

Pack Program – Cub Scouting Traditions

Inspection

Grand Howl & Flag Break

Game – Based on “Man the Ships / NSEW” (10 mins)

When commands are called out Cub Scouts run to nominated point or do the action.

4 separate points in the room (usually corners) are nominated as Grand Howl; Pack; Six; Cub Scout.

Other Commands / Statements could be: -

“On my Honour” – Cub Scouts to stop running and Salute.

“Help Other People” – Cub Scouts to find a buddy and stand with them.

“Baden Powell” – Cub Scouts to freeze and make Scout Sign.

“Scout Greeting” – Cub Scouts to find a partner and give a left hand shake.

Animated Yarn – BP (10 mins)

Boomerang Groups (20 - 30 mins)

Bronze – Scouting in Australia – Trivia facts (could be done as a mini quiz with points awarded)

Silver – Scarf & District Badge – Guest Speaker (perhaps founding member of Group, oldest Leader currently in Group or DC – someone who knows history of Group Scarf and District Badge)

Gold – Draw World Badge – could be done in these formats: -

1 – Floor Size Badge drawn / painted

2 – Art Canvas using different mediums such as collage

3 – Create a Jigsaw

Singing – Choose some of your favourite traditional songs perhaps dating back to early Scouting times. Try to find out some history of the songs to explain why we like to use the older songs as well as some new songs when having a Campfire.

Here are some suggestions.

- BP Feeling

- Ging Gang Gooli with story of song

- Scouting Light

- Kumbaya

(20 mins)

Announcements / Presentations etc.

Grand Howl, Flag Down and Prayer

N.B.

Times are approximate (Scout Time!!)

Good craft shops stock jigsaw blanks which can be used for World Badge jigsaws to make it easier to fit jigsaw pieces back together. They can also be varnished afterwards, to survive frequent use by Cub Scouts.

Pack Program

Cub Scouting Traditions Market Night

Here are some suggestions for bases

Base 1 Act out an Animated Yarn on Jungle Book or BP. (some good books currently available in Scout shop)

Base 2 Scouting in Australia

Trivia Quiz Sheet – Clues to some answers could be hidden around the Hall. Other clues could be anagrams; answers hidden in a sentence; or just straight forward Q & A.

Base 3 Jungle Book Lightboards

- These are large boards that have Questions and Answers /Picture Answers that Cub Scouts have to match together. Each question has a wire from it and each answer has a torch light bulb under it, which lights as circuit is completed when the correct answer is given.

Base 4 Draw World Badge

Draw a base badge then use collage materials to cover it

Base 5 Learn a Song

Choose an old traditional song that your Pack may not know or have heard before.

Base 6 Create your favourite Jungle Book character using clay / plasticine / soap sculpture

Tell what part this creature played in helping Mowgli.

Base 7 Make BP's Birthday Cake

Cub Scouts to help mix up a batch of cakes and decorate those already baked.
(This is a base for a market night near Founder's Day.)

Base 8 Jungle Laws

A brief reminder to Cubs about the Jungle Laws then each Cub / Six is to make up two new Laws that we could use in the Pack and explain why they have chosen them.

Base 9 Draw your Group Scarf and explain what in represents.

(Some reminders on this could be done the previous week.)

Base 10 Mini Brownsea Island

Each person helps make a part of a model campsite.

Money for banking could be Good Turn Coins (if you can get any) or cardboard copies of centenary coins.

Base activities should last for about 10 minutes. Cub Scouts could do in their sixes or as individuals.

It would be best not to use all these bases on one night. Try to think of fun ways to present the Traditions to your Cub Scouts.