

## World War II

20 Mar 10:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
<b>First, lets invest some of our newest Cubs so that they are ready for the action</b>					
20 Mar 10:30	15	<b>Activities</b> : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
<b>We have travelled back in time to World War II and met up with a spy that asks for our help</b>					
20 Mar 10:45	10	<b>Game</b> : Red Light Green Light		<ol style="list-style-type: none"> <li>1. Choose somebody to be "It". The Cub who is It is the Traffic Light.</li> <li>2. Everyone else should start in a line about 10 meters away from the Traffic Light.</li> <li>3. The Traffic Light should face with his back to the group and shout "Green Light". Everyone can start running toward the Traffic Light.</li> <li>4. The Traffic Light shouts "Red Light" and faces the group. Anyone the Traffic Light catches still running is out.</li> <li>5. The Traffic Light continues to alternate turning away from the group and shouting "Green Light" and turning toward the group and shouting "Red Light", with anyone getting caught running on a red light being out.</li> <li>6. The first person to tag the Traffic Light wins and gets to be Traffic Light for the next round.</li> </ol> <p><b>Notes</b></p> <ul style="list-style-type: none"> <li>• There are many local variations of this game. Make sure everyone agrees on the rules before you start.</li> <li>• Don't run to fast or you won't be able to stop when the Traffic Light says "Red Light".</li> <li>• The Traffic Light must completely say "Red Light" before turning around. This gives everyone a second to stop.</li> <li>• Use other words to fit your theme instead of red light/green light.</li> </ul>	Riki
<b>We need to leave a message for ourselves in the future so that we are prepared. But it needs to be a secret.</b>					
20 Mar 10:55	30	<b>Activities</b> : Code Wheel	Secret code template  Scissors  Split pins	<p><b>HOW TO MAKE THE DECODER WHEEL:</b></p> <ol style="list-style-type: none"> <li>1. Cut out the circles below and stack in order from the number 1 wheel on the bottom, then number 2 wheel and finally number 3 wheel on the top.</li> <li>2. Attach the 3 discs by carefully poking a round brad through the middle of all three wheels.</li> </ol> <p><b>HOW TO USE DECODER WHEEL:</b></p> <ol style="list-style-type: none"> <li>1. Pick a letter on the outer wheel and a number in the inner circle - this is your key (ex. M21). Turn the inner wheel so that</li> </ol>	Chil

				<p>the number (21 in our example) lines up with the out wheel letter (M in our example). On our wheel 21 also corresponds with R in the shaded section. Don't move the wheels now, keep them in place.</p> <p>2. First, write down your message. No numbers (write them out), and no punctuations</p> <p>3. For each letter of your message, find that character on the outer wheel, and write down the letter that is exactly beneath it on the inner wheel until your message is complete.</p> <p>4. To read the encrypted message, get the key from the message sender and align the wheel. For each letter of your message, find that character on the inner wheel, and write down the letter that is exactly above it on the outer wheel.</p>	
<b>There was a young boy in India who became a spy because he was so observant. How good is your memory?</b>					
20 Mar 11:25	10	<b>Yarn</b> : The Story of Kim		See attached	Akela
<b>Juice and biscuit break</b>					
20 Mar 11:35	5	<b>Activities</b> : Juice and biscuits		Juice and biscuit break	Chil
<b>Let's practice to be like Kim</b>					
20 Mar 11:40	10	<b>Game</b> : What's missing?		Gather several small items. Show the items to the Cubs and have them look carefully look at the tray and take note of what's there. Then have them close their eyes while you remove an object or two. They have to figure out which object has been removed.	Other
<b>Morse code was heavily used for secret transmissions during WWI and WWII</b>					
20 Mar 11:50	30	<b>Crafts</b> : Morse Code Bracelet	<p>Beads</p> <p>String, elastic, wire (for bracelet)</p> <p>Morse code cipher</p>	<p>Make a loop or knot in your string/wire</p> <p>Choose the message you want - eg. your name or simple phrase (brave, do your best, Cubs, Scouts, etc.)</p> <p>You will need 4 different colors of beads for each bracelet. As soon as you have chosen the colors you can start stringing.</p> <p>- The first color you pick will be the base color of the bracelet (the spaces between words)</p> <p>- The second color of bead will separate your letters (to indicate the end of a letter).</p> <p>- The third color will be the dots</p> <p>- The fourth colour will be the dashes</p> <p>Use the morse code template to determine your word/message.</p> <p>So... a dot and three dashes equals the letter "J". Finish the letter off by adding a separation bead. Move on to the next letter.</p> <p>Once you have finished your first word, separate the word with</p>	Chil

