

I'm sure you've all heard about Little Red Riding Hood who walked through the woods to deliver food to her sickly grandmother. It must have been scary leaving the safety of the village to walk through the unknown woods. ¹

Games:**1. Steam Release:** Touching God's Creation

(Little Red Riding Hood saw so many things when she walked through the woods on her way to visit her Grandma.)

Games module: page 69

2. Team: Wolf

(Lurking in the forest was a big bad.....!)

Pack divided into two teams, each taking position diagonally opposite corners. One Cub in the middle calls "WOLF". The two sides must change places while the middle Cub tries to touch as many as possible. Those touched stay in the middle and help touch.

3. Wide: Red Riding Hood and the Wolf

Pick one Wolf and one Red Riding Hood. The rest of the Cubs pair off and become trees by holding hands and putting their arms in the air. The Wolf chases Red Riding Hood, who holds a basket (or something similar) in her hands, in and out of the trees. Red Riding Hood is safe when she stands inside a tree. Red Riding Hood passes the basket to one half of the tree, who becomes Red Riding Hood and Red Riding Hood becomes half of the tree. The Wolf continues to chase Red Riding Hood. If Red Riding Hood is touched by the Wolf choose two new Cubs. (In a large Pack you can have more than one Wolf and Red Riding Hood).

4. Circle: Keep the Wolf out

(A Woodcutter came to Little Red Riding Hood's rescue).

Divide the Pack into two teams – Red Riding Hood and Woodcutter. The defenders (Red Riding Hood/Woodcutter) form a circle holding hands and facing outwards. They chose a captain who stands in the centre. The wolves surround grandma's house and try to kick a soccer ball in. It may go through the legs of the defenders (who must try and kick it away). If it goes over their heads the captain may catch it and throw it out again. Once the ball touches the ground inside the circle, grandma's house has been 'captured' and teams change places (or set a time limit for each team to be the defenders and keep score).

5. Revision: Dangerous Trail

(Before Little Red Riding Hood left to visit her Grandma, her mother gave her strict instructions to stay on the path and to wander off).

Games module: page 40

6. Relay: Parcel Game

(Little Red Riding Hood had packed something special for her Grandma).

Games module: page 35

Sense Training:

1. **Sight:** Wide Awake

(To keep safe we must always keep our eyes open.)

Without telling the Cubs why, display information about one (two or three) cars that they can see during the Pack Meeting – e.g. Red Toyota (PFG333GP); White Golf (STP196EC), etc. Near the end of the Pack Meeting explain to the Cubs that it is important to be observant at all times and see which Cubs can accurately remember the information about the cars.

2. **Hearing:** What is that I hear?

(Little Red Riding Hood sang as she walked through the woods).

Games module: page 80 – Singing Relay

Yarn:

Keeping Safe

Mark met Steven and Charlie on the way to school on Monday morning, and told them what had happened.

Charlie didn't even try to make a joke.

"How awful!" said Steven.

"What's awful?" said Amy coming up behind them, walking with Gill and Katie.

Mark told his story again, while Gill and Amy listened in horror.

"What did he look like?" asked Amy.

"Probably all hairy and ugly," said Charlie

"No, he was dressed like my dad when he goes to work. You know, a suit and all that. He seemed a nice man, until he grabbed me."

"You shouldn't have talked to him at all. My mum says to just ignore anyone who comes up to you on the street, if you don't know them," said Amy.

"Well, I didn't want to be rude," said Mark. "But you can bet, if anyone tries to talk to me again, I'll just walk right by and pretend I didn't hear."

"My mum tells me that I've got to be polite to adults and say hello when they talk to me," Steven said.

"But not to someone you don't know and haven't met before!" exclaimed Amy.

"But sometimes it's hard to know what to do. My mum says that it's my body and I have the right to say what happens to me and who I should talk to and kiss and all that. Then when my great-aunt leaves, she makes me kiss her good-bye even if I don't want to," said Katie.

"I think you should tell your mum how you feel", said Amy.

"My dad told me that it's even all right to be rude to an adult, but only if the adult is doing something that makes me feel unsafe. He said he would never be cross with me if I accidentally hurt someone's feelings if I was frightened", said Charlie.

"Most grown-ups are really nice, though", said Steven.

They kept talking till they got to school. By the time the bell rang, all the children knew what had happened to Mark. Everyone was buzzing as they entered the class. Mrs Simpson called Mark aside and asked him how he was feeling.

"Fine, Mrs Simpson, but I didn't sleep very well last night."

"I bet you didn't," she said giving him a hug. "I'm so glad you're all right. Do you mind being in the class when I talk about what happened?"

Mark said he didn't mind and, besides, the class already knew that it was him the stranger had tried to grab.

