**Rikki’s Favourite Cub Scout Games**

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*Some thoughts* –

*A good way to start a game is to ask the Cubs to help you chant “3, 2, 1, Go!” or “3, 2, 1, Stop!”*

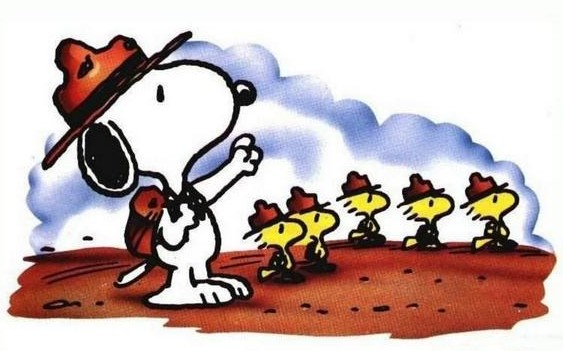
*A bell is also an easy way to start or end, especially for a noisy game.*

*Ringing a bell is useful to have the Cubs count the rings instead of calling out a number.*

*“Scissors, Paper, Rock” is a great way to sort differences of opinion and also give Cubs something to do while waiting for others, although don’t over-use it. Try other things, eg “Wood, Water, Fire”   
(wood floats on water, water extinguishes fire, and fire burns wood)*

*After a game, it’s good to acknowledge any winners by having the whole Pack call “1,2,3 Woof!” for the winning Cub or Six, and the winners should reply.*

*Leaders should have as much fun running games as the Cubs do playing them, and happily alter a game to suit themselves or the situation. Learning is fun if it can be a game that everyone enjoys!*



[Roald Dahl](https://www.goodreads.com/author/show/4273.Roald_Dahl) said “Life is more fun if you play games.”

**Introduction games** –

*It’s important for every child to feel welcome at Cubs, and also for those returning after the summer holidays. We can help make this easier by playing games to help Cubs get to know each other. Cubs take a while to remember each other’s names (just like Leaders do!). Cubs won’t mind if Leaders join in too.*

**Hi, My Name is …..** *(This game is also a good way to highlight the Scout left handshake.)*

Everyone walks around practising introducing themselves with the following exchange.

The first person says, “Hi, my name is \_\_\_\_\_.” and extends his left hand.

The second person says, “Hi, my name is \_\_\_\_\_.” and completes the handshake.

The first person says, “Nice to meet you.”

The second person repeats this back.

The first person says, “See you later.”

The second person responds, “Bye!”

**Variation** –   
Make half the Cubs “not Scouts” (by having them wear their caps back to front) and those Cubs have to shake hands with the right hand! *(Non Scouting people don’t know about our left handshake and Scouting people should then shake with the right hand with them.)*

**Move Your Body**

**Equipment** – *A circle of chairs with one fewer chair than the number playing.*

Everyone sits on a chair in the circle, and the one Cub without a chair stands in the middle. That Cub says something that they love, for example “I love chocolate!” or “I love swimming!” The other Cubs who also love that must move from their chair in the circle and find another spare chair, and the Cub in the middle also looks for a spare chair.

Any Cub who doesn’t find a chair becomes the next Cub in the middle.

**Name Touch**

Standing in a circle, go around (twice) and have everyone say their name so that others can remember it. One Cub becomes the toucher in the centre of the circle. Everyone in the circle holds out their hands palms up. Begin with the toucher saying the name of another Cub in the circle. The toucher must gently like a butterfly touch the hand of the Cub whose name he called **before** that Cub calls out another Cub in the circle. If the Cub is touched, or calls the name of someone not in the circle, that Cub must switch with the Cub in the centre and become the new toucher.

The toucher can move around before calling the name of a Cub.

**If You Really Knew Me**

# The Pack sits in a circle and the Cubs are asked to look at the eyes of the Cub speaking. One at a time, a Cub shares a statement beginning with “If you really knew me” while the others listen, keeping eye contact but not speaking. Statements could range from “If you really knew me, you would know I’m the oldest of three kids” to “if you really knew me, you would know I like the colour red.”

# On second round, Cubs can say two things about themselves.

# *Cubs can put their feet out in front of them if they want to say two things.*

**Snowballs** (Cool Introductions!)

# This activity works with adults too. Cubs write three things about themselves on a piece of paper. They should *not* put their names on their papers. Then they crumple the paper up into a “snowball' and have a one-minute ‘snowball fight.’ Tell Cubs they cannot begin until you say "go" and that they must stop when you say "freeze." Remind Cubs not to throw ‘snowballs’ at anyone's face. Then say "Go!” When you say "freeze," every Cub should pick up one snowball closest to them, open it and find the Cub who wrote it. Cubs should chat with their new partners about the information on the sheets. They can then introduce each other to the rest of the Pack, sharing the three facts. *Page 2*

# Evolution *(Introduction Games continued)*

**(Egg, Chicken, Dinosaur, Rock star, Superhero!)**

* Gather everyone in a contained area.
* Explain the evolution of life - First the egg, then the chicken, dinosaur, rock star, superhero!
* Each stage of evolution has a corresponding action –

**Egg** has both cupped hands in front, like holding a very large egg.

**Chicken** walks like a chicken, tucks hands under armpits raises elbows like wings, and clucks.

**Dinosaur** takes large strides and has arms outstretched upwards with hands tipped downwards.

**Rock star** dances and plays an air guitar.

**Superhero** flies around, flapping arms up and down.

* Demonstrate clearly the different steps and order of evolution, including what to do if you win or do not win Rock Paper Scissors.
* Make sure that everyone knows how to play Rock Paper ScissorsRo Sham Bo.
* Remind Cubs that they can **only** do Rock Paper Scissors with someone who is at the same stage of evolution, to encourage them to interact with many different people, not just friends.

**How to Play –**

* Everyone begins as an egg.
* Cubs mix up, pair up and play Rock Paper Scissors once (three times if you want to slow things down!)
* The winning Cub evolves to the next step, and the Cub who did not win goes down a stage.  
  (Except if the Cub is already an egg **–** they remain an egg.)
* Cubs look around again to pair up with a Cub who is in the same stage of evolution.
* When a Cub evolves all the way to superhero, they are finished and can ‘fly’ around the area.
* Game ends when all the players are superheroes, or when the time limit is up.

**Variations –**

* Allow players who lose Rock Paper Scissors to remain at their current stage of evolution.  
  This makes the game go a little faster.
* Combine it with the “Hi. My name is” game to slow it down

*Evolution is also good to play with parents on a Mother’s or Father’s night, also the “Hi, My name is” and the “Move your body” game afterwards. Parents like to meet other Cubs.*

**Lolly Stories**

**Equipment –** *Wrapped lollies, about three times the number of Cubs.*

Cubs are sitting in a circle. Pass around a basket of lollies, and tell the Cubs they can each take some, but not to eat any yet. They are usually pretty shy and take only a few pieces. Then explain that they must tell one thing about themselves for each lolly they took!  
**Variation** – Use a roll of toilet paper to pass around and Cubs tear off separate pieces.

**Alien Greetings**

A fun and silly first-day activity, or for a Space Night. Cubs sit in a circle, and pretend they are from another planet. Tell them to think of a sound and motion that might be used as a greeting on that planet, to *replace* a typical greeting such as a quick wave and a "Hi!" After a few minutes to think, start by using your alien greeting to greet the Cub to your left. That Cub should respond by repeating your greeting to you. Then, that Cub shares his or her alien greeting with the class and introduces him/herself to the next Cub in the circle, and so it goes around the circle. At the end, you might ask – *What did you learn from this? Is it more fun to send out energy or hold back energy?*

**Twos and Threes**

Cubs run around in the space. The Leader rings a bell a distinct number of times (or calls out numbers). Cubs count the bell rings and form into groups of that number. First groups to have the required number sitting down wins that round, and those Cubs each are given a token. At the end, Cubs count their tokens. *This can also be a simple elimination game (see next section)**Page 3*

**Elimination Games** –

*These may not very good if you don't have something for the Cubs to do when they get out* **–** *Cubs usually get bored if they are no longer involved. Sometimes Leaders can help create interest in who remains in.*

*However, an elimination game can be useful to send Cubs to the next activity a few at a time rather than all together in a messy rush! (To keep the interest in the game you could have jelly snake prizes for third, second and first if the next activity is appealing!)*

*If the game itself is fun, such as doing actions that are fun, start with everyone in a circle. When one Cub gets out by being last to do the action, they move outside the circle but can still join in doing the actions. Some might try to sneak back into the circle* **–** *those that don't sneak back can be praised for keeping the Cub Scout Law!)*

*Or Cubs can do something to get back into the game, such as 10 jumping jacks or tying a knot.*

*Doing a practice round at the beginning so that all Cubs understand the commands is very important.*

**Land – Sea – Air**

*A super simple game that takes nothing to set up if you already have a line or a circle painted on the floor.*

*It is important to be able to see all the Cubs and identify anyone not following.*

*You can alter the names for a meeting theme, maybe "In the jungle", On the bank" and "In the river",  
or “In the pond”, On the bank” or “On the land”, etc.*

**Equipment –** *Mark a circle or line on the floor with chalk or a rope or tape.*

**Before You Start** –

* Have all players stand with both feet together and their toes behind the line.
* Explain and demonstrate the rules of play.
* Do a practice round so that all Cubs understand the commands and where their feet must go.

**How to Play** –

* One Leader will call out commands--*land*, *sea*, or *air.* Other Leaders supervise who gets out.
* The Cubs' feet should always remain together.
* When the Leader says **Air**, Cubs jump into the air and land on the line.
* When the Leader says **Land**, Cubs place their toes behind the line. If they are already behind the line, they **must not move their feet**. If they are in front of the line, they must jump backward with both feet landing behind the line.
* When the Leader says **Sea**, players place their feet entirely in front of the line. If they are already in front of the line, **they must not move their feet**. If they are behind the line, they must jump forward with both feet landing entirely in front of the line.
* Players should always remain facing forward.

