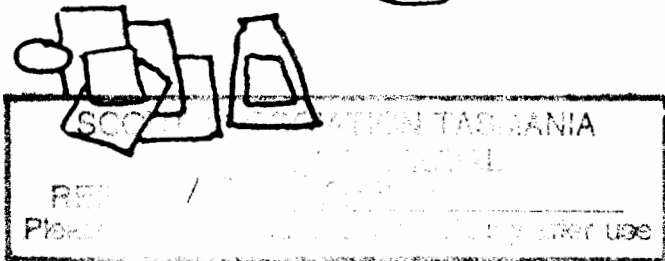
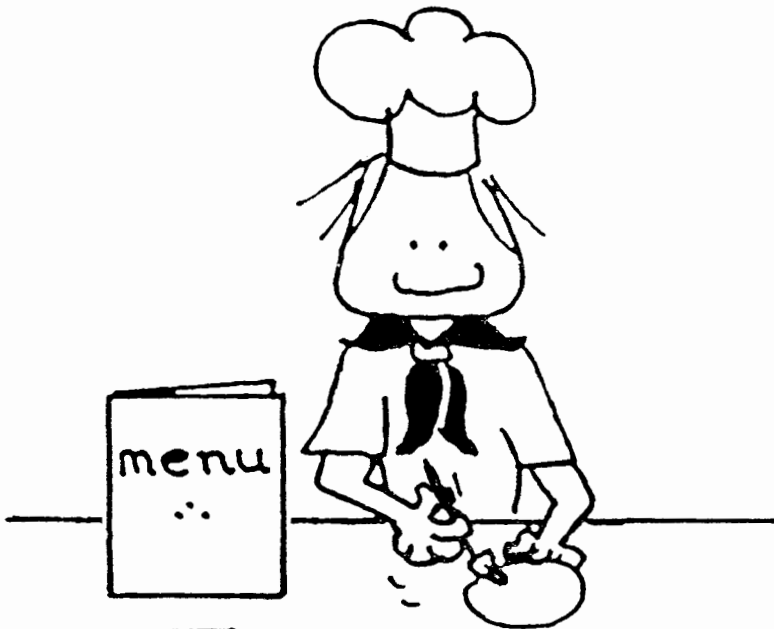


MORE

Games & Activities

Fun, Training & The Boomerangs





*"One of the objectives of Scouting
is to supply games and activities
which can promote a boy's health and strength
and help to develop his character.*

*These games have to be made attractive
for it is through them that we can inculcate the elements
of pluck, obedience to rules, discipline, self-control,
keenness, fortitude, leadership
and unselfish team play."*

*Baden-Powell
"Aids to Scoutsmanship."*

INTRODUCTION

Games are the most flexible tool in the Cub Scout Leader's kit, as they can be adapted to fit most circumstances and, with a little imagination, nearly any particular theme. Above all they should be fun and promote a great deal of enjoyment.

Games should develop:

- sportsmanship - training - unselfishness - development of mind - perseverance - fair play - discipline - good nature - character - etc.

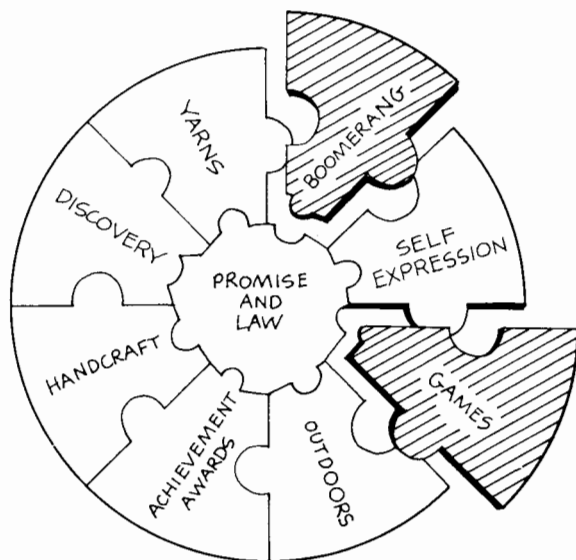
Games are used to:

- teach - vary the tempo - let off steam - revise training - break the ice - check on training

There are nearly 200 test games and activities in this book and the Leader with a little imagination can double or treble that number. The games have been listed under boomerang test headings. The best way for a Cub Scout to pass a test is by participation in an enjoyable game or activity.

If you are not having fun with your Cub Scouts then look closely at your program. Fun is the nucleus about which all other parts of the program are grouped — leave one single element out and the program collapses.

Games are elements of the overall program and this book brings two elements into the program.



DEFINITIONS

Cub Scouts in Line in Sixes - Cub Scouts are lined up behind their Sixer at one end of the hall. If the hall is large enough a double arm space should be allowed between the Sixes, if not, single arm AT LEAST. In games involving Test work above the standard of some Cub Scouts, make sure that the youngest are in the front of the line.

Cub Scouts in Circle - Unless you have a large circle painted on the floor, this circle is made by the Cub Scouts running in, joining hands and pulling outwards until a circle is made. If you are a brand new Cub Scout Leader you will need to get the Cub Scouts to practice this, as otherwise you may find you have either bedlam or an oval circle!

Beginning and Ending of Games - Unless otherwise stated all games should begin and end with the Cub Scouts standing at the alert. When sitting down to commence a game the Cub Scouts should be sitting with back straight, legs crossed and either arms folded or hands resting on knees.

Signals - Where it is stated that a game commences with a signal, many different methods can be used. You may raise and then drop your arm, call out Wolf or some other recognised word, clap your hands, use the old Ready, Set, Go, recite a list of words, the game to commence when you say a word beginning with a chosen letter, or even ramble on with a story following the same rule. Whistles are not advised, and preferably should not be used except when the game is a particularly noisy one or you are out of doors.



DISCOVERY ESTIMATION



HAIRY CATERPILLAR

Sew a chux cleaning cloth into a tube shape. Fill with birdseed. At regular intervals wrap string around for segments. Sew on buttons for eyes. Damp birdseed and watch the caterpillar become hairy. 1 chux will make 6 caterpillars. 35 grams birdseed per caterpillar.

MINATURE GARDEN

Give each Six a plate or small tray.

Cub Scouts are to collect tiny stones, twigs, greenery etc. and between them make a mini garden.

Could also be done in a small defined area outside.

HOW MANY POTATOES?

Give each Cub Scout a seed potato, this is to be taken home, planted and cared for. On a given week the Cub Scouts are to dig their potato plant up and bring their crop to Cub Scouts to show everyone how many they have grown.

Cook at least one each, add lots of butter and let them eat them while they are hot. The remainder take home to Mum.

COLOURED CHRYSANTHEMUMS

Stand white chrysanthemums in a vase full of water coloured with a teaspoon of food colouring. The coloured water will gradually be drawn up through the stem and into the leaves. Nice for Mother's Day.

WILD WILL'S HAIR

Fill a jam jar with damp cotton wool and put some grass seed on the top. Make a face on the jar, and watch Will's hair grow. Give him a haircut if you think he needs it.

EGG SHELL GARDEN

Each Cub Scout to have an egg carton, tear the top part off.

Place an empty half egg shell in each hollow. Fill each shell with soil. In each shell plant one different type of seed. Keep a diary on progress and when 2-3 cm high transplant into another pot or into the garden.

GARDEN IN A JAR

Use a jar with a wide mouth. Place inside a layer of charcoal, then small stones. Add some leaf mould, sand and rich soil, carefully plant your very small plants and cover the soil with moss. Water once with a fine spray, don't wet it too much. Put a small sheet of glass over the mouth of the jar. It will make its own weather.



GROW YOUR OWN ROCK CANDY

Materials needed glass, sugar, hot water, cotton, paper clips, straw.

Place a $\frac{1}{4}$ cup sugar in the glass, add the hot water until $\frac{3}{4}$ full. Keep adding sugar until no more will dissolve in the water. Tie two paper clips to two pieces of cotton. Tie the cotton onto a straw and sit the straw across the top of the glass. The paper clips should hang at least $\frac{3}{4}$ into the glass.

Place glass and contents in a spot where the temperature remains the same and where the solution will not be disturbed. When the crystals have finished growing, eat them.

SWIMMING THE FISH

Cut a fish shape 12 cm long from a piece of drawing paper.

Cut a small hole in the centre of the body, then cut a narrow slit from the tail to the hole. Lay the fish gently onto the surface of water in a tray or sink. Carefully put a few drops of cooking oil into the hole. The oil will run down the slit and push the fish along.

MAKING RAINBOWS

Stand a glass of water on a window ledge in bright sunlight. Place a piece of white paper in the reflection of the water. What can you see on the paper?

Set a tray of water in bright sunlight. Rest a mirror upright against one edge of the tray. Look at the reflection.

