by cutting holes. Once completed they need to be fixed either to lolly sticks, or thin sticks if a longer cane is needed. The cubs can then have a go at making up their own plays from the characters they have made. This of course could be more structured by giving each six a fairy tale or Chinese story and allow them to act those out.

Another activity which can be quite fun for the cubs to take part in is to make their own willow pattern plates. Give the cubs a plain paper plate and some dark blue paint. The cubs can then draw their own picture on the plate, which they can then paint with the dark blue paint. This activity though will need thin paint brushes, or the final project will look a little childish. You can then cut sticky back plastic and cover the plate making it wipe proof, maybe even ready enough for some of the Chinese food later.

Another activity might be to make a Chinese lantern, these are quite easy to make and when decorated can look very effective when hung up. A template for a lantern can be found in the photocopying section. Colour in the lantern, using either colouring pencils or felt tips. Cut around the dashed lines on the outside, and then fold down the centre line. Then cut down the diagonal lines from top to bottom. Then glue the large bit at the top, and stick into a tube shape. Then glue the smaller bit at the top and use a bit of paper to make a handle.

Think about the dragons which are the symbols of the Chinese New Year, as well as the animal who's Year it is. You also might want to tell the story about how the animals ended up in the order they have.

PRAYER 71

Week 6 ***Festivals from different religions. (Ramadan and Eid-ul-Fitr - Islamic)***

Extra help and ideas about hands can be found on Pack Programmes, page 130.

GAME : As one of the activities tonight is about hand designs, then the first game is also about hands. This could be something as simple as volley ball, or hand ball. Though it could be something as different as trying to get the children to use their opposite hands to complete different activities, such as throwing a tennis ball to each other using their wrong hands, or trying to write a message to each other using their wrong hand.

Beliefs and Attitudes Zone

The cubs can have a chance to take part in different religious festivals from the main religions. Tonight they are going to look at the Islamic religion. Again this evening there will be a chance to complete some of the activities which are part of the Ramadan and Id-ul-Fitr festivals. I would suggest that the cubs for tonight's activities work around the activities in groups, moving around when finished or after a certain amount of time.

Activity 1 To look at mehndi, which is painting or drawing patterns on their hands. Remind the children the through their religious beliefs that they do not draw pictures of animals or people, but instead patterns and plants. This activity can be completed in a couple of ways. One is to give the cubs a picture of a hand, or get them to draw around their hand, and then use felt tips to draw patterns. The second method is to give them face paint pencils and let then draw on their own hands, or those of their friends. Try to persuade them if they are going to draw on their hands that they should draw on the backs and not the front, otherwise they might leave hand prints on everything they touch.

Activity 2 Think about different Islamic tiles which they can then join together to make some Islamic art. Attached is two sheets, one with the instructions and the other which will allow the children to easily to design their own if you do have some of the equipment needed. The children may wish to work by themselves to make a few, or work in a group to design a cub pack noticeboard full of the tiles. You will need some scissors, felt tips, ruler, pencil and a compass. Compass will not though be needed if the template sheet is used for the first three steps.

Activity 3 You might decide that you are able to make Sufi Malpua, which is a sweet biscuit mixture which is eaten as part of the festival of Eid Ul Fitr. The recipe card can be found as a photocopiable resource.

Activity 4 You might want to allow the children to make an Id card. To do this take a piece of A5 card, and fold in half. Allow the children to decorate the outside, with designs which could include plants, patterns or the moon and stars. Though as with the tiles the Islamic religion does not think it is right to draw pictures of people or animals.

PRAYER 69

Week 7 ***Church mapping, looking at churches around the town.***

GAME : As the children are using maps during cubs tonight, they could play a game of mapping bingo, which can be found as part of the Navigator badge. Play game with pairing off the different symbols with what they are. The domino sheets should be printed out and cut out in separate squares. They should then be left at the far end of the room, either turned over or face up. The cubs should be split into teams, the cubs then as in a relay, run up and choose two cards, which if they are the same are allowed to take them back. If not they put them back down. A leader will need to be at the end to check the pairs. Each team could have their own set, or it could be just one set, which they all choose from.