**Helicopter**

**Equipment** – *A rope with a soft yet heavy item at the end of it. A bean bag or a soft shoe is a suitable item to tie to the end of the rope to make it easier to swing.*

A Leader (or a strong and reliable older Cub) stands in the middle of the Cubs who are evenly spaced in a circle. The Leader swings the rope around the circle. Cubs jump the rope as it passes them. If it touches their feet, they are out.

*The Leader needs to practice swinging the rope! It is a skill to keep it low to the ground and not too fast, to not trip the Cubs and cause them fall. Some Leaders prefer to sit on a small stool and pass the rope from hand to hand.*

*It is easier for the Cubs to stay at the end of the rope if there is a painted circle on the floor.*

*Another good tip is to have the Cubs wait outside the painted circle until the Leader has the rope swinging evenly and only move to the circle to jump the rope when the Leader calls “Go!”*

*Helicopter is good on a knotting night* – *when a Cub gets out they have to tie a knot and show another Leader* – *if the knot is correct, the Cub can then re-join the game.*  *Page 4*

**North – South – East – West** *(Elimination Games continued)*

*This game is a fun way to help Cubs remember where the compass points are.*

**Equipment** – *A compass.*

**Before You Start** –

* Check the Cubs know the names of the four main compass points. Usually someone will know a chant such as “Never eat soggy Weetbix” to get the points in the correct order.
* Set a compass on the floor and decide with the Cubs which side of the hall is the North wall, the East wall and so on.
* Set rules to suit your hall and your Pack.

**How to Play** –

* Cubs gather in the centre, then the Leader calls one of the four compass points.
* Cubs quickly run to the correct wall. Any Cub not there within a suitable time is “out”.

**Variations** –

* It’s fun when the Leader sometimes points to the wrong wall to try to confuse the Cubs.
* As the Cubs become proficient, add the intermediate points (NE, SE, NW, SW)

**Random Corners**

**Equipment** – *Four items to help choose, eg a dice, a pack of cards, a spinner, etc.*

The four corners are named after any four items *(eg numbers, card suites, compass points, etc).*  
Everyone chants “3, 2, 1, Go!” and the Cubs run to any corner they wish. The Leader chooses one of the four items – *eg turn over a card, select a number from a bowl, etc.* All the Cubs in that corner are out.  
Cubs who get out can take turns helping the Leader select the next corner.

**Ship – Shore – Lifeboat – Submarine**

Two sides of the hall are named ships & shores respectively.

All stand in centre to start.

If **ship** is called all run to that wall, if **shore** called they run to other wall.

When **lifeboat** is called, all must get off floor (or get their feet off the floor).

When **submarine** is called, all lie down.

Last one to do the action is out.

**Variations** –

**1. Rats, Rabbits and Radishes**

One wall is for Rats, the other for Rabbits.

When Radishes are called, everyone has to freeze.

When the Leader is calling the words, roll the RRRRRs to increase concentration and expectation!

**2. Reduce, Reuse and Recycle**

Played as for Rats, Rabbits and Radishes *(See also Environment Games)*

**3. Make up your own**. to reflect the theme of the night. *Page 5*

**Noisy Games** –

*Every child likes to yell and yet a lot of time is spent telling them to be quiet!  
Cubs are often a lot quieter (when asked to be) after they’ve had a good yell.*

*If the Cubs are not quiet, wait until they are before starting the next game or activity,*

**Hand up game**

*This is a fun way to practise the universal Scout signal to be quiet. It is really important that Cubs respond quickly, and they need reminding. Cubs love the sudden change from being really noisy to instant quiet.*

Remind the Cubs about the signal – how everyone needs to respond quickly so that time isn’t wasted waiting for everyone to be quiet to hear instructions. The first Cubs to see Akela or another Leader with their hand up should copy and tap other Cubs on the shoulder if they haven’t seen the signal.

Tell the Cubs to walk around the hall, making as much noise as they wish (except no screaming!). When the Leader puts up their hand, another Leader times how long it takes the Pack to become quiet. Cubs try not to be the last one to put up their hand.

Repeat to try to improve the times.

*Also practise standing still when the hand up signal is given.*

**Iron Lung**

*This game helps develop lung capacity and breath control. Think of it as a race. It is sure to wear out even the most energetic Cubs!*

**Set Up** –

*A long open space with a line on one side.*

Have everyone line up with toes on the line.

Take a few deep breaths, blowing them out slowly as a group.

Tell everyone to be aware of each other while running and not to touch others.

**How to Play** –

Start with just a few Cubs at a time. The Leader calls out “Ready!”

Have the Cubs take a deep breath *(the deepest they can)* when the Leader calls out “Get Set!”

On “Go!”, Cubs run while they yell, running towards the other side of the space, letting everything out of their lungs.

When they are out of breath, they must freeze. They can turn around to see how far they went.

Then the next Cubs can run.

When every Cub has had a turn, have everyone together to run and yell again.

After a few repeats, some Cubs might get to the other side of the playing space.

**Animal Noises**

**Equipment** – *Enough pairs of cards with an animal’s name on each, to pair up all the Cubs.*

Mix the cards in a bowl. Cubs file past and each takes a card.

When the Leader says “Go!”, Cubs make the noise of their animal and try to find the Cub making the same noise. When they find their match, Cubs sit down in their pairs and can play “Scissors, Paper, Rock” until everyone else finds each other.

**Noughts and Crosses**

**Equipment** *– Ten A4 sheets with a large “O” on five sheets and an “X” on the other five.*

*Prepare a list of questions. Draw a large # on the floor with chalk.*

Cubs are in two teams called “O” and “X”, and sit each side of the #. A Leader for each team holds the five “O” or “X” sheets. *(Cubs often destroy the sheets while they are waiting if they hold the sheets!)* Akela asks a question from the list, Cubs put up their hand if they know the answer, and Akela chooses the first hand up. If that Cub answers correctly, that Cub earns a “O” or a “X” for their team, and places it on one of the squares. If the answer is incorrect, Akela chooses someone from the other team. The team that has three “O”s or a “X”s in a line wins the round. It can get very noisy!  
*This game can be about anything! It works very well for the Flags and Symbols Boomerang topic.  
It is important to make up the list of questions beforehand to keep the momentum going.**Page 6*

**Quiet Games** –

**Who’s starting?**

Cubs sit in a circle and one Cub (“the Catcher”) goes outside. The Leader chooses the “Starter” Cub who dictates an action that everyone follows. Have a few practice runs with the Starter changing the action. The Catcher Cub is called back inside and, as the actions change, tries to pick who is the Starter. When the Catcher is correct, the game stops, the Starter becomes the Catcher and a new Starter is chosen. If not, the actions continue.

**Variation** –

Cubs pass a coin from hand to hand, and the Catcher Cub has to guess who has it.

After three guesses another Cub has a turn. *This is a good game to practise hand co-ordination.*

**Kim’s Game**

**Equipment** – *Paper and pencils; about 20 unrelated items and a cover (or put the items on a tray).*

Cubs gather around the items and have two to three minutes to look at them (no touching). Then cover or remove the items and Cubs in pairs try to write a list of all the items. If you want to know the winners, Cubs can mark each other’s papers if there is enough Leader supervision, or a Leader should mark the lists. When the lists have been handed in, Cubs can have another look at the items.

**Poor Pencil**

**Equipment –** *A pencil, maybe a large one for extra impact!*

Cubs sit on a circle, pass the magic pencil and one at a time, say who they imagine the pencil to be, what their problem is, and how they would help them. *It gives them a chance to think and be creative.*

**Kindness Gifts**

**Equipment –** *Folded sheets of paper (it’s nice on coloured paper!)*

Cubs in Sixes write out a “gift” for as many other Cubs and Leaders as they like.

Note the “gifts” are not real, they are to be what you would give that Cub if you could *(eg – one Cub wrote he would give a golden whistle to a Leader because that Leader taught him how to play games).*

Cubs write the name of the person it’s for on the front, the gift and why inside the fold, and who it’s from on the back, then hand it in. *(It’s a good idea to check them for rude words*.) You can draw them out of a hat later (if you wish, giving a lolly to both the giver and the receiver but don’t tell them this!).

**Candle Relay**

**Equipment –** *Two to four candles per Six (supported in jars or tins).*

*It is surprising how few Cubs learn to strike a match at home. Before the game starts, use older Cubs to instruct the Pack with safety precautions and demonstrate how to safely light a match. And what to do with the used match!*  
Cubs are in Sixes, and the candles are a distance away in a line, with a box of matches beside each candle. Have one less candle than the largest number in the Six. On “Go”, one or two Cubs per Six run to a candle and light it, then return to let the next one or two Cubs light a candle. When all the Six’s candles are lit, the last Cub runs to blow them all out, and returns. The Six sitting down first is the winner. In the following rounds, Cubs take turns at being the last Cub.  
*Tea light candles can be used but beware of letting the Cubs put them away because the hot melted wax spills easily. Putting tealight candles on a small plate helps, but wax on the plate is hard to clean off.*

*Birthday candles in holders and sitting in Blu-Tak are also suitable, but cost more than household candles!*

**Silent Animals**

Cubs are in four Sixes with the numbers adjusted to be equal. One Six is in each corner of a room.  
Within each Six each Cub is assigned an animal by a Leader.

When the game is started all the Cubs move into the middle, acting out their animal SILENTLY!

The Cubs have to form into a group of four of the same animal – first four to sit is the winning group.

*(Adjust the number of Sixes according to how many are present.)*

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**Variations** – *(Quiet Games continued)*

To make it more difficult for Cubs and make the game last longer, assign animals which are similar, eg Kangaroo and Rabbit – since both "hop", the Cubs can get a bit confused.

