

week 47:	"t"
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**'Tis a wonderful day for a typical, "tawsome" programme .... Tell us please what the letter is for today?**

**Games:**

1. **Wide/Steam release:** Twenty two teeth!

Cubs should be in threes. They need to run outside and find twenty two teeth to stick onto a smiley face – you can use this smiley face and print it bigger or show them the face and they need to draw their own smiley face. Teeth can be anything from nature so long as there are twenty two! Once complete, discuss the importance of having clean teeth ...



2. **Relay:** Time please!

Cubs will be in their Sixes and clocks (can be paper plate clocks) are placed in front of each Six at the other end of the hall. A time will be called out and one Cub needs to put the correct time on the clock face. Have more challenging times for the older Cubs. They can discuss first to see who will be running up and the Cubs can only go once until all Cubs have had a chance. In addition, the Cubs working on the Gold Wolf will need to choose a picture depicting something that would be done at that specific time of the day. (E.g. call out 7:00am – they need to show the time on the clock face and then also match a picture of someone (e.g.) brushing teeth or having breakfast, or at 3pm they will be shopping or doing homework, etc.).

3. **Relay:** Tunnel ball

The Cubs stand in their Sixes at the alert in relay formation. The front player in each team has the ball. On the command "go", they spring their legs apart. The player at the front passes the ball between their legs. The ball must go between each player's legs until it is picked up by the player at the back. The back player then runs to the front and continues the process until the original front player is back in the front. The winning team is the one with all players standing at the alert with the ball at the front. If the ball breaks out from the line it must start its journey through the tunnel again from the front.

4. **Circle:** Toys for Sale

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5. **Team:** Take a turnip and put it in the tub

The pack stands in two lines facing each other, numbered from opposite ends (maybe numbers beginning with "T"). Place three beanbags between the two lines – these are the turnips and place two hula hoops at the top end of each team -these are the tubs. The leader calls a number and the two Cubs with that number run around their line and back through their place to pick up one turnip. They then race to place the turnip in their own team circle and then run back to pick up the remaining turnip. They place the last turnip in their circle. The team with two turnips in their hoop is the winner. Repeat with another number.

### **Sense Training:**

1. **Taste:** It's all about the tongue!

Have about ten different foods for the Cubs to see/taste – all beginning with a "T" (careful of allergies ...) – e.g. toast, tomato, tea, tuna, tacos, tofu, turnip, trout, tabasco, turkey – probably easier to have pictures and after you have shown the pictures see how many the Cubs can remember. Maybe have a couple for them to taste and the rest pictures.

2. **Sight:** I Spy with my little eye something beginning with T

Have pictures stuck up around the hall – all items to start with the letter T. Let the Cubs look around the hall for a minute or two and then they need to give feedback on how many pictures they saw.

### **Yarn:**

#### The Only Clock in Town

*(Keeping time is very important especially if we want to be punctual ...)*

Once upon a time there was a nice little town in a corner of the world. The town had a small square and a few narrow lanes. In the middle of the square stood a high pillar with a very big clock on top, which always told the correct time. Once a week the official clock winder of the town would come and wind up the clock. This big clock was the only clock in town. There was no other clock or watch to show the time, and people would arrange their business according to the clock in the square.

One day, at midday, when the sun was really hot and everybody was at home having a meal, a very strange thing happened. As the short hand of the clock came underneath the long hand, showing twelve o'clock, the long hand said to the short one, "Hello friend, how are you? Ticking away, are you?" "Yes", answered the short hand, "I am all right. Just doing my job."

The long hand complained, "You know, I am really fed up. Out of all the wonderful and interesting things in the world, I've only known the face of this clock. I just move round and round it all the time. The only thing I have ever done is to show minutes passing."

"It's the same for me," said the short hand, "except that I move more slowly than you. My only job is to show the hours. But I am much happier than you are because my job is more important."

"But, my dear friend," the long hand flushed with anger, "my job is no less important than yours. If I didn't show how many minutes had passed, people wouldn't know the exact time." He continued, "Let's find out about this. For a while you hide under me and together we will show the minutes only. Then I will stop while you move along and show only the hours. In this, we can find out which one of us is the more important."

So they did as they had planned. The short hand moved along with the long hand and remained hidden. At five o'clock, when people were leaving work, only one hand could be seen on the face of the clock. Such a thing had never happened before.

"The long hand has killed the short hand", they said.

Just then, the mayor came along. With him was the man who was responsible for winding up the clock. The mayor asked all of the people to move aside. He asked the clock winder to go up the pillar and investigate the matter.

The clock winder, who was a bit frightened, climbed up, opened the glass of the clock and looked into it. "Ah ha! Don't worry! Everything is all right – it is just that the short hand is hidden under the long one."

He tried very hard to release the short hand, but alas, he couldn't. He came down, and as nothing else could be done, everybody went home.

After a few days, the people were getting used to the new situation. But they couldn't do anything on time! For example, if somebody wanted to invite a friend to his house, he would say, "Come to my house tomorrow at five minutes to." The poor guest, who couldn't make out what it meant, would go at the wrong time, and both he and the host would be embarrassed.

A few weeks passed by. Then one morning, people on their way to work noticed that the long hand has stopped on six but the short hand was showing the right hours.

People rushed to the mayor and told him to call the clock winder to repair the clock. The mayor said that it was impossible at that time. So the people left and their lives changed again.

For example, when someone was supposed to meet a friend, he might have to wait for one hour because the short hand would remain at one number for an entire hour and only then move onto the next. So no one could be punctual.

Finally, they couldn't stand it anymore. One afternoon, all the people of the town gathered at the Town Hall and told the mayor that they wanted a brand new clock. He promised to buy one since the old clock obviously was no longer working.