Outdoor Zone

Have an ordnance survey map of the local area, and try with the help of the key identify the different places of worship. The children could then look at where on the map they live, and which is the closest place of worship. If time the children could try and identify the routes between their house and the place of worship. If you have a place of worship nearby then you could go out for a walk and see they can then identify the building on the map, and the other features around it.

PRAYER 72

Week 8 ***St. Patrick's Day activities.***

GAME : This game is about capture, as this is associated with St. Patrick. Choose one quarter of the cubs to be the pirates, and the other three-quarters are those to who need to avoid being captured. Mark out two areas, one at each end of the room. The pirates stand in the middle of the room. On the word go the cubs who are not the pirates have to run from one safe area to the other area. The pirates have touch the other cubs on their shoulder, if they do the cubs are captured, and have to stand still in the middle of the room. Cubs running from each safe area are now safe if they touch one of the captured cubs on their shoulder. Though they need to release after 5 seconds and carry on with their journey. After 6 runs the pirates need to swap over, counting how many they have captured.

Beliefs and Attitudes Zone

Look at the story of Saint Patrick, before completing some activities on the topic.

The story of St. Patrick starts off in Scotland where he was born in 387AD. Whilst being a teenager he was captured and enslaved, being taken to Ireland. He was bought by a very cruel and harsh master, but St. Patrick never felt hatred for his master. Though whilst tending his master's sheep he prayed many times a day, which was quite dangerous for his master was one of the High Chiefs of the Druids.

After six years he escaped and feld back to Scotland by ship, where upon his arrival he devoted himself to serve God. Over the next few years he trained to become a priest at Tours under the guidance of Bishop, St Germain. After his training he was sent back to a parish in Britain, but he could never forget his time in Ireland, and therefore after 18 years he travelled back.

His task was given by the Pope at the time to change Ireland to Christianity. It was only at this time he was given the name of Patritius. It was in the year 433 that he arrived with a his companions in Ireland, and straight away fell out with the Druids, who started to take arms against him.

After a few years he finally met with the chieftain named Dichu, who started to stop him from moving any further into Ireland. St. Patrick went to meet Dichu, and when they met Dichu drew his sword and tried to kill St. Patrick, but his arm became frozen, and would not move until he promised to become a Christian. After listening to St. Patrick, Dichu built a sanctuary for them to set up their first place of worship.

For many years the druids attacked the sanctuary but never won, due to the miracles of St. Patrick. Gradually the people in Ireland started to listen to St. Patrick and because he could speak Celtic, the language of the Irish people.

His most famous talk was that of using the Shamrock, to explain the Holy Trinity. Another legend is that he banished all the snakes from Ireland.

St. Patrick continued with his work in all the new churches in Ireland, until his death on the 17th March 460AD, at the age of 73.

Now you have read the story to the cubs, see if they can re-enact the story as play, in groups of about 4. The characters will need to be St. Patrick, pirate, Bishop and the chieftain. Give the cubs time to practise the plays, then play another game before performing.

GAME : Split the cubs into 4 groups, preferably the same as the groups earlier this evening. Have two bowls, one each for two of the teams. Lay out 50 strips of paper around the room, and 25 in each of the two buckets. On the word go, the two teams with the buckets have to take one snake at the time and put them on the floor, and the other two teams have to pick up the snakes and put them into the buckets.

Extension : If you want to make the snakes during the evening, then you could then use them during the game. Also you could make some of the snakes special, such as all the red snakes could be worth twice as much, or the gold snakes take 5 points off.

The cubs could now perform their plays.

PRAYER 73

Week 9 ***Foods used to celebrate different religious festivals around the world.***

GAME : Put the words fruit, vegetable, meat and bread product. Explain to the cubs that you have a bagful of shopping, and that when you call out the food they need to run to the right corner. If though say :-

Fry The cubs lie on the floor and make a sizzling sound.
Boil They stand up and down and make a bubbling sound.
Oven The curl up on the floor, and say "It's hot in here."
Microwave The spin around three times and say bing.

The leader then explains whether they have stayed in the correct corner. As the games progresses you might want to call out some more difficult items.

