

Brain Games

08 Sep 17:00

Duty six : Purple

Start	Time	Activity	Requirements	Instructions	Scouter
Today we are training our brains.					
08 Sep 17:00	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
There are some crazy riddles and answers hidden around the hall that will tease your brain					
08 Sep 17:05	10	Game : Riddles		Place the riddles and answers around the playing area. Cubs must go and find them. They then need to match the riddles with the answers.	Akela
Being creative is also a way to train our brain. Let's make something that makes a noise					
08 Sep 17:15	25	Activities : Make a Damru	Two paper cups of the same size White craft paper Brown paint and paintbrush Gold washi tape Golden beads Thick colored yarn Black marker Rhinestone embellishments Scissors and Glue	1. Use the open end of the paper cup as a stencil to draw two circles on the white craft paper. Cut them out and color in two black circles using the marker. 2. Use the open end of the paper cup as a stencil to draw two circles on the white craft paper. Cut them out and color in two black circles using the marker. 3. Once the cups are completely dry, stick the bottoms together with craft glue. 4. Now stick the two circles on either open end of the paper cups. 5. Thread the colored yarn through the golden beads and knot it at the ends. Tie the yarn around the middle of the damru, so that the part where the cups are joined is not visible. 6. Decorate the damru with jewel stickers or other embellishments (optional - can draw decorations as well)	Akela
How good is your memory?					
08 Sep 17:40	10	Game : Going on camp		The first Cub starts by saying, "I'm going on camp and I am packing my backpack. I am taking my...." The Cub chooses something they will pack. The next Cub repeats the sentence and adds one more item. This continues around the circle until someone can't remember all the items. They can help if someone gets stuck or it can be played as a knock out game until only one person remains.	Akela
Thinking can be tiring too - let's take a break					
08 Sep 17:50	5	Activities : Juice and biscuits		Juice and biscuit break	Akela

Let's make a song - maybe we can use a riddle or a funny story and put it to music?					
08 Sep 17:55	20	Songs : Make a song	Paper Pens	See attached	Akela
Let's play a guessing game					
08 Sep 18:15	10	Game : I spy..		Play "I spy" with the Cubs. They can use letters or colours or other hints to describe what they see and the other Cubs need to guess what it is.	Akela
Your brains must be tired after today - just like our bodies, our brains also need gym sometimes					
08 Sep 18:25	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela

Programme prepared on 09 May 00:23

Riddles

Category	Game
Type	Steam release
Time to allocate (mins)	10
Instructions	Place the riddles and answers around the playing area. Cubs must go and find them. They then need to match the riddles with the answers.

Entry written by Sharon Venn of 1st Randburg

Documents

Riddles and answers [Riddles.docx](#)

Make a song

Category	Songs
Resources	Paper Pens
Song	Work in your sixes to make up a song that you can sing, using your damru that you made to keep the beat. (Give a theme or use another song's tune to help the Cubs if they are struggling).
Entry written by Sharon Venn of 1st Randburg	