OUR JOURNEY
PLANNING YOUR YEAR
The Wildest Birthday Ever!

Introduction

2016 is Cubs 100! That’s 100 years of fun, 100 years of adventure and 100 years of trying something new . . . that’s why we’re calling it the Wildest Birthday Ever.

To help you celebrate we’ve produced four resources packed full of programme ideas and activities to help you make the most of this amazing year. They’re designed to support different events and opportunities throughout 2016, as well as offering a whole year's worth of programme ideas that you can use in your Pack.

Cubs themselves have a massive role to play in this special year. The resources will help you get them involved in the planning so they can help choose and organise the activities. Cubs can gain badges and awards by tackling the activities within these resources whilst supporting with their local community and the A Million Hands project.

It’s all about giving Cubs the opportunity to shape and enjoy the excitement, fun and adventure of Cubs. With your help we want as many leaders and Cubs as possible to take part in Cubs 100.

What Scouting mean to Cubs

When we asked, Cubs told us that Scouting is as a place they can have fun, make new friends, do challenging activities and get muddy (without getting into trouble...!)

So why do Cubs stay in scouting?

Cubs have told us that they stay involved in Scouting because of the wide range of challenging programme activities, such as nights away, spending time outside, earning badges, meeting new people and making friends and trying adventurous activities. They also like it because it’s something different from school. So what does this tell us? Cubs expect a programme that is fun, exciting, adventurous and rewarding. That’s what keeps them in Scouting.

Making the most of Cubs 100

Cubs 100 is the perfect opportunity to attract new Cubs and keep existing ones. We can do this best by being highly visible in our local communities and demonstrating that Cubs is a fun, exciting and adventurous. We need to show that it’s a great place to meet and make new friends and offers a wide range of challenging activities. As a leader you can encourage more young people and adults to get involved, setting Cubs on course for a second amazing century.

Four simple ideas to grow Scouting during Cubs 100

As a leader, you can personalise your events during 2016 and provide opportunities to those outside Scouting. You might:
1. **Invite members of the local community along to a Thanks Event** - a great time to thank adults and leaders for their time in Scouting plus showcasing the Cubs achievements. Why not invest a new leader or a Cub or present an award to young people or adults or both?

2. Allow young people to **bring a friend along to the Adventure Camp**, so they too can share in the fun packed programme. They can experience the adventure of a night away, cooking on an open fire and building their own shelter. You can also use this opportunity to invite parents/carers of the friends to help, either at camp or in the planning.

3. **Showcase Cubs’ skills and achievements** in local schools, fetes or family event days.

4. **Engage local people or parent/carers** involved in teaching young people skills such as woodcraft, creative writing, photography etc.

There are plenty of exciting things you can do through the celebration of Cubs 100 to ensure we provide opportunities to adults and young people to try something new, challenge themselves and get involved.

**Sharing your experience**

If you want to share the excitement of what you are doing at your Thanks Event, Adventure Camp Promise Party or the other great things you are doing throughout the year, you can get support in the following ways;

- For support on how to publish content yourself on social media get your story covered by local media outlets please see [http://scouts.org.uk/cubs100comms](http://scouts.org.uk/cubs100comms)
- For possible publication on national Scout channels submit your pictures, words or video via stories.scouts.org.uk
- For local support for possible publication on local scout channels or local media submit your pictures, words or video via stories.scouts.org.uk

We hope that you have a great time using these Cubs 100 resources and enjoy the Wildest Birthday Ever!
Cubs 100: Our Journey

What is Our Journey

The ‘Our Journey’ resource is packed full of programme and event ideas to help Cubs celebrate and grow during the sections Centenary year. Using this resource Cubs will get the chance to have a go at adventurous activities, work towards a variety of badges, try something different and learn new skills. They will get the opportunity to explore the world around them and have fun with their friends. The activities within this resource are the perfect way to get Young Leaders and parents involved. The resource has been broken down into 12 monthly themes. Each theme is made up of four challenges designed so that each pack can choose in which order to do the themes and choose the activities to complete. Remember each pack does not have to do all four challenges in each theme.

The 12 themes are:

- **Get On Board** Start your journey by looking back to our roots
- **Get Up And Down** Take part in activities above and below ground
- **Get Wet** Take part in adventurous activities involving water
- **Get Out & About** Take part in adventurous activities outdoors
- **Get Ready, Set, Go** Encourage exercise and healthy living
- **Get Skilful** Learn something new
- **Get Making** Invent, Design and Create
- **Get Universal** Raise awareness of local, national and global issues
- **Get Growing** Recruitment, Linking and Retention
- **Get Thinking** Prepare Cubs to think about other people
- **Get Leading** Encouraging Young People to Take The Lead
- **Get Celebrating** Celebrate and Look to the future

Also including the three event areas:

- **Thanks Event**
- **Adventure Camps**
- **Promise Party**

Keep an eye out for useful tips as to what badge/award Cubs can gain throughout this resource.