				the bracelet base color (spaces). And keep going strong by starting your next word!	
				Tie or close off your bracelet at the end with a knot or loop.	
Write a message in message in lemon juice for us to read					
20 Mar 12:20	10	<b>Activities</b> : Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela
20 Mar 12:30	10	<b>Activities</b> : PigPen Code	Pigpen cipher template  Paper  Pencil	Using the pigpen cipher, write a message.  Swop messages with another cub and decode	Chil

Programme prepared on 09 May 01:19

**Code Wheel**

<b>Category</b>	Activities
<b>Badge</b>	Secret Codes
<b>Time to allocate (mins)</b>	30
<b>Outcome</b>	To write and decipher a secret code
	Secret code template
<b>Resources</b>	Scissors
	Split pins
	HOW TO MAKE THE DECODER WHEEL: 1. Cut out the circles below and stack in order from the number 1 wheel on the bottom, then number 2 wheel and finally number 3 wheel on the top. 2. Attach the 3 discs by carefully poking a round brad through the middle of all three wheels.
<b>Instructions</b>	HOW TO USE DECODER WHEEL: 1. Pick a letter on the outer wheel and a number in the inner circle - this is your key (ex. M21). Turn the inner wheel so that the number (21 in our example) lines up with the out wheel letter (M in our example). On our wheel 21 also corresponds with R in the shaded section. Don't move the wheels now, keep them in place. 2. First, write down your message. No numbers (write them out), and no punctuations 3. For each letter of your message, find that character on the outer wheel, and write down the letter that is exactly beneath it on the inner wheel until your message is complete. 4. To read the encrypted message, get the key from the message sender and align the wheel. For each letter of your message, find that character on the inner wheel, and write down the letter that is exactly above it on the outer wheel.
Entry written by Sharon Venn of 1st Randburg	
<b>Documents</b>	
<a href="#">Secret-Decoder.pdf</a>	

# The Story of Kim

Category

Yarn

Time to allocate (mins)

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.

# Morse Code Bracelet

Category

Crafts

Badge

Secret Codes

Advancement

Healthy Mind

Time to allocate (mins)

30

Outcome

To make a bracelet which spells out a name or word using morse code

Beads

Resources

String, elastic, wire (for bracelet)

Morse code cipher

Make a loop or knot in your string/wire

Choose the message you want - eg. your name or simple phrase (brave, do your best, Cubs, Scouts, etc.)

You will need 4 different colors of beads for each bracelet. As soon as you have chosen the colors you can start stringing.

- The first color you pick will be the base color of the bracelet (the spaces between words)

- The second color of bead will separate your letters (to indicate the end of a letter).

Instructions

- The third color will be the dots

- The fourth colour will be the dashes

Use the morse code template to determine your word/message.

So... a dot and three dashes equals the letter "J". Finish the letter off by adding a separation bead. Move on to the next letter.

Once you have finished your first word, separate the word with the bracelet base color (spaces). And keep going strong by starting your next word!

Tie or close off your bracelet at the end with a knot or loop.

Entry written by Sharon Venn of 1st Randburg

Documents

[1200px-International Morse Code.svg.webp](#)

**PigPen Code**

---

<b>Category</b>	Activities
<b>Badge</b>	Secret Codes
<b>Time to allocate (mins)</b>	10
<b>Outcome</b>	Learn a secret code
	Pigpen cipher template
<b>Resources</b>	Paper
	Pencil
<b>Instructions</b>	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](#)

---