Theme:	**Energy Savers**

Date: Duty Six:

Time	Min	Activity	Equipment	Scouter
	05	**GRAND HOWL** Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	
SOS, the earth is getting hotter! The "Energy Eaters" are using too much energy and this is causing a change in the environment. It's time to call in the "Energy Savers"!				
	05	**STEAM RELEASE:** Earth, Air, Fire and Water Label the four walls of the meeting room, earth, air, fire and water. When the leader calls out a word, the Cubs run to the correct wall. Last one to the correct wall loses a life. Actions are: Earth — Spring like a Springbok Air — Fly like a plane or bird Fire — Run to the wall, stop, drop and roll and stand up Water — Swim to the wall You can add two extra words, for more fun, flood (get up off the floor); hurricane (spin like a top).	Bones	
Energy Savers, have you heard about climate change?				
	10	**INTERACTIVE YARN:** The Climate Change Story Copy the keywords template and cut into paper slips so each Cub has one word. Cubs sit in a circle. Read the climate change story to them once, asking them to listen for the key words such as **climate**, **carbon**, **greenhouse**, **energy** and **trees**. Then hand out the paper slips with the words so that all the Cubs have a word; space the words evenly around the circle. Read the story to the Cubs again. When a Cub hears their word they have to get up and try to run around the circle and back to their place first. After each key word, wait for all the Cubs to get back before continuing the story. Ask the Cubs questions about each of the words after the game to ensure they have understood the message.	Keywords; story	
Let's see what you remember from the climate change story!				
	10	**TEAM GAME:** Climate Change Noughts and Crosses Played like normal noughts and crosses; the object of the game is to get three team members sitting in a row (horizontally, vertically or diagonally). Explain to the Cubs that they are going to play a life size game of O's and X's and show them the diagram to give them a visual clue about the game. Tell them that for every question they get right they get to put one player on the 'board'.	2 sets of 9 chairs; 12 questions on climate change	

Time	Min	Activity	Equipment	Scouter
		If they get the question wrong the other team gets to guess. The game is over when one team has three players in a row. Explain that the Cubs need to decide on the answer amongst the team and then the Sixer (or team leader) will give the answer. If the answer is right the team has to decide with their Sixer (team leader) where to put a player and the Sixer needs to appoint which Cub will go on the board. Set up chairs in two squares of 3 x 3 at opposite ends of the playing area. Split the Pack into four teams and assign two teams to each of the squares of chairs. Assign a leader to each team. Assign a leader to read the questions. Flip a coin to determine who goes first in each game. At the end review the questions that were difficult for the Cubs to answer.		
As Cubs we need to become 'Energy Savers' and not "Energy Gobblers"; we need to help protect the earth by using energy carefully.				
	05	**ACTIVE GAME:** Energy Savers Two Cubs (Energy Savers) form a net (hands held together) whilst the rest of the Pack become 'Energy Gobblers'. The 'Energy Savers' try to catch the 'Energy Gobblers' by dropping their arms over a 'Gobblers' head. If the 'Gobbler' is caught it becomes part of the 'Energy Savers', and so on, until all are caught. Two or more nets may go at once.	None	
Have you ever wondered how much energy it takes to make popcorn?				
	10	**ACTIVITY:** Popcorn Discuss with the Cubs how it takes energy to do everything and make everything in the world. To put up a tent, to drive a car, to make an item of clothing, etc. Ask them to think about all the types of energy needed to make the popcorn (sun to grow it, farm equipment to harvest it, trucks to bring it to stores, machinery to package it, cow's energy to make milk, machinery to make the butter, electricity to make the popcorn machine work, human energy to put it together, etc.) Working in their Sixes, put a large piece of paper in the middle of each Six and draw a few popped popcorn kernels in the middle. Have the Cubs draw all the energy ideas around the popcorn on the sheet with lines going to the popcorn. Have each Six present the ideas that they had on their sheet. Treat the Pack to some popcorn.	Popcorn; a popcorn maker or ready-made popcorn; butter; bowls; piece of paper per Six; markers	
Energy Savers, do you know that there are many ways to save energy in your homes?				
	10	**PLAYACTING:** Energy Charades The object is to guess the action that the Cub is doing. Each Cub, in turn, is handed a slip of paper and has to act out the action while the others must guess what they are going. After the action is guessed, discuss how this action helps save energy and can be good for reducing climate change. Once the action has been reviewed, choose another cub to act out the next action.	Slips of paper with actions written on them.	
Do you turn off the lights when you leave a room				
	10	**REVISION GAME:** Light Switch Tag	None	

