

Flying Models

24 Sep 10:30

Duty six : Blue

| Start | Time | Activity | Requirements | Instructions | Scouter |
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| I am hoping for a windy day - there are cool things we can do with wind | | | | | |
| 24 Sep 10:30 | 5 | Activities : Opening | Register, beans, flag, totem and skin | Grand Howl Flag Break Register Inspection - belts and shoes | Akela |
| Why do aeroplanes fly? What makes them take off? What makes it difficult for an aeroplane to fly? | | | | | |
| 24 Sep 10:35 | 10 | Game : Flying | | <p>First, briefly explain the forces involved in flying:</p> <ul style="list-style-type: none"> • Thrust : The engines push the airplane forward • Drag : The resistance of the air which slows the plane down • Gravity: The weight of the aircraft pulls it toward the ground • Lift: Air flowing over the wings moves the aircraft upward <p>Have the Cubs stand in a line facing the leader. The leader shouts out one of the four forces of flight. The Cubs must do the action for the force as follows:</p> <ul style="list-style-type: none"> • Thrust: Run forward • Drag: Run backward • Gravity: Fall down • Lift: Jump | Riki |
| I want to see how the forces of flight work in real-life - let's make our own flying model - a kite | | | | | |
| 24 Sep 10:45 | 45 | Activities : Make and Fly a Kite | <ul style="list-style-type: none"> • Flying line. Nylon or Dacron line • Heavy duty plastic bag (about 0.5 meters wide and 1 meter tall. • Electrical insulation tape. • Thick cello tape • Hard-wood dowel, 5 mm in diameter (2 per kite) | <p>Placing the plastic bag on the floor with closed end at top</p> <p>Mark the plastic as per the yellow dots below and draw lines to join the dots to create a triangular shape</p> <p>Cut along the top and right side and open the complete kite when done</p> <p>Join the dowel rods by tying a knot in the middle</p> <p>Now add the dowels to the kite and use the cello tape to stick down, insulation tape around the centre of the dowels (over the knot</p> | Bagheera |

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| | | | | <p>Make a hole in the kite where the dowels cross. Thread the flying line through the hole and tie it around the cross point of the rods.</p> <p>From scraps of plastic, make a tail for your kite (about 5cm and no more than 5 times the length of your kite).</p> <p>Tie the tail to the bottom of the kite.</p> | |
| While you finish off your kites, get some juice and biscuits | | | | | |
| 24 Sep 11:30 | 5 | Activities : Juice and biscuits | | Juice and biscuit break | Parent |
| We need another flying model to try out. Make a paper glider and see how far they glide indoors versus outdoors | | | | | |
| 24 Sep 11:35 | 20 | Activities : Paper glider | <p>Paper/thin card</p> <p>Cellotape/electrical tape</p> <p>sosatie sticks</p> | <p>Using the sosatie stick as the body, weight the sharp end by wrapping in tape.</p> <p>Use the paper to cut out wings and a tail. Be creative, try different designs</p> <p>Cellotape/glue the paper wing and tail to the sosatie stick</p> | Akela |
| Now that the kites are all done, lets fly them outside. The gliders will help you see which way the wind is blowing | | | | | |
| 24 Sep 11:55 | 20 | Activities : Fly the kite | Kites (made in separate activity) | <p>First talk about the safety rules when flying a kite.</p> <p>Attempt to fly the kites - hopefully there is enough wind. One person to hold the flying line, one to hold the kite up into the wind. Allow the wind to fill the sail of the kite until it lifts off into the air.</p> | Bagheera |
| With the swimming season starting, would you know how to save someone from drowning? Lets try a game that can help you. | | | | | |
| 24 Sep 12:15 | 10 | Game : Save the Drowning Cub | | <p>Required: 7/8 meter rope per Six</p> <p>Notes: Practice throwing rescues for water safety.</p> <p>Instructions: Teams line up single file at a starting line. One Cub from each team sits down facing his team about 7/8 meters in front of the line. First Cub in each team has a rope. Each Cub makes one throw with the rope trying to reach the drowning Cub. The sitting Cub tries to reach the rope being thrown without moving from his spot. He can lean and reach, but can not stand up Each Cub throws the rope once and then goes to the end of the line. Teams score one point whenever the drowning Cub can reach the rope thrown to him and the rescuing Cub does not lose the rope. The team with the most points when all members have</p> | Akela |

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| | | | | thrown is the winner. | |
| Hope you had a flying good time today. Keep flying the kites and looking forward to the windy days | | | | | |
| 24 Sep 12:25 | 5 | Activities : Closing | Totem, Skin Badges, certificates | Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss | Akela |

Programme prepared on 09 May 00:57