



Cub Pack Program Planner

Attendance:

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Attendees / Total

Theme	Discovery	Meeting		Date	
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Time	Activity	Leader	Equipment Required etc.
7.00	Opening Parade		
7.05	What's tonight about		
7.10	Game – Red Rover, all over		
7.20	Game – Hop, Step and Jump Relay		
&.30	Discovery Base 15mins each base		
	Base 1 – Bird cage and Estimates		
	Base 2 – Mixing colours and colour wheel		
	Base 3 – Sounds and Candle		
8.15	Supper		
8.25	News		
8.30	Closing		

General Comments
<p>Objective: Boomerang Test 10</p>

BASE 1

Bird Cage – cut out front and back of bird cage, sticky tape them together and staple a straw in between them. Twirl the straw quickly, what do you see.

Estimates – Measure your foot and your hand span. Using this knowledge, estimate to length of the hall.

BASE 2

Cover 3 torches with Red, Blue and Green cello, shine them together, what colour is the light.

Colour Wheel – Colour the colour wheel as indicated, thread string through the holes as shown. Hold the ends of the string and swing the wheel in the loops towards you to make the string twist. Pull the string apart tightly to make it spin. What colour can you see?

BASE 3

Same string, different sounds. Have cuds hammer 3 large nails into a piece of wood. The nails should be unequal distances apart. Stretch a strong elastic band around the nails. Pluck each side carefully and listen to the sounds produced. With a bit of experimenting, it is possible to play Twinkle Twinkle Little Star.

Place a candle on a saucer, light the candle and cover it with a glass jar. What happens, can you work out why.

Game1 RED ROVER, ALL OVER:

One cub stands in the middle of the room. The cubs are along one wall. Cub in the middle of the room calls Red Rover and everyone jogs on the spot. When all over is call by the cub, all cubs run to the opposite wall and the cub in the middle tries to catch as many as possible. Those caught sit against a wall not in use.

Game2 HOP STEP AND JUMP RELAY:

Divide cubs into equal teams and line them up at the end of the hall.

1st time through: Hop, step and jump to the other end and return.

2nd time through: 1st person hops, 2nd person steps and 3rd person jumps and start over 1st, 2nd 3rd etc till all cubs have had a turn.

First team sitting with hands on heads is declared the winner.