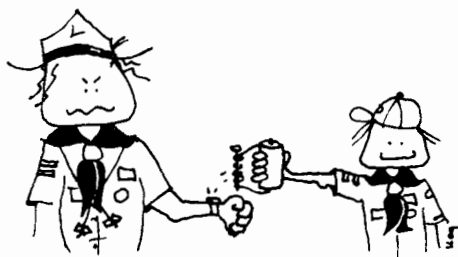
In a darkened room, hold a prism (a three sided piece of glass), a crystal doorknob, cut glass bottle or a milk bottle up to the sun (or torch). Look at the wall, ceiling or floor where the reflection is made.

In all cases you will see the colours of the rainbow. You are separating the various colours (the spectrum) that make up white light. Rainbows in the sky are made when sunlight shines through the water drops in the air. The water drops bend the sun's rays to form a spectrum.

MAKE AN ELECTRO-MAGNET

You will need a torch battery, big nail, length of plastic coated copper wire.

Wrap a few layers of wire around the nail, then connect one end of the wire to the centre cap of the battery and the other end to the bottom of the battery. The nail will become a magnet.



BALLOON ROCKET

Thread a straw onto a long length of thin string tied some distance away. Blow up a balloon and tape it onto a straw with the open end facing down the string. Let go of the balloon and watch the straw zoom up the string.

BAROMETER

Cut a shape from blotting paper. Soak in this solution ... 4 oz water, 1 oz common salt, 75 grains calcium chloride, $\frac{1}{4}$ oz gum arabic. Dry in the sun, then glue to stiff cardboard. The blotting paper will be blue in fair weather and lavender when the humidity rises.

WEATHER SYMBOLS

Make a series of cards ... weather symbol on one set and the names on the other set. Use as a matching relay or as a Six activity.

WEATHER SONG

Using a simple tune, compose a song using all the weather words so the Cub Scouts will become familiar with them all.

WEATHER ACROSS AUSTRALIA

Draw a map of Australia onto a piece of heavy cardboard.

A sheet of clear plastic to fit completely around the piece of cardboard. On the plastic draw a variety of weather patterns then tape in place around the cardboard. Be sure the weather patterns will move from left to right. Carefully make the plastic move from left to right and the Cub Scouts will be able to see how the different weather patterns move across Australia.

PINE CONE BAROMETER

Have a pine cone in the Den, when the pine cone opens up the weather will be dry, when the pine cone is closed the weather will be wet.

WEATHER STATION

Make your own weather station ... keep records of weather, could be a task for a Six for a month then passed on to the next Six.

COLOUR SYMBOLS

Prepare two sets of cards, one with the names of the cloud formations the other with drawings of the cloud symbols. Use as an identification game or as a Six activity.

WEATHER WIZARD

Brightly coloured blottingpaper cut into squares, from these squares cut 5 round pieces of different sizes, place on top of each other to make a flower. Push a brass paper clip through the centre and attach to a twig or a skewer.

In a cup of water dissolve as much salt as possible. Soak the flower in the salt solution. Stand the twig and flower in a vase of clean sand. When the weather is likely to be fine, the flower will be white (it will be covered in dry white crystals). When the air is damp and rain on the way, the flower will be the colour of the blotting paper.

WORD SCRAMBLE

Unscramble these words and match them with the unscrambled words.

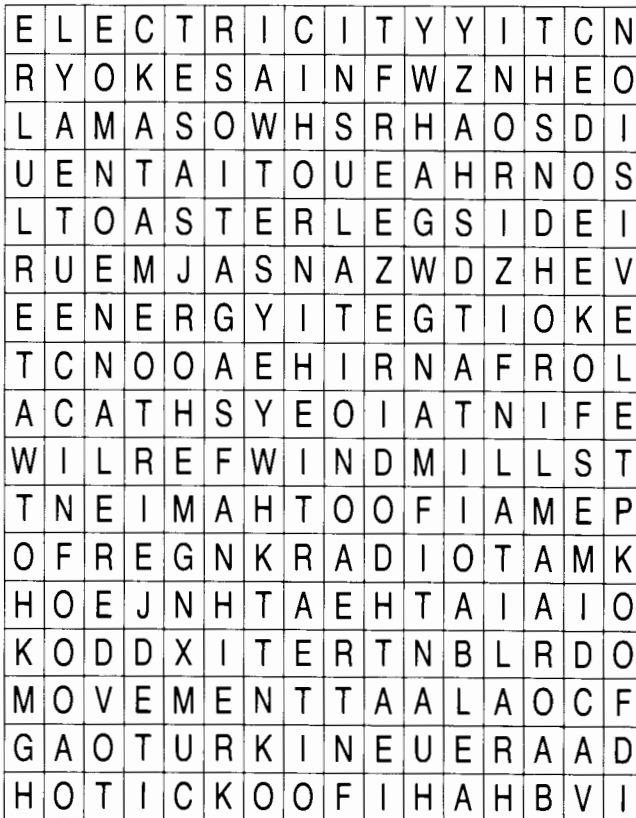
Then try finding them in the wordsearch.

yticirtcele
cola
menmotve
trubien
sag
mindwill
noitalusni
thgil

insulation
windmill
heat
energy
gas
light
electricity
turbine

teah
enreyg
reteahs
adroi
tatsore
roni
paml
toh retaw
vitelsieno
rifegd
freeersz

movement
coal
heaters
radio
fridge
lamp
hot water
toaster
freezers
television
iron



TRADE WINDS

Each Cub Scout makes a paper boat, divide the Pack in half. Run two heats then a final.

Each Cub Scout places the boat on the floor, and on *Go*, must blow the boat safely into the harbour. Use this to explain winds and where they come from.

WEATHER VAN

Sixes in line in each corner. Leader in the centre of the room facing north. On the call *the wind blows from the south*, the Sixes form up in a straight line facing the point with the Sixer holding arms out together and the Second with arms flung back behind. Remainder of Six hold each other around the waist.

CLOUD PICTURES

Pictures and/or drawings of different cloud formations. Cub Scouts in their Sixes and numbered off. Leader calls the cloud name and a number. The Cub Scouts run up, select the card they consider correct and take it to the Leader. If the card is correct, a point goes to that Six.

CLOUDS

You will need sheets of blue cardboard, cotton wool. Cut into suitable sizes and make cloud charts, use the cotton wool to get the effect of the different types of clouds. Use for an identification game.

WIND DIRECTION INDICATOR

Use an old stocking to make a wind sock. It will work just like one on an airfield.

WEATHER CHANGES

Collect the weather maps from the paper for a month, glue onto a large sheet of cardboard, the Cubs will be able to see the weather changes.

MEASURE THE TREE SPREAD

Work in groups of three. A B C

A directs B out from the tree trunk along the 8 compass points until B is under the outermost twigs.

B counts the steps as taken.

C has a sheet of paper on which a series of concentric rings have been drawn.

Each ring represents one pace.

The number of paces taken in each direction are plotted on the chart.

Join the points together, this will give you the shape of the tree.

From the shape it may be possible to deduce the prevailing winds, or the effect of a tree near any buildings.

CALCULATE THE HEIGHT OF A TREE

Mark a stick 2 metres long, in lengths of 10 cm.

Measure nine lengths of the stick along the ground in a straight line from the base of the tree. Mark the spot.

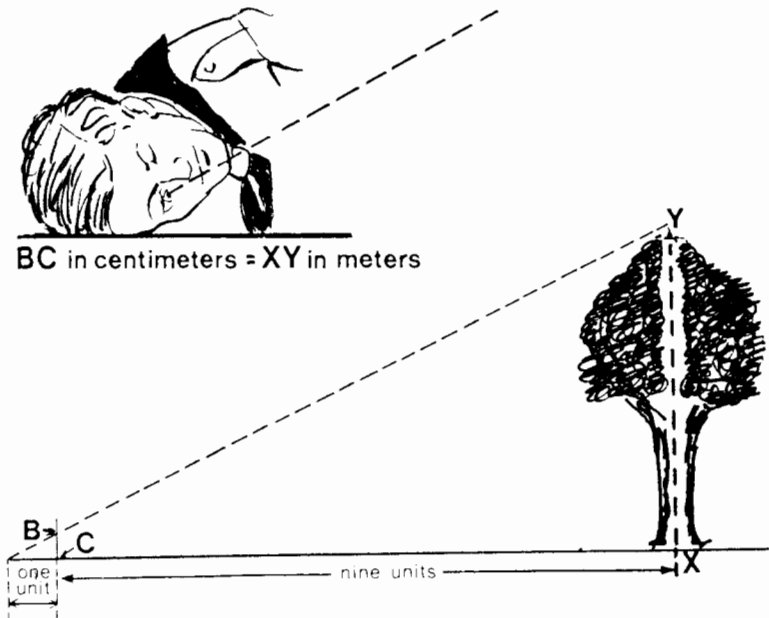
Measure one more length of the stick. Mark the spot.

One person holds the stick upright on the first mark.

Another person lies down with one eye on the second mark and lines up the top of the tree with a mark on the stick.