Other tricky animals could include Chicken and Eagle, or Mouse and Guinea Pig.

It doesn’t have to be animals, you can change it, for example, “Silent Transport” - where the Cubs get to be Planes, Trains, Boats, Cars, Trucks, Buses, Backhoes, Motorcycles or Helicopters.

*Stress that silence must be maintained and that they can’t ask anyone what their animal is.*

*Note that counting off Cubs, then sending them to a corner and saying "everyone who was 1 is a “rat" doesn't usually work. Cubs who weren't listening then ask what animal was number two and so on!*

**Compass Games –**

*Using a compass, revise where North and other directions are in the hall. For the games, North could be the real North or a convenient wall or corner in the room.*

**1. Compass Needles**

Cubs spread out in hall, put arms out and swing their bodies pretending to be compass needles. For “North”, swing arms pointing North-South, and turn head to the North; for “South East”, turn arms South East-North West, and turn head to South East; etc.   
The Leader calls out directions, Cubs swing arms and heads in response.  
If Leader calls “North – Run,” Cubs run to the North wall, etc.

**2. Orienting**

**Equipment –** *A blindfold for every Cub.*Cubs stand spread out around the room and orient themselves to "North" with arms outstretched. Cubs then put on a blindfold. The Leader then calls out a direction, like "East" and the Cubs turn and point in the direction of East. Other Leaders go around and tap the shoulder of anyone not pointing in the right direction - they are out and have to sit down. The game continues until one Cub is left.  
*This is game only discriminates by the sense of direction, which improves as they play.*Cubs out and sitting can watch others and still practice pointing. For the next round, have the right hand pointing to the direction called and the left in a fist, or turn the head as in the game above.

**3. Compass Relay**

*Cubs will gain increasing familiarity with compass points by playing this game.***Equipment –** *Chalk to draw compasses on the floor, and cards or tokens to be used as markers.*Cubs are in Sixes, lined up in relay formation.  
Opposite each Six is a compass circle drawn on the floor or on the ground. The points are shown, but only North is marked. When the Leader calls out a compass point, the first Cub in each Six places a card or token (before the Leader counts to six) on the compass circle in front of his or her Six at the point where the Leader called.  
If the Cub is correct, he or she sits behind his or her compass circle.  
If wrong, he or she goes to the back of his or her Six for a second turn later.  
The next compass point is called and the next Cub marks it on the compass circle. *(Position a judge at each compass circle and remind Cubs that coaching is not allowed, although perhaps OK for practice runs.)*The Six with all of its Cubs behind the compass circle first wins.

**4. Eight Points**

**Equipment –** *Chalk, and sets of eight cards, each with one of the compass points (one set per Six).*  
Cubs are in Sixes, with a circle drawn on the floor in front of each Six.  
The cards are placed face down on four tables or chairs in front of each Six.  
The Leader asks the Sixers to pick up a North card and places one Sixer anywhere on his circle. Other Sixers move to the same place on their circle.  
On the words, "This is North **–** Fall in!" the other Cubs in the Six run in turn to the chair to take a card at random, then sit at the appropriate place in the circle. Cubs try to be the first Six with everyone sitting down in their correct places.  
After the Cubs have become thoroughly proficient the Leader should ask the Sixer for any compass point (say SE) place him or her anywhere in the circle and say, "This is SE **–** Fall in!*Page 8*  
**Team Games** –

**Bean There, Done That**

**Equipment** – *Each six has the same number of beans or small similar items.*

Cubs take it in turn to put down a bean and make a long line of them starting from in front of their Six. When the last bean is put down they then start moving the beans one at a time from the beginning of the line to the end, and so on. This means the line of beans moves up the hall.  
Cubs can only move one bean at a time. Make sure the starting and finishing lines are even.  
  
**Variation** – Use egg cartons and ping pong balls – each Six gets two egg boxes, (lined up towards the finishing line with six egg holes in a row,) and seven balls (with only one ball in the second box). Cubs take balls one at a time starting from the end and fill the empty box, taking the whole box with the last ball and lining it up in front of the full box.

**Potato Pick up**

**Equipment** – *Four boxes or buckets, four potatoes or beanbags, chalk.*

Cubs are in Sixes. Four potatoes, each 2 metres from the next, are place in a line on markers before each Six. At the end of each line is a box.

On “Go!” the first Cub from each Six runs, picks up a potato and carries it to the box, then picks up the next potato, and the next until all are in the box. The Cub races back and tips the next Cub who runs to replace all the potatoes on the marked spots.

The third Cub repeats the action of number one, so on until all Cubs have had a turn. The team finishing first and sitting down in a line are the winners.

Play again, swapping roles, so that the Cubs who picked up the potatoes now put them back out and the Cubs who put them back now pick them up.  
*At the end, each Cub can cut a piece of potato flesh with an eye and bury it in a pot of soil to grow!*

**Chair Game**

**Equipment** –*One more chair than Cubs in the Six i.e. 7 chairs for a Six of 6 Cubs.*

Mark a line across each end of the playing space. Cubs line up in their Sixes at one end of the hall, one behind the other on chairs positioned sideways, with the empty chair at the front of the line.  
The aim is to get the Six to the other end of the hall using just the chairs and never allowing feet to touch the ground *(because the ground has snakes and crocodiles roaming around!)*Let the Cubs try to work out how to do it. If one Six works it out, the others will copy.  
It’s good to let them try for a short while, but if no one solves it, tell them.  
*Cubs move along the chairs till the last one is empty. The last Cub passes this chair up the front, then they move up again until last chair is empty. They pass the new “last” chair up to the front and so on. Keep doing this until the whole Six and their chairs cross the finishing line. Check there is enough space between Sixes.*

**Cotton Reels** *(A very fast game!)*

**Equipment** – *Five trays if there are four Sixes, one with 6 or more cotton reels or similar items.*

Cubs are in Sixes in each corner, behind a tray on the floor. The tray with the items is in the centre. On “Go!” the first Cub runs to the centre and collects one item, putting it on the Six’s tray and tipping the next Cub to run. Cubs can steal from each other’s trays, and the others in the Six cannot prevent that, or hide the items. When the game is stopped, the winning Six is the one with the most items.

**Tobogganing** *(Good for a Knots night.)*

**Equipment** *– One sack or box per Six (the toboggan) and one length of rope per Cub.*

Have the sacks at one end of the hall and the Cubs at the other end. On “Go!”, Sixer runs up and ties the first rope through a hole (pre-made) in the sack, then sits on the sack. Next Cub runs up and joins another rope onto the first, using whatever knot they can do, returns to their place and tips the next Cub. This continues until all Cubs have tied a rope onto the previous one. A Leader checks each knot, then the rest of the Six pull the Sixer back to the start and all sit down. Probably all Cubs want a turn at having a ride, so continue until all Cubs have been pulled from one end to the other.

**Variation** – Tie to both sides of the sack so it can be pulled back and forth with each Cub having a ride in turn. Sixes need to be divided with Cubs at each side of the hall. *Page 9*

**Active Games** –

**Chair Soccer**

**Equipment** – *A soccer ball and about 10 chairs.*

Put the chairs around the hall and one Cub minds each chair. Other Cubs sit along the side in a line.

The Leader kicks the ball into the group and each Cub defends their own chair goal. If the ball goes under a chair, or touches one of the legs, that Cub is out and joins the end of the line of Cubs along the wall. The Cub at the top of the line takes over the empty chair and the game continues.

**Variation** – To increase the speed of the game, play with two balls!

**International Night - Games 1 & 2**

**1. Travellers Game**

**Equipment** – *Sheets of paper with names of countries, perhaps A5 size*

Have names of countries taped on the walls around the hall. Leader calls out something and Cubs run to the country where it is found, eg call “Pyramids” and Cubs run to stand under “Egypt”. A list –

*Australia – Boomerangs, Gum Trees, Vegemite, Ayer’s Rock, Tim Tams, Thong Throwing, The Opera House,*

*Canada – Archery, Canoeing, Ice Hockey, Rocky Mountains, Ottawa, Montreal. Vancouver, Maple Syrup, Quebec, Whistler,*

*China – Rickshaws, Chopsticks, Bejing, Yang-tze River, Yellow River, The Great Wall, The Ming Dynasty,*

*Denmark – Princess Mary, Hans Christian Anderson, Copenhagen, Open Sandwiches, Wind Turbines,*

*Egypt – Pyramids, River Nile, Suez Canal, Cairo, The Sphinx, Cleopatra, Sahara Desert, Alexandria,*

*England – London Bridge, Buckingham Palace, Union Jack, Thames River, Fish and Chips, Brownsea Island,*

*France – Eiffel tower, Notre Dame Cathedral, Paris, Champagne, Frog’s Legs, Escargot or Snails, Mont Blanc,*

*Germany – Berlin, Pork Knuckles, Sausage, BMW cars, Munich, The Black Forest, Frankfurt,*

*Greece – Athens, Olympic Games, Parthenon, Baklava, Alexander the Great, Mount Olympus, Hippocrates,*

*Indonesia – World’s largest island country (has more than 17,000 islands), Bali, Jakarta, Orang Utan,*

*Italy – Rome, The Vatican, Spaghetti, Pasta, Pizza, Tuscany, Venice, Gondolas, Leaning Tower of Pisa,*

*Japan – Mt Fujiyama, Bullet trains, Toyota cars, Kimonos, Sushi, Tokyo, Land of the Rising Sun, Nintendo,*

*New Zealand – Kiwis, Hot Springs at Rotorua, The Haka, Wellington, Christchurch, The All Blacks, The Moa,*

*Scotland – Purple Heather, Haggis, Bagpipes, Kilts, Edinburgh, Glasgow, Golf, Shortbread, Loch Ness, Lassies and Laddies,*

*Spain – Bullfighting, Toreadors, Matadors, Paella, Madrid, Barcelona, Christopher Columbus, Pablo Picasso, El Cid, Don Quixote,*

*Sweden – Stockholm, Fermented Herring, Cinnamon rolls, IKEA, Alfred Nobel, ABBA, Smorgasbord,*

*Switzerland – Yodelling, Cuckoo Clocks, Zurich, Alpenhorn, Cowbells, Lake Geneva, Kandersteg,*

*United States of America – Baseball (from “Rounders” in England), Milkshakes, California, New York, The Statue of Liberty,*

**2. Mixed-up Countries**

**Equipment –** Tape jumbled names of countries on small pieces of paper on the walls. Cubs try to work out what the names are.*(See Mixed up Jungle Names on page 16)  
Try to set up before the Cubs arrive, as it gives the Cubs something to do while waiting for the meeting to start, and helps set the atmosphere for the International Night.*

**Ice Hockey**

**Equipment** – *An ice block (set in a margarine container) and a rolled newspaper bat for each Cub.*

A chair at each end of the hall can be the goal. Cubs are in two teams and try to bat the ice puck under their team’s chair. Try to have a centre, goalie, backs and forwards as in real hockey.

