

Cubs 100 - the start of it all

09 Apr 10:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
On leaving school B-P entered the British Army. He passed his entrance examination and was soon sent off to India to join the 13th Hussars. A few years later he was sent to South Africa and took part in the well know Siege of Mafikeng ↻					
09 Apr 10:30	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
Whilst in Mafikeng, the wild horses sometimes tried to break out of the corral					
09 Apr 10:35	10	Game : Wild Horses		Two teams form two circles – one inside the other. Hands joined. The inner circle stand close together facing the outer circle, which are spread out. At the signal, the circles rotate in opposite directions. On whistle blast, both stop and the inner circle (the horses), having released hands, try to break through the outer (corral) circle. Try for ten seconds. Teams change places for repeat. The team with the highest number of escaped horses wins. N.B. the outer circle must hold hands all the time.	Akela
09 Apr 10:45	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela
If you are in the army you need to be able to use all your senses ↻					
09 Apr 10:50	15	Game : Skirmish with Matabele		The Pack is divided in half, Matabele and British. Each Cub is given a brown paper bag just large enough to slip over their head and rest on their shoulders (you can also use a towel or similar). Each side must wear a distinguishing mark on their left upper arm (e.g. Matabele a scarf and the British a rope). Chalk off bases in diagonally opposite sides of the hall. Sides take up position in own bases, place bags over heads and start on signal. Each Cub must crawl silently towards the opposite base. When two Cubs meet they must feel for identification on arm. If friend, let go and continue the journey. If foe, snatch the bag from their head, whereupon that Cub is immediately 'dead' and must retire to watch. The team that has the highest number of Cubs reaching the opposite base, still wearing bags, is the winner. NB: If	Akela

				Cubs snatch bag from a friend, that Cub is dead and the other Cub replaces the bag and continues. This is to stop random grabbing.	
09 Apr 11:05	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
The Siege of Mafikeng is a famous story					
09 Apr 11:10	10	Yarn : Baden-Powell - the hero of Mafeking		See attached	Akela
09 Apr 11:20	15	Game : Steal the Keys		Have all the Cubs sit in one large circle. Choose one person and blindfold them. That person will be the guard. The guard sits in the folding chair in the middle of the circle holding a rolled up newspaper or similar. Quietly place the keys on the floor near the guard's chair. Silently choose a thief from among the remaining players. This person must try to steal the guard's keys without making any noise. If the guard hears the thief coming, he should start swinging the newspaper to try and stop him/her. If the guard is able to swat the thief, then he/she must return to his/her spot in the circle. However, if the thief gets the keys without getting swatted, he/she becomes the new guard and a new thief is chosen for the next round.	Akela
09 Apr 11:35	20	Activities : 100 Knots	rope for each Cub - 50 pieces	We want to tie 100 knots to see how far we can get when we join all these ropes together and to commemorate 100 years of Cubs	Akela
09 Apr 11:55	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

Baden-Powell - the hero of Mafeking

Category	Yarn
Time to allocate (mins)	10
Story	<p>Mafeking was besieged for 217 days before the British army arrived to relieve the town. Back in Britain, the papers every day carried news of the "plucky defenders" under Baden-Powell... B-P... Impeesa, the wolf that never sleeps...</p> <p>The town's defenders became the heroes of the British Empire, like a sports team taking on a much more powerful side, and still holding out against them... And B-P, the captain of the Mafeking side, became famous for his stories of bluff and courage - his jaunty messages like "Four hours bombardment. One dog killed" made him a favourite of the British press, and a welcome change from the stories of defeats and frustration at the hands of the Boer forces.</p> <p>When Britain heard that Mafeking had been relieved after 217 days, the news spread like wildfire, and huge street parties sprang up as thousands of people celebrated this important symbolic victory.</p> <p>When B-P eventually returned from the war, he went first to Cape Town, where he received a huge welcome from the crowds. At the port of Southampton, where he finally returned to Britain, the crowds again welcomed their returning hero.</p> <p>Mafeking was famous and Baden-Powell was a hero in his own country. But who could guess that the most famous product of the siege would come from the group of boys who made up the Mafeking Cadets? Under their leader Warner Goodyear, the boys of Mafeking were the model for the Scout movement which soon grew to virtually every country of the world...</p>
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
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Documents	
Instructions compass_instructions.docx	