

In an Alternative Timeline

05 May 17:00

Duty six : Green

Start	Time	Activity	Requirements	Instructions	Scouter
We have come back to our own time... but something seems wrong.					
05 May 17:00	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
The area looks totally deserted and the buildings are in ruins. This can't be our timeline but we better quickly find some stuff to survive					
05 May 17:05	10	Game : Survival of the Fittest		Hide various survival items around the play area. Eg. matches, tarpaulin, flint, torch, knife, axe, food tin, rope, first aid kit, water, shovel, lantern, compass, blanket, etc. Cubs need to search out the items and add them to their list. You then give them the scenario (where are they stranded) and they must choose only 5 items to keep based on the scenario (e.g. dessert - water takes priority, forest - maybe compass so they don't get lost in the trees). No real right or wrong answers - just for fun and to see how they reason out what they need.	Akela
We are going to learn some trail signs so that we can do some exploring and see where we are without getting lost					
05 May 17:15	15	Activities : Trail Signs	Two sets of 3-by-5 index cards for each team (each of the first set bearing a drawing of a trail sign; each of the second set with the definition of one of the trail signs)	Sixes are seated around their table with the two sets of cards in the middle. The cards with the pictured trail signs are placed face down; the cards with the definitions are spread out face up. On signal, the first Cub from each patrol draws one of the face down cards and places it on the correct definition card. Continue until all cards are matched. <i>Scoring:</i> The first six to correctly match all cards wins.	Akela
Since we are lost, how can we get people to find us? What can we use to make a big distress signal?					
05 May 17:30	15	Activities : Knots Practice	Ropes for all Cubs Props (eg. rocking horse, washing, pegs, staves, box, shoes, etc.)	The attachment can be printed out for Cubs to take home to continue practicing their knots. Set up various scenarios for each of the different knots so that the Cubs can associate the knots with the names and uses. Print out signs for each area/base to help the Cubs remember the name of the knot. Knot Challenge: A tick list for each Cub is created so that each week, they can come and show off which knots they remember. Will need to get each knot signed off two/three times on separate occasions. Once the sheet is completed, they will earn a special campfire knotting badge. Cubs to go and practice the knots they need to know (for both the knot challenge and the trail requirements). They can spend	Akela

				the whole time on one knot or move around the bases - it is a practice session, so there is no competition or game. Simply to learn and practice what they can.	
Luckily we have food and water with us. We can take a break for something to eat and drink.					
05 May 17:45	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
If we are lost, we need to make a noise for the searchers to find us. Lets play a game and practice.					
05 May 17:50	15	Game : Hot and Cold		Play a round of hot and cold. Place an object (or it can be a Cub that is lost in the veld) at a point. One of the other Cubs is blindfolded and must find the object/Cub. The rest can give clues by shouting "hot" or "cold". Alternatively, one Cub can be the director and use a whistle to signal (softly and louder). Can link to a talk on distress signals and shouting for help/using a whistle to signal to searchers.	Akela
We need to look after our world so that it doesn't become a ruin like the alternative timeline we visited today. Complete the puzzles and learn the Cub's Outdoor Code					
05 May 18:05	10	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
We are finally going back to our own timeline. Follow the trail and remember the item next to each sign along the way.					
05 May 18:15	10	Activities : Trails in the Jungle - Find the Banderlog	Sticks Stones Paper/Pen	Gold Wolves to be asked to lay a trail using the trail signs which the Silver Wolves will follow. Along the way, they need to hide pictures of the Banderlog (monkeys) for the other Cubs to find. Once trail ready, Silver Wolves to follow the trail and count the Banderlog they find along the way.	Akela
We have arrived safely back in our own timeline - thank goodness. I thought we may be lost forever.					
05 May 18:25	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela

Knots Practice

Category	Activities
Advancement	Healthy Mind
Time to allocate (mins)	20
Outcome	Practice tying the Cub knots
Resources	Ropes for all Cubs Props (eg. rocking horse, washing, pegs, staves, box, shoes, etc.) The attachment can be printed out for Cubs to take home to continue practicing their knots. Set up various scenarios for each of the different knots so that the Cubs can associate the knots with the names and uses. Print out signs for each area/base to help the Cubs remember the name of the knot. Knot Challenge: A tick list for each Cub is created so that each week, they can come and show off which knots they remember. Will need to get each knot signed off two/three times on separate occasions. Once the sheet is completed, they will earn a special campfire knotting badge. Cubs to go and practice the knots they need to know (for both the knot challenge and the trail requirements). They can spend the whole time on one knot or move around the bases - it is a practice session, so there is no competition or game. Simply to learn and practice what they can.
Instructions	
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Entry written by Sharon Venn of 1st Randburg	
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Documents	
 Knots Template knots2.docx	
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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](#)

Trails in the Jungle - Find the Banderlog

Category	Activities
Advancement	Trails
Time to allocate (mins)	20
Outcome	Gold Wolves to lay a trail for the Silver Wolves to follow
Resources	Sticks
	Stones
	Paper/Pen
Instructions	Gold Wolves to be asked to lay a trail using the trail signs which the Silver Wolves will follow.
	Along the way, they need to hide pictures of the Banderlog (monkeys) for the other Cubs to find.
	Once trail ready, Silver Wolves to follow the trail and count the Banderlog they find along the way.

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Documents

Trail
Signs [c197c9122197214a34766df31e257ece.jpg](#)