"We should buy a clock whose hands work together as they should," the mayor said.

When the hands of the clock heard these words, they whispered between themselves for a while and then started to work together again.

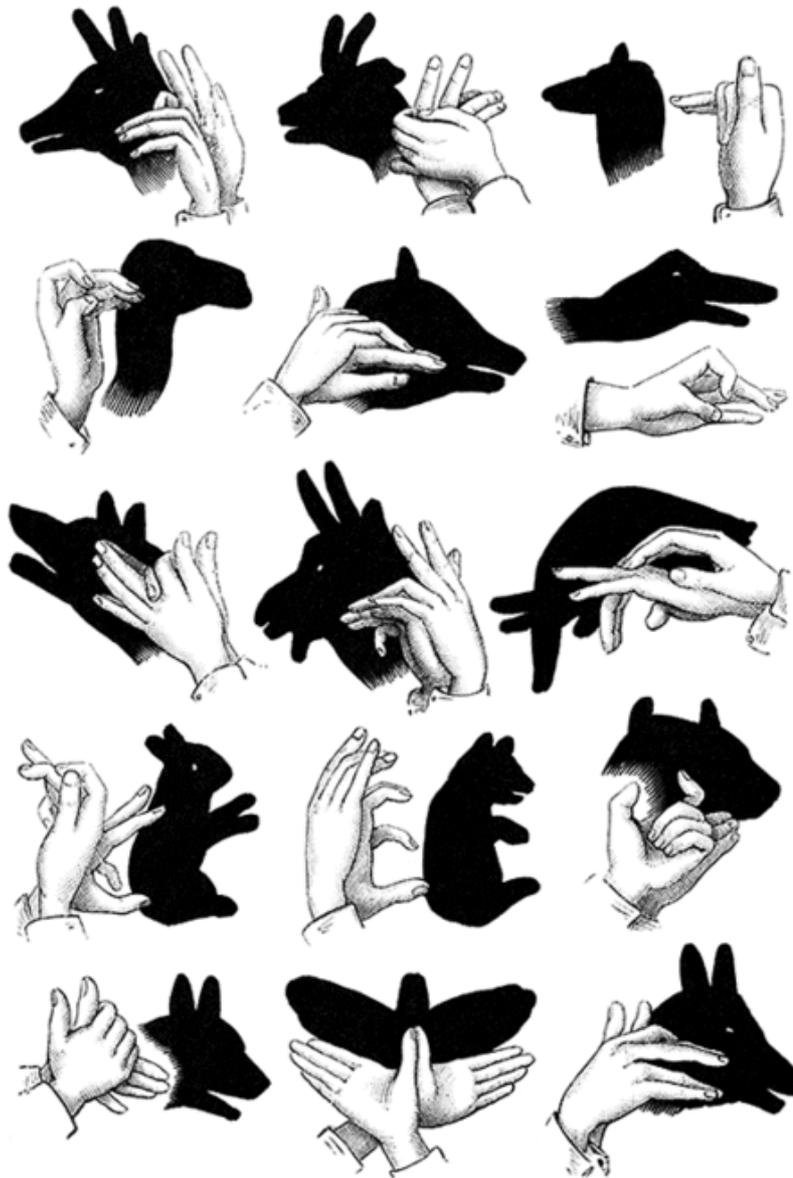
Can you guess what they whispered to one another?

### **Craft/Activity:**

#### 1. **Activity:** Torch Shadow pictures

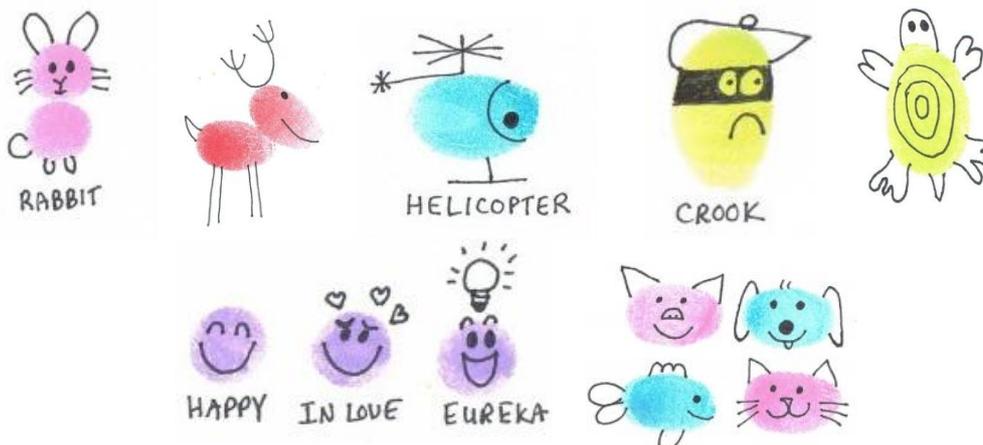
Using a torch to create a light source behind you or the Cubs and have a plain wall or sheet in the front.

Examples (some are tricky so let the Cubs practice first!)



2. **Handcraft:** Thumbprint greeting cards

The Cubs make a greeting card and decorate using their thumbprints. They will need to use their imaginations to turn the thumbprint into something else – examples may be:



**Singing/Play Acting:**

1. **Singing:** National Anthem

*When we support our National Team, we will sing the National Anthem.*

2. **Playacting:** Tell a story

Let the Cubs use the shadow puppets they have created and practiced with to tell a story!

**Advancement covered:****Silver Wolf:**

*Flags and Country:* Learn the words of the National Anthem and sing it together with other Cubs.

*Time:* Show how to tell the time and demonstrate the importance of being punctual.

**Gold Wolf:**

*Time:* Show an adult that you know what time to carry out important actions during the day.