

3 Year Programme *for Cub Scouts.*

Developed by
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Summer Term ***Year 1***

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.

Summer Term - Year 1

Week 1 ***Back to cubs, games nights and introduction to the DIY badge.***

GAME 1: 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.

Explain the idea behind the DIY badge.

GAME 2: To use a relay game to get over the names of the tools used within the DIY badge. Children take over the names of a different tools, when their tools is called they run and see who is the first one back. To make this harder, a story could be told about a person making something for a cub badge, and as the tools are used, the children run up, and back.
PRAYER 9.

Week 2 ***Safety rules for using tools- DIY 1, (as well Creative Challenge Badge)***

GAME 1: Captains coming from www.teachingideas.co.uk

Caring and Community Zone

During the evening the cubs will learn about how to use different wood working tools safely. This is a chance for the cubs to understand that you need to know how to use a tool to use it safely. It is also a chance to discuss rules about moving with tools, how to carry tools, how much space should they have when using a tool. There may be other rules that the cubs may need to use to make sure that you have safe use of tools within the cub evening. Cubs after discussing these ideas within a group/pack then move towards creating posters to go on display whilst the badge is taking place.

GAME 2: Label the walls, cut, drill, screw/nail, sand. Then say different scenarios, and children run to the side of the room, which they think is most used. This could be used for things like, making one piece of wood into 2 pieces, to join two pieces of wood together, to make a hole through a piece of wood, to give some help to start screwing a piece of wood, to be used with a hammer to join two pieces of wood, to make a piece of wood shorter, to make a surface smoother, to prepare a piece of wall ready for painting, etc.....

This could be made more into a game by making the children, complete some instruction whilst moving around. Such as walk three steps, then jump, walk three steps then jump, until a whistle is blown. Then stop, listen to the scenarios, before then running to the side they think. Some scenarios may well have more than one answer. May be last there or if they get the answer wrong could be out, or lose a life, if you wish to get a winner.

PRAYER 10.

Week 3

Bases 1A, 2B, 3C, 4D - (DIY 2 and 3)

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 gets a point, if not the other colour gets a point. The team with the most points wins.

Creative Zone

For the main parts of this badge it will take 4 weeks. The evenings will happen with the cubs being split into 4 groups. Each of the four groups will complete, as follows :-

Base 1: Preparing and painting a wall. - DIY 2

On this base the cubs will have a chance to sand paper and wipe down a piece of hardboard, held vertically. Then once sanded, the cubs will have a chance to paint it with a different colour emulsion. In preparation, the pieces will need to be painted before cubs has started.

Safety : Children will need to be careful about the dust given off whilst sanding, therefore could be carried out outside. Children also could do with some protective clothes or clothes they can get emulsion paint on.

Base 2: Designing and making a wooden game- DIY 3

On this base the cubs will make a noughts and crosses game out of wood and dowelling. The design can be found on another sheet of paper. To complete the task, the cubs will draw up the wooden block, and drill 9 holes. They will then need to cut 10, 2 centimetres (1 inch) pieces of dowelling. Then then need to colour in 5 one colour, and 5 another.

Safety : Children will need to help to use a drill to drill holes in the block of wood, and protection will need to be there for those who go right through the wood. A clamp would also be used for holding the wood whilst drilling. The cutting of the dowels will need help, and will again need to be clamped.

Base 3 + 4: Making a nest box for birds - DIY 3

Extra help and ideas can be found on Pack Programmes, pages 43 to 45 and page 111.

On this base the cubs will be making a bird nest box. The design for this can be found on a resource page. In general this activity does take two weeks, but this is only with each cub making one or two of the large cuts. Joining together of the wood can be carried out by the cubs under instruction. Drilling starting holes in each of the wood piece will help the cubs to understand where they need to join the wood together. The main hole for the birds to get in and out, may have to be completed by an adult out of the cub time. The bird box needs to be covered in some kind of outdoor protection fluid.