Time	Min	Activity	Equipment	Scouter
		Choose a Cub as the 'Energy Eater'. Have the Cubs spread out in the playing area with one arm pointing to the floor representing the switch on a light switch when it is in the 'turned off' position. Have the 'Energy Eater' try to chase and tag the Cubs and 'turn them on' which means they are 'Energy Eaters' too. If they are tagged they must stand still with their arm pointed to the ceiling in the 'turned on' position until someone turns them off again by pulling their arm to point down to the floor and then they are free to run again.		
Cubs are we going to be Energy Gobblers or change to become Energy Savers?				
	15	**QUIET GAME:** Power Down to Win Divide the pack into groups of two (or more). Hand each group a board game, two (or more) counters and a dice. Roll the dice to determine who goes first. The first player rolls the dice. If their counter lands on a square with an instruction they must follow the instruction. The first player to land on the finish square wins. A player must roll the exact number to land on the finish square.	Board game / dice / counters (or buttons or small stones)	
It's up to us, Energy Savers, to save energy and help to stop climate change.				
	05	**NOTICES/BADGES**	Notices/badges	
	05	**GRAND HOWL** Flag Prayer Dismiss	Totem/skin/rock Flag/flag pole Prayer book	

Acknowledgements: Climate Change – Adult Handbook - 2011

Advancement covered:

SW Entertaining: Take part in a play-acting activity with your Six
GW Healthy Mind: Learn to play a board game
GW Conservation: Identify everyday activities in your home which waste or consume energy

INTERACTIVE YARN: The Climate Change Story

The atmosphere is the layer of gases around the **EARTH**.

These gases help keep some of the sun's heat in, kind of like a window in a **GREENHOUSE**. We need them because otherwise the planet would be too cold to live on.

But if there are too many of these gases too much of the heat gets trapped in the atmosphere and that will cause **CLIMATE** change. Human actions are putting more and more of these **GREENHOUSE** gases into the atmosphere.

One of the most common of these gases is called **CARBON** dioxide. This is a molecule that occurs naturally, for example, we breathe it out with every breath and it is necessary for the survival of **TREES**. However, we also create this molecule when we burn fossil fuels like oil and gas to make **ENERGY** and drive our cars. And too much of it is not good for **EARTH**.

However there are many ways to help reduce **CLIMATE** change. We can plant **TREES**. They help reduce global warming by absorbing **CARBON** dioxide. We can also help by turning off the lights, recycling our garbage, using our cars less, so that we need less **ENERGY**.

I hope this little lesson helped you understand the relationship of the **EARTH**, **CLIMATE** change, **GREENHOUSE** gases, **CARBON** dioxide, **ENERGY** and **TREES**.

Carbon
Climate
Greenhouse
Earth
Energy
Trees

TEAM GAME: Climate Change Noughts and Crosses

		X
	O	
	X	

Questions:

1. What is the problem that the earth is facing because humans are using too much energy? **Climate Change**.
2. What are the gases that cause global warming called? **Greenhouse gases.**
3. Why are they called greenhouse gases? **Because they trap the sun's heat in like a greenhouse.**
4. What is a common type of Greenhouse gas that we talked about in the story? **Carbon Dioxide**.
5. How do trees help reduce Climate Change? **They absorb the carbon dioxide.**
6. What is the type of fuel that is used to create energy that also causes climate change? **Fossil fuels (oil or gas)**.
7. Is the planet getting colder or hotter because of the greenhouse gases in our atmosphere? **Hotter**.
8. True or false – saving electricity can help climate change? **True**.
9. What are three things that begin with the letter R that can help reduce climate change? **Reduce, reuse and recycle**.
10. What thing do we often use to get from one place to another that contributes to comate change? **Cars, taxis, aeroplanes**.
11. What can we use to travel around that does not cause greenhouse gas emissions? **Bikes; our feet; skateboards**.
12. Name two things at home that you can do to help climate change besides those already mentioned in these questions. **Turn off the lights, TV, dry clothing in the sun instead of a dryer, just about anything where they are using less electricity or energy**.

PLAYACTING: Energy Charades

Turn off a light when you leave a room.
Turning off the lights saves electricity. Electricity that is produced with fossil fuels creates greenhouse gases which contribute to climate change.
Turn off the TV.
Same explanation for lights.
Take a shower.
Water is often heated with gas or oil in a process that creates greenhouse gases. A quick shower will generally use less energy to heat the water than a bath.
Ride a bicycle.
Cycling is an active form of transportation which uses only our human energy and no fossil fuels and therefore does not contribute to climate change.
Turn off a computer.
Same explanation for lights.
Turn down the heat.
In many places heating for your home is produced by a gas or oil stove. In these cases the process of using these fuels creates greenhouse gases.
Hang clothes to dry on a line or drying rack.
Clothes dryers are one of the appliances that consume the most energy in the home.
Use a microwave.
Microwaves use less electricity to head items than a conventional oven.
Put on a jersey/sweater.
See explanation for 'turn down the heat'.

QUIET GAME: Power Down to Win