

Tools of the Ice Age

07 Mar 17:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
Tools are what ensured human survival - the needle, stone knives and spears.					
07 Mar 17:30	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
First, we need to be able to tie knots - when making clothes, making spears, strong rope and knots were essential					
07 Mar 17:35	10	Game : Knots and Crosses		Use staves to create a normal noughts and crosses board (4 staves in total). Split the Six into two groups of three for each team (thus each Cub will get one turn to tie the knot). Assign each team the knot for their team. You can use easier knots or a combination of knots. Each team takes a turn to tie the appropriate knot and place it on the noughts and crosses board. The first team to get all their knots in a row wins. They can then swop sides (knots). So - you can use bowline, reef and sheet bend for noughts. Figure of eight, clove hitch (around a smaller stick) or round turn and two half hitches can be crosses. It doesn't matter how long each Cub takes to make the knot - they are going in turns so it is not a race :-)	Akela
How strong are your knots? Should we test them?					
07 Mar 17:45	10	Game : Spider's knots		Eight way tug of war. Cubs first need to tie eight ropes together and then play tug-of-war	Akela
Now let's build something useful - we can carry a person or food or whatever we need if we can build a simple a-frame					
07 Mar 17:55	20	Activities : Fireman Carry	Staves Ropes	Each team to build a simple A-frame Then, using the A-frame, transport all of your Cubs (one at a time) over the line.	Akela
Take a break					
07 Mar 18:15	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
Survival is also about observation. We will tell you the story of Kim but actually, humans have been surviving because of being able to memorise and observe					
07 Mar 18:20	5	Yarn : The Story of Kim		See attached	Akela
Now, go and find things outside that will help us survive - don't move them, just find them and remember what they are.					
07 Mar 18:25	15	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	Akela

				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.	
In the cold winter, people told stories about what they had observed and this is how future generations learnt where the best fruits grow or when the herds migrate.					
07 Mar 18:40	10	Yarn : Progressive Story Game		See attached	Akela
Survival in the ice age - what signals can you make if you were lost in the wild?					
07 Mar 18:50	10	Activities : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela

Programme prepared on 08 May 23:54

The Story of Kim

Category
Time to allocate (mins)

Yarn
5

The Story of Kim

Kim is the main character in the novel Kim by Rudyard Kipling. This is the story of some of his adventures.

Kim, or to give him his full name, Kimball O'Hara, was the son of a sergeant in an Irish regiment in India. His father and mother died while he was a child and he was left to the care of an aunt. His playmates were all Indian boys, so he learned to talk their language and to know their ways. He became great friends with an old wandering priest and travelled with him all over northern India. One day he chanced to meet his father's old regiment on the march, but in visiting the camp he was arrested on suspicion of being a thief. His birth certificate and other papers were found on him and the regiment, seeing that he had belonged to them, took charge of him and started to educate him. But, whenever he could get away for holidays, Kim dressed himself in Indian clothes and went among the natives as one of them.

After some time, Kim became acquainted with a Mr. Lurgan, a dealer in old jewellery and curiosities, who was also a member of the Government Intelligence Department. This man realised that Kim had such special knowledge of local habits and customs, and saw that he could make a useful agent for Government Intelligence work. He therefore gave Kim lessons at noticing and remembering small details, which is an important point in the training of a Scout.

Kim's Training

Lurgan began by showing Kim a tray full of different kinds of precious stones. He let him look at it for a minute, then covered it with a cloth, and asked him to state how many stones and what sorts were there. At first Kim could only remember a few and could not describe them very accurately, but with a little practice he soon was able to remember all of them quite well. And the same applied for many other kinds of articles which were shown to him in the same way. In Scouting, this sort of memory game is called [Kim's Game](#).

Story

At last, after much other training, Kim was made a member of the Secret Service and was given a secret sign, namely, a locket or badge to wear around his neck and a certain sentence, which, if said in a special way, meant he was one of the Service.

Kim in Secret Service

Once when Kim was travelling in the train he met a man who was rather badly cut about the head and arms. He explained to the other passengers that he had fallen from a cart when driving to the station. But Kim, like a good Scout, noticed that the cuts were sharp and not grazes such as you would get by falling from a cart, and so Kim did not believe him. While the man was tying a bandage over his head, Kim noticed that he was wearing a locket like his own, so Kim showed him his. Immediately the man brought into the conversation some of the secret words, and Kim answered with the proper ones in reply. Then the stranger got into a corner with Kim and explained to him that he was carrying out Secret Service work and had been found out. He was being hunted by some enemies who had nearly killed him. They probably knew he was in the train and would therefore telegraph down the line to their friends that he was coming. He wanted to get his message to a certain police officer without being caught by the enemy, but he did not know how to do it if they were already warned of his coming.

Kim hit upon the solution. In India there are a number of holy beggars who travel around the country. They are considered very holy and people always help them with food and money. They wear next to no clothing, smear themselves with ashes and paint certain marks on their faces. So Kim set about disguising the man as a beggar. He made a mixture of flour and ashes, which he took from the bowl of a pipe. He undressed his friend and smeared the mixture all over him. He also smeared the man's wounds so that they did not show. Finally, with the aid of a little paint-box he carried, he painted the proper face marks on the man's forehead, brushed his hair down to look wild and shaggy like that of a beggar and covered it with dust, so that the man's own mother would not have known him.

Soon afterwards they arrived at a big station. Here, on the platform they found the police officer to whom the report was to be made. The imitation beggar pushed up against the officer and got scolded by him in English. The beggar replied with a string of abuse into which he mixed the secret words. The police officer at once realised from the secret words that this beggar was an agent. He pretended to arrest him and marched him off to the police station where he could talk to him quietly and receive his report.

Progressive Story Game

Category

Yarn

Time to allocate (mins)

5

Stones with pictures pasted on them in a bag are used to prompt the children on telling a story. Akela starts, in line with the current theme. Each Cub then picks a stone out of the bag and continues the story using the picture on the stone for inspiration.

Story



Entry written by Sharon Venn of 1st Randburg