Fruits	**Vegetables**	**Meats**	**Bread products**
Apple	Potatoes	Beef	Naan
Kiwi	Parsnip	Bacon	Pitta
Banana	Avocado	Chop	Roll
etc	etc	etc	etc

Discovering World Around us Zone , Beliefs and Attitudes Zone
Extra help and ideas can be found on Pack Programmes, page 130.

Look at some of the main foods from different religions, and allow the children to taste them, without knowing which festival, country or religion they are from. See if the children can guess through tatste, texture or colour. Spend a little bit of time explaining the symbolic reason for that food being used at that ceremony or being linked to that country. Some excellent help on how to run this evening can be found in the pack programmes page 130.

PRAYER 74

Week 10 ***Festivals from different religions. (Diwali - Hindu)***

GAME : This game that uses dandias could be used as a very energetic start to the evening. The children need two sticks, which can be made from a couple of sheets of newspapers, with a sheet of plain paper over the top to stop the black ink coming off on their hands. The children then stand in groups and have to dance and jump around to the beat of the music, banging their stick together. The challenge is to hit every stick within the group before the end of the song.

Beliefs and Attitudes Zone
Extra help and ideas can be found on Pack Programmes, page 126.

The cubs can have a chance to take part in different religious festivals from the main religions. This is a festival of light. So the activities tonight could all be based around light. The cubs could bring in a glass jar, though care will need to be taken with this activity. You then give the cubs glass paints and they have to decorate the jar on the outside with pictures. Once finished, put a night light in the jar, and during the prayer at the end of the evening light all the jars and put them in front of the cubs at grand howl.

If you do not think it will be a good idea painting glass, then give each cub a piece of clay about the same size as a tennis ball. Get the cubs to mould it into a ashtray type of shape, and then give each a night light and again these could be lit during grand howl.

With these activities both are expensive, especially if using the quick air drying clay, therefore even though there might be enough time, it might be worth only doing one. (Though it has to be noted that this has been a very cheap term, so far.)

PRAYER 69

Week 11 ***Church visit, at a local church.***

Beliefs and Attitudes Zone , Outdoor Zone

If possible try and arrange a visit to a local place of worship, such as a church. See if when there the person in charge of the particular place of worship can talk to the children about the faith they have. If possible try to get the children to look at the features of the place of worship. If told beforehand the person taking the tour might be able to prepare a questionnaire about the place of worship, which highlights to the cubs some of the more defined features of the building.

Week 12 ***Visitors from a different religion.***

GAME : The cubs are split into two teams. Each side of the room has one chair, with a bucket/bowl on. A child starts off in the middle of the room, with a ball, and try and throw it to another cub on their team. The idea is that they try to score a goal, for 1 point, touching the bowl/bucket, and for three points getting the ball to stay in the bowl bucket. Other rules might be once a cub gets the ball he/she cannot move. Once the ball is dropped the ball goes back to the centre, and the other teams start. You may even have an exclusion zone around each of the chairs, where no child is allowed to enter.

If a goal is scored, then the ball goes back to the centre with the opposite team. Once a set amount of time is up, then teams swap over, with the opposite team starting with the ball than in the first half.

Beliefs and Attitudes Zone

In contrast to the religion last week, try and invite some-one from a different religion to come and talk to the children about their own faith. If possible discuss with the children the difference and similarities between the two. If time also spend some time to prepare a thank-you card for the place of worship last week, and the visitor this week. Remember that visitors need to know what they need to talk about before the come, and see if you can ask them to bring some artifacts from their religion, as well as the special clothing they might wear. A straight talk to cubs should not be any longer than 20 minutes, though if made more interactive could be up to 45 minutes long. The visitor might want to complete an activity with the cubs, which should help to reinforce the understanding from the talk.

PRAYER : Maybe a chance for the visiting speaker to lead a prayer.