It’s now time to get started. We hope that you can join in the celebrations and enjoy this resource.

*Please note that throughout this resource reference will be made to Groups/Districts/County/Regions. County where stated also reflects Area in Wales and Region in Scotland.*
GET ON BOARD

Objective: start Our Journey by looking back to our roots

<table>
<thead>
<tr>
<th>Looking back</th>
<th>Badge work</th>
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<tbody>
<tr>
<td>Start your year with a 1916 themed Cub Pack Night</td>
<td>Complete one of the original Wolf Cub badges</td>
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<thead>
<tr>
<th>Pack totem Poles</th>
<th>Centenary Challenges</th>
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<tbody>
<tr>
<td>Create a Pack totem pole to log the activities which you do over the centenary year.</td>
<td>Set the Cubs a series of challenges around the number of 100, to do at home.</td>
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</tbody>
</table>
Looking Back
When the Cub section was formed in 1916 for eight to eleven year olds, they were called Wolf Cubs. When they first joined, they were referred to as Tenderpads who had their eyes closed. Their aim was to earn their stars which were metal badges worn on their Cub cap. A Cub with two stars was said to have both eyes open.

Go through the lists with the Cubs. Ask them if they think there is much difference between what the Wolf Cubs did 100 years ago, compared to now. Are some of the tasks still relevant? Use some of the activities to design an introductory Cub challenge:

1st Star
**Union Jack:** Know the composition of the Union flag and the right way to fly it.
**Saints:** Know the stories of St. George, St. Andrew and St Patrick.
**National Anthem:** Know the first verse and what to do when it is played.
**Knots:** Know how to tie a reef knot and a sheet bend.
**Physical skills:** Perform a forward roll, and leap frog over a Cub of the same size. Throw and catch a ball six times. Walk upright carrying something weighing about 2 pounds on your head without using your hands.
**Personal Health:** Know how to keep hands, feet, nails and teeth clean.
**Skill:** Be able to tell the time by an analogue clock. Know how pedestrians and cyclists should keep safe on the roads.
**Nature:** Grow a bulb or cress seeds.
**Service:** Clean a pair of shoes and fold clothes neatly.

2nd Star
**Compass:** Know the eight points of the compass.
**Knots:** Know how to tie a bowline, a round turn and two half hitches.
**Thrift:** Understand the importance of saving money and looking after things.
**Handcraft:** Make a model using wood, metal, cardboard or clay, or paint/draw a picture.
**Skills:** Lay and light a fire outdoors and make a pot of tea on it.
**Service:** Memorise a message. Run or cycle around a route. Repeat the message correctly when you get back. Be able to use a public telephone and know how to get emergency assistance.
**First Aid:** Clean and dress a cut finger, and treat a small scald or burn. Understand the need for cleanliness.
**Nature:** Know three types of bird, three trees and three other natural things such as insects or fish.
**Safety:** Show the safe use of matches. Know the dangers of broken glass, rusty nails and frayed flex. Know how to handle an electrical plug, light a gas ring or camping stove.

Check out the instructions for six traditional Cub games on the Our Journey resources activity page.
Badge Work
Introduce the Cubs to the original 12 proficiency badges which a Wolf Cub could earn

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<thead>
<tr>
<th>Collector</th>
<th>Observer</th>
<th>Gardener</th>
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<tbody>
<tr>
<td><img src="image" alt="Collector" /></td>
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<tr>
<th>Artist</th>
<th>Homecraft</th>
<th>Toy Maker</th>
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<td><img src="image" alt="Artist" /></td>
<td><img src="image" alt="Homecraft" /></td>
<td><img src="image" alt="Toy Maker" /></td>
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<tr>
<th>First Aider</th>
<th>Athlete</th>
<th>House Orderly</th>
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<tbody>
<tr>
<td><img src="image" alt="First Aider" /></td>
<td><img src="image" alt="Athlete" /></td>
<td><img src="image" alt="House Orderly" /></td>
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<tr>
<th>Team Player</th>
<th>Guide</th>
<th>Swimmer</th>
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<tbody>
<tr>
<td><img src="image" alt="Team Player" /></td>
<td><img src="image" alt="Guide" /></td>
<td><img src="image" alt="Swimmer" /></td>
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</tbody>
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The top award for any Wolf Cub was the Leaping Wolf. Wolf Cubs had to have both 1st and 2nd stars plus 3 proficiency badges (one had to be from the red set) to get their Leaping Wolf award.

