

## Alice in Wonderland

25 Feb 10:30

Duty six : Red

Start	Time	Activity	Requirements	Instructions	Scouter
<b>Alice is lost in Wonderland and meets some crazy characters</b>					
25 Feb 10:30	5	<b>Activities</b> : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
<b>The Queen of Hearts was especially crazy and mad. She kept losing her temper</b>					
25 Feb 10:35	10	<b>Game</b> : Queen of Heart says		One Cub is the Queen (or King) of Hearts.  The other Cubs give instructions that the other Cubs must follow. E.g. Do a cartwheel, jump 3 times. The Cub must start instruction with "Queen of Hearts says..." . If they don't, the Cubs must not follow the instruction. Those that do is identified by the Queen by saying "Off with his/her head"  Winner gets to be Queen for next round.  Alternative: queen can simply give instructions and if they shout "off with their heads", everyone has to run and the Cub that is on tries to catch someone who is then "on"	Riki
<b>Alice drank something that shrunk her down to the size of a bug. Draw a map to help find her</b>					
25 Feb 10:45	20	<b>Activities</b> : Bugs in the house	Paper	Draw a map of your house. Pretend you are a bird flying over your house. Draw a picture of what it looks like and then mark where the bugs are living in your house.	Akela
<b>Be careful what you eat and drink in Wonderland - you never know what will happen</b>					
25 Feb 11:05	5	<b>Activities</b> : Juice and biscuits		Juice and biscuit break	Mang
<b>In wonderland, they had flamingos for mallets and hedgehogs for balls. The cards formed the hoops but tended to get up and walk away when they got bored. Must have been a mad game to play</b>					
25 Feb 11:10	30	<b>Game</b> : Queen of Hearts Croquet		Wire re or similar for hoops  playing cards  ball per team  mallet-type bat per team  stave for final peg  <b>Croquet</b> can be played by two or four players or teams. The object of the game is to hit your ball(s) through the course of six hoops in the right sequence in each direction and finish by hitting them against the centre peg. The side which completes the course first with both balls wins.	Riki

				<p>Make a course using playing cards to show the sequence - wire hoops or similar Alternatively, print large A3 cards and make them into hoops.</p> <p>peg in ground for end (queen of hearts to be placed here)</p> <p>team can take turns to go through course no count number of hits. can LSW play directly against each other, taking turns and first one finished course, wins.</p>	
<b>Which way must I go? asked Alice. Where do you want to go? asked the Chesire Cat. I don't know said Ailce. Then it doesn't matter which way you go said the cat</b>					
25 Feb 11:40	30	<b>Activities</b> : Which way should I go?	<p>Street map of area around the Hall (4 to 6 copies needed)</p> <p>List of map symbols</p>	<p>Gold Wolf Cubs need to give directions to the other Cubs using the street map. They have to get the Cubs from one point of the map to the other.</p> <p>The other cubs follow the directions on the map and see if they find the place they are meant to</p> <p>Map symbols - Cubs to guess what each symbol means and write it down. To give the correct answers afterwards (can use as a Kim's game)</p>	Akela
<b>Why is a raven like a writing desk? Only the mad hatter knows - actually, even he doesn't know</b>					
25 Feb 12:10	10	<b>Game</b> : Mad Hat Toss		<p>Split into sixes. Each six stands on a starting line several feet away from a giant hat which you have made out of an upturned bucket with a paper rim on it. At the front of the line place another hat full of small balls, bean bags or water bombs. Stand the cubs in a line behind the hat of balls and on the whistle, the cubs (one at a time) have to grab a ball and then toss the ball into the hat. They then run to the back of the line and the next player goes. Set a time limit and the six with the most balls in the hat is the winner.</p>	Riki
<b>We're all mad here, entirely bonkers. But I'll tell you a secret, all the best people are</b>					
25 Feb 12:20	10	<b>Activities</b> : Closing	<p>Totem, Skin</p> <p>Badges, certificates</p>	<p>Announcements</p> <p>Badge handouts</p> <p>Grand Howl</p> <p>Flag Down</p> <p>Prayer</p> <p>Dismiss</p>	Akela