**Variations** –  
# If the hall isn’t big enough for everyone, or you don’t have enough bats, place as many chairs around the hall as you have bats, and each Cub with a bat guards a chair goal. The rest of the Cubs sit along the side of the hall as for Chair Soccer (above).

# Use a matchbox for a puck, but it might not move as fast on the floor as the ice does.

# To increase the speed of the game, use two pucks.*Page 10*

**Getting Knotted** *(Another Knots night game.)**(Active Games continued)*

**Equipment** – *A long knotting rope for each Cub.*

Cubs are in pairs, holding their rope and sitting in Sixes. Each Cub is to tie his rope to the next Cub’s rope, with the joined rope encircling both the Cubs. On “Go!” the tied-together Cubs run to the end of the hall around a chair and back to sit down, aiming to be first Six finished. *(Try to pair an “old” Cub with a new Cub. Try to have a Leader to help with each Six and check the knots.)*

**Lost and Rescued** *(Good for a Navigation night.)*

“Lost” Cubs are lined up along the hall with one “Rescuer” Cub in the middle. When the call “Bushwalkers lost” is heard, the Lost Cubs try to run to the other end without being “rescued” (tip and call “Found you!”). Any caught Cubs then become Rescued Cubs and on the next run, try to “rescue” more Lost Cubs. (*Might need two ropes or chalk lines to define the ends of the run.)*

**Everyone’s ‘It’** *(Good for Cubs to run themselves at the start of a night)*

**Before You Start** –

Demonstrate safe tipping – On the shoulder and light, not rough, like a butterfly's wings.

An unsafe tip is hard contact that might cause the person being tipped to fall.

Establish the boundaries *(a relatively small, safe area so that constant motion is encouraged)*  
and the consequences for going outside them: *(Cubs start count again from zero)*

**How To Play** –

The object is for Cubs to tip and keep a running count of everyone they touch in four minutes.

No one person is "it" and no one stops playing or "freezes" when tipped.

When someone is tipped,(1) both players must stop,  
 (2) tell each other their new score,  
 (3) shake hands,  
 (4 then look for someone new (can’t tip same person twice)  
**Variation** –If someone is tipped, they subtract one from their running tally.

**Cat & Mouse Trap**

One Six is the trap and forms a circle with joined hands over head level. One Cub is the Cat and stands looking away from the Trap. The rest are "Mice", who move in and out of the Trap until the Cat calls "Snap" and turns around to look at the Trap. On hearing “Snap”, the "Trap" hands come down and any Mice caught inside become part of the Trap. The winner is the last "Mouse". Any Mouse discovered not having been into the Trap at least once every 15 seconds “dies of starvation from getting no cheese to eat” and is out.

**Flag Games –**

**1. Blue Sea / Blue Sky**

Two teams line up along the centre of hall; one is the “Blue Sea” of the flag, the other, the “Blue Sky”. If “Blue Sea” is called, that teams runs for the wall, with the “Blue Sky” team chasing them. Anyone caught before touching the wall joins the “Blue Sky” team. The team with the most players wins.  
*Play the first few times inside the hall, so they understand the game, before playing outside.*

**2. Star Clusters**

**Equipment** – *Chalk, and a plan of where to draw the stars of the Southern Cross on the floor.*Cubs are in Sixes with a number each. A large Southern Cross is drawn on the floor, and the Cubs are told the names of the stars *(Alpha, Beta, Gamma, Delta and Epsilon)*. The Leader calls the name of a star, then a number. The first Cub with that number to reach the correct star wins a point.

# “Safety” games ? *Can be any game if you have a discussion of what is safe or unsafe in the game.*

**1. Cotton Wool wrap** – *A “safe” Game*

**Equipment *–*** *Lots of toilet paper and bags for the clean-up. Note -* ***don’t*** *buy cheap paper, it breaks!*Cubs in Sixes wrap one Cub in toilet paper – first Six finished and sitting down around their wrapped Cub wins. Hands up vote for the “safest” Cub.

# *Include a short discussion of responsible risk taking (some parents have been accused of wrapping their kids in cotton wool. Needs lots of toilet paper rolls and bags for clean-up.*

**2. Topple the Barrels –** *A “dangerous” Game (Discuss safety issues first*)

**Equipment *–*** *A pile of empty large barrels or boxes that will stack and fall easily when knocked.*Cubs hold wrists in a ring around the barrels, trying not to be the one to knock them over and be “out.  
If the ring breaks, the Cubs each side are also “out”. Last Cubs left are the winners.

# 3. Tug of war – *A “safe” and “dangerous” Game*. Use a heavy rope.

**4. Throwing “Stones” –** *A “safe” and “dangerous” Game.*

**Equipment** – *Draw a chalk line or lay a rope to divide the area. Have lots of newspaper.*

# Cubs are in two teams on each side of the line. Cubs have three minutes to make “ammunition” - two sheets of newspaper screwed into balls (“stones”), then it’s war! If Cubs run out of “stones”, they pick up “stones” around them and throw them back. Cubs can only throw one “stone” at a time. Stop after a minute and determine how many are on each side – the side with the least “stones” wins.

# *Collect paper balls afterwards and keep for Fires and Recycling Nights.*

# *If there’s time, have a tug of war with the rope!*

# 5. At some point, call “Fire!” How many Cubs instantly “Stop, Drop and Crawl”?

**6. Stop, Drop and Roll Tip** *(for a Fire Safety Night)*

# Two Cubs are “flames”, and on “Go!” they try to ‘spread’ and tip the other Cubs. When the others are tipped, they “Stop, Drop, Cover and Roll” to ‘smother the imaginary flames' and they remain on the ground. The game finishes when all Cubs are on the ground. *(See next game for safe tipping.)* *Page 11*

**Science Games –**

**1. Be the States of Matter**

*Explain to the Cubs that that they are to be molecules of a solid, liquid, or a gas, and explain how a solid has its molecules packed close together, while those in a liquid can move, and gas molecules spread out quickly.*  
The leader calls the word and the Cubs respond with the action.

**SOLID** – Cubs stand straight & stiff inside an area drawn on the floor.   
**LIQUID** – Cubs stand still inside the drawn area, but with feet together and they wave and bend their body and arms. They can hold onto each other.   
**GAS** - Cubs run around freely.   
Last ones to adopt the pose are out, and can help Leaders choose the next last ones out.

**2. Show the Units of Measurement.**

*Show the Cubs as many measurements as possible (eg a metre long stick or ruler, a 1Kg block of cheese, et), and discuss how the Cubs can demonstrate each one with their hands and bodies. Some Cubs might be too small to use hands to show a metre wide, so they could show it as a height*.

**DISTANCE** – with hands apart and fingers straight – mm (use two fingers), cm, metre (use a hand, measuring from the floor), kilometre (run!)  
**WEIGHT** – with one or more rounded fingers or hands, and both hands clasped for heavier weights, etc – mg, g, kg, tonne  
**VOLUME** – with rounded hands top and bottom – ml, l, kl,

The leader calls the word and the Cubs respond with the action.

Last ones to adopt the pose are out, and can help Leaders choose the next last ones out.

*It’s also fun to see what stage of development the Cubs are at regarding volume* –  
*Have some different sized containers and ask Cubs which ones will hold the most. Some Cubs (usually the younger ones) will say the tallest container, even if a shorter container is much wider. Some also have trouble accepting it, even with the evidence that transferring water that proves the shorter container holds more. It’s an awareness that develops as the child moves from concrete to abstract thinking.* *Page 12*

**Water Games** **–**

**Apple bobbing** (*A game for Hallowe’en.)*

**Equipment** – *Small apples, deep bowls of water, a nearby water supply, and spare towels.*

Cubs in turn put hands behind back and grab an apple in a deep bowl of water using only their teeth.  
*Cubs are likely to get a wet face and chest! Change the water for each Cub, so it’s good to do it on grass.*

**Jump Splash**

**Equipment** – *A 10 foot piece of rope, identical cups and water.*

Cubs get a cup filled with the same amount of water. Cubs in turn jumping the rope while holding their cup of water. After everyone has had a turn, see who has the most water left.

**Variation** – Cubs can go around an obstacle course while carrying their cup of water.

**Fill the Bucket 1– “Running Water”**

**Equipment** – *Two buckets and an identical dipper or container for each Six.*

Cubs are in Sixes. An empty bucket (perhaps marked with measurement lines) is at each Six’s goal.

Another bucket is filled with say 5L water. A dipper is at each Six’s start line.