Week 13 ***Festivals from different religions. (Baisakhi - Sikh)***

GAME : The cubs sit around in a circle, with one cub in the centre with a bunch of keys. One cub is chosen to go around the circle and try and take the cub's keys. He has to go around the outside of the circle, though can only move when the room is silent. The leader defines when this is by holding their arm up. When the leader's arm is up the cub can move around the outside, and the cubs sitting in the circle have to be quiet. When the leader puts down their arm, the cub has to stop moving around the outside of the circle, and the cubs sitting in the circle have to clap and stamp their feet. As soon as any leader puts their arm up again the noise needs to stop as quickly as possible, and the cubs starts moving again. It is in the cubs best interest to stop as quickly as possible with the noise. The cub in the middle can point if they think they know where the cub on the outside is. The cub in the middle has 3 goes to guess where the outside cub is, and the outside cub has to get the keys and get back to their seat without being caught, or moving when there is sound being made.

Beliefs and Attitudes Zone

This evening is a large celebration around the middle of April every year, and is one of the most important festivals for the Sikhs, as well as marking the start of their new year. The festival is celebrated with loud music and drums, usually outside in the streets.

Part of the festival involves the cooking of Karah Parshad, which is shared at the end of prayers in the Gurdwara.

To make Karah Parshad, you will need :

10 cake cases, 2 cups of sugar, 1 cup of water, ¼ pack of butter and 3 cups of semolina, as well as saucepan and cooker.

Gently bring up the water to boil in the saucepan on the cooker, dissolving the sugar as it becomes warmer. Once it is almost at the boil add the butter and start to add the semolina until the mixture goes thick. At this point start to separate into the cake cases, and allow to cool and set. *(Note : This is quite a difficult recipe to make, and does not always work.)*

PRAYER 69

Week 14 ***A look at the celebration of Easter.***

Extra help and ideas can be found on Pack Programmes, pages 136-137.

GAME : Stealing eggs game. Split the pack into half. Space out twice as many plastic cups on the floor as you have cubs, and then count out the same number of balls. Then put half the balls on the plastic cups, and the rest in a two buckets left at the end of the hall. On the word "go" half the cubs start to take the balls off the cups and put them in the buckets, and the other half take the balls out of the buckets and put them on the cups. The cubs putting the balls on the cups are the chickens, and they should synthesise the sound of egg laying every time they put an egg on the cup. Rules are that they are only allowed to carry one ball at a time.

Creative Zone, Beliefs and Attitudes Zone

There are many aspects to the night, it might be making Easter nests, or making an Easter card or Easter Box from the template sheets. It might decorating hard boiled eggs, or blown eggs, with either paints, felt tips or a range of craft pieces, such as cardboard, felt or tissue paper. It is quite astounding if given the correct equipment the quality of designs the cubs can produce. You might also want to photocopy the template of the cool cardboard chicken on page 137 of the pack programmes and give it out for the cubs to colour in ?

The Easter nest will need the use of a kettle and water and instructions for making this can be found on separate sheet. The children will need to careful with the boiling, and a towel may be needed to wipe off any extra hot water when the bowls are separated.

PRAYER 75

Week 15 ***Easter party, and badge presentations.***

GAME : Within the theme of Easter you could play a really messy game, called making nests. For this game split the group into sixes, and ask for one volunteer from each, who does not mind getting messy. Lay them down at one end of the room, and the rest of the six at the far end, in a relay style. In front of the six put a bowl of cold cooked spaghetti, the longer the better. The cubs one at a time have to jump up and make a spaghetti nest around the volunteer's mouth. After a set amount of time give each six some small eggs, which they can place into the nests as a finishing touch, which after the game the volunteer can each as a reward.

GAME : Egg on the face. The pack sit around in a circle, with a couple of tennis balls, or real chocolate eggs if you want to. On the word go they have to pass the eggs around. After a certain amount of time say LAY, and the two with the eggs lose a point, and their names are written down. At the end the one with the most points may have to do a forfeit, or prizes may be given to anyone who have not had the egg, or maybe just once.

GAME : In contrast to the game above, pass the egg can be quick game, based around pass the parcel. Start with a large egg, and wrap it up a couple of time with coloured paper, wrapping paper works well. Then play the game like pass the parcel.

The rest of the time will need to be used for food, and the presentation of the badges for this term.