The number of these 10cm lengths on the stick equals the height of the tree in metres.

e.g. 3.2 lengths of 10 cm = 3.2 metres.





TYING THINGS KNOTTING ELEMENTARY SCOUTCRAFT

A knot is a means of tying a loop

A bend fastens two ropes together

A hitch fastens a rope to another object

Check Cub Scouts to see if they are right or left handed.

LACE UPS

Collect some old lace up shoes for the Cub Scouts who no longer wear that type. Have a relay where the Cub Scouts are to lace the lace through the holes and then tie the laces correctly. Mention the fact that footballers must thread and tie their football boots before going out to play.

CIRCLE TUG OF WAR

Each Cub Scout to have a piece of rope, each person joins the rope to the rope on their right with a reef knot. The Cub Scouts have a tug of war. Who can reach a certain point first wins the tug.

WATER KNOTTING

A pile of ropes in the centre of the room, a bucket of water for each corner and a teaspoon for each Cub Scout. Call a Six out into the centre to tie knots, Leader will decide. During the time taken to tie the knots the Cub Scouts can be splashed with water by the other Cub Scouts, using the teaspoons only. Good for a Pack holiday or a hot night.

BLIND KNOT

Leader chooses the knot to tie, Cub Scout blindfolded and must attempt to tie the knot. If correct a point for the Six.

TRICKY TIE A PARCEL

Cub Scouts are in pairs close together, the right hand of one and the left hand of the other are only to be used. Other hands must remain behind their back.

PRESENT CUB SCOUT

Each Six is to choose a Cub Scout to wrap as a gift for the Leaders. Use large sheets of newspaper and plenty of string.

TOOTHACHE RELAY

The first Cub Scout ties a scarf or sling around the head to cover an aching tooth, must use a reef knot. Leader checks the knot, the next Cub Scout removes the scarf and ties it around the head. First Six completed correctly wins.

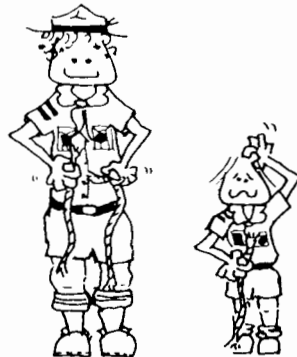
CHALLENGE KNOTS

Each Six is to have a pile of short rope or heavy string. At the signal to begin each Six, all together are to tie as many pieces of rope/string together using a reef knot. Allow a certain time, the Six with the longest rope is the winner.

CHALLENGE KNOT VARIATION

One rope per Six (same length), old ropes any length at all, score sheet. Each Six has a rope of equal length. The pile of assorted lengths is placed in the middle of the room. On the word *Go* one Cub Scout from each Six runs to the pile, selects one rope and returns to the corner and ties the piece of rope in a reef knot to the Six rope. When finished tying the rope the next Cub Scout may go to the pile and so on. When there are no more ropes left, the Leaders check the knots and length and score according to the following points

- 10 for the longest rope*
- 5 for the second longest*
- 5 for each knot tied correctly.*



MATCHBOX PARCEL

One matchbox per Cub Scout, paper and string.

Altogether on the word *Go*, each Cub Scout is to wrap the matchbox in 10 different sheets of paper, each layer is to be finished off with a reef knot. At the end, the matchbox should have 10 layers of paper and 10 pieces of string tied with a reef knot.

STRING HUNT

Spread lengths of colour wool over a wide area. At a whistle signal Cub Scouts rush around picking up their colours, tie together with a reef knot. As each Cub Scout joins two pieces, it is taken to the Sixer who checks the knot and then joins it to the lengths already collected. At the second whistle, all knotting must stop. Six with the longest piece with knots correct wins.

Try with wool of two thicknesses and ask for it to be joined with a sheet bend.

SHEETBEND TEST

Two Cub Scouts stand a few metres apart with two ropes lying between them. The first Cub Scout runs up and makes an open loop in the end of the rope and runs back. The second Cub Scout runs up and completes the Sheetbend with the end of the rope. Both Cub Scouts hold the end of their piece of rope and pull as hard as they can to test whether their knot can hold.

Repeat with a Reef knot to see which is the stronger.

SIXER'S CHOICE

One rope per Cub Scout, list of knots per Six, handed to the Sixer.

The Sixer decides which Cub Scout in the Six will do which knot. When the Leader calls out a knot, the appropriate Cub Scout will run out complete the knot as quickly as possible.

The first Cub Scout finished earns 4 points for the Six.

The second 3

The third 1

The Six with the most points wins.

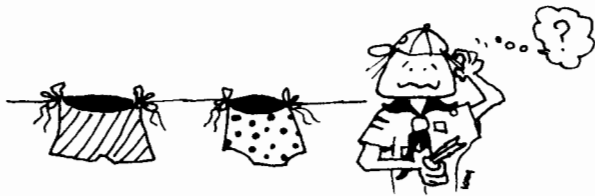
COWBOYS AND WILD HORSES

Split the Pack into two teams, one will be the Cowboys and the other will be the wild horses. The cowboys are provided with halters (length of rope). They are to round up the wild horses, the horses don't want to be caught, so make every effort to get away. Once a rope is placed

around the waist the Cub Scout is caught and stands still so the cowboy may tie a bowline around the waist then leads the horse to the hitching rail and does a clove hitch with the free end. When all the horses are caught, change teams over.

CLOTHES LINE FOR CAMP

Tell the Cub Scouts they are to make a clothes line to dry their swimmers, supply suitable rope, they are to use sheetbend and clove hitch knots, then peg swimmers onto the line.



KNOTTING MARKET

One thick and thin rope per Cub Scout, three counters per Cub Scout. On the word *Go* the Cub Scouts may do any knot and show it to the Leaders, if correct the Cub Scout receives one counter, if incorrect gives one of the counters to the Leader. The same knot may not be done twice. Cub Scout with the most counters wins, or the Six with the most counters wins.

DARK KNOTS

Place a pile of rope in each corner of the Den. Turn the lights out. Each Six is to tie the ropes into one length, either specify the knot or allow them to tie whichever they wish.

BUYING KNOTS

Leaders sit behind a table prepared to buy knots. Beans are given for a correct knot ...

One for a reef knot .. two for a bow line and so on ...

Double the payment to eight and nine year olds who tie the older knots.

JOURNEY INTO SPACE

A chair is to be the space ship, one for each Six. The Six chooses one Cub Scout to be their astronaut, once chosen the person is to be prepared for travel. A bowline is to be tied around the waist, a clove hitch on each arm and a parachute attached to this with a sheetbend (parachute to be

made from a large sheet of paper and string). First onto the space ship and away (and correct knots) wins the space race.

KNOTS IN THE WOOD

Leaders to tie different knots all over the place, on trees, around bushes, thrown on the ground etc. Number each knot (keep a list for yourself so you will remember which is which). The Cub Scouts should have a piece of paper and a pencil. They are to move around and find as many knots as they can, have a look, without touching them and write down the number of the knot and what they think it is. If you wish, you could place knots that are tied incorrectly to try and catch them out. Set a time limit.



SHIPWRECK

Each Cub Scout in each Six is a boat, supply thick and thin ropes, boats are to be tied together with sheet bends so they may be dragged to safety.

DOCTORS KNOTS

Doctors tie knots when they sew people up after they operate, some doctors practise tying knots inside matchboxes so they are able to do knots in some very difficult places inside of us. Ask your Cub Scouts to have a try.

KNOT AND GUESS

Cub Scouts in a circle, one Cub Scout in the centre with a rope (more Cub Scouts if you wish). The Cub Scout ties a knot, drops it at the feet of one of the Cub Scouts in the circle and runs around the outside of

the circle. During this time the second Cub Scout must say which knot it is. If correct the first Cub Scout must repeat the process, if incorrect the second Cub Scout takes the place of the first Cub Scout and continues in the same manner.

GADGETS

Give each Six assorted rope and sticks and ask them to make anything they like.

HANG CLOVE HITCH

Stretch a rope across the room, each person in turn takes a piece of string and ties a clove hitch in a certain area. The Six with the most correct clove hitches tied correctly in a given time wins.

ROPE SITUATIONS

Offer a series of situations, either verbally or written and ask which knot should be used, point for correct answer.

e.g. Dad wants a long rope but only has short pieces.

A friend wants to tie his boat to a vertical post.

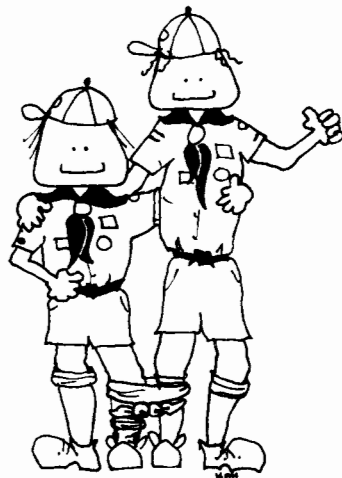
Mum wants to tie a parcel.

