

Mixed Bag

Christmas Fundraiser

This is a very inexpensive and simple way to decorate Christmas cards, decorate containers or even eggs for Easter (blow the eggs first and use for Scrambled Egg.)

Material

Small quantity of brightly coloured oil based paint (red, blue, green, yellow) a tablespoon of each colour will go a long way. Turps for mixing, a large ice cream container filled with water, cards or containers to be decorated, some paddle pop sticks and small jars for mixing paint.

Method

1. Mix each colour with turps, approx. 2 of turps to 1 of paint, test by splashing a few drops on water where it will disperse over the surface rather than fall to the bottom if too thick.
2. Prepare cards by folding to size.

3. Splash desired colours on water with paddle pop sticks.

4. Holding card in both hands place surface to be decorated on surface of water making sure that the whole surface touches water. Lift off and stand card on paper to dry.

Cards may be hung on string to dry for at least a couple of hours. Containers may be pushed down into the water, drawn out again and reversed on paper to dry. When making Christmas Cards or other special occasion cards, cut the messages from previously used cards and stick these in place before decorating. Scouts after all aren't very good at printing and this gives a very professional finish

Pioneering

We all know that knotting and lashings can be boring if done in doors and for no apparent reason,

Have a short practise session and then get each patrol to choose a pioneering model and then build it. These models should be kept as they make good display items next camp ask the patrols to build a full sized version of their model and to use it. Don't forget to let each patrol try out all of the other patrol's constructions.

Hobble Racing

From an old truck tyre inner tube, cut a few rings about 5 centimetres wide.

Give one ring to each patrol the first Scout in each patrol then slips the ring around both ankles and on the word, the patrols relay race or should we say hobble, up and down the hall with the scouts passing the ring from scout to scout.

A couple of quizzes

What are the following?

1. Clematis
2. Eagle Shoes;
3. Dalmatian
4. Yak
5. Hush Puppies
6. Cello
7. Salami
8. Minestrone
9. Penicillin
10. Slalom
11. Xylophone
12. Nutmeg
13. Naturalist
14. Pelican
15. Boa Constrictor

Answers:

1. Climbing Plant; 2. Bird of Prey; 3. type of dog; 4. Ox found in Tibet; 5. 6. musical instrument; 7. continental sausage; 8. Italian vegetable soup; 9. medicine; 10. ski race; 11. musical instrument; 12. spice; 13. studies birds & trees etc: 14. bird; 15. snake

Observation Quiz

From. Australian Activity Book the Scout Association of Australia, 1986

1. What colour is Dad or Mum's eyes?
2. What colour dress did Mum wear yesterday?
3. Where is the nearest weather vane?
4. Where is the nearest telephone box to your house

5. How many trees in your garden?
6. How many dogs live in your street?
7. How many windows in your house?
8. What shop is next door to the Cake Shop?
9. What colour is your teacher's car?
10. What is the phone number of your school?

See how many answers you can get without checking first!

Combined Pack/Troop Break-up

Why not organise a combined break up night with the Cub Scout Pack? The Troop can run the activities with the Leaders having a bit of a break. Prepare supper after the activities with blues, drinks and even a Christmas Cake. Here are a few games that I'm sure the Cubs (and the Scouts) will enjoy.

1. Shunting yard:

Equal teams stand at one end of the den, the front member being the engine and the rest of the team the train. When the starting whistle blows, each engine races up to touch the opposite wall & runs backwards to his team and picks up the first 'carriage'. The two run forward to the opposite wall and return for the third member and so on-

2. Magic Wand:

Merlin the Magician stands in the centre of a circle holding his magic wand. Cubs must watch the wand for instructions and do whatever is indicated. Like jumping up and down on the spot if the wand goes up and down, hands above head swinging from side to side, jumping around in small circles, kangaroo jumps with both feet if the wand is held flat and bounced and so on. When Merlin drops the wand everyone rushes off and whichever Cub Merlin catches, replaces him with the wand.

3. Crocodiles:

Draw two metre long lines on the floor, about 1-2 metres apart. This is a crocodile-infested river, which everyone MUST cross. Cubs run round the room in a circle and anyone caught in the river when the whistle blows, loses a life. They have been caught by a crocodile

4. Fill the basket:

A Patrol Leader stands holding a basket or similar container each Cub starts off with a paper ball (made from a rolled up sheet of newspaper secured with sticky tape). The Cubs try to keep the basket full by throwing the balls into it, while the Patrol Leader tries to keep the basket empty by throwing the balls out as fast as they land. It will be more active if the Patrol Leader managed to throw the balls away from where the boys are standing. After a few minutes see who has won.

5. Fishes In the Sea:

Players are spaced out around the den and each chalks a small circle around his feet. Give each player the name of a fish. One boy or girl is the 'fisherman` and he/she runs around the den calling out the names of the various fish. All those called follow him/her in a follow-the-leader activity suggesting the movement of the sea. When the 'fisherman` calls "The Sea is rough", he/she and all the

fish have to make a dash for a circle. The Cub who does not get one becomes the next 'fisherman`

6. Dutch Football:

Depending on the size of your den and Pack, divide the room into two or four sections with an equal team of Cubs in each. Into each section put a few newspaper balls. The object of the game is for each team to keep its section clear of any balls by hopping on one leg and kicking the balls out of their own section with the 'hopping' foot. When the whistle blows after a minute or so, count up who has the most balls. After a few turns, see whom the overall winner was. (Obviously the team with the lowest total)

7. Knock the Block:

One of the Founder's favourites, taken from the Wolf Cub's Handbook, Set up a block of wood on end, about 60 cm high, so as to be easily knocked over and which a boy can skip over. The Cubs form a circle round it, holding hands, and pull hard to get one of their number to knock over the block. Anyone "knocking the block" is out but it is actually no hardship because everyone gets so involved in the game, If you have a large Pack then rather have two games played simultaneously other wise you might take ages to find a winner.