

week 80:	campfire's burning
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Campfires are very important to Scouts and Cubs - this programme is all about campfires and the songs we sing and the tales we tell. Use this opportunity to hold either an indoor or outdoor campfire and get the Cubs to practice their songs.

Games:

1. **Active:** A Growing Fire

Out of a large group, pick one person to be the first flame. They will proceed to chase people around and try to tag them thereby getting the flames to get bigger and grow into a fire. A tagged person must link arms with whoever tagged them. Whenever a flame chain gets to 4 people, they split in half.

2. **Circle:** My favourite campfire song

(We all have a campfire song which we enjoy and know all the words to! What is yours?)

Cubs stand in a circle. Have a stave ready and let the Cubs pass it around the circle. When the whistle blows, the Cub holding the stave must say what his/her favourite campfire song is. Then the whole pack will sing the song. The song cannot be repeated! If the Cub is not sure of a song then a Cub on either side can answer for him/her.

3. **Quiet:** Obey Orders

It is important that we listen to the Scouters when attending a campfire as there are certain things we should not do at a campfire (e.g. clapping and not using torches). Can you obey orders?

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4. **Relay:** Bucket Brigade

Whenever you light a fire – whether it is a cooking fire or a campfire, you must always ensure you have a bucket of water nearby.!

Each Six will need two containers, and each Cub will need a plastic cup. Sixes get into a line, and place a container at each end. Fill one mostly full of water, and make a mark on the other that is about 2cm below the water line of the one with water. On signal, the Sixer will fill his/her cup with water from the full container, and pour it into the next Cub's cup, continuing on to the end, where the last Cub will pour the water into the empty container. This will continue until the container with water has been emptied, and the empty container has been filled.

5. **Team:** Where is the campfire?

(We need to find a place for the ideal campfire And then we need to get there!)

Set up an obstacle course with a difference. Lay out a straight area with 6 to 8 chairs at various points along the route – even better if this can be set up to lead up to your campfire area at the hall if you have one! If you are going to lay an indoor campfire then set up the route to where you will be holding your campfire. Randomly place bamboo canes or similar on the ground of the route and between the chairs so that there are multiple routes and that there is not a straight route without either having to either go under or over at least 3 canes.

Tell the Cubs that they need to get through the maze without touching or knocking off more than 2 canes! An option here is to tell the Cubs that they have to alternate going over and under the canes above ground level!

Sense Training:

1. **Feel:** Set up a trail to get to the campfire.

(Tonight it is very dark and because we cannot use a torch, we need to feel our way to get to the campfire.)

The Cubs will be blindfolded and they will be crawling to get to the campfire. Lay a trail of things for the Cubs to feel their way, e.g. pebbles, dried leaves, logs of wood, etc.

2. **Sight: Things that make a campfire fun!**

Scatter seven or eight pictures around a designated area or stick them up somewhere – anything to do with a campfire – e.g. wood, matches, words to songs, campfire blanket, water, torch (which we never take to a campfire!!), shoes, smiles, etc. Let the Cubs look at the pictures for one minute and write down or draw what they remembered.

Yarn:

The Great Grey Ghost Elephant

In deepest darkest Africa there is a legend concerning the Great Gray Ghost Elephant. Every year after the rains the great gray ghost elephant arose from the mists and wandered throughout the land at dawn. When he came to a village he would stop and sniff the air, then he would either go around the village or through it. If he went around the village, the village would have a prosperous year, if he went through it there would be hunger and drought. The village of Wat-cha had been visited three years in a row by the elephant and things were very bad indeed, and the village leader Ging-ganga, was very worried, as was the village medicine man Hay-la-shay. Together they decided to do something about the problem.

Now Ging-ganga and his warriors were huge men with big shields and Spears and they decided to stand in the path of the elephant and shake their shields and spears at it to frighten it off.

Hay-la-shay and his followers were going to cast magic spells to deter the elephant by shaking their medicine bags as the elephant approached, which made the sound shalawally shallawly shallawally.

