

Animals of the Ice Age

14 Feb 17:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
14 Feb 17:30	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
14 Feb 17:35	10	Game : Sniff, Lick		Each Cub is given a sucker and a bar of soap. The Scouter gives instructions quickly, alternating randomly between "Sniff the soap", "Lick the sucker" until they make a mistake. Can do it in teams/rounds until a final winner.	Akela
14 Feb 17:45	30	Crafts : Dioramas	Boxes, coloured paper, paint Glue Pictures of animals/plastic animals/people, etc. Natural materials (trees, grass, etc.) Transparency/clear plastic/cellophane Tape	Each Cub to choose an animal or scene that they want to create. Can use endangered animal (cheetah, whale, etc.) or they can create a museum model of cavemen or a military scene. Decorate the back of the box with coloured paper, etc. to suit the habitat of the chosen animal or to match the scene they want to create Use natural materials such as grass or branches to decorate the box Place a cutout of the chosen animal or scene at the front of the box Place the plastic on the open side of the diorama to make a "window" - glue or tape to the box	Akela
14 Feb 18:15	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
14 Feb 18:20	15	Activities : Outdoor Code	Cards	Use the outdoor code cards provided and cut into puzzle pieces. Mix up six cards within the Six. They will need to work together to find the pieces and put together all six cards again. Paste onto cardboard when done.	Akela
14 Feb 18:35	10	Game : cross the glacier		using a 6m gum pole. lay the pole on the ground. this is the bridge to cross from 1 glacier to another. 2 sixes line up on each side of the gumpole, balancing on the top, they must move to the other side of the pole without falling. they will have to work together to keep their balance. if time allows they cubs can redo it to better their time	Akela
14 Feb 18:45	10	Game : Pull the glaciers closer to each other		Tug of war with a difference. each team of cubs stand on a plastic ground sheet, and then carry out a tug of war. the stronger team should pull the ground sheet (glacier) under the cubs closer	Akela
14 Feb 18:55	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down	Akela

				Prayer Dismiss	
14 Feb 19:00	10	Game : Squirrels and Robbers		<p>There are lots of robberies in the woods. The squirrel hides some nuts and the other animals steal, or the squirrel cannot find his hide out any more and is starving. The game involves the group being split into squirrels and robbers. The squirrels hide their nuts in the playing field (approx. 50x50m depending on the area available). The robbers are allowed to watch the squirrels from the edge of the playing field (or at a distance of 5 meters). In each round, the squirrels and robbers must spread out and collect a certain amount of nuts, which is different in each round, (depending on the size of the area and the difficulty level required, each round lasts from a few seconds up to 1-2 minutes). The players who do not manage this are out of the game.</p> <p>Image: By EstebanVel (Own work) [CC BY-SA 4.0 via Wikimedia Commons</p>	Akela

Programme prepared on 16 Jan 12:21

Dioramas

Category	Crafts
Advancement	Our Precious Planet
Time to allocate (mins)	30
Outcome	<p>Make your own diorama to show different types of habitats or environments, e.g. forests, grasslands, deserts or oceans.</p> <p>Find about 2 endangered species in SA and tell the Pack about them</p>
Resources	<p>Boxes, coloured paper, paint</p> <p>Glue</p> <p>Pictures of animals/plastic animals/people, etc.</p> <p>Natural materials (trees, grass, etc.)</p> <p>Transparency/clear plastic/cellophane</p> <p>Tape</p>
Instructions	<p>Each Cub to choose an animal or scene that they want to create. Can use endangered animal (cheetah, whale, etc.) or they can create a museum model of cavemen or a military scene.</p> <p>Decorate the back of the box with coloured paper, etc. to suit the habitat of the chosen animal or to match the scene they want to create</p> <p>Use natural materials such as grass or branches to decorate the box</p> <p>Place a cutout of the chosen animal or scene at the front of the box</p> <p>Place the plastic on the open side of the diorama to make a "window" - glue or tape to the box</p>

Entry written by Sharon Venn of 1st Randburg

Documents

animal template [animals.docx](#)

Outdoor Code

Category	Activities
Advancement	Our Precious Planet
Time to allocate (mins)	15
Outcome	Know the outdoor code
Resources	Cards
Instructions	Use the outdoor code cards provided and cut into puzzle pieces. Mix up six cards within the Six. They will need to work together to find the pieces and put together all six cards again. Paste onto cardboard when done.

Entry written by Sharon Venn of 1st Randburg

Documents

[CubOutdoorCode-CardsDoubleSided.pdf](#)