Safety : Children will need help with cutting the piece of wood. Also some kind of assistance will need to be made for making the bird box up.

NOTE : You may decide to complete a far easier task, instead of the bird box, though then the children will need to make more of the finished product themselves.

SAFETY: Also the number of adults helping will need to be increased to allow one adult to be available all the time a cub is using a saw, drill or plane. To make sure all cubs stay safe, make sure have definite areas of no-entry around each of the drilling and sawing areas.

PRAYER 11.

Week 4**Bases 1B, 2C, 3D, 4A**

GAME : The Tool Game: Based on Captains coming. The room, now top, bottom, right side and left. Other commands are as follows, which you then add on a side :

Screwing a screw on the	Children spin around three times on the spot.
Hammering in a nail on the	Children jump up and down three times on spot.
Planing the wood on the	Children hop three paces forward and three back.
Sanding the wood on the	Children lie down on the floor.
Cutting the wood on the	Children jump two backward and one forward.
Painting the wood on the	Children wave hands from left to right three times.

As above
PRAYER 11.

Week 5**Bases 1C, 2D, 3A, 4B**

GAME : Beans, Beans, Beans from www.teachingideas.co.uk. Following instructions.

As above
PRAYER 11

Week 6**Bases 1D, 2A, 3B, 4C**

GAME : Nails or Screws. You need to have some pieces of card, with screws on one side and nails on the other. There needs to be at least twice as many cards as there are cubs. Space these cards out around the hall, then divide the cubs into two teams. One team is nails and the other screws. The children need to make sure that the cards at the end of the game, show their own team name. Rules: They are only allowed to turn one card at a turn, and they are not allowed to move any of the cards from where they are. A copy of a sheet of nails and screws can be found in resources.

As above
PRAYER 11

Week 7**Finishing off DIY badges, with presentation of badges.**

GAME : The Tool Game: Based on Captains coming. The room, now top, bottom, right side and left. Other commands are as follows, which you then add on a side :

Screwing a screw on the	Children spin around three times on the spot.
Hammering in a nail on the	Children jump up and down three times on spot.
Planing the wood on the	Children hop three paces forward and three back.
Sanding the wood on the	Children lie down on the floor.
Cutting the wood on the	Children jump two backward and one forward.
Painting the wood on the	Children wave hands from left to right three times.

Creative Zone

Use the time at the start of the evening to make any finishing touches to the bird box or the wooden game. Use the rest of the evening to make a presentation of badges.

PRAYER 12.

Week 8 **Introduction to the local knowlegde badge and preparing questions.**

Extra help and ideas can be found on Pack Programmes, page 128 and 144.

GAME 1: Children are split into two teams, three bottles are placed in the middle between the two teams. The children sit in a line. When their number is called they run to the centre, pick up one of the balls, run back to the gap in their line, and start to throw the ball at the skittles in the middle. The object is to knock down any two of the skittles. A variation could be that they only need to hit the middle skittle, and not the two outside ones, and they lose if they hit the outside ones. The teams wins with the most points.

Explain the theory behind the Local Knowledge badge.

Caring Challenge Badge Plan

Discuss with the children, what a fireman does during the day. Also discuss what jobs they think a fireman can complete, and why they need to available to complete these jobs. Look at what they might need to make a 999 call for, and the dangers which could happen when dialling 999 for no real reason.

GAME 2: This game is the same as captains coming, but uses different things which firemen do within their day. Still has north, south, east,west.

Going up a ladder Act out going up a ladder on the spot.

Go to an emergency Run around the room, making sirens sounds.

Putting out a fire Make a hose with one arm, pretending to spray it over the fire.

Rescuing cat in a tree Pretend to crawl long the floor to cat.

Using the claws Arms like crocodile mouth, and gradually close.

Going down the pole Wrap arms together and shrink down to the floor to sit.

Fire crews of 6 Children sit in bus type layout in 6's.