Very early in the morning of the day the Great Gray Elephant came the villagers gathered at the edge of the village. On one side were Ging-ganga and his warriors (indicate right side of camp fire circle) on the other was Hay-la-shay and his followers (indicate left side of camp fire)

As they waited the warriors sang softly about their leader;

Ging Gang Gooli, Gooli, Gooli, Gooli Watcha
Ging Gang Goo Ging Gang Goo
Ging Gang Gooli, Gooli, Gooli, Gooli Watcha
Ging Gang Goo Ging Gang Goo

As they waited the medicine men sang of their leader;

Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!
Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!
And shook their medicine bags,
shallawally shallawly shallawally shallawally.

And from the river came the mighty great gray elephant's reply

(Have all the adults do this)
Oompha Oompah Oompah Oompah!

The elephant was coming closer so the warriors beat their shields and sang louder,
(signal warriors to stand and beat thighs in time)
Ging Gang Gooli, Gooli, Gooli, Gooli Watcha
Ging Gang Goo Ging Gang Goo
Ging Gang Gooli, Gooli, Gooli, Gooli Watcha
Ging Gang Goo Ging Gang Goo.

Then the medicine men rose and sang loudly
Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!
Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!
And shook their medicine bags
shallawally shallawlly shallawally shallawally.

And the mighty great gray elephant turned aside and went around the village saying,
Oompha Oompah Oompah Oompah!

There was great rejoicing in the village and all the villagers joined together to sing,
Ging Gang Gooli.....
GING GANG GOOLIE
Ging gang goolie, goolie, goolie, goolie, watcha
Ging gang goo, ging gang goo
Ging gang goolie, goolie, goolie, goolie, watcha
Ging gang goo, ging gang goo.
Heyla, heyla sheyla,
Heyla sheyla, heyla ho-o-o
Heyla, heyla sheyla
Heyla sheyla heyla ho.
Shully wully, Shully wully, Shully wully, Shully wully
Oompah, Oompah...

Craft/Activity:

1. **Activity:** Make an indoor campfire. Either do this as a Pack or let each Six put an indoor campfire together. Show them an example first. Afterwards, either put all of them in the centre and hold an indoor campfire, or let each Six hold their own indoor campfire and let them take turns in leading the campfire songs. Some ideas for indoor campfires:
2. **Handcraft:** Make a campfire fridge magnet. Here is an idea to get you started ... (taken from <http://www.troop1379.org/miniatures.htm>)



Glue sticks together.
Glue red, orange and yellow felt in layers like flames. Put a little yellow or blue paint on top. Glue on back of sticks. Glue on magnet and tag with pack name.

... but you can use anything and make it as big as you want.

3. **Handcraft:** Make fire starters. Some ideas can be found here: <https://za.pinterest.com/explore/campfire-starters/>

Singing/Play Acting:

1. **Singing:** Any campfire song! Look in the Singing module
2. **Playacting:** Tell a tale

(It is always nice to hear a yarn around a campfire)

This game is an exercise in silly yarn spinning. Someone in the group begins a story by saying, "There once was a skunk who..." finishing the sentence however they wish. Then the person points to someone else in the group who has to keep the story going with a new sentence starting with, "Fortunately..." Then that person points to someone new who continues the story starting with "Unfortunately..." Continue the story as long as you can, rotating between sentences starting with "fortunately" and "unfortunately," For instance, the story might unfold like this:

"There once was a skunk who took ballet lessons."

"Fortunately, he looked very good in a tutu."

"Unfortunately, he got dizzy very easily and often tripped on his tail."

"Fortunately, a drink of root beer always cleared up his dizziness."

"Unfortunately, root beer sometimes made him burp uncontrollably."

Etc

Advancement covered:

Silver Wolf:

Community Challenge - Entertaining: Sing three campfire songs with others at a campfire.

Gold Wolf:

Community Challenge - Entertaining: Lead a campfire song with others at a campfire