

Advancement Day

18 Sep 10:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
18 Sep 10:30	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
18 Sep 10:35	10	Game : Use your imagination		The leader to pretend to throw a ball into the group of children. They then pretend to kick it to each other. Next, hand out pretend skipping ropes and they all have to pretend to skip. Can imagine any type of equipment - hula hoops, bounce a ball for netball/basketball, a bat and ball for baseball. Maybe let each Cub choose something and then they act it out.	Akela
18 Sep 10:45	15	Activities : Paper Mache Seedling Pots	Newspaper 6 cups Water 1/2 cup Flour Blender (optional) Bucket Muffin tins (or similar moulds)	<ol style="list-style-type: none"> 1. Take your newspaper and shred it into strips. Make sure not to use glossy ad pages. 2. Place the strips into a bowl and cover with warm water. Sit for 3-5 minutes. 3. Place wet paper into blender and add cold water until blender is two-thirds full. Blend until paper is soft and moldable. (You can leave overnight as well to turn into pulp if you don't have a blender) 4. Run paper mix through a fine mesh strainer and squeeze out extra water to form a pulp. 5. Add ½ cup of flour and mix well. 6. Take the paper and flour mixture and form cups around a muffin tin. Use care to keep all sides and the bottom evenly matched with paper mixture. 7. Place the muffin tin in a warm dry spot for at least 24 hours. 8. When pots are completely dry, you can pop them out and start planting your seeds 	Akela
18 Sep 11:00	10	Activities : Paper Ball Fuels	Newspaper Water	First, prepare the fuel ball mix. Soak torn-up waste paper in water for one or two days to soften the paper and release the fibers, which will bind the fuel ball materials together. Rub the soaked paper between your hands until it looks like soft porridge and no pieces can be seen. This takes time. Do it well. You can make fuel balls by squeezing the mix into balls with your hands. Dry them in the sun.	Akela
18 Sep 11:10	5	Game : Catch my Name		This is a very simple but powerful activity aimed at ensuring that all Cubs of the pack are acknowledged and included. All Cubs stand in a circle. A ball is thrown from one player to the next with each "thrower" calling out his/her name. The "catcher" catches the ball and does the same to the person they throw the ball to. Helps Cubs to learn each other's names. In time, you can change it so that the "thrower" says the name of the person they will be throwing to.	Akela

18 Sep 11:15	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
18 Sep 11:20	10	Yarn : Brer Rabbit Story		See attached	Akela
18 Sep 11:30	30	Activities : Compass Drawing	string nails/sosatie sticks compasses for each Six	Using the attached instructions, Cubs are to use the string and nails to "draw" the picture. They follow the instructions, putting a nail in the ground at each point and tying the string on. Using the compass, they change direction and then move the number of steps indicated. The pictures in the attached template are a Sailboat, a Horse and a Train	Akela
18 Sep 12:00	10	Game : Vegetable Stew		Cubs sit in a circle with one cub in the center. The leader assigns the name of a vegetable to each of two cubs in the circle. When the name of their vegetable is called, the two "corns" or "potatoes" run to change places, while the cub in the center tries to get one of the vacant places. When the leader calls "vegetable stew," everyone scrambles to get a different seat. The one left standing is "It" for the next round.	Akela
18 Sep 12:10	15	Activities : Jar/Bag of Hope	½ cup rice ½ cup soup mix ½ cup lentils 1 unwrapped stock cube 1 packet soup powder A large jar or container	Measure your ingredients Place the ingredients in layers in the container or bag Unwrap your stock cube and place it on top Seal your jar/container/tub/bag Attach the cooking instruction label.	Akela
18 Sep 12:25	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela

Brer Rabbit Story

Category

Yarn

Time to allocate (mins)

10

"One day after Brer Rabbit had fooled him with the [calamus root](#), Brer Fox went to work and got some tar. He mixed it with some turpentine, and fixed up a contraption that he called a Tar-Baby. He put a straw hat on the Tar-Baby and sat her in the middle of the road, then hid in the bushes to see what would happen.



He didn't have to wait long either, because Brer Rabbit soon came pacing down the road—lippity-clippity, clippity-lippity—as saucy as a jay-bird. Brer Fox, he lay low.

Brer Rabbit come prancing along until he spotted the Tar-Baby. Then he fetched up on his hind legs as if he was astonished. The Tar Baby, she sat there and Brer Fox lay low.

"Good morning," said Brer Rabbit, "Nice weather we're having."

The Tar-Baby said nothing. Brer Fox laid low and grinned an evil grin.

Brer Rabbit tried again. "And how are you feeling this fine day?"

Brer Fox winked his eye slowly and laid low in the bushes, and the Tar Baby, well, she said nothing.

"How are you then? Are you deaf?" said Brer Rabbit. "If you are, I can shout louder."

Tar-Baby stayed still, and Brer Fox, he lay low.

"You're stuck up, that's what you are," said Brer Rabbit, "I'll cure you, that's what I'll do."

"Brer Fox, he gave a belly-laugh, but Tar-Baby said nothing.

"I'm going to teach you how to talk to respectable people, if it's my last act," said Brer Rabbit. "If you don't take off that hat, I'm going to beat you up".

Tar-Baby stayed still, and Brer Fox, he lay low.

Brer Rabbit keep on asking, and the Tar-Baby kept on saying nothing.

