



Cub Pack Program Planner

Attendance:

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Attendees / Total

Theme	Enjoying Games with Friends [2].	Meeting	Indoor	Date	
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Time	Activity	Leader	Equipment Required etc.
	Coming In Game – Hidden Object.		Small object or picture.
7.00	Opening Parade.		Flags.
7.05	Game – Poison.		Chalk.
7.15	Game – Passing the Buck.		Coin.
7.25	Activity – Paper Aeroplane Competition.		Paper.
7.40	Game – N. S. E. W.		
7.55	Activity – Sketching.		Paper and Pencils.
8.05	Game – Baloo Says.		
8.15	Game – One Minute to Go.		Chalk and Stopwatch.
8.25	Closing Parade.		Flags.

General Comments
<p>Check program before conducting to ensure all equipment is ready.</p>

Coming – In Game: Hidden Object.

Prior to Cubs arriving , hide a small object or picture in the hall. Upon arrival, Cub Scouts must look for the object/picture. When they find it they should stand on Parade and keep

its whereabouts to themselves. When starting parade, have Cubs tell you where the object was hidden. If no one should find it, save it until closing parade.

Game: Poison.

Players in a circle. 'Poison' is marked by chalked circle in the centre. All join hands and try to pull each other onto the 'poison' spot. Any player touching it falls out.

Game: Passing the Buck.

Cubs stand or sit in circle, quite close together. One Cub stands in the middle. A Cub in the circle is given the coin and then must try to pass it to his neighbour without being seen. Hands must be clenched tightly, and to make it more difficult, everyone must pretend to be passing the coin. If the Cub in centre thinks they see the coin they say, 'Stand and Deliver' to the Cub they think is holding it. If they have it, they change places.

Game: N. S. E. W.

Four corners of the hall are designated one of the four main points of the compass. Cubs must run to the correct corner, upon hearing the Leader call out one of the commands, North, South, East or West.

Activity: Sketching.

Cubs sit in pairs and sketch portraits of one another.

Game: Baloo Says.

Play the same as 'Simon Says'.

Game: One Minute to Go.

A start and a finish line are marked on the ground approximately 20 metres apart. The players line up behind the starting line. When the Leader says 'go' they start to walk very slowly – if they hope to win – to the finish line. The catch is, that the time spent on the short walk must be as close to one minute – no more, no less as a player, or team or can estimate. A strict rule of the game, which adds to the fun is that once the signal to start has been given, each player must begin walking and keep walking no matter how slowly until they reach the finish line.

Variation: If doing this in a confined space, have players turn around and finish on the starting line.