KITES

Kites need knots, ask the fathers to come and help, be sure to try them out.

RACE KNOT

Have a three legged race using the reef knot.



YARN ABOUT KNOTS

Ask one of the following people to come and give a talk about knots: Sailor, mountain climber, abseiler, Scout Leader, caver, truck driver.

CONJURING KNOTS

Get a book on conjuring from your library and learn some knotty tricks.

CRICKET KNOTS

Two teams numbered and facing each other. Each team becomes a country in a test match. The leader calls a knot and then a number. The side with the ropes, the Cub Scout with that number gets a rope and ties the correct knot, while the Cub Scout with the number from the other team sees how many runs can be gained while the knot is being tied.

KNOTTY YARNS

Tell the Pack a yarn, include all the knots at various stages. Each Cub Scout to have two ropes and as you come to the knot in the story, they are to tie the knot.

KNOTTY PASSWORDS

Give each Six a length of rope and a copy of the morse code, using small and large knots that Six is to make a password on their rope.

The ropes are then swapped with another Six and the password worked out.

STRING PUPPETS

Collect various sized rope and string, you will need fine string to tie the parts together. By knotting, twisting, plaiting and fraying the pieces you can make people and animals, perhaps you can work out a puppet play?

HANK THE ROPE

Ask your Scout Leader to come down and show you and the Cub Scouts how to hank a rope, this will make your rope box nice and tidy and the ropes will last a lot longer.

FISH HOOKS

Buy the very large shark hooks and teach the Cub Scouts how to tie the line to the hook, use string for the line. By using the large hook you will have less trouble with the Cub Scouts catching themselves.

LEG ROPED

One piece of rope or heavy string per Cub Scout. Played as a Six. The Sixer runs around the room (perhaps better outside), comes back to the Six and the Sixer is tied to the next Cub Scout at the ankle (three legged style). Both run around the room back to their corner the second boy ties ankles with the next person's ankle and so until the Six is tied together, chaos, but interesting to see which Six gets organised first.

HOW MANY KNOTS?

One rope per Cub Scout, equal length. See who can tie the most knots on the one length.

BIG BEETLES

One beetle needs ... 8 short pieces of rope (string)
1 beetle head - cardboard with hole for attaching to body
2 antennae - 2 pieces of wire in a loop
2 eyes - 2 large circles

Players need a bucket, large dice, tape and glue, long piece of rope, short rope. Provide all items for each Six, each Cub Scout throws the dice in turn.

A six must be thrown first to get the body

Five ... head to be attached to the body with a sheet bend

Four ... legs attached with a reef knot

Three ... tail, short rope with a reef knot

Two ... antennae, stick to head with tape

One ... eye, glue into place

When the beetle is complete, a long rope is tied around the neck with a bowline and the beetle is dragged across the finishing line some distance away.

WHAT KNOTS

The Cub Scouts sit in a circle and each Cub Scout is given the name of a knot. The Leader stands in the middle of the circle and makes a statement about a particular knot, such as *I am joining two equal pieces of rope together*, or *I am going to put up a clothes line*. The Cub Scouts who have been given the appropriate knot run around the circle and back to their place. This is not meant to teach the Cub Scouts how to tie the knot, but will help them to connect the type of knot to the situation.

KNOTTING CARDS

Show the Pack how to make their own knotting card. Have a heavy piece of cardboard folded in half (about A4 size).

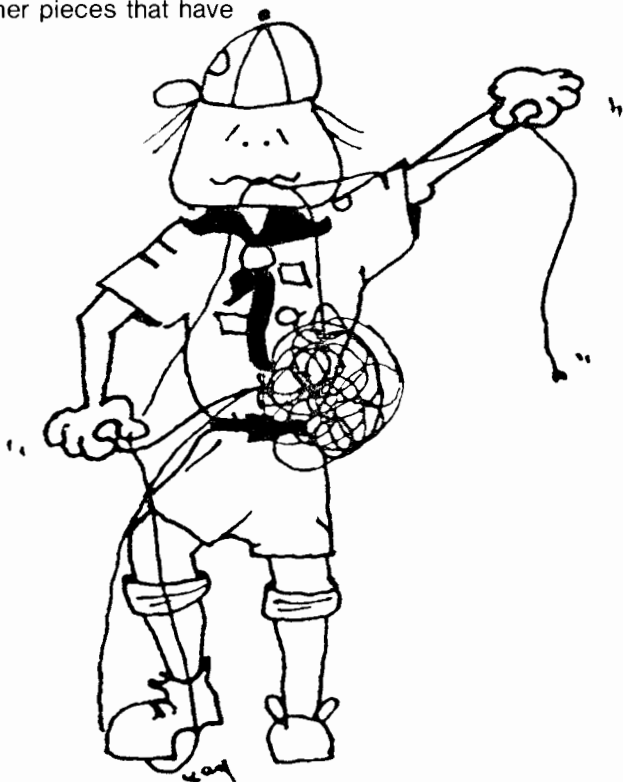
Write the Cub Scout's name on the front plus *Knotting Card*. On the inside get the Cub Scouts to make the knots from heavy string and after making sure that the knots are correct glue them in place and print their name under the knot.

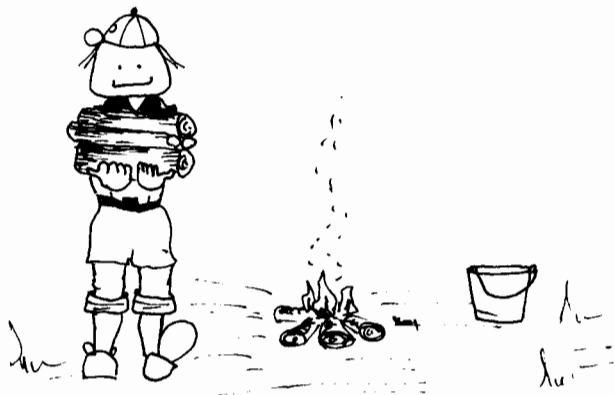
MAIDEN'S MUDDLE

You will need 4 balls of very tangled wool, scissors

Each Cub Scout in turn goes to the Six's ball of wool and has 15 seconds to untangle as much as possible. After 15 seconds cut the piece off and runs back to the Six and either using a reef knot or sheet bend ties it to the other pieces that have been collected.

Six with the longest wool piece and correct knot wins.





SAFETY WITH FIRE

FIRE LIGHTING

COOKING

MATCHBOX RELAY

A box of matches is placed opposite each Six at the far end of the Den. On *Go*, one at a time the Cub Scouts run up, extract a match, light it and extinguish it then runs back to the Six and the next Cub Scout leaves. First Six to correctly light and extinguish matches wins.

Variation ... light a candle.

FIRE BRIGADE VISIT

Arrange for a visit to your local fire brigade.

Arrange for a member of your local Fire Brigade to come and visit your Den and give you advice on what to do in the event of a fire.

Taking this advice one step further have fire drill from time to time so your Pack will know exactly what to do in the event of a fire breaking out in the hall.

Insist that your Den has an up to date fire extinguisher in an obvious spot.

For country Cub Scouts ask your Bush Fire Brigade to explain and show you what to do in the event they are caught in a bush fire. Practise often.

BUSH FIRE BAROMETER

With the assistance of fathers, make a bushfire danger barometer and display outside the Den.

FIRE TRAINING AID

Cut one side from the bottom part of a shoe box, place plasticine on the floor of the box. Divide the box into 3 sections, by placing suitable sticks into the plasticine (to hold them in position) make three stages of building a fire. Behind each pile on the side of the box glue an explanation of each stage. Show to the Cub Scouts when explaining how to prepare their fire, then ask them to build a fire.

If you are unable to actually build and light the fires they make, collect suitable wood in a box and allow them to practise building the fires on the Den floor, it is the actual building they need the practise, not the lighting. Keep twigs etc. for another time.

STRING BURNING

In pairs ask the Cub Scouts to build a small fire, before lighting they are to arrange for two upright sticks to hold a piece of string over the fire at a suitable height. They then light the fire and the first pair to burn through their string starts to cook their marshmallows, the other pairs cook their marshmallows as they burn through the string.

CAMPFIRE

Allow Cub Scouts to assist in the building of a campfire. If you know that no wood will be available ask the Cub Scouts to bring four pieces each, it is surprising how good a fire you will have.

Allow each Six to have their own campfire, under strict supervision and they can sing their favourite songs. Be sure to supply enough bricks etc for the surrounds.



PUTTING OUT

Practise putting out fires, this will give the Pack plenty of practice at lighting and putting out, the fun of doing both will stay with them.

MINI FIRES

Give each Cub Scout a small foil dish and ask for a fire to be lit on this, the fire must not spill over the sides.

BOIL THE BILLY

You will need soft drink bottle top, wire, plasticine, birthday candle, pencil.

