

Superheroes Unit

Category	Game
Type	Wide game
Time to allocate (mins)	20
Instructions	<p>Game Objective: The goal of the game is for the Cubs to find and complete a series of physical challenges hidden around the hall to expend their energy.</p>
	<p>Materials Needed: Colored cards or papers with different physical challenges written on them. For example: Do 10 jumping jacks, Hop on one foot and count to 20, Run in place and count to 30, Do ten pushups, Do ten sit-ups etc.</p>
	<p>Before the meeting starts, hide the colored cards challenges written on them around the meeting area. Make sure to spread them out so that Cubs will need to move around to find them. Attach the challenges to walls, doors, chairs, or any other suitable surfaces using tape or string. Each challenge should be in a different location.</p>
	<p>Gameplay: The objective is to find and complete as many challenges as they can. Assign a different starting point for pairs of Cubs, and on "Go!" they should start searching for the challenges. When a Cub finds a challenge, they must complete it before moving on to find the next one. Cubs work in pairs, making sure that there is one cub that is able to read the challenges on the cards.</p> <p>Joker = tell a joke Spiderman = climb over something Harley Quinn = throw and hit a ball with a bat Hulk = lift something Hawk eye = hop on one leg count to 20 Flash = Run in place and count to 30 Captain America = 10 jumping jacks Batman = 10 situps Riddler = Answer a riddle Thor = Do a shotput</p>

Entry written by Sharon Venn of 1st Randburg