

Theme:	Yesterday (Special Pack Meeting)
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Date: _____

Duty Six: _____

Time	Min	Activity	Equipment	Scouter
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Great – we are spending the weekend with Gran and Grandad on their farm. It has been around forever and we always have fun when we come here. We must remember to wear our "farm clothes".

	05	OPENING PARADE Register	Register	
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We must remember the buddy system though, as the farm is very big and who knows what can happen....

	05	STEAM RELEASE: Buddies Cubs get into pairs and one Cub needs to hold onto the waist of the other Cub. One pair is "it" and must chase the other pairs. If another pair is tagged they become the chasers. If the pair is separated they are not allowed to tag anyone until they join up again.	None	
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Wait a bit – what is that? A small shed that we have never seen before – and look there is a wooden chest on the floor in the corner... Full of spider webs so it hasn't been opened in a while...

	10	CIRCLE GAME: Spiders Web Cubs to play this game in Sixes or in groups of no more than eight. They are going to try and create a spider's web! To do this, Cubs must have a ball of wool around their wrist at the start. When they are ready to go they need to say this rhyme: "My, oh my! It's a fly!" and players must throw their ball of wool to any player other than the ones either side of them. When everyone has caught a ball of wool, repeat the rhyme again and do this around eight times. When a sufficient looking web has formed you get to the tricky part of this game. Cubs must try to untangle themselves from their part of the web without cutting or tearing the wool. (Different colours of wool may make it clearer for Cubs to figure out what way to move in order to free themselves). The first to become free gets bones. <i>Make sure to use wool for this game and not string or twine. Wool will break if pulled too tightly but other materials may not, so could be a safety risk.</i>	Small ball of wool for each Cub – different colours if possible	
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Now that we have broken through the spider's web, what is inside the chest? Oh, wow – really old papers and photographs and some things we have never seen before.... Like a quill pen they used to write with.....

Time	Min	Activity	Equipment	Scouter
	10	<p>RELAY GAME: Quill Pen</p> <p>Cubs line up on one side of the playing area in relay formation. Cubs run up, dip the "quill (can be a feather, stick, sharpened piece of wood, etc.) in the "ink" (water based paint) write their name on a piece of paper and then run back – next Cub goes.</p>	Water based paint, quill and paper per Six	
<p><i>I wonder what they did for fun in those days. With no TV and not very many books to go around they must have done something to keep themselves busy...</i></p>				
	20	<p>ACTIVITY: String Games (or alternate activity)</p> <p>Give each Cub a generous length of string or wool and show them the string games which children used to play in the old days.</p>	String; scissors; instructions	
<p><i>That was fun! What else is in the chest? A really old fishing rod – they used to go out and catch fresh fish for their supper – there were no shops they could go and buy from...</i></p>				
	10	<p>TEAM GAME: Fishing</p> <p>Divide the Cubs into pairs. Mark out a large frying pan (chalk one on the floor) in the centre of the playing area. Each pair gets a fish cut out from paper – newspaper, tissue paper, etc. The pairs stand behind a line. On go, the Cubs need to fan their fish up to the frying pan in the centre using a piece of board from a box or similar. See which pair can get their fish in the pan first. It will be tricky as they will need to work as a team otherwise the fish will be blown all over the place.</p>	Paper fish; chalk to draw the frying pans; piece of thick card (from a box) per Cub	
<p><i>There are a lot of other amazing old things in the chest. I wonder what some of them were used for.</i></p>				
	15	<p>PLAYACTING: A Long Time Ago...</p> <p>The Cubs sit in a circle and are given an object to hold (this could be anything). The leader starts by making up a story which must include the object they are holding. The leader then choses a Cub at random who must continue the story in a logical way. They must include the object they are holding in the story. This continues until every player has had a turn and the leader finishes the story including their object in it. Any object can be used and the Cubs can use the object in any way they want – e.g. if they are given a stick, this can be used to sweep, as a flute, walking stick, lifting weights, etc. The Cubs need to realise that they need to use their imaginations for this game. The story should be around what like a long time ago.</p>	Various objects – one per Cub	
<p><i>In those days, waking up bright and early every morning was part of life as the cows needed to be milked.</i></p>				

Time	Min	Activity	Equipment	Scouter
	10	TEAM GAME: Milking the Cows "Milk the cows" using plastic gloves/bags filled with water. Make a small hole in each finger so that the "milk" can come out. See which Six can fill a small container first. The Cubs sit around the container and each take it in turns to "milk" the cow.	Plastic gloves/bags; small container; water	
<i>Time to go home. We have had fun going through the chest and look forward to coming back soon.</i>				
	05	CLOSE Prayer	Prayer book	