Wind the wire around the bottle top to make a handle.

Place the candle upright in the plasticine and light it.

Fill the lid with water, place the handle over the pencil and hold the pencil so the lid will sit over the flame.

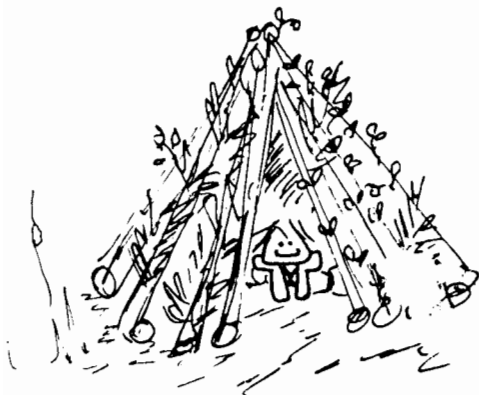
Add a couple of tea leaves when the water boils

HOBO STOVES

Empty fruit tin with a small door cut in the side near the open end, punch small holes around the side near the end with lid on. Cub Scouts to light a small fire inside the tin, feed through the door. Spray lid with cooking spray then place a spoon of pikelet mixture on the lid, Cub Scout to turn pikelet when bubbling with a knife.

COOKING OVER A FIRE

There appear to be sufficient books available for suitable items. Recommend you read *The Australian Outdoor Cookbook*.



KNOW YOUR DISTRICT CONSERVATION



Teach the Pack to use a road directory.

PUZZLE PICTURES

Make a collection of photographs of places of interest in your district. Ask the Pack to identify the pictures.

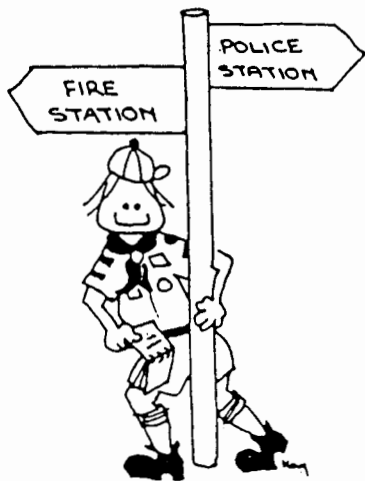
Take the same photos at an odd angle, Pack are either to recognise and name or match the odd photos to the normal photos.

DESCRIPTIONS

Make a tape recording of the Cub Scout's descriptions of directions to the places required in the test, play back to the Cub Scout and see if they are clear enough to help a stranger to the district find his way.

QUIZ

Prepare a quiz about your local district.



DISTRICT COMPASS

Stand outside your Den, using a compass ask the Cub Scouts to work out the compass point from the Den for each item listed in the test.

NIGHT AND DAY VISIT

Visit places of interest during the day and then visit the same places at night so that Cub Scouts may see how different the places appear.

STREET MAP

Use an enlarged street map to show where each Cub Scout lives, place a tag with the Cub Scout's name in position.

For country Cub Scouts use a contour map to show the approximate position of each Cub Scout's home.

MAP OF INTEREST

Ask the Cub Scouts to draw a map of the local district marking the places of interest as per Bronze Boomerang test. Ask for the streets to be named.

PLASTER MAP

Make a plaster map of your local district. Use fly screen wire to make the contours and cover with strips of paper dipped in wet plaster of paris, dry and paint the streets on. Make suitable models for the places of interest, Cub Scouts are to place in the correct positions.

HOME IS WHERE?

Ask the Pack to draw a street map showing how to get home from the Den.

LOCAL INTEREST SCRAPBOOK

Make a Pack Local Interest Scrapbook, ask the Cub Scouts to bring news and photos of local interest from your local paper.

LOCAL PAPER ACTORS

Give each Six a copy of your local paper, they are to choose a news item and prepare and present a short play about that item.

DIRECTIONS

Prepare a series of cards with each place of interest mentioned. One Cub Scout at a time draws a card and proceeds to give directions to the rest of the Pack. Cub Scouts are to judge if the person is right or wrong.

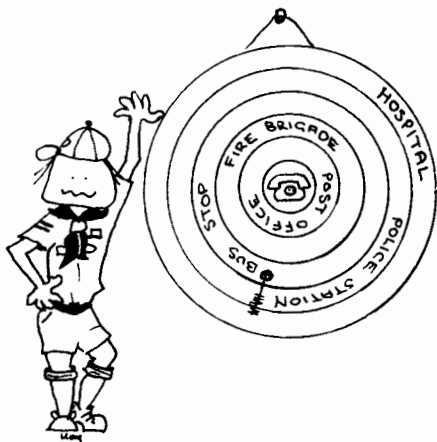
PLASTIC KNOW YOUR DISTRICT

Large sheets of plastic, texta colour (wipe off variety).

As individuals or as a group, ask the Cub Scouts to draw the district map plus places of interest.

DESTINATION DARTS

Make up a large dart board, use place names instead of numbers. One Cub Scout from one Six at a time throws the dart. Wherever it lands the Six is to explain how to get there. Other three Sixes are to look for mistakes in their description.



DISTRICT JIGSAW

Draw a map of your district with the places as per Bronze Boomerang test clearly marked. Cut into several pieces and use in a relay game. Make 4 sets.

COMMUNITY CARDS

Make a set of cards for each Six. Print the following on each card.

- | | |
|----------------------------|--------------------|
| 1. <i>Police Station</i> | 2. <i>address</i> |
| 3. <i>Library</i> | 4. <i>address</i> |
| 5. <i>Doctor</i> | 6. <i>address</i> |
| 7. <i>Post Office</i> | 8. <i>address</i> |
| 9. <i>Hospital</i> | 10. <i>address</i> |
| 11. <i>Railway Station</i> | 12. <i>address</i> |

Shuffle all the cards together and give each person 2 cards.

The Sixes work together to get a complete set. Cub Scouts may ask each other for a particular card they are looking for, but must give one of their cards in exchange.

Place a list of places and the addresses for the Cub Scouts to check against.

BOARD GAME

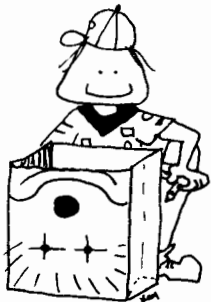
Prepare a variety of board games on the subject along the lines of monopoly.

PIN THE PHOTO

Attach a large scale map to the wall. Have on hand a photo of each of the places of interest in your district. Ask Cub Scouts to pin the photos in the correct position on the map.

BEAUTIFUL BINS

A square based paper bag per Cub Scout. Ask the Cub Scouts to paint a face on the bag, however, the top of the bag has to be the mouth.



FEATHER RELAY

Each Six is to have a plate with feathers on it.

Run as a relay, feathers are not allowed to blow off the plate.

BIRD PUDDING

Combine the following ... melted dripping, birdseed, sultanas and nuts. Pour into a paper cup, insert string in the centre and allow to set. When set, remove the paper cup and hang the string onto a tree. Birds adore this pudding.

BUTTERFLY MATCHING

Cut 4 large butterflies from heavy cardboard.

One butterfly to each Six and a roll of clear sticky tape.

Each Six is to collect all sorts of natural items, grass, leaves, twigs, flowers, etc. and tape these to one side of the butterfly's wing.

After a set time, the Sixes exchange the butterflies so that they have one they have not done. They then proceed to try and match the wing that is already completed.

CAN YOU DRAW IT?

Pictures or drawings of different trees and their leaves and different animals and their paw prints.

Allow the Pack to examine the pictures for a few minutes.

Turn all the pictures face down.

Select one picture and turn it face up. The Cub Scouts are to draw its companion from memory.

i.e. if the leaf is turned up, the Cub Scouts must draw the correct tree, and so on.

TREE PROFILE (see ESTIMATION)

Each Six chooses a tree and does the following ...

draws the tree

draws its flowers, seeds and leaves

make bark rubbings

make leaf rubbings

estimate height

measure girth

measure spread of leaves

LISTS

Make a list of the things that make our air and water dirty.

List six ways to make our district more beautiful.

List all the different birds you can hear around your Den.

List all the different trees growing around your Den.

List all the different sorts of grass that grow around your Den.

List all the insects you can find around the Den.



BOOKMARKS

Supply strips of cardboard to each Cub Scout, Cub Scouts find anything they would like to put on their bookmark. Cub Scouts to make the design they wish, glue into place and cover with clear contact paper.

SHAPES

Look at trees against a clear sky, what do they look like?

Lie on your back and look at the clouds, what do they look like?

NATURE ALPHABET

One sheet of cardboard for each Six.

Each Six is to collect items, natural and man made from a defined area and make an alphabet from A to Z.

WHAT PAW IS THAT?

Draw a variety of animal tracks and place on the wall.

The Cub Scouts are to try and decide what animal belongs to the different paws and draw the paw print and the animal it belongs to.