Follow up your research into the old badges by looking at the ones which are currently available. Hold a badge day to encourage Cubs to prepare and present their badge work.

**Pack Totem Poles**
Wolf Cub Packs each had their own totem pole which consisted of a wooden staff about the size of a broom handle with a wolf's head surmounted on the top.
Ribbons were attached to the pole every time a person got a Proficiency Badge. The ribbon was the same colour as for the badge (red, green, yellow or blue), and the person’s name and that of the badge was written on the ribbon. At the end of the year a ring, bearing the date, could be slipped over the ribbons to divide those of one year from those gained in the next. Other honours earned by your Pack would have been added as well.

Baden-Powell recommended that new recruits ‘added’ their contributions to the Pack’s traditions by affixing a brass-headed nail to the stem of the pole.

Your pack can make a totem pole using papier mâché, card and polystyrene, or any other suitable materials. It should be easy to carry, so only about four feet tall at the most. Have a parade of Totem poles with other packs.

If the Cub Pack has been in existence for a long time, have a look at the back of your cupboards in case the original wolf head from an old pack totem pole is still there.

*Cubs can work towards their Artist badge by undertaking this creative activity.*
Centenary Challenges
To launch the centenary year, set the Cubs a set of challenges around the theme of 100. These can be done as an individual or as a pack. Here are some examples.

- Meet someone who is 100 years old
- Shake 100 hands
- Collect 100 pieces of litter
- Read for 100 minutes
- Earn 100 pennies
- Skip 100 times
- Write a 100 word story
- Swim 100 lengths as part of a group
- Run 100 metres relay race with in a team
- Get the signatures of 100 other people you know
- Catch a ball 100 times without dropping it as a group
- Find out about a Cub pack 100 miles away

How many of the centenary challenges can the Cubs get signed off in a month?
## GET UP AND DOWN

**Objective:** take part in adventurous activities above or below ground

<table>
<thead>
<tr>
<th>High places</th>
<th>Up, up and away</th>
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<tbody>
<tr>
<td>Get your pack members up a hill or tall building</td>
<td>Get Cubs in an aeroplane, glider, hot air balloon or helicopter</td>
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<tr>
<th>Down under</th>
<th>Extreme challenge</th>
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<tbody>
<tr>
<td>Go potholing or visit a mine or a show cave. Try indoor caving</td>
<td>Find the highest place and the lowest place in your locality</td>
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</tbody>
</table>
High places
Choose a target hill/mountain which is within the capability of the Cubs, and prepare well to make the challenge as exciting as possible.

A leader must have an appropriate permit, except for terrain 0. Seek advice from your local activity team.
Include a preparation meeting in the Cub programme, covering what to wear, what to carry, and what to eat and drink

Try to set a challenge for the summit:

- have a picnic on the top
- hold a mountain top Grand Howl
- invest a Cub on a hill top
- fly kites
- take a pack selfie for the photo album

For advice on planning your activity and association rules regarding hillwalking go to

www.scouts.org.uk/a-z

This activity can help the Cubs work towards gaining their Hikes Away staged activity badge.

Up, up and away
Can the Cubs fly? Getting members of the Cub pack up in the air may be a difficult or an expensive task. Here are some other ways that you could tackle this challenge and get the Cubs interested in air travel and working towards gaining their Air Activities staged badge:

- take a ride in a tethered balloon
- visit an airport observation park and watch the planes coming and going
- get on board a plane in an exhibition or museum
- visit an air ambulance or Mountain/Sea rescue centre and help to support their fund raising
- visit a space centre
- learn how to fly kites

Ideas for pack meetings on the theme of flight

Make a rocket from a drinks bottle
‘Rokit’ kits are specially made to attach to the base of an empty 2 litre fizzy drinks bottle. Fill the bottle to about 1/5 with water before screwing the base on. Attach the lead to a foot pump and support the bottle in an upright position. Pump until the pressure builds up enough to pop the valve. If you are working inside, the rocket will work without water but will not travel as far. It is a good idea to attach a tube on the side of the rocket and have it run along a tight guide line to control its direction. See www.rokit.com

Film canister pop rockets
This exercise uses old plastic film canisters which are available to buy cheaply if you have not got any already. Place 5ml of water in the canister then add an Alka-Seltzer tablet. Quickly replace the cap and put it cap side down on a flat surface, step back 2m. As the tablet dissolves, pressure builds up until the lid finally pops and the canister flies into the air.
Free flyer
1. Start with an A4 sheet of paper. Fold into four then open it up. Score a line 1 cm from the long edge and fold it over and over until you reach the centre line. The last fold needs to be pressed down firmly with a ruler. Now fold the sheet in half and cut out the shape in the diagram.

