Trains

15 Jun 10:30 Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter			
	This	s week we	are seeing how	all the science we have learnt about is used in real life				
15 Jun 10:30	5	Activities	Register, beans,	Grand Howl	Akela			
		: Opening	flag, totem and	Flag Break				
			skin	Register				
				Inspection - belts and shoes				
	Tra	in signals	work using ope	n and closed circuits to tell trains if they can go or not				
15 Jun 10:35	10	Game :		Explain how train signals work:	Bagheera			
		Train		Every railway line is divided up into sections called blocks where				
		Signals		only one train at a time is allowed to be. Signalling has kit attached				
				to tracks to determine whether or not a train is in a section – this kit				
				includes track circuits which send a small electrical current between				
				the tracks and trains, and axle counters which count the wheels				
				going in and out of a section. Trackside signals control entry into				
				and out of each block and also warn trains when the line ahead				
				might be occupied and if they must reduce speed. The earliest				
				signals were a form of semaphore (arm up or down to tell the trains				
				to stop or go). Now, signals are exactly like robots with red, green				
				and yellow lights.				
				Someone is the signalman who will tell the trains if they can stop or				
				go. Can use the soccer ball - only the train that has been signalled				
				can have the ball and the ball keeps passing to different Cubs				
				based on who the signalman decides. Alternatively, can work like				
				red light green light game and Cubs have to try and pass the signal				
				before it changes (arm up = stop, arm down = go)				
			Stea	im and heat power this engine				
15 Jun 10:45	15	Activities	Steam engine	Show the Cubs how the steam engine works - boil water and use it	Parent			
		: Steam	(stationery)	to power the engine				
		Engine						
	My favourite type of chemistry is baking							
15 Jun 11:00	30	Activities		Beat the eggs and add the milk, melted margerine and	Chil			
		:	• 200 ml	vinegar.				
		Pancakes		Add the cake flour and beat until there are no lumps. Lastly				
			• 4 tsp. (20	add the water and mix well.				
			ml)	3. Let the batter stand for 30 minutes before cooking.				
			margerine					
			• 1 tsp. (5	brown on one side before flipping and browning the other.				
			ml)	Continue in this manner until the mixture is finished.				
			Vinegar • 300 ml	5. Serve with toppings of choice (eg. cinnamon sugar, lemon				
			cake	juice)				
			Flour					
			• 200 ml					
			water					
			Cinnamon					
			Sugar					
			• Lemon					

Start	Time	Activity	Requirements Lets ha	ve some juice with our pancakes	Scoute
15 Jun 11:30	10	Activities		Juice and biscuit break	Akela
10 0011 11.00		: Juice		baloo and bloodit broak	/ titole
		and			
		biscuits			
		Discuits	Cai	l n you solve this train puzzle?	
15 Jun 11:40	10	Game :			Baghee
		Shunting		as explained	Lagilor
		puzzle		ao 5.1p.a5a	
		pazzio	Trains ı	run on electricity, diesel or steam	
15 Jun 11:50	10	Activities		Cubs to run the trains using transformer - adding resistance to a	Chil
		: Playing		circuit.	
		trains			
			Soccer u	ises our coordination and balance	
15 Jun 12:00	25	Game :		Soccer games:	Akela
		Soccer		One Pin Bowling	
		Games		Sho i in Doming	
				Give each player a ball and have them line up at the side of	
				the field.	
				2. Place a cone with a ball on it about 10 feet from each player.	
				3. Have the players kick their ball one at a time at the cone to try	1
				to knock the ball off the cone directly in front of them.	
				4. For a variation on this game, line up several cones with	
				soccer balls on them like actual bowling pins and see how	
				many "pins" the players can knock down.	
				Tag the Flag	
				Divide the players into multiple groups of three to four.	
				Place flags about 30 feet (or 10 meters) apart from each other	,
				on the field.	
				One to two players from each team stands at their first flag	
				with a ball while the rest of their team stands at the other flag	
				_	
				waiting to be tagged in.	
				4. When the game starts, one player runs from their first flag to	
				the second flag while dribbling the ball. As soon as the player	
				arrives at the second flag, the second player tags in and runs	
				the ball back to the other flag. The game can continue until all	
				players have gone two to three times.	
				The emphasis for this game should be on having the players use	
				both feet to move the ball and having them keep their head up while	
				dribbling the ball.	
				Toe Taps	
				Starting at a slow pace, have a player place one foot on top of	f
				the soccer ball, then place that foot back on the ground.	
				2. The player should then place their other foot on the ball and	
				then place that back on the ground. (The player may be a little	
				off balance but this will improve as they get used to the	
				activity).	
				3. Slowly start to increase the speed at which the player moves	
				their feet and see how long and how fast the player can go.	
			Food of the		
15 Jun 12:25	5	A 0411/1410 -	Totem, Skin	e term - travel safe for the holidays	Alcal
	5	ACTIVITIES	notem. Skin	Announcements	Akela

Start	Time	Activaty g	Red genents	Badgechands uts	Scouter
			certificates	Grand Howl	
				Flag Down	
				Prayer	
				Dismiss	

Programme prepared on 09 May 00:22