ENDANGERED MOBILE

Cub Scouts to draw pictures on endangered species on hard cardboard, cut out and make a mobile.



BIRD HUNT

Pin the name of a bird to the back of each Cub Scout, different ones for each person. Pencil and paper each.

Each person is to find as many different bird names as possible by trying to read the names while not letting anyone see the name on their back. No one is allowed to stand against the wall.

NATURAL ANIMALS

Collect a pile of assorted natural objects, grass, leaves, twigs, rock etc. Cub Scouts are to make different Australian animals from this material.

LEAF ANIMALS AND BIRDS

Ask the Cub Scouts to collect as many different leaves as they can. Each person to have a sheet of paper and glue. With the leaves they are to make different birds and animals with just the leaves. Have plenty of paper on hand.

CONSERVATION GAME

Each Six is given the task of saving a number of wild animals to prevent their extinction ... 10 tigers, 20 pandas, 35 eagles, 50 butterflies. The animals cost different amounts to save: tigers \$10; pandas \$8; eagles \$5; butterflies \$1.

The Six run in relay to earn \$1 for each question correctly answered. They collect money from the bank and may buy the animal from a shop when they have saved up enough money. Some Sixes will finish before others, they should continue earning money to help the others so that all the creatures are saved before time runs out for them.

Leaders will need to prepare sufficient money, draw enough suitable animals and prepare a list of questions. Perhaps it may be an opportunity to see how much they remember about their Boomerang instructions. Suit the question to the age level.

SMOKE LEAVES

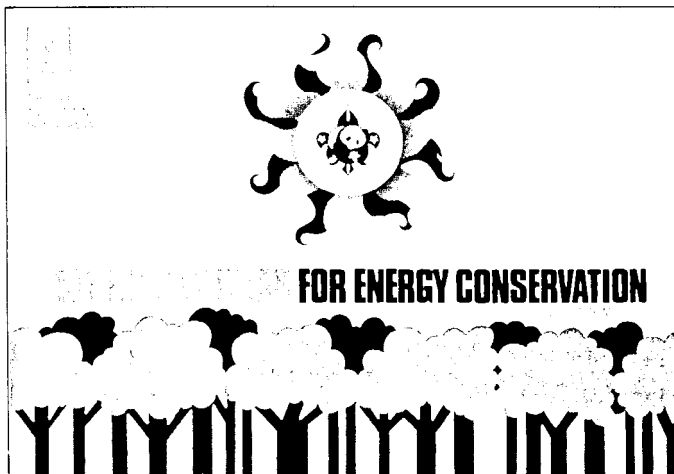
Cover the side of a smooth round bottle with a thin layer of vaseline. Fill the bottle with cold water and cork tightly. Hold the bottle over the flames of a candle until it is covered evenly with soot. Place a leaf, vein side up, on a layer of newspaper and roll the sooty bottle over the leaf. Remove the leaf and lay it vein side up on a sheet of clean newspaper. Cover the leaf with a sheet of white paper. Take a clean round bottle and roll it over the clean paper and leaf, keeping the pressure smooth and even. Lift paper and the leaf print should be quite clear.

TRUE OR FALSE ... LEADERS

Please circle with your pen your choice of True or False.

- | | | |
|---|---|---|
| 1. There is need for everyone to be conservation minded. | T | F |
| 2. Cub Scouts need to do large conservation projects | T | F |
| 3. A Pack meeting that is not planned creates an atmosphere of conservation | T | F |
| 4. Time is to be conserved. | T | F |
| 5. A well informed person is necessary for the Pack to do any conservation project. | T | F |
| 6. Conservation projects should be discussed from time to time at Group Council. | T | F |
| 7. Posters and other information from conservation bodies can be used at Pack Meetings. | T | F |
| 8. Cub Scouts get enough conservation activities at school. | T | F |
| 9. Conservation themes can only be used on Cub Scout outings. | T | F |
| 10. The Pack need not concern itself with any conservation projects. | T | F |

For further conservation activities use 'Show and Do Conservation Project Book' or '101 Thrifty Ideas for Energy Conservation'.



HIKES COMPASS ELEMENTARY MAPPING



HIKES

Try a night hike ... Listen for night noises, check out the stars, did you see any animals or birds, how many houses had lights on, how many dogs barked.

Try a bush hike ... Give each Cub Scout a plastic carry bag to collect treasure, give each Six a garbage bag to collect trash, listen for bush noises, see any birds and animals, collect items beginning with the letters of the alphabet. Look for different sorts of trees, sizes, shapes. How many flowers, how many weeds. Find something beautiful, something unusual. Scavenger hunt, a list for each Six. Play *I spy*. Stalk each other as you go. Find animal tracks.

Try a Boomerang hike ... Make arrangements with some of your parents who live within reasonable hiking distance of each other, at each home in turn an activity or series of activities for a Boomerang test are available for the Pack to attempt. One home could provide a BBQ lunch. Parents collect Cub Scouts at another.

Try a beach hike ... Investigate the rock pools, what's interesting among the rocks, have a swim, sand modelling, shell collections, explain beachcombing, see what they can find, dig the deepest hole near the water's edge, bury the Leaders.

Try a creek hike ... A fine net for each Six, what can they find, tadpoles, fishing, look under rocks, look into the tree roots, make an aqua scope for underwater observation, paddling, animal tracks on the creek bank, what kind of plants.

Try a farm hike ... Arrange with a farmer for the Pack to come and see how a farm operates, be sure to explain exactly the joys of having a Cub Pack visit so he can choose how he wishes to go about organising it.

Try a 'Know Your District' hike ... An opportunity to show the Pack exactly where all the important facilities are, call in for visits where possible, (make arrangements first), picnic in the park, oldest tombstone in the cemetery, say a prayer in the church, tidy up an untidy area, find the State flag.

Try a Conservation hike ... Organise suitable activities, consult the many books available for ideas to use.

Try a 'wide game' hike ... A hike on which wide games are played all the way there and back.

COMPASS TRAIL

A course for Cub Scouts should use just the 8 points of the compass that they are required to know.

Set your course and at each point there should be a distinctive object for the Cub Scouts to write down and check on their return.

Get the Cub Scouts to check the length of their pace beside yours.

COMPASS KIM

Draw the compass upside down and at each point draw a different object. Pack look for one minute, remove from sight, Cub Scouts to write down what drawing at what point. Which drawing was north?

COMPASS FOLDING

1. Fold a square piece of paper to a triangle.
2. Fold corner to corner to make a smaller triangle.
3. Fold into triangle again, one side should have eight edges, one side with 3 folds, one with a thick fold, crease firmly.
4. Turn the triangle so the fold is on the right, and the eight edges are on the top. Mark top right hand corner 'A'.
5. Bend corner 'A' right over so the single thick fold lies exactly on top of the three folds, crease well.
6. With sharp scissors, cut right across the folded straight edges to remove the top bit.
7. From the thick fold, but not too near the top, make a single cut, stop before reaching the other side.
8. Make another smaller cut straight across but halfway at the other end near the point.
9. Cut straight up between the first two cuts and level with the edge.
10. Open out and write in the compass points.

COMPASS POINT ARRANGEMENT

Prepare cards with a compass point for each Cub Scout but only one card is to have North written on it. The Cub Scout who receives the card with North stands in position, the remainder of the Pack arranges themselves where they consider their point should be. The Cub Scouts are to make their own decisions, remind them that the person they are copying could be wrong.

COMPASS POINTS

Make a quarto sized card for each Six as follows ... one pencil per Six. North at the top of the card and a cross for the remaining 7 points. The Pack to line up in Sixes with the cards placed opposite them at other end of the Den. Place pencils on cards with the point pointing to north. The Leader calls out a compass point, the first Cub Scout runs to the card and places the pencil in the position considered correct. If correct stands behind the card, if wrong returns to the end of the Six. The game continues until one Six has all its members behind the compass card.

COMPASS PLANE CRASH

Before commencing this activity Cub Scouts should understand that a certain number of paces equal so many metres.

The Cub Scouts are led blindfolded into a place in the bush, each Six is given a card saying *Your plane has crashed in the jungle, all around you are swamps, man eating crocodiles and fierce jungle animals. Before your radio went out of order someone told you that there was only one safe route out of the place and your navigator wrote this down ... e.g. 40 metres north, 10 metres south, 5 metres north west, etc. Use your compass and follow the safe route home.*

Prepare a different route for each Six.



KNOW YOUR DISTRICT COMPASS

On squared paper draw a map of your district, position the different facilities in a square, church, fire station etc.

The Cub Scouts start at a given point and move to the given direction, 2 squares north, 5 squares south east etc.

Every couple of goes check and see that the Cub Scouts are right, on reaching the desired points, the Cub Scouts either write the name or draw the facility.

COMPASS SAFARI

Lay a trail around a series of posts and back again. Write down compass directions, either as a Six or as individuals.

On each post (tree or gate) place an envelope containing pictures or drawings of wild animals, one for each Six or one for each person.

