

Human Machines

Category	Game
Type	Steam release
Time to allocate (mins)	10
Instructions	Six corners represent the six simple machines. Call out a machine and Cubs race to the correct corner, then perform an action: lever = pretend to lift a boulder; pulley = pull rope; wheel & axle = spin; wedge = chop motion; inclined plane = climb; screw = turn downwards. After a few rounds call out everyday objects instead: ramp, knife, flagpole, screwdriver, seesaw, bicycle wheel. Cubs decide which machine it uses. Instead of six directions, the Cubs can just stop and do the actions.

Entry written by Sharon Venn of 1st Randburg