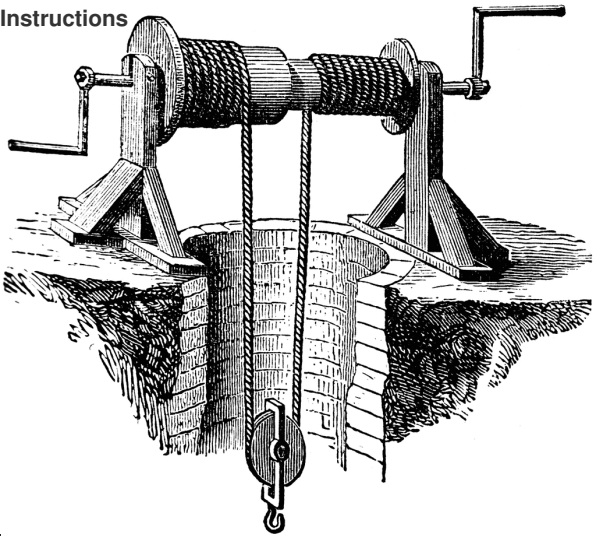


Mechanic

27 May 10:30

Duty six : Red

Start	Time	Activity	Requirements	Instructions	Scouter
Mechanics work on all different types of machines. What kind a machines can you think of?					
27 May 10:30	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
Do you know the parts of the boat?					
27 May 10:35	10	Game : Ship's Captain		The captain calls out orders to the rest of the players who are the crew. If a Cub does not follow an order correctly, then they are out. This decision is made by the Captain who is always right! The game is played until only one Cub is left. Some command ideas: Port - run to the right side of the boat Starboard - run to the left of the boat Bow - run to the front of the boat Stern - run to the back of the boat Hit the deck - lay down on your stomach Attention on deck - salute and yell "Aye Aye Captain". Cubs must not move until the next command is given. Sick turtle - everyone lies on their backs with their feet and hands in the air Shark - everyone must run to a designated area and shout out SHARK! The last one there is out. Three men in a boat - the crew must form groups of three and sing "row, row the boat"	Akela
See-saw, marjory door - any guesses on a simple lever that you have played with?					
27 May 10:45	25	Activities : Exploring levers through a trebuchet	Trebuchet (pioneered from ropes and poles) Bombs/sponges/balls for throwing	Use the trebuchet to launch some flour bombs/sponges or balls. Mark the distance. Change the length of the lever arm and launch again. Mark the distance. Change the length of the lever arm in the opposite direction to the previous time and launch again. Mark the distance Discuss how lever help us do more with less effort. Discuss the effect the lever has on the distances.	Bagheera
Imagine puching or pulling another Cub along on a piece of wood. That would be really hard. It is much easier when you use wheels and an axle.					
27 May 11:10	15	Game : Soap box races		Using the soap box cars, have a relay race in the two Sixes. One cub starts in the car and another pushes. When they reach the other end, they swop around and race back. The next pair then goes.	Riki
Even with the help of wheels, you much be tired and thirsty now					
27 May 11:25	5	Activities : Juice and biscuits		Juice and biscuit break	Mang
Drawing water up from wells was made easier by this next machine. A windlass is also a type of pulley					
27 May 11:30	30	Activities : Make a	Cork		Akela

Start	Time	Activities	Requirements	Instructions	Scouter
		model	Sellotape Paper clips Thin string Small bucket (plant pots or small pie dishes)	 <p>Make a hole through the cork</p> <p>Push the sosatie stick through the hole</p> <p>Use the paper clip to make a handle and stick it on with sellotape</p> <p>Put another paper clip through the sides of the bucket to create a handle</p> <p>Wind the string to create the differential pulley. Wind it around the cork then pass it through the bucket handle and attach to the sosatie stick.</p>	
How many other types of machines can you think of?					
27 May 12:00	10	Game : Machines		Using the pictures/toys, play a Kim's game. Use touch or sight depending on whether it is pictures or actual objects.	Raksha
I know a machine that can help you be strong					
27 May 12:10	10	Game : Who's the strongest		Set up a pulley over the beam in the hall. Ask the Cubs to each try and pick up the bucket to see who is the strongest Once everyone has tried, attach to the pulley and get those who couldn't lift the bucket to try again, using the pulley	Bagheera
Well done on earning the machine badge today					
27 May 12:20	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela