

Into the future

26 May 17:00

Duty six : Purple

Start	Time	Activity	Requirements	Instructions	Scouter
26 May 17:00	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
Let's play a game using our imagination since there is nothing here to play with					
26 May 17:05	10	Game : Use your imagination		The leader to pretend to throw a ball into the group of children. They then pretend to kick it to each other. Next, hand out pretend skipping ropes and they all have to pretend to skip. Can imagine any type of equipment - hula hoops, bounce a ball for netball/basketball, a bat and ball for baseball. Maybe let each Cub choose something and then they act it out.	Akela
Let's see if we can find our way - maybe we can find where people are living in the future					
26 May 17:15	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
Let's take a quick break					
26 May 17:45	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
We need to get a message through but not sure anyone in the past is hearing us.					
26 May 17:50	15	Game : Traveller's Language Guide		Using a set of cards that includes hello, thank you and goodbye in different languages. Cubs need to match up the cards in multiple ways - find hello in every language, put into language groups. Can be used as a relay game, memory matching game or broken telephone using the words on the cards.	Akela
Maybe the video-feed works on our time-machine. Let's practice our acting skills					
26 May 18:05	10	Plays : Broomstick/Prop Acting	Broomstick/stave	See attached	Akela
We need to write a message that only people from the past might understand. Let's try a basic code.					
26 May 18:15	10	Activities : PigPen Code	Pigpen cipher template Paper Pencil	Using the pigpen cipher, write a message. Swop messages with another cub and decode	Akela

26 May 18:25	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela
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Programme prepared on 09 May 00:26

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
Entry written by Sharon Venn of 1st Randburg	
Documents	
Instructions compass_instructions.docx	

Broomstick/Prop Acting

Category	Plays
Time to allocate (mins)	10
Resources	Broomstick/stave
Play	Stave or broomstick is passed around and each Cub needs to perform an action eg. Fishing, rowing, nose of an elephant. Others guess what the Cub is doing/showing Can use another object if the Cubs run out of ideas - eg. Piece of cardboard (giant fan, sled, door).

| Entry written by Sharon Venn of 1st Randburg | |

PigPen Code

Category	Activities
Badge	Secret Codes
Time to allocate (mins)	10
Outcome	Learn a secret code
	Pigpen cipher template
Resources	Paper
	Pencil
Instructions	Using the pigpen cipher, write a message.
	Swop messages with another cub and decode

Entry written by Sharon Venn of 1st Randburg

Documents

[pigpen_cipher.jpg](#)