When everyone was sitting down, Mrs Simpson began.
"Something has happened that we all need to talk about," she said.
"Someone tried to kidnap Mark!" shouted out Charlie.
"Oh, be quiet, Charlie," said Mary.
With Marks help, Mrs Simpson explained what had happened.
"Let's go over the things to remember should any of you ever be in that situation," she said.
"Who can think of one of the rules that we learned?"
"Never talk to strangers," said Katie.
"Stay far away from someone you don't know," said Tom.
"Don't take sweets from a stranger," said Bill.
"Maybe you could if they were wrapped," said Tony.
"No!" shouted several children, and the rest agreed.
"Just kidding!" said Tony.
"It's all right to yell, kick and run if you're in danger," said Charlie.
"If you're in danger and need to get away fast, where should you kick the attacker?" asked Mrs Simpson.
"Where it really hurts!" explained Steven.
The children giggled.
"If you ever try to kick up at an adult, what do you think the adult would do?"
"Grab your leg and push you down" said Andrew.
"That's right. Where's the safest and best place to aim the kick?"
"At the shins, so no one can grab your leg!"
"Good! Can everyone show me where your shins are! Yes, that's right, the bone joined right onto our ankle."
"Kick the attacker in the shins and run away to get help," said Sam.
"What if someone puts a hand over your mouth to keep you quiet?"
"Lick it" offered Charlie.
"Oh, yuck!" said Bill.
"Bite it!"
"Take his little finger, pull it hard back away from your mouth and then yell!" said Tim.
"You can do any of those things. Pulling back the little finger works particularly well. Now let's practice the yell we learned that Mark used," said Mrs Simpson.

"Everyone stand up. Remember that if you're frightened a yell sometimes sticks in your throat, but not if it comes from your stomach. Stand up, please. When I count to three, take a deep breath and let the yell come from right down in your stomach."
"One, two, three..."
The children shouted.
"Well done!" said Mrs Simpson. "You've remembered all the things we practised."
"Today I'll be giving you a note to take home about the stranger who approached Mark and it's very important that you give the note to your parents and talk to them about what happened."
"Wait till the next time my brother tries to get me," laughed Steven.
"I know you're joking," said Mrs Simpson, hearing that, "but everyone must please remember never to use any of the ways to protect yourself we've learned, in play, or on other people unless you feel unsafe, because you could hurt them. Do you all agree with that?"
"Yes!"
Mrs Simpson then asked if anyone else had something frightening happen to them that they would like to talk about.
"We got some of those awful telephone calls," said Anne. "You know, when the person on the other end says really rude things."
"What could you do if that happened to you?" Mrs Simpson asked the class.
"My mum told us not to say anything, just hang up," said Anne. "But the calls kept coming, so she bought a really loud whistle and blew it down the phone. That stopped them!"
The class laughed. "Good thinking," said Katie.
"If the calls don't stop, you should ring the police and they'll investigate," commented Mrs Simpson.
"What are flashers?" whispered Laura to Amy.

"People who show their private parts," whispered Amy. "Like in the park or somewhere in the street."

"What a stupid thing to do," thought Laura.

"What's the best to do if that ever happens to you?" asked Mrs Simpson.

"The best thing to do is to turn away and not say anything," replied Steven. "Don't talk at all!"

"Yes, and get away from him, if you're frightened."

"That happened to my friend at a bus stop," said Anne. "She just didn't know what to do. No one else seemed to pay any attention."

"It isn't very pleasant when that happens, but do tell an adult as soon as possible who is doing it. He wants you to giggle or react in some way and, if you don't it might make him stop bothering you. Anyone else had anything scary happen?"

The children looked around. Everyone was quiet.

"Let's remember that sometimes being scared feels sort of safe, like telling ghost stories with friends or family. But most of the time, being frightened isn't very nice. Who can tell if you're frightened of something?"

"Grandma."

"Mum."

"My dog."

"My uncle"

"A friend"

"My diary."

"Dad."

"The police."

"Even you!"

"Even me?" Mrs Simpson laughed. "Of course you can tell me. I hope you all know that." ²

Craft/Activity:

1. **Handcraft:** Big Bad Wolf

Materials:

Cardboard
Crayons/paint
Scissors
Split pin

- Enlarge this picture.
- Cut-out wolf and tail separately.
- Colour or paint.
- Join the tail to wolf with split pin.



2. **Activity:** Grandma's House

(Grandma lived in a cute little cottage in the woods).

Make Grandma's cottage – see http://www.dltk-kids.com/crafts/miscellaneous/printable_paper_house_craft.htm for details on how to make her house out of paper.

Singing/Play Acting:

1. **Singing:** Lock your doors (Tune: Row, row, row your boat)

Lock, lock, lock your doors,
Lock them every day.
Turn the TV on for noise,
Keep trouble far away.
No, no, no's the word,
You know that it's not right.
Tell them just to go away,
Keep trouble out of sight.

2. **Playacting:** Stranger Danger

Give each Six a stranger danger scenario and let them act out what they would do. Discuss the good/bad points afterwards.

Advancement covered:

Silver Wolf:

Personal Safety: Explain the dangers of talking to strangers.
Revision: Reef Knot (Parcel game)

Gold Wolf:

Healthy Mind: Play sense training games using all five senses and achieve a 70% score.

¹Little Red Riding Hood, European fairy tale, published by [Charles Perrault](#)

²Scouting magazine, March 1996