Sixes leave at different times, as they locate the envelopes they should take one picture from the envelope and write it down in order of collecting. The last Six out collects the envelopes as well. On their return check the order in which the pictures were collected, this will ensure the Cub Scouts just don't run around searching for the envelopes.

CANDLE COMPASS

Lay a compass trail to be done at night.

Give each Six the trail, compass and candles.

Have the trail end at a special surprise.

COMPASS BETWEEN AND OPPOSITES

Complete the following ... first with a compass and then without.

1. *SE is halfway between* *and* *and opposite* .
2. *SW is halfway between* *and* *and opposite* .
3. *E is halfway between* *and* *and opposite* .
4. *NW is halfway between* *and* *and opposite* .
5. *N is halfway between* *and* *and opposite* .

COMPASS DRAWING

Give each Cub Scout a piece of squared paper and mark the point where to begin. Explain to the Cub Scouts what you want them to do as you call out various compass points e.g. 3 N, __ SW, 6 S etc., the Cub Scouts should understand clearly that the number is the number of squares to move and the compass point is the direction. Mark North on the top of each sheet will help.

COMPASS TREASURE ISLAND

Draw an island on a polystyrene tile. Cut out or draw several objects to go onto the island, trees, hut, hill, boat, treasure, etc. Mark north.

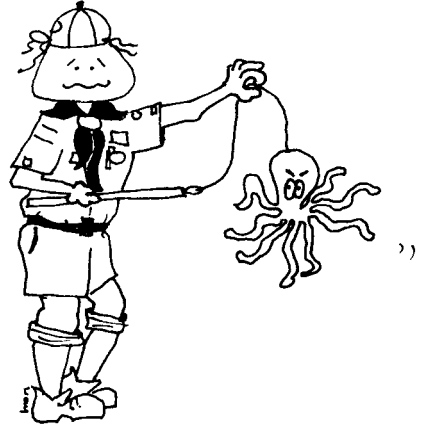
Tell a story referring to the items and use a compass point, Cub Scouts are to place the items in correct position.

Variation ... Draw the island on enough pieces of paper for each Cub Scout as you tell the story the Cub Scouts consult their compass and draw the item in place.

COMPASS FISHING

One fishing rod per Six (short piece of dowel, string with magnet attached), 1 set of fish per Six (8 fish with the compass points written on them). Run as a relay, each Cub Scout is to catch a fish then place it in the correct position as a compass point. First Six with points correct wins.

Variation ... place all fish in one pile and the Cub Scouts try to catch the point they need for their Six.



COMPASS WEATHER VANE

Sixes in line in their corners. Leaders in centre of the room facing North. The Leader calls out *the wind is blowing from* (whichever point) and the Sixes form a straight line facing that point, the Sixer stands with arms together and outstretched and the Second stands with arms stretched out behind. The rest of the Six places their hands on the person's waist in front of them.

COMPASS DECISIONS

Hand each Cub Scout with a compass point on, with the exception of north. The Leader is north, take a position in the Den, Cub Scouts are to look at their cards and run to that point shown after considering you as being north. The Leader keeps changing position, reshuffle the cards and re-issue.

COMPASS STORY

Stand eight Cubs in a circle facing inwards, each Cub is a compass point. One Cub Scout is chosen to be north, the other seven Cub Scouts stand there unnamed. The Leader tells a story involving all the compass points, the remaining Cub Scouts run to stand behind the correct point as it is mentioned, the first Cub Scout in position gains one point for his Six.

COMPASS MAIL

Prepare a set of 48 letters for each Six, square of cardboard with names and addresses on each one showing a compass point e.g. Colonel North or 20 South West Road. Place a stamp in the top right hand corner, Six colour. The postmen (Leaders) delivers the mail and a compass to each Six. Each person in turn delivers the mail with the help of the compass, places the letter in the position considered correct. Six with the most delivered mail correct wins.



COMPASS READINGS

Prepare a list of objects either in the Den or outside that can be easily identified. Place a list, pencil and compass in front of each Six. One at a time the Cub Scouts come out, take a reading on the object and write on the list what direction it is. On completion check all the readings, the Six with the most correct wins.

COMPASS OBJECT

Sixes in their corners, one member from each Six goes outside, the remainder choose an object, the Cub Scouts come back and with the aid of a compass and direction must find the object.

COMPASS DRAUGHT BOARD

On large squared paper in some of the squares draw a pond, church, school, trees, etc. Cub Scouts use a counter each to play. The Leader calls out the directions and number of squares to move (may be written on paper and handed to the Cub Scouts). If you move off the board return to start. Mark north.

ROYAL COMPASS

Begin with one of the capital letters, move it one letter at a time in the direction given below. Each answer will give the name of a member of the Royal Family.

<i>start</i>		<i>moves</i>
1.	C	east ... north ... north ... north ... east ... east
2.	P	south ... east ... south ... west ... south
3.	A	north ... north ... east ... south ... south
4.	A	north ... west ... south
5.	E	west ... north ... west ... north ... east

P Z L E S T J
H I R D B D R
I L A W N N E
P C H D E A W

LEGEND GAME

For each Six, one set of cards with mapping symbols

For each Six, one set of cards with the names of the symbols

Place the set of symbols in front of each Six, place the set with names at the other end of the hall. On Go a Cub Scout picks up a card and matches it with the name at the end of the hall.

TRUE OR FALSE SYMBOLS

Using the set of cards from Map Symbol Cards showing the symbols give one to each Cub Scout along with pencil and paper. One at a time the Cub Scouts hold up their symbol and say what they think it is. The remainder of the Pack writes down true or false, if they disagree, they should write down what they think it is.

LEARN THE MAPPING SYMBOLS

For each Six prepare the following:

Large piece of cardboard divided into squares, in each square draw a mapping symbol. A set of cards the size of the squares with the words written on the cards. On the wall place a chart with the symbols drawn and their name written beside them.

On Go each Six is to match the words and symbols correctly. Until they have learnt all the symbols, the Cub Scouts may consult the chart so they place the words in the correct position.

If you feel they can manage without the chart, remove it.



SYMBOL BINGO

Prepare a number of bingo sheets with pictures of places and things the symbols represent. The caller pulls from a hat a name of one of these and the Cub Scouts match the name with the symbol and mark it off. Caller can declare a line or house on the card.

CONVENTIONAL SYMBOLS

Place a number of cards with a symbol on each, no duplications, face up in the centre of the Den.

Place Pack in their Sixes in their corners, equal distance from the cards. Number the Cub Scouts in each 1 - 6.

Call a number and a symbol. A Cub Scout from each Six looks at your symbol and runs to the corresponding card, one person per turn wins.

SYMBOL CONCENTRATION

Place two sets of cards face down in the middle of a circle.

One set has the symbols the other set drawings or pictures of the corresponding landmarks. Prepare eight of each, to make it more difficult, have more of one than the other.

Nominate a Cub Scout to go first, the Cub Scout turns over one of each type of card, if they match has another turn, if not turns the cards face down again. The cards that are successfully matched remain face up. It is very important that the cards are left in the same position all the time, this will enable the Cub Scouts to remember where the different cards are, so they may be successful when it is their turn. A Cub Scout completes a turn then chooses the next Cub Scout.

SYMBOL VILLAGE

Give each Six written instructions, using symbols describe a village. Place on the wall a list of the symbols and names for the Cub Scouts to check, when you feel it is no longer needed, remove it.

Each Six is to build a village, use whatever method is convenient, be it drawing, plasticine, natural materials, boxes etc.

REAL MAP SYMBOLS

During a bus trip to an outing ask the Pack to help you identify as many mapping symbols against the real thing. If possible stop and take photos (Photographer Achievement Badge???) of the real thing so the Cub Scouts can identify them back at the Den as something they have actually seen.

SYMBOL YARN

Tell a yarn about a Pack going on a trip, mention various symbols as seen on the way, Cub Scouts will have pencil and paper and draw the symbol they think correct as you mention it.

SCATTERED SYMBOLS




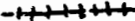


Prepare 3 sets of cards, symbol ... picture or drawing and name.


Scatter cards face up all around the Den floor, from each Six, one at a time. A Cub Scout is to find the matching symbols and places them in front of his Six. A chart may be placed on the wall until the Cub Scouts are sure of themselves.

SYMBOLS LETTER

Prepare a letter along these lines and the Cub Scouts are to work out the words that are depicted by a symbol.

Dear Fred,

I went for a walk today down the  to the , first
I crossed the  and then the .
Not far away I could see the  and the  crossing
the fields.

See you next week at ,
Joe.

STAR SYMBOLS

Each Six to have a copy of the ordinance map of your area. Cover with stars the places which can be marked with an ordinance survey symbol, bridge, river etc. They are given a set of cards with the suitable symbols drawn on. The Cub Scouts attempt to place these in the correct position.