At “Go!” the first Cub fills the dipper with water, runs to the goal, empties the dipper into the bucket, runs, back, and gives the dipper to the next Cub.

Repeat until everyone has had a turn, then measure which Six has transferred the most water.

**Fill the Bucket 2 – “The Ship’s sinking!”**

**Equipment** – *Two buckets for each Six and an identical cup or container for each Cub.*

Cubs are in Sixes. For each Six, an empty bucket is at one end of the room (or open space), and a bucket full of water is at the other end of the room. Each Cub has a small identical cup.

Announce to the Cubs “You are in a ship which is sinking! To keep their ship from going under you need to bail out the water!”

Each Six forms a bail brigade. The first Cub dips their cup into the water-filled bucket, turns to the next Cub and pours the water into their cup and so on down the line. The last Cub runs to the empty bucket and pours the water in the empty bucket, then runs back to the Six to continue the bail out.

Measure which Six has transferred the most water.

**Fill the Bucket 3 – “Bucketing Water”**

**Equipment** *– Each Six needs two buckets, a cup, a small bucket or billy with a handle, and two long ropes, (one that will easily reach across the space and the other being double this length. The longer rope has a marker attached half way along its length).*

Cubs are in Sixes. Half the Six, including the Sixer, are on one side of the play space with an empty bucket, and the other half, including the Second, are opposite with a full bucket of water.  
The Sixer is given the small bucket, the cup and both ropes.  
The aim is to get the water from the full bucket across the space to the empty one.  
Let the Cubs try to work out how to do it. If one Six works it out, the others will copy.  
It’s good to let them try for a short while, but if no one solves it, show one Six how to do it.

*A solution - The Sixer tosses the longer rope across the space. When the Second catches it, the Sixer ties the shorter rope to the longer rope at the marker. The Second continues to pull until the short rope arrives and unties it from the long rope. With the Second holding the ends of both ropes, the Sixer then pulls the long rope back and ties the small bucket handle to the long rope at the marker (using a clove hitch), then threads the short rope through the small bucket handle.  
While two Cubs keep the strain on the short rope, the Second pulls on the long rope and the empty small bucket moves towards the Second, who fills it. The Sixer pulls it back to start filling the empty bucket.  
Cubs have a lot of fun keeping the short rope taut enough and adjusting the amount of water in the small bucket so it doesn’t spill.**Page 13*

**Duck, Duck, Splash** *(Water Games continued)*

**Equipment** – *A small cup with a small amount of water in it.*

As in Duck, Duck, Goose, Cubs sit in a circle except one Cub who is “it”. “It” walks around the circle gently tapping the shoulder or head of the other Cubs, saying “**duck**” as they tap.  
Then “it” picks one Cub and says “**splash**!”, at the same time pouring the water on that Cub (the “goose”). The goose then stands and chases “it” one time around the circle.  
If the goose catches and tips “it”, the goose is safe and “it” has another turn. If “it” reaches the empty spot and sits down before getting tipped, the goose becomes the new “it” and the cup is refilled.

**Sponge Pass**

**Equipment** *– An empty bucket, a bucket full of water and a large sponge for each Six.*

Cubs sit in Sixes in a line facing forward. Put the full bucket and sponge at the front and the empty bucket at the back of the line. The aim is to get the water from the front bucket to the back.  
Cubs pass the sponge **over their heads** to the Cub behind them. When it reaches the back, the last Cub squeezes the water into the bucket and passes the sponge back to the front.  
The Six that empties their bucket first, or has the most water in their empty bucket after everyone has had a turn, is the winner.

**Water Toss**

**Equipment** – *An empty bucket, a bucket full of water and a cup for each Six.*

Cubs in Sixes stand in a line behind an empty bucket. A full bucket is placed further away.  
The first Cub in line runs to the full bucket with a cup in hand, fills it and tosses the water into the empty bucket, then passes the cup to the next Cub and runs to the back of the line.  
Again the Six who empties their bucket first is the winner.

**Swing the Billy**

**Equipment** – *A billy with a handle, half filled with cold water.* (*Practice first if you’ve never done it!*

*It is the “bush” way to make tea in a billy of boiling water*. *The tea leaves, being heavier, settle on the bottom.)*  
Firmly hold the billy handle with one hand and start swinging your arm backwards and forwards to get some momentum to start – then swing a full 360 degrees. Centrifugal force keeps all the water inside the billy. Check the Cubs can swing their arm a full 360 first – some younger ones can’t do that yet.  
*Cubs are always amazed they don’t get wet!* *It’s not really a game but Cubs love to try it!*  
*When you are confident you can do it with boiling water, but wise not to let the Cubs do so.*

**Water Pinatas**

**Equipment** – *A full water balloon, hung from a tree branch, and a long bat or stick.*

Cubs take turns to swing away, blindfolded (supervised, of course). While it doesn’t spill lollies to scramble for, it brings out giggles and squeals as it cools everyone down!

**Water Balloon Games –**

**1. Toss** – Each pair begins with one water balloon a step apart. Each time a balloon is tossed and caught, the catcher takes one step backwards. Pairs see how far apart they can get.  
When a balloon is dropped and breaks, get another water balloon and try again!

**2. Dodge** – Two Sixes line up, about 3or 4 metres apart, with each Cub about an arm’s length apart in each Six. Each Cub holds ONE water balloon.  
The rest of the Cubs take it in turn to run between the lines while the Cubs throw their water balloon at the runner. Then swap places so everyone has a turn at running and throwing!

**3. Balance** –Put a water balloon between two Cubs back to back, Cubs have to walk together and not break the balloon. Can be a race or relay.

**4. Carry** – Cubs place a water balloon under their chin. Can be a race or relay.

**5. War** – **Equipment** *– Lollipops or wrapped lollies (treasure), a bucket of balloons for each Six.*

Each Six hides behind a table on its side. Cubs run in turn into the centre to get one item of the treasure, while the rest try to bomb anyone running. The Six with the most treasure wins.*Page 14*

**Jungle Game** – **“Akela’s Coming” or “Shere Khan’s Coming!”**

*(The Leader calls the names, and the Cubs do the actions quickly*.)

|  |  |  |
| --- | --- | --- |
| **NAME** | **ANIMAL** | **CUBS’ ACTIONS** |
| AKELA | The Pack Leader | *Squat as in the Grand Howl* |
| WOLF BROTHER | Wolf | *Squat as above, raise head and howl* |
| WOLF CUB | Wolf | *Roll unto back on floor with “paws” in air* |
| MOWGLI | The boy | *Step through the jungle, parting the ferns* |
| BALOO | The brown bear | *Give yourself a bear hug!* |
| BAGHEERA | The black panther | *Lie on floor or a chair and sleep (tired after all that hunting!)* |
| RIKKI TIKKI TAVI | The mongoose | *Stand on toes both feet, front paws held up and look around* |
| NAG | The cobra | *Strike with hand held like a cobra head* |
| DARZEE | The tailor bird | *Flap wings, pretend one is broken* |
| RAAN | The eagle | *Run, flap wings and look around* |
| KENEU | The white eagle | *Run, flap wings and look around* |
| HAWKEYE | The hawk | *Run, flap wings and look around* |
| CHIL | The kite | *Run, flap wings and look around* |
| KAA | The python | *Hiss, and slither with arms* |
| HATHI | The elephant | *Swing trunk, bend over with arms together, walk with a sway* |
| TABAQUI | The jackal | *Cower and laugh* |
| BANDARLOG | The monkeys | *Scratch, jump up and down on the spot, and screech like monkeys do* |
| SHERE KHAN | The tiger | *Show teeth and snarl, spread fingers and swipe air with a “paw”* |

When **Akela’s** or **Shere Khan’s** name is called, everyone should **“freeze”** until   
**“Akela’s gone”** or **“Shere Khan’s gone!”** is said.  
Cubs who move before Akela or Shere Khan has gone are **out.**

*Cubs freeze for Akela to show respect and what should be done.*

*They also freeze for Shere Khan because they are frightened of him and only relax when he goes away.*

*Having two names to freeze for makes the Cubs listen and concentrate better.*

*Cubs gather in the middle of the room, or inside the painted circle if you have one on the floor.*

***As Cubs get out, they move to the edges of the room but can still do the actions.*** *Page 15*

**Mixed-up Jungle Names** *(Jungle Games continued)*

Tape jumbled names on small pieces of paper on the walls. Cubs try to work out what the names are. They can also write their answers on a small piece of paper – it’s good to do this in pairs.  
*Try to set up before the Cubs arrive, as it gives the Cubs something to do while waiting for the meeting to start, and helps set the atmosphere for a Jungle Night.*

*Suggested jumbles -*RITEG, ERBA, APTHERN, FOWL BUC, LEAGE, BARCO, NOGOMOES, HYPNOT, KOMENY, TAB, KACLAJ, RICLOOSED, HAPENTEL, TEKI, FABFOUL, FLOW, EWITH ELSA, GROF, TRASKUM, HOMERT FWOL, HARTEF OLWF, RIOTAL DIRB, LOW.

(*Tiger, Bear, Panther, Wolf Cub, Eagle, Cobra, Mongoose, Python, Monkey, Bat, Jackal, Crocodile, Elephant, Kite, Buffalo, Wolf, White Seal, Frog, Muskrat, Mother Wolf, Father Wolf, Tailor Bird, Owl.)*

**Tigers and Wolves**

*Start by commenting how Tigers and Wolves are enemies and both are predators*

Cubs are in two teams, one at each end of the hall. One team are the Tigers, the other the Wolves.  
Leader calls a number *(perhaps throw a dice, or choose a card out of a bucket, etc)*  
Each Wolf then takes that number of steps towards the Tigers – they can be small or large steps.  
At some point, the Leader calls “Run” and the Tigers chase the Wolves. If any are tipped, they become a Tiger. The game ends when all the Wolves have all been caught.