Plus any ideas for those discussed earlier on in the evening.

PRAYER 4

Week 9 **A visit to the Fire Station. (Loc Knw 6)**

Extra help and ideas can be found on Pack Programmes, page 129.

Caring and Community Zone + Caring Challenge Badge Part

Organise a trip to the fire station, making sure that some of the questions thought about last week are answered during the visit. A copy of the questions may be worth dropping into the fire station during the previous week.

Week 9 **A Treasure hunt around the local area.**

Caring and Community Zone

Treasure Hunt around the local area, this will need to be planned before the evening. It is a good idea to make a mixture of clues, with children doing some questions taking the whole of the treasure hunt to complete.

To complete the treasure hunt, it is not a good idea to go as one large group, as the cubs do not have chance to find the clues themselves. If though groups are being used, a decision will need to be made what the other cubs will be doing.

Week 10 **What is a map ?**

GAME 1: Make a large grid, with a ten dots by ten dots. Each team is given a different coloured marker pen. In relay form, each child runs up, and joins together one dot to the next, either one square vertically or 1 horizontally, they only have 5 seconds to complete, you may decide to have one member from each team at the same time. The next member of the same team up needs to join to either end of this line to another dot, either one square vertically or 1 horizontally. It continues until all dots are used up. The only rule is one line cannot cross another line. The winning team is the one with the longest route. This game needs to be kept moving or it can become very boring. May each team only has the amount of time it takes the next member of the next team to hop up the hall and back, etc...

Outdoor Zone

Using a variety of Ordnance Survey maps, especially of the local area, start to show the cubs where they are based. Allow the children to start to ask what certain map symbols mean. Then start to look at the key. Play a game such as bingo, or dominoes or both with map symbols. Then take the children back to the map, and see if the cubs can actually find the symbols they have been playing the game with. See if they can follow the road from where they live (or cub headquarters) to one of the symbols they have chosen.

OTHER GAMES : Could be map bingo, or domino relays.

PRAYER 13

Week 11 **Making a Map for a route from home to cubs. (Loc Knw 7 or 4)**

Extra help and ideas can be found on Pack Programmes, page 51.

GAME : Using the cards made for the dominoes, make another set. This time cut them in half, turn these cards upside down. The cubs split into teams, the cards up the far end of the hall. At the word go the cubs run up, one from each team, turn over two cards. If they are a pair they take them back, if not they turn them over. This game can be greatly lengthened by not allowing the cubs to talk when they get back to their teams.

Caring and Community Zone and Creative Zone

During the night the cubs will have a chance to draw a map for getting from home to cubs, adding as much details as they need to, according to age and ability. A copy of a map of the local area both as a street map, and some kind of Ordnance Survey map will be useful to help the cubs to add extra detail on their map, as well as even extending their own map, adding some more features of the locality such as the doctors, police station, library, their school etc..

Week 12 **Map walking. (Loc Knw 5)**

Extra help and ideas can be found on Pack Programmes, page 145.

GAME : As per Pack Programmes, page 141. - Traffic Lights, summary, red - stop, Red and Amber - get ready to go, Green - go, Amber - start slowing down.

Outdoor Zone

Prepare a walk from your headquarters, or maybe from another suitable place within the locality. Get the children to look as they walk for places of interest. Maybe stopping at some points to allow children to take photographs, or drawing pictures. The cubs could even take their own versions of their maps out to see where they are and how accurate they have drawn them, as well as adding onto the maps the places where they draw pictures, or take the photos.

Week 13 ***Visiting speaker (Loc Knw 3)***

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.

Caring and Community Zone

Spend the first half hour to prepare some questions ready for a visitor who has lived in the area for a long time. When the visitor arrives the cubs ask their questions. This could be followed up with next week.

PRAYER 14.

Week 14 ***Badge presentations and Party.***

Maybe some discussion could be held about the visiting speaker from last week.

Party games + food.