FIND THE SYMBOL

Cub Scouts stand in their Sixes, draw a circle at each end of the Six. Six cards with symbols are placed in front of each Six who are numbered. Leader calls out a name of a symbol and a number. Those Cub Scouts run to the circle and find the correct symbol and place it in the other circle. Eventually they will have to remember which circle the cards are in.

DISC SYMBOLS

In front of each Six place a paper, pencil and dice.

Prepare a poster with map symbols drawn with six lines, each line has a value from one to six.

One at a time the Cub Scouts roll their dice to see which line to draw, if the number they throw has already been drawn they go to the end of their Six and wait for another turn. Six may not go onto the next symbol until the first one is complete.

MASTER MAP RELAY

Place the Pack in their Sixes at one end of the Den, at the other end opposite each Six place a sheet of paper and a felt pen. In the middle of the Den place a simple hand drawn map using mapping symbols face down.

One at a time from each Six the Cub Scouts run up, look at their map, memorise some part, replace the map face down and then try to reproduce the map at the other end. This continues until every member of the Six

has a turn. Check drawing with the master map, let the Cub Scouts see how the other Sixes managed.

LOCAL MAP

On large sheets of paper draw your house and how you would get to the various places of importance from there.

HOME MAP

Ask the Cub Scouts to imagine what their home and yard look like from above and draw it.

This will be more successful if you try the following ...

ask the Cub Scouts to draw a map of a tin of dog food, feather and a box of matches.

then ask them to draw a map of their bedroom.

then ask them to draw a map of their house and yard.

then ask them to draw a map of their town.

then ask them to draw a map of their State.

then ask them to draw a map of their country.



SNAP SYMBOLS

Prepare a set of cards for each Six, glue symbols with names onto playing cards and cover with contact. In each set have four of each symbol.

Play as Snap. When the cards match, before covering it with their hand the Cub Scout must say the correct name, before claiming it. If the Cub Scout doesn't name it correctly, the game continues and no one claims the pile.

CONTOURS

Potato ... Cut a large potato in half, the flat side becomes the bottom of the land mass, carve to resemble a hill, place in a bowl and add water gradually, mark each water level with a knife until the whole *hill* is correctly contoured.

River rock ... Select a suitable large river rock, place in a bowl and gradually add water, at each level mark the rock with a black line. Continue until the peak of the rock is reached.

Polystyrene ... Make a model from polystyrene, cut out assorted shapes each representing a different height and glue together.

Plasticine ... Flatten plasticine to suitable shapes and place on top of each other to make a land mass.

Timber ... With a jigsaw, cut out suitable shapes to make a mountain etc., these can either be glued together or a hole drilled through for a nut and bolt to fasten, the boys can then take it apart and re-assemble.



Foam plastic ... Cut out suitable shapes and glue together, or leave separate so the Cub Scouts can make their own hills.

Glass ... Draw contour lines on pieces of glass 18 cm square, stack in position with plasticene between each sheet of glass.

ORDINANCE SCRAMBLE

Prepare a simple ordinance map, make 30 copies and cut into six pieces, all the same shape. Scatter all the pieces in the middle of the Den floor. Each six forms a line in their corners. One Cub Scout at a time from each Six runs in and grabs a piece of the puzzle and runs back and the next Cub Scout goes, this continues until the Leader says stop or every piece has been picked up. Each Six then sees how many complete maps they can make from their collection of pieces. Each Six may have a copy of the complete map as a guide. As they improve, remove the map.

MODEL MAP

Ask the Cub Scouts to help build a model village using all sorts of buildings, roads, cars, people etc. When they have completed this task ask them to draw a map of it.

WHERE ARE WE FROM THE DEN?

Use either a street directory or an ordinance map, mark where the Den is, then mark where all the Cub Scouts live, print their names beside their mark include the Leaders. This gives the Cub Scouts some idea of the various points of the compass they come from to Cub Scouts. This is particularly interesting for country Cub Scouts, where they travel long distances to come.

PLANNING A TRIP

Collect sufficient road maps for the Cub Scouts to pair off, ask them to choose a town to visit and work out how far away it is, how many rivers to cross, any mountains, how many big towns, how many villages, etc.

Organise a family car trial where the Cub Scouts are to be the navigator.

On outings to the city use a street directory so the Cub Scouts know exactly where they are.

On a bush hike try to use a simple map so they can relate the terrain they are crossing to the symbols on the map.



FINDING OUT MAP

Prepare a series of bases with visual display on mapping, symbols, etc. Prepare a series of questions where the Cub Scouts are to move around the displays and find the answers. Rearrange the same questions so that the Cub Scouts are using all the displays at different times.

Can be individual or a Six effort.

Set a time limit and then check off the answers.

FIND THE TOWNS

Place four maps (the same) on the wall, give each Six a set time to find a list of towns, use coloured mapping pins to mark the towns.

LET'S PLAN A TRIP

Your home base is Sydney.

Your trip is going to take you to Wauchope via Comboyne.

By means of the map list the towns on route and the distance between the towns. List also the various road surfaces, see the legend on the map. Do you think you would have to make an overnight stop, if so, where? Having reached Wauchope what direction would you take to reach the following towns:

North Haven

Brisbane

Bellangry

Port Macquarie

MOCK UP MAP RELAY

One map per Six, road distances required. Sixes in a line and numbered 1-6. Two towns from the map are called and then a number of a Cub Scout. The Cub Scout runs out finds the town, calculates the distance, runs back to the Six and calls out the distance, first correct call wins.



HANDCRAFT USE AND CARE OF TOOLS HANDWORK

I feel that to provide information for this segment would be superfluous as there are so many books available from shops and libraries. Supplementary Training courses are available in each Branch area throughout the year, contact your Training Department. Also refer to 'Handcraft' in the PAWS Series.

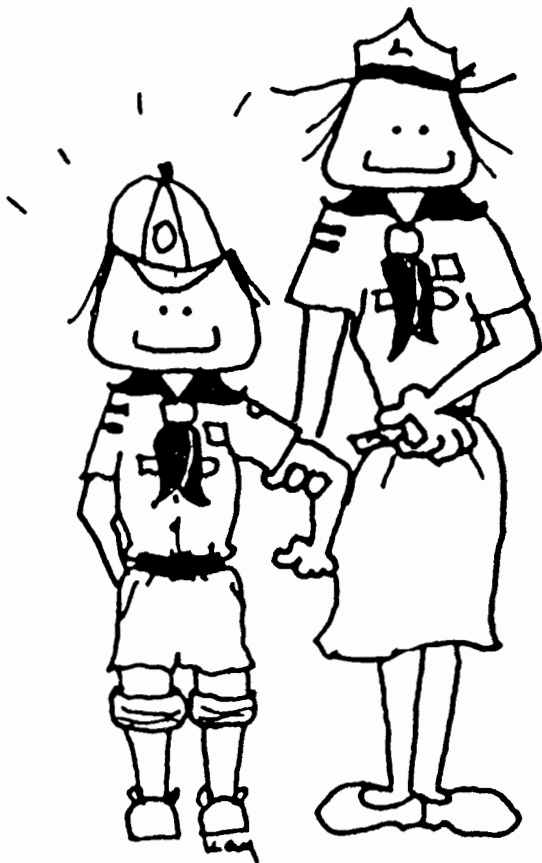


SELF EXPRESSION

Again, as with the previous test, there are many books that cover the subject far better than I could. Perhaps if I list some ideas below, you will be able to add to the list and then choose whichever you can apply to your Cub Scouts.

1. Miming ... your choice of situation or the Cub Scouts.
2. Charades ... each Six acts out the syllables of a word and the rest of the Pack have to guess the word.
3. Pack band ... make an instrument for each Cub Scout and organise accordingly.
4. Bush band ... ask a local bush band if they will come and play for the Pack and then help the Cub Scouts set up one of their own.
5. Music night ... ask the Cub Scouts who play a musical instrument to bring them to Cub Scouts one night and have a special night.
6. Magic tricks ... either by a person who does same or the Cub Scouts do their own.
7. Clown ... ask a person who works as a clown to come along and show the Cub Scouts how it is done ... along with the makeup side of things.
8. Prepare and present a play ... rehearsals, makeup, dressed up, scenery.

9. Puppet show, either by the Cub Scouts or an invited guest.
10. Shadow puppets ... marionettes (visit the theatre at the Rock)
11. Singing ... all sorts of songs, group, Six, pairs, individual.
12. Act out a song ... Waltzing Matilda is ideal to use the whole Pack.
13. Skits ... if unsure ask Leaders who have been around for a while.
14. Jungle dances ... these are a lot of fun and really go down well at a Parent's night.
15. T.V. or picture show ... make a large box into a TV SET, Cub Scouts to act out suitable situations, commercials etc.
16. Lord Baden-Powell was an outstanding actor, encourage the Cub Scouts to model themselves on him.
17. Disguises ... provide equipment for a variety of these, take photos and hold a competition on a Parent night ... Who recognises their child?





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