**Variation** –Both Tigers and Wolves take steps and advance towards and even past each other. This can mean one group is never all “out” and you’ll need to impose a time limit. This version will last longer.

**Snakes Game**

***A short intro about Kaa being a “good” snake –  
Kaa, the Rock Python, and Mowgli played a regular evening game, a wrestling match. Naturally, Kaa used only about one tenth of his enormous strength. (Pythons are not poisonous and kill their prey by squeezing.) Often they rested together with Mowgli settled comfortably in Kaa’s coils, and Kaa would talk about old times, of killing buffaloes and goats, of Shere Khan, and about White Hood, the old white cobra. Mowgli owed his life to Kaa, because of a previous encounter with White Hood and the Bandarlog ( the monkey people).***

Cubs in Sixes make a snake by holding their arms one ahead and one behind. Sixers are the snake’s heads and hold one of their arms at their forehead, and the tail Cub holds both arms in front. Sixers lead their Six around a course, perhaps around witches’ hats in a slalom course. If a “snake” breaks everyone has to put their hands in the air and jump 5 times on the spot *(to kill any ants wanting to bite the injured snake)* then make their snake again and continue.

**Jungle Tip**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *This game was developed by Mia M as part of her Grey Wolf at 1st Balcombe Heights, Baulkham Hills.*  *It can be played indoors or outdoors, but works best in the hall.*  It is set up like a normal game of tip with two "safe" ends.  One Cub is in the middle, who is Shere Khan the Tiger.  The remaining Cubs are divided into either two or four teams depending on numbers. They are named after Jungle Book characters. For example, the first Cubs in each team could be Akela, the second Cubs Baloo, and so on.  Shere Khan calls out a name (eg: Bagheera) and all of the Bagheeras have to run to the other side. If they make it, then they're "safe".  If any are tipped (clawed) by Shere Khan, then they have to stop and sit on the floor (indoors) or stand (outdoors) exactly where they were tipped. This presents obstacles for the other Jungle Book characters, however, gives them something to hide behind.  The game ends when only one Jungle Book character is left. This last untipped person is the winner.*Page 16*  *The following two games were created by Cubs for their Grey Wolf Awards.* *(Jungle Games continued)*  **Shere Khan's Steak**   |  | | --- | | *This game works both Indoors or Outside on a flat area.*  **Equipment** – *A circle helps the Cubs keep organised.  Something to be a “steak” (eg: a scarf, small soft ball, rubber doggie-steak, etc)  Enough Cubs (about 15+) to make it a big enough circle.* Playing and Rules – Send one Cub out of the room. This Cub is Shere Khan (the tiger) Form the rest of the Cubs into a circle and have them hold hands. While that Cub is out of the room, choose a Cub from the circle to be Mowgli, the hunter. Make sure that Shere Khan doesn't know who he is. Put the “steak” in the centre of the circle. This is the bait for Shere Khan. Call Shere Khan back in. He paces around the outside of the circle and decides where to break it, by un-joining the hands of two Cubs. Once inside, Shere Khan wants to take the steak and escape back out of the hole he came through.  Mowgli is not allowed to move until Shere Khan picks up the steak. Shere Khan may try to get Mowgli to reveal himself by bumping the steak. (*Knowing who is Mowgli will help Shere Khan plan the best route out of the circle.)*  If Shere Khan escapes out of the circle with the steak, the he wins. If Mowgli catches (tips) Shere Khan before he can escape, then Mowgli wins. Nobody else is allowed to interfere with Shere Khan, only Mowgli, but the other Cubs can confuse him by appearing to move when the steak is touched (so long as they don't let go of hands). Choose different Cubs to be Mowgli and Shere Khan each time. Variations – If Mowgli is having trouble catching Shere Khan, you can add a second Mowgli.  A fun twist to do at the very end of the game is to make everyone Mowgli! |   **Rikki and the Snake**   |  |  |  |  | | --- | --- | --- | --- | | *An Indoor or Outdoor game that can get very fast.* Extra Requirements – If possible, play on a soft surface in case someone falls over.Playing and Rules – Have groups in Sixes, ideally six Cubs in each, although you can have various lengths for the snake.  Five Cubs form a snake by holding each other's waist. The Cub at the front holds their hands out wide because they have no waist to grab onto.  The sixth Cub is Rikki-Tikki-Tavi, the mongoose. He doesn't hold anything and he starts off facing the tail. He is trying to get past the snake's waving tail to get its head.  Rikki has to try to touch the Cub at the (head) end of the snake. The other Cubs forming the tail must try to prevent him by moving to block him. Since they're a tail, they can't grab onto anything.  Both the snake and Rikki can move around.   |  |  | | --- | --- | |  | *Page 17* | |  | | |

**First Aid Games** –

**A First Aid Story**

Cubs sit in Sixes in a line, and are given a name from the list below – *one Cub from each Six gets the same name*. When their name is spoken in the story, those Cubs run to the end of the hall, around a chair and back. First back, sitting down, gets a point for their Six. When “First Aid” is spoken, everyone runs and there’s chaos!

**Unconscious** 3; **Bleeding** 3; **Breathing** 2; **Airway** 2; **Spine** 2; **Blanket** 2;

**Ambulance** 2; **Bandage** 2; **Danger** 1, **Fresh Air** 1, **Gloves** 1.

**First Aid** (everybody runs!) 3.

*The number beside each name is the number of times that word appears in this story. You can make the story and the game go on for much longer by adding to the story if everyone is enjoying it, and you can think quickly enough!*

The story – *(Read fairly slowly, also wait until the noise has settled)*

One day I was enjoying a walk in the fresh air, on my way to a First Aidcourse, when I came across a person lying on the footpath, unconscious.  
So I checked for any danger, to them or to me,then went up to the person and asked them loudly, “Can you hear me?” “Open your eyes!” What’s your name?”  
The person didn’t reply, or move, but I could see they were breathing, which meant theirairway must be open.  
I had a quick look and there didn’t seem to be any major bleeding.  
Two adults came up, so I asked one of them to call for an ambulance.  
Because the person was still unconscious, I asked the other adult to help me get the person onto their side and into the recovery position. In case there was a back or neck injury, we were very careful to keep the spine straight.  
We then looked further to see if there were any signs of bleeding anywhere, and there was a gash on the person’s arm, but, thankfully, the bleeding wasn’t severe.  
One of the adults had a First Aid kit, so they put on some rubber glovesand, on the person’s arm, applied a bandage**.**  
We then covered the person with a blanket and waited for the ambulance**,** which came very quickly. The person looked all right, and was a good colour, but was still unconscious.When the paramedics came, they also checked the person’sairwayand breathing, and that we hadn’t put on a too-tight bandage.  
They then moved the person onto a stretcher, all the while checking the spine was still straight.  
One of he paramedics thanked us for calling them quickly, and also for covering the injured person with the blanket, as covering helps their body not to go into shock.  
He said it was excellent that we knew some basic First Aid!

**Variation** –  
This game also works very well when the Cubs are sitting on the floor in two (or four) lines, with the lines sitting facing each other, legs out straight and placing the soles of their feet together. Cubs whose turn it is must run over each pair of outstretched legs before running to the end of the hall, then back behind the line and over legs again back to their place*.  
Cubs must be careful not to step on any legs, just run between them. Also remind Cubs not to put their hands on the floor, they might get stepped on! This reinforces prevention of injuries!*

Words for another story – **Water**; **Bones**; **Band Aid**; **Cool Pack**; **Skin**; …….?*Page 18*

**Germs** *(First Aid Games continued)*

*Before the game, give some Instruction - explain briefly about tiny* ***Germs*** *(eg. bacteria, viruses, moulds.)*

*Mention how not all are harmful, and many are helpful, such as in making yoghurt or cheese.*

*Then talk about* ***Antibodies*** *– if you are healthy, your body (usually) can easily “fight” disease germs by making its own antibodies that then kill the germs that have invaded your body.*

*(Maybe also mention Antibiotics in pills that only kill bacteria inside your body. They are helpful if your body has been infected by bacteria and needs help to fight the disease and get better. There’s no point taking antibiotics if you just have a cold, because a cold is caused by a virus.)*

*Make a brief mention of Antiseptics and Disinfectants, they are for killing germs chemically outside the body. The words are similar but have a very different meaning.*

**The Game – “Germs”**

Two or three Cubs stand in the middle facing the other Cubs lined up along the wall.  
The Cubs in the middle are the **Antibodies (the good guys!)**, and all the other Cubs are **Germs** When the Leader calls “Germs!”, the Germs have to run to the other side of the hall without getting tipped by the Antibodies.

Any germs caught become antibodies too, and try to catch germs on the next pass, until all germs are caught (and you feel well again!)

*After the game, maybe mention how important Vaccination is to help prevent catching virulent germs (such as Whooping Cough) that the body can have trouble fighting on its own.*

*Finally, mention how Washing hands reduces number of germs eaten, and that stomach acid also kills germs.*

**First Aid Chariots**

*Demonstrate how to do a* ***two man carry****. (There are a number of ways.)*

Cubs team up in threes. (*The three should all be similar in height and weight.)*Two Cubs interlock hands to make a seat and they are to carry the third Cub, who has hurt his foot! Give them a few minutes to practise and then all line up along one side of the hall.

On “Go!”, teams make up their “chariot”, then race to the other end of the hall carrying the passenger.

They can then swap around so all have a turn at being the passenger. *(This doesn’t work if one of the three is very small compared to the other two!)*

If possible, the first team of three to finish all three carries and sit down on the start line wins.

