

Living in the Ice Age

28 Feb 17:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
Living in the ice age was possible because of human's large brains to solve problems and language for communication					
28 Feb 17:30	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
Lets run around and warm up - it is chilly in the ice age.					
28 Feb 17:35	10	Game : Red Rover		game play Two teams line up opposite each other, no more than 30 feet apart. The first team agrees to call one player from the opposite team, and chants, "Red Rover, Red Rover, send (player's name) on over!" The person called runs to the other line and attempts to break the chain (formed by the linking of hands). If the person called fails to break the chain, this player joins the team that called Red Rover. But, if the player successfully breaks the chain, he may capture either of the two players whose link was broken by the dash, and bring them back to his original team. Teams take turns calling out Red Rover and challenging a player on the opposing team. objective The objective of the game is to end with the most players on your team by maintaining the integrity of your chain. The game ends when all the players end up on one side.	Akela
Insects are incredible - they have hardly changed or evolved, surviving through dinosaurs and ice ages.					
28 Feb 17:45	30	Activities : Insect Identification		See attached	Akela
Food and water were very important for survival during the ice age					
28 Feb 18:15	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
Our ancestors knew that we needed to look after our planet in order to survive. We have a similar Code that we as Cubs follow.					
28 Feb 18:20	15	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
Humans learnt about their world and taught their children - for example, what plants to eat, when the animals migrated and how to make clothes to keep warm.					
28 Feb 18:35	10	Game : Thread the Needle		You will need: A hula hoop per Six How to play: The members of each Six join hands in a circle with the hula hoop hanging from one person's arm. When play begins the person with the hoop must step through it and pass it to the next player without letting go of her teammates' hands. The next player then does the same thing.	Akela

				The team that gets the hoop back to the starting player first wins! To make this game harder add another hoop.	
Being able to explain things to each other was important for human survival. Let's see how good our communication skills are now.					
28 Feb 18:45	10	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
Next week, we can learn about some of the tools that Ice Age people made to help them survive					
28 Feb 18:55	5	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela

Programme prepared on 16 Jan 12:22

Insect Identification

Category Activities
Advancement Healthy Mind
Time to allocate (mins) 20
Outcome
Resources
Instructions

Entry written by Sharon Venn of 1st Randburg

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](#)