Presently, Brer Rabbit drew back his fist and -BLIP- he hit the Tar-Baby on the side of the head. And that's when he lost his cool. His fist stuck and he couldn't get loose. The tar held

Story

him. But Tar-Baby, she stayed still, and Brer Fox, he lay low.

"If you don't let me go, I'll hit you again," said Brer Rabbit, and with that he swiped again with the other hand, and that stuck. Tar-Baby said nothing and Brer Fox, he lay low.

"Let me go, or I'll knock the stuffing out of you," said Brer Rabbit, but Tar-Baby said nothing. She just hung on, and Brer Rabbit lost the use of his feet in the same way. Brer Fox, he lay low.

Then Brer Rabbit yelled out that if the Tar-Baby didn't turn him loose he'd head butt her side-on. So he butted, and his head got stuck. Then Brer Fox sauntered out, looking as innocent as one of your mummy's mocking-birds.

"Hiya, Brer Rabbit," said Brer Fox. "You look sort of stuck up this morning," and then he rolled on the ground, and laughed and laughed until he could laugh no more. "You'll have to have dinner with me this time, Brer Rabbit. I've got some calamus root, and I won't take any excuses".



When Brer Fox found Brer Rabbit entangled with the Tar-Baby, he felt really good, and he rolled on the ground laughing. Eventually, he got up and said:

"Well, I think I got you this time, Brer Rabbit. Maybe I haven't, but I think I have. You been running around here being cheeky for a mighty long time, but I think you've come to the end of the line. You've been cutting capers and bouncing about the neighbourhood where I'm in charge, and poking about in what is not your business," said Brer Fox.

"Who asked you to chat up the Tar-Baby? And who stuck you up the way you are? Nobody in the round world. You just jammed yourself on that Tar-Baby without waiting for any invitation," said Brer Fox,. "And there you are, and there you'll stay until I fix up a heap of brushwood and make a fire, 'cos I'm going to barbecue you today for sure," said Brer Fox.

So Brer Rabbit talked in a mighty humble way.

"I don't care what you do with me, Brer Fox" said Brer Rabbit. "Just don't fling me in that briar patch over there. Roast me, Brer Fox, but don't fling me in in that briar patch," said Brer Rabbit.

"It's so much trouble to start a fire," said Brer Fox, "that I think I'd rather hang you."

"Hang me just as high as you please, Brer Fox," said Brer Rabbit, "but for Lord's sake don't fling me in in that briar patch."

"I don't have any string," said Brer Fox, "so I think I'd rather drown you."

"Drown me just as deep as you please, Brer Fox," said Brer Rabbit, "but for Lord's sake don't fling me in in that briar patch."

"There's no water nearby," said Brer Fox, "so I think I'd rather skin you."

"Skin me, Brer Fox, snatch out my eyeballs, tear out my ears by the roots, and cut off my legs," said Brer Rabbit. "Only please, Brer Fox, please don't throw me into the briar patch."

"It's not going to be much fun skinning you," said Brer Fox, "you're not scared of that. But you are scared of the briar patch."

And with that, Brer Fox yanked Brer Rabbit off the Tar-Baby, and he flung him -KERPLUNK!- right into the briar patch.

Well, there was a flutter where Brer Rabbit landed, then "Ooo! Oow! Ouch!" he screeched and he squalled. Then after a while, there was only a weak whisper from Brer Rabbit. Brer Fox listened.

"I got him! Brer Rabbit is dead!" said Brer Fox.

But then he heard a scuffling away at the other end of the [briar patch](#). And low and behold, who does Brer Fox see scrambling out but Brer Rabbit himself, playing a briar bush whistle.

"Born and bred in the briar patch, that's me," laughed Brer Rabbit. "I told you not to throw me there. In all the world, that's the place I love best!"

With a lippity clip, he hopped away.

Entry written by Sharon Venn of 1st Randburg

Compass Drawing

Category	Activities
Advancement	Compass and Mapping
Time to allocate (mins)	30
Outcome	Practice using your compass, learn the cardinal points of the compass
	string
Resources	nails/sosatie sticks
	compasses for each Six
Instructions	Using the attached instructions, Cubs are to use the string and nails to "draw" the picture. They follow the instructions, putting a nail in the ground at each point and tying the string on. Using the compass, they change direction and then move the number of steps indicated.
	The pictures in the attached template are a Sailboat, a Horse and a Train
Entry written by Sharon Venn of 1st Randburg	
Documents	
Instructions compass_instructions.docx	

Jar/Bag of Hope

Category	Activities
Time to allocate (mins)	15
Outcome	The challenge is to make Jars of Hope and help feed families in need. Giving a jar of soup ingredients can provide a warm meal for four people , offer some solace and hope, and might even bring a smile to their faces. So, let's see how many litres of soup we can make as a Scouting family.
Resources	½ cup rice
	½ cup soup mix
	½ cup lentils
	1 unwrapped stock cube
	1 packet soup powder
Instructions	A large jar or container
	Measure your ingredients
	Place the ingredients in layers in the container or bag
	Unwrap your stock cube and place it on top
	Seal your jar/container/tub/bag
	Attach the cooking instruction label.

Entry written by Sharon Venn of 1st Randburg

Documents

- [jar of hope label w ingredients editable.pdf](#)
- [bag of hope label w ingredients editable.pdf](#)