

week 71:	a builder
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Builders can also do good deeds for others. Some even give up their spare time to help build homes for those less fortunate than ourselves. Building houses and buildings takes a lot of care and hard work ... are you ready for some hard work?

Games:

1. **Quiet:** Tools in the home

Games module: page 27

2. **Relay:** House Builders

Games module: page 33

3. **Circle:** Electrical Shock

Games module: page 56

4. **Team:** Link Pass

When builders build houses they need to work in teams in order to get the job done. How many of you have watched builders when they pass each other bricks? Can you act as a team and pass things to each other under any circumstance?

Divide the Cubs into two teams facing each other. They lock elbows with those next to them in their line. Place 10 'bricks' (pebbles) on the floor near the first player in each line. On a signal, those two Cubs each pick up a 'brick' and pass it to the next Cub in line, who passes it on. The players arms must remain linked throughout the game. If a Cub drops a 'brick', he/she must retrieve it without breaking the chain. The first player may start another 'brick' right away. The first team to pass the 10 pebbles to the end, wins.

5. **Wide:** Name that tool

Before we can think of doing any building we need to make sure we have the right tools for the job!

Have pictures of tools scattered around – a set for each Six or team – cut them out on the outline of the tool. Trace the outline of each tool onto a piece of cardboard or large paper. Once the Cubs have found all the pictures for their particular Six, they come back into the hall and line up in relay formation. For the relay, in turn, they need to place the correct tool with the correct outline. Once this has been done, discuss the uses for each tool and how to look after them (requirement for repairs badge is to know about any four of the listed tools). Use the following tools: **screwdriver, hammer, vice, wood plane, brace and bit, pliers, adjustable wrench, saw or G-clamp.**

Sense Training:

1. **Feel:** Feel that tool!

Following on from the wide game listed above, have the 'real thing' ready in a covered container. The Cubs must feel inside the container for the tools, as called out by the Leader. If possible have more than one set of tools available so that the Cubs can feel in their Sixes.

2. **Sight:** Build that house

Make some building structures out of Lego and take a picture of them. Show the Cubs the photos. They need to look at the photo for a minute and then (in Sixes or smaller groups) need to try and recreate your structure from memory. Sample structures e.g. <http://pinkyslearningworld.blogspot.co.za/2011/07/pinky-builder.html>. Structures can be as easy or as difficult as you think your Cubs can manage.



Yarn:

Do what you can do well!

Yarn module: page 51.

The focus of the story is on whatever the Cubs do, they must do their best ... and do it well!

Craft/Activity:

Both activities can be run as bases

1. **Activity:** Repair an item using glue (Repairs badge requirement)

Use glue to repair a broken article. If you want to do this during the meeting, break something simple for the Cubs to fix (e.g. maybe a plastic ruler or something similar in thickness). Show the Cubs how to use glue to fix it – use something like Bostik and a toothpick to apply the glue!

2. **Activity:** Fix a leaky tap

Requirement for repairs badge: replace a washer in a leaky tap

Some sites with clear instructions and pictures:

<https://www.buildit.co.za/Home-Building/View/PDFs/Changing-a-Tap-Washer>

<http://www.wickes.co.uk/how-to-guides/kitchen-bathroom/fix-leaking-taps>

<https://www.theguardian.com/lifeandstyle/house-and-homes-blog/gallery/2011/nov/23/how-to-change-tap-washer-in-pictures>

http://www.diydoctor.org.uk/projects/dripping_tap.htm

Singing/Play Acting:

1. **Singing:** O What you Do, Do Well

Do what you do, do well Cubs
Do what you do, do well
Give your love and all of your heart
And do what you do, do well

2. **Playacting:** Human Machine

Playacting module: page 12

Advancement covered:

Silver Wolf:

None: Repairs Interest Badge

Gold Wolf:

Community Challenge: Service – Do simple repairs at home or at your Pack meeting place OR hold the Repairs interest badge.

REPAIRS BADGE REQUIREMENTS:

Items highlighted in red have been covered during the programme - the other item needs to be completed at home

1. Use glue to repair a broken article. *If you want to do this during the meeting, break something simple for the Cubs to fix (e.g. maybe a plastic ruler or something similar in thickness). Show the Cubs how to use glue to fix it – use something like Bostik and a toothpick to apply the glue! Do as an **activity**.*

2. Demonstrate to the examiner how to **replace a washer in a leaky tap** OR how to repair a fence. **(Activity)**

3. Refurbish or repaint something. *(As a good turn, maybe get some wooden blocks cut – then refurbish them by sanding and painting them in bright colours and maybe letters or numbers can be painted on as well This also talks to the suggested yarn!)*
4. Show that you know how to use and take care of any FOUR of the following tools: screwdriver, hammer, vice, wood plane, brace and bit, pliers, adjustable wrench, saw or G-clamp. **(Wide/Relay game)**