*(It’s good to have a discussion at the end because it’s not as easy as it seems. Ask Cubs to imagine what it would be like to be injured and be carried like this. It adds emphasis to the importance of getting adult help.)*

**Band-Aid Relay**

**Equipment** – *Raid your first aid kit for enough out of date Band-Aids for one for each Cub.*

Demonstrate the correct way to put on a Band-Aid*.*Talk about why they are useful and what to look out for when you put one on. *(Many Cubs will already know. It’s fun to put one on your own finger, but too tight – then show your sad finger at the end of the talk!)*

Cubs are in Sixes. They can be in a line or sitting in a group. Each Cub is given a Band-Aid. They pair up and discuss where they want their Band-Aid applied. *(The back of the hand is simplest!)*On “Go!” one Cub applies their Band-Aid to the other Cub’s skin at the agreed place, then they swap. *If there’s an odd number in the Six, one Cub can apply two Band-Aids, and another Cub will have two Band-Aids applied.)*

The first Six to run all together to Akela showing their carefully applied Band-Aids are the winners.

**Variation** – Cubs can put a bandage on each other. *(Old sheets torn into strips make good bandages. Check they are all the same length for the game. Any untidy ones should be done again!)* *Page 19*

**Lolly Games** –

**Jellybean Game – Honour Game – “Nothing is fair in life”**

*(Good for a Promise and Law night)*

**Equipment** – *Cubs are in Sixes, and have five Jellybeans or Smarties on a plate in front of them.  
The Leaders have extra lollies for repeat turns.*  
On each plate, place one lolly of each colour.

One Cub goes outside while the other Cubs decide together which colour is “it”.  
Another Cub goes to collect the outside Cub, who returns and picks a colour.  
If the Cub chooses the “it” colour, the game is over for that Cub, he doesn’t get a lolly and just sits down with the others. The next Cub goes outside.  
If the colour he chooses isn’t “it”, he gets to keep or eat that lolly, and picks another colour….and so on. (The Cub only gets to eat them all if he chooses the “wrong” colour until the second last lolly!)  
  
Then the plate is replenished to make up all the colours again, and another Cub goes outside.

*It can be very difficult for some Cubs to look at the lollies and not be able to eat them, but is a fun way to learn self control because of the excitement of the guessing and the fact that a “wrong” answer is rewarded!*

**Tongue Half Hitch** *(Good fun on a Knots night)*

**Equipment** – *Enough jelly snakes for each Cub, and Leaders too!*

Cubs have to tie a half hitch in the snake in their mouths, using just their tongue and teeth (no fingers). When a Leader has inspected the half hitch, the Cub can eat the snake!

*This game gives a precious few minutes of quiet at any time! It’s also good on an excursion while waiting for the bus. It also promotes a flexible tongue, very important for clear speech.*

**Chocolate Game** *(A good Hallowe’en Game that also works with doughnuts.)*

**Equipment** – *Wrapped pieces of chocolate tied on a long string to a rope.*

Tie the rope tied across the hall so that the chocolates hang down.

Cubs have to undo the wrapping with their tongue, then chew off the chocolate with their teeth only,

while their hands are behind their backs.

**Treasure Hunt and Lolly Throw**

**Equipment *–*** *Lots of wrapped lollies.*

Hide lollies in the play space beforehand, and toss some on the ground as the game starts.

**Rules** – Cubs are not to eat any lollies until the scores are in and a Leader declares the hunt is over.

*If some Cubs find lots of lollies and some Cubs haven’t, we hope some sharing will happen.*

*The first time we played this, one Cub started hiding his found lollies for others to find, and then everyone copied - the Cubs found they loved hiding lollies for others and game lasted for over 15 minutes!*

**Chopsticks Game** *(Good for an International cultures night)*

**Equipment** – *A pair of chopsticks and a Mintie or wrapped lolly for each Cub*.

This is a relay in Sixes, where each Cub picks up a Mintie with chopsticks, runs around a chair at

the other end of the hall and back, carrying the Mintie in the chopsticks, with their other hand behind

their back. If they drop the Mintie, they have to pick it up again without using their hands.

When each Cub returns to their Six, they can sit down on the floor, eat the Mintie and tear a string out

of the wrapper. Longest string wins.

*Cubs will probably need time to practise using chopsticks first – it’s fun to practice with marshmallows!*

*Some Cubs might need help to work out how to tear a string out of the wrapper.**Page 20*

**Christmas Present Games** –

**“Christmas with the Right Family”**

*You will need to decide if this game is appropriate for your younger Cub Scouts or not.*

**Equipment***– A small wrapped gift for every Cub, all looking different if possible. Perhaps a small ball, or small toy, or …? Perhaps some extra presents could be donated to a Christmas toy appeal?*

**Preparation** –

Cubs sit in a circle, and each is given a wrapped gift.  
Explain that you are going to read a story and every time the word **Right** is said, Cubs pass their gift to their right, and every time the word **Left** is said, they pass it to their left.

*(Check everyone knows which direction is right and left.)*

When the story is finished, Cubs can open the present they have, or swap presents!

**Script** –

Christmas was almost here and Mother **RIGHT** was finishing the Christmas baking. Father **RIGHT**, Sue **RIGHT**, and Billy **RIGHT** returned from their last minute Christmas errands.   
  
"There's not much **LEFT** to be done," said Father **RIGHT,** as he came into the kitchen. "Did you leave the basket of food at the church?" asked Mother **RIGHT**. "I **LEFT** it **RIGHT** where you told me to," said Father **RIGHT**.  
  
"I'm glad my shopping is done," said Billy **RIGHT**. "I don't have any money **LEFT**." The telephone rang, and Sue **RIGHT** **LEFT** to answer it. She rushed back and told the family, "Aunt Tilly **RIGHT** **LEFT** a package for us **RIGHT** on Grandpa **RIGHT**'s porch. I'll go over there **RIGHT** now and get it," she said as she **LEFT** in a rush.  
  
Father **RIGHT** **LEFT** the kitchen and brought in the Christmas tree. By the time Sue **RIGHT** returned, Mother **RIGHT** , Father **RIGHT** , and Billy **RIGHT** had begun to decorate their tree. The entire **RIGHT** family sang carols as they finished the trimming. They **LEFT** all of the presents under the tree and went to bed hoping they had selected the **RIGHT** gifts for their family.  
  
Now, I hope you have the **RIGHT** present for yourself because that's all that's **LEFT** of our story ... except to wish you a Magical Holiday ... isn't that **RIGHT**?

**Christmas Envelopes**

**Equipment***– A small gift for every Cub with each Cub’s name clearly marked. Perhaps a badge, a small chocolate, or ….?*

It’s easiest if the gifts are small enough to fit inside an envelope, and between cardboard is also a good idea to help stop trying to feel what it is. Envelopes are also good because they all look the same.

Mix the envelopes in a large box or bowl.

Cubs sit in circle while the details are explained. Leaders move around the circle, handing them out – the Cubs pick an envelope from a box like a lucky dip and put it on the floor in front of them.

When told to move, Cubs stand up and   
1. find the Cub whose name is on their envelope  
2. shake hands with them and  
3. wish them Happy Christmas!

Cubs can swap presents later if they wish.*Page 21*

**Environment Games** –

**Shrinking Islands**

**Equipment** – *Lots of separate sheets of newspaper, and music that can be stopped and started.*

Scatter the newspaper around the room to form “islands”.

Tell the Cubs that they are all animals looking for food and water while the music is playing.

When the music stops, a storm is coming and they must find shelter for themselves and all of their fellow animals by making sure that everyone gets onto an “island”.

If there are no empty islands, players must share with each other.

At each round, gradually take away portions of islands (by ripping newspaper) or even whole islands.

Tell the players the islands are shrinking for one of the following reasons:

• Land is being cleared for houses.

• A drought has affected a habitat.

• An oil spill has left a habitat unable to support life.

• A fire has razed a forest to the ground.

• Water pollution has affected the water supply.

• A forest is being logged for timber.

• The land is being mined for resources.

• Etc.

Continue removing islands until everyone is piled onto just a few islands and it’s not possible to fit all the players on what is left!

**Possum Run**

**Equipment** *– Draw circles with chalk on the floor, or use hula hoops.*

Select one or two Cubs to be dogs, and the rest of the Cubs are possums.

The dogs chase the possums. The possums are safe if in a tree (chalk circle or hula hoop).

Only one possum can be in a tree at a time. If a second possum enters a tree, the first possum must leave the tree. Possums need to find a new tree every minute or so, to find enough food.

Any possums that are caught can become dogs and chase the possums.

*It becomes chaotic and extra fun when the remaining possums don’t know who are now dogs.*

**Recycle Run**

**Equipment** *– A small bean bag or other item (not a ball).*

Cubs sit in a circle, and each is given the name of a recycled item.  
At least two Cubs should have the same name, eg. *–*

a) Aluminium can

b) Steel can

c) PET plastic

d) Newspaper

e) Cardboard

Place the bean bag in the centre of the circle. The Leader calls out an item, all those Cubs named that item get up, run around the outside of the circle in a clockwise direction.

When they get back to their position they run into the centre of the circle and try to be the first to pick up the beanbag. Once the beanbag has been claimed, the Cubs sit down in their original places

Then the Leader calls another name.

**Can Relay**

**Equipment** *– A rolled newspaper baton and a can per Six (or some other suitable recycled item).*

Cubs in Sixes in relay formation. With the newspaper baton, each Cub hits their can around an obstacle course (perhaps witches’ hats or chairs).*Page 22*

**True, False, or Sometimes** *(Environment Games continued)*

**Equipment** *– A list of environment statements – see below. You can probably add to this list.*

One wall is called the "True" wall, the opposite wall is "False", and "Sometimes" is a line in the middle of the hall in front of the Leader, which is also the position the game starts in.

The Leader says an environmental statement (below) which may be True, False or only Sometimes True, and the Cubs run to the right place. Cubs can keep their own score of when they were wrong.

