

## Legend of Zelda

07 Mar 10:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
<b>In Breath of the Wild (a Legend of Zelda game), we explore the kingdom of Hyrule - join us today on an adventure quest</b>					
07 Mar 10:30	5	<b>Activities</b> : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
<b>To explore far away places in the kingdom, we need to sail a raft - how good is your seamanship skills?</b>					
07 Mar 10:35	10	<b>Game</b> : Ship's Captain		<p>The captain calls out orders to the rest of the players who are the crew. If a Cub does not follow an order correctly, then they are out. This decision is made by the Captain who is always right! The game is played until only one Cub is left. Some command ideas:</p> <p><b>Port - run to the right side of the boat</b></p> <p><b>Starboard</b> - run to the left of the boat</p> <p><b>Bow</b> - run to the front of the boat</p> <p><b>Stern - run to the back of the boat</b></p> <p><b>Hit the deck</b> - lay down on your stomach</p> <p><b>Attention on deck</b> - salute and yell "Aye Aye Captain". Cubs must not move until the next command is given.</p> <p><b>Sick turtle</b> - everyone lies on their backs with their feet and hands in the air</p> <p><b>Shark</b> - everyone must run to a designated area and shout out SHARK! The last one there is out.</p> <p><b>Three men in a boat</b> - the crew must form groups of three and sing "row, row the boat"</p>	Akela
<b>Link always uses a bow and arrow in the games - lets make our own for the adventure</b>					
07 Mar 10:45	30	<b>Activities</b> : Khoi San Bow and Arrows	<p>Materials:</p> <p>PVC piping (approx 96 cm long and 1.5 cm in diameter) or bamboo stick</p> <p>strong string</p> <p>2 bamboo canes (approx 55cm long)</p> <p>felt</p> <p>elastic band</p> <p>duct tape</p>	<p>Drill a hole through both ends of the PVC piping, making sure to keep it straight and that it comes through the other side.</p> <p>Tie the string through the first hole and knot it tightly. Then pull it very taught (ask someone to help) and then tie it through the inside hole on the other end. The bow should be bent into an arc shape and the string needs to be as taught as possible. (The string on ours measures 74 cm when taught.)</p> <p>Because of the strength of the materials, the bow will retain its shape and stay strong and tight.</p> <p>To make the arrow, add a little piece of folded felt (or newspaper/ cloth) at the end of the bamboo cane, then wrap</p>	Akela

			Tools: drill scissors	<p>over the top of it with duct tape to keep it in place.</p> <p>Cut some large oval type shapes from felt and wrap one over the end of each arrow, keeping them firmly in place by fixing them around the middle with an elastic band.</p> <p>On the opposite end, cut a small notch into the wood, right in the centre, using a small saw, so that the bow can be pulled back into the string to line it up.</p> <p>That's all there is to the arrows! The ends should feel soft and firm and won't hurt at all when they are shot out using the bow. How to make DIY arrows</p> <p>Add different coloured tapes to the bow and arrow sets as you make them. That way each child knows which is their own arrows as it will match their bow.</p>	
Let's practice using our bows and arrows while we follow the trail markers on our adventure.					
07 Mar 11:15	20	Activities : Adventure Trail	Sticks Stones	<p>Create a nature trail for the Cubs to follow</p> <p>At various points have targets for them to shoot at with the bows and arrows created - eg. shoot through a hoop, shoot at a can on a rock, etc.</p> <p>Award points for the targets achieved and in the right order (i.e. did the follow the trail accurately?</p>	Akela
Adventurers get tired and thirsty on their quests. Lets take a break					
07 Mar 11:35	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
On our adventure, it is starting to get late and we need to build a fire to protect us in the wild					
07 Mar 11:40	20	Activities : Magnifying Glass and Fire	Magnifying glasses Wood Kindling	<p>Using the magnifying glass, and some kindling, start a fire. This method requires that you concentrate strong sunlight through a clear lens or with a curved mirror (like the mirrored cup in a large <a href="#">flashlight</a>). When this concentrated sunlight forms a blinding, white-hot point on some suitable tinder, the flammable stuff will start to smolder. The red ember you created can then be blown into flame when combined with more tinder. Sounds easy, right? And it can be, if you learn to use a magnifying lens more effectively by lighting fine fibers, dark tinder, and char cloth.</p> <p>Now make some sun art - burn a pattern or your name into a piece of wood using the magnifying glass.</p>	Akela
While you roast your marshmallows, listen to this story about an arrow					
07 Mar 12:00	5	Yarn : Arrow		See attached	Akela
How much do you remember about all the conservation stuff we have learnt over the past few weeks? How did your plants grow? How much air pollution is there around the hall?					
07 Mar 12:05	10	Game : Owls and Crows		This is an excellent game for reviewing newly learned concepts.	Akela

				<p>Divide the group into two equal teams, the Owls and the Crows. Have the teams line up facing each other about four feet apart, place a rope between them. About 15 feet behind each team, place a scarf which designates Home Base. The leader makes a statement aloud, and if the statement is true the Owls chase the Crows, trying to catch them before they reach their Home Base. If the statement is false, the Crows chase the Owls. Anyone caught must join the other team. Before you begin, practice by giving a few easy statements, and asking the players to just point to where they'll run.</p> <p>Since the players will be continually changing sides, it's helpful to mark clearly the way to run if the statement's true or false. You can use a blue strip to signify the true direction - "true blue" and a red one to show false. Or you can use signs or natural features and say something like "true tree" or "false fence."</p> <p>If the answer isn't obvious to the players, or they forget which way to run, you'll get some of the Owls and Crows running toward each other, and others running back to their Home Bases. During the pandemonium, the leader should remain silent and neutral. When the action has calmed down, he can reveal the correct answer.</p> <p>Your statements, however, should be as precise and accurate as possible for the age and experience of the Cubs. For example, if you say the sun rises in the east, would that be true? For younger children it might be. But older students probably know that it is the earth's rotation that makes it appear that the sun is rising.</p>	
07 Mar 12:15	5	<b>Activities</b> : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela

Arrow

Category	Yarn
Time to allocate (mins)	5
	Leader 1: Take a look at this arrow I have here. Notice it is made of strong wood to withstand the stress of doing its work. A good cub or scout also needs to be made of strong character to overcome challenges and hardships.
	Cub 1: It is also sharp. A good cub is sharp in a different way - he uses his head and figures things out.
	Scout 1: The arrow is also straight so it can follow a true path in flight. A good Scout uses his faith and conscience to maintain a true path through life.
	Leader 2: Cubs and Scouts are a lot like this arrow. What can I do with this arrow? Is it useful as it is? No, something's missing, isn't it? In order to use this arrow, I need a bow - the energy to make it fly to its target. Without a bow, the arrow is a wasted tool.
Story	Leader 3: Everything a Cub or Scout has learned in Cub Scouts is like this arrow. Your knowledge and skills are good and useful, but without a way to put it to use, it's kind of wasted. It's like having a nice arrow and just hanging it on the wall instead of using it with a bow as it should be used.
	Scout 2: By achieving your badges and working through the Cub and Scout's trail, you are designing and crafting your own bow - you are giving yourself a way to use your scouting skills. As you continue in scouting, you will constantly refine your bow, making it stronger and more accurate. You will learn more skills, filling your quiver with many strong arrows. By the time you become a Springbok Scout, you will be well prepared for anything the world throws at you. Just as the yeoman of old were expert with bow and arrow, you will be better scouts, leaders and friends.
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Entry written by Sharon Venn of 1st Randburg	