At the end, have everyone standing, and Cubs sit down when their number of wrong answers is called, so the highest scoring Cubs will the last ones standing.

Environment Statements

1 125 recycled 2 litre HDPE bottles are used to make a 240 litre wheelie bin …………………….….…….. True  
 *(If possible, show the items instead of reading the numbers)*

2 Polar fleece is not made from recycled PET bottles …………………………………………………….….. False

3 Everyone picks up their own rubbish ………………………………………………….……..……Sometimes True

4 230,000 animals and birds are estimated to die each year because of plastic-related problems ………. True

5 Elephants were saved from extinction by the invention of plastic ………………………………….….……. True  
 *(Billiard balls used to be made of ivory)*

6 Scientists estimate that one HDPE bottle will last 450 years in the environment .…….….…. Sometimes True  
 *(if not exposed to sunlight)*

7 Computer parts are becoming one of the greatest sources of plastic waste ………………………………. True

8 Greenhouse gases are not produced when plastics are made …………………………………………….. False

9 On average, 72 kilograms of rubbish are produced by every Australian each year ..……….….…………. True

10 Refining the making of plastics was accelerated by needing a material to make Billiard balls …………. True

11 If all the plastic bags used in one year in Australia were tied together, they would wrap   
 4½ times around the world……………….……………………………………………………………………… True

12 Burying plastic bags in the soil will make them break down ……………………………….…. Sometimes True  
 *(many plastic bags are now biodegradable, some by sunlight, some by the soil)*

**Kim’s Recycling Game**

**Equipment** *– Gather about 20 different recyclable items.*

Cubs can play this in Sixes, perhaps outside. Each Six sits around a pile of recyclable items. One Cub goes inside or out of sight of the others. One item is removed from the pile, and the Cub is called back. The returning Cub has to guess what is missing.

The game can also be played with the whole group as the usual Kim’s game *(see Quiet Games p7)*

**Reduce, Reuse, Recycle**

Played as for Rats, Rabbits and Radishes*(see Elimination Games page 5)*

**Bunyips**

Cubs line up along one wall (or behind a rope if outside). Two Cubs in the middle are the Bunyips, who catch people who don't look after our Environment. To start, the Leader calls “Bunyips Go!”.  
Cubs who are caught become Bunyips too.*Page 23*

**Environment activities** –*(Cubs enjoy these as much as games!)*

**Shooting Gallery**

**Equipment** *– Make a triangle tower using tin cans.*

Standing some distance away, Cubs try and knock the cans down using tennis balls

Could use some other recycled items, such as 3L juice containers with about 300ml water in them to give them some weight, so they make great **skittles.**

*(Half the Six need to take turns at collecting and re-stacking the cans or skittles.)*

**Bush Creatures**

**Equipment** *–Gumnuts, seeds, dry firm leaves, etc, wobbly eyes, craft glue or glue guns.*

Cubs glue various bits together to make a creature. Glue guns are quick but need supervision.

Can add a magnet for the fridge.

**Re-use Craft**

**Equipment** *– Various recycled items, lots of tape, string, scissors, marking pens, glue or glue guns.*

Cubs use their imagination to make something out of recycled items, perhaps a toy,   
a musical instrument, or something useful.

Have a “Grand Parade” at the end – Cubs love to show off their creations!

**Re–use Newspaper – I Can Make A ...**

**Equipment** *– Lots of newspaper, tape and glue.*

Make a hat, boat, plane, cup etc. - Whose plane flies the farthest? - Whose boat floats the best?

Use newspaper for a papier-mâché project.  
Make a newspaper pot for seedlings.  
Weave it for a craft project– you can make mats, and turn up the sides to make a square bowl.  
Use it as part of a collage project.

**Newspaper Snake**

**Equipment** *– Lots of newspaper.*

Cubs try to make the longest snake by tearing a piece of newspaper or magazine.

Use a ruler or Cubs hold the strips to measure whose is the longest.

**Build a Bridge**

**Equipment** *– A stack of newspapers, two or three rolls of sticky tapes for each team, measuring tape. You can use additional materials, or change the materials listed - be creative!*

**Setup** –Split the Pack into teams of three people – a whole Six will be too many.

Each team has access to unlimited amount of newspapers and one sticky tape.

Each team has 10 minutes to build a self-supporting paper bridge using only the materials provided.

The Leaders can measure the length of each bridge using the measuring tape.

The team which makes the longer bridge in the allocated time is the winner.

**Some Rules** – *Cubs cannot use the sticky tape to attach the bridge to the ground or table.*

*Sticky tape can only be used in the structure of the bridge.*

*The bridge can have a maximum of two support columns*. *Page 24*

**Discussion: Endangered Animals and our Environment.**

*(A few thoughts before or after a game are always well received – just keep it short. Often Cubs like to add their own comments.)*

Discuss why some animals are becoming endangered.

When the numbers of a species, or kind, of animals become very low, they are facing a risk of becoming extinct.

**Extinct** means there are no more left.

**Critically Endangered** indicates that the species is facing an extremely high risk of becoming extinct very soon.

**Endangered** means a species is in danger of becoming extinct.

**Vulnerable** means that the species is not yet classified as endangered, but numbers are continuing to drop.

In the past 200 years about 17 different Australian mammals have become extinct. Many more mammals and other animals are in danger of dying out.

Australia has more endangered species than any other continent. Other continents have large predators and kinder habitats, and Australia separated from other continents earlier so the large animals couldn’t migrate here. However, humans are proving to be a worse threat.

Some Reasons for Animals Becoming Endangered

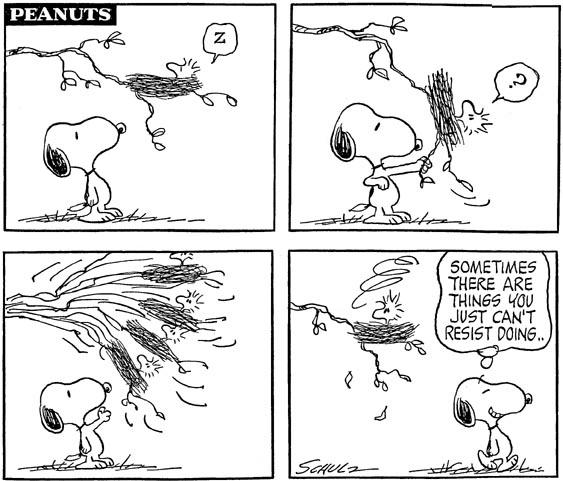
Some Australian animals depend on a specific food or habitat, and if these disappear, the animals will not survive.

Many native animals are killed by introduced predators such as cats, dogs and foxes. Pet cats, as well as dogs, should not be allowed to roam freely, night or day.

Other introduced animals such as cattle, rabbit and deer eat the food needed by native animals and this has also reduced the numbers.

Hoofed grazing animals such as cattle and sheep, disturb the soil and can often crush the burrows of small native animals. Hoofed animals are introduced, not native to Australia.

Loss of habitat, as land is mined or cleared for houses or farms, or forests logged for timber, is also another major cause of the reduction of native animal numbers.



*Page 25*

**Whole Pack - Five Step Behaviour Plan**

If you have trouble with some Cubs who won’t be quiet when you are explaining a game, or activity, or are showing some undesirable behaviour, don’t let it continue as bad behaviour is catching! You will probably only need to follow this plan for a few weeks, as most Cubs want to please and be responsible.

Be sure to compliment the Pack when their behaviour has improved.

**Equipment** –

All Leaders have a small pile of blue cards (or any other colour), and they need to be kept in a pocket so they are instantly available.

1. As soon as any Cub isn’t behaving properly,  
   they get a **verbal warning** from any Leader.
2. If the behaviour doesn’t stop, or some other unacceptable behaviour happens,  
    the Cub will be **given a blue card** (each Leader needs a few cards in their pocket)
3. If the behaviour doesn’t stop, or some other unacceptable behaviour happens,  
   **the Cub will be sat alone in a suitable place** (perhaps at the open front door)for some time out, ideally where they can’t see the rest of the Pack, and a Leader will move nearby to watch them.  
     
   That Leader can decide how long the Cub needs to stay there and, when to let them go back to join the Pack (after a word about trying harder and asking the Cub to agree).
4. If the behaviour doesn’t stop, or some other unacceptable behaviour happens,  
   **time out is repeated and** **parents will be called to come and collect the Cub,** either straight away, or if near the end of the meeting, the Cub will remain alone for the rest of the night,  
   **and they might not be allowed to come to Cubs next week**.
5. When the Cub returns the week later, the four steps will **start again from the beginning**, and the same for everyone else. **No** warnings carry over to the next week.

**Notes for Leaders** –

# When giving a warning, keep it very short – the Cub will know what they’ve done wrong.

# A Cub could get a blue card from two or more Leaders if a Leader doesn’t see the first card given – we can’t worry about that, we’re all too busy. If we know they already have a card, they’d go straight to step 3. If they “get away with” getting more than one card, that’s their good fortune*.*

# With a hand up for silence, a number of Cubs could be warned at once – but the Leader must remember them!

# Stress that **another Cub should not** draw a Leader’s attention to the fact that a Cub has been warned already and a Leader hasn’t noticed. That would be disruptive behaviour and will get the first Cub a warning or a card or time out!

# **A parent or a helper** could draw a Leader’s attention to a Cub’s wrong doing, but **it should be a Leader** who decides whether to give the warning, the card or sits them out.

# Cubs must not be left alone anywhere out of sight of a Leader, and must not be in a room alone with a Leader.

# **The whole Pack should be told about the plan at an opening parade.**

# **Parents should also be told**, perhaps by email before the night the Cubs are told.

*This plan can be further refined to suit different Packs.*

*And hopefully can be put in the bottom drawer when the Cubs realise we are serious about good behaviour!*

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ *Page 26*