Bend a 1 cm fold up at the end of each wing. Cut two notches in the tail and fold up the outer strip. Fine adjustment can be made by running the back edges of wings between your thumb and finger. This will curve the wing edge to make the plane fly better. A paper clip can be added to the nose.

2. Launch by holding the plane at the back and gently dropping it forwards.
Down under

There are a number of commercial firms which offer potholing experiences for young people who are eight years and over. Potholing activity teams may be encouraged to come and spend an evening with you, showing their caving equipment and how they use it.

There are a number of beautiful show caves, disused mines or museums such as the National Coal Mining Museum which are open to the public. These are well worth a visit, and some have underground boat or train rides. Many county activity centres provide caving and climbing days for Cubs. Check these out too and it could be built into your adventure camp.

<table>
<thead>
<tr>
<th>Cave</th>
<th>Near</th>
<th>County</th>
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<tbody>
<tr>
<td>Aillwee Cave</td>
<td>Ballyvaughan</td>
<td>Co. Clare</td>
</tr>
<tr>
<td>Blue-John Cavern</td>
<td>Castleton</td>
<td>Derbyshire</td>
</tr>
<tr>
<td>Cheddar Caves &amp; Gorge</td>
<td>Cheddar</td>
<td>Somerset</td>
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<tr>
<td>Clearwell Caves</td>
<td>Clearwell</td>
<td>Gloucestershire</td>
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<tr>
<td>Crag Caves</td>
<td>Castleisland</td>
<td>Co. Kerry</td>
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<tr>
<td>Ingleborough</td>
<td>Clapham</td>
<td>Lancashire</td>
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<tr>
<td>Kents Cavern</td>
<td>Torquay</td>
<td>Devon</td>
</tr>
<tr>
<td>Llechwedd Slate Caverns</td>
<td>Blaenau Ffestiniog</td>
<td>Merioneth</td>
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<tr>
<td>Marble Arch Caves</td>
<td>Florencecourt</td>
<td>Co. Fermanagh</td>
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<tr>
<td>National Showcaves Centre for Wales</td>
<td>Glyntawe</td>
<td>Brecknockshire</td>
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<tr>
<td>Peak Cavern</td>
<td>Castleton</td>
<td>Derbyshire</td>
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<tr>
<td>Stump Cross Caverns</td>
<td>Pateley Bridge</td>
<td>Yorkshire</td>
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<tr>
<td>Sygun Copper Mine</td>
<td>Beddgelert</td>
<td>Merioneth</td>
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<tr>
<td>Wookey Hole Caves</td>
<td>Wells</td>
<td>Somerset</td>
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<tr>
<td>White Scar Cave</td>
<td>Ingleton</td>
<td>Yorkshire</td>
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</table>

Several campsites also offer an artificial potholing experience which is a good introduction to the sport alongside external companies such as www.8by4.org

For advice on planning your activity and association rules regarding caving go to www.scouts.org.uk/a-z

*Use this activity to get the Cubs working towards gaining their Our Adventure challenge award*
Extreme Challenge
This challenge can be tackled anywhere. Find two extremes in your locality, a high place and a low place.

Once you have chosen your two extremes, the idea is to do something unusual in the two places such as:
- make a cup of tea / picnic
- invest a Cub
- have a grand Howl
- play a game,
- sing a song,
- take a photograph
- sleep over

Photograph your exploits and challenge your surrounding packs to do something similar.

*Cubs could work towards completing their Our Skills challenge award or Photographer activity badge.*
## GET WET

**Objective:** take part in adventurous activities involving water

<table>
<thead>
<tr>
<th>Out on the water</th>
<th>Pool party</th>
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<tbody>
<tr>
<td>Get the Cubs out on the water by taking part in a canoeing, sailing, dragon boating or zorbing event</td>
<td>Hold a Pack meeting in a local swimming pool</td>
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</table>

<table>
<thead>
<tr>
<th>Aqua wipe Out</th>
<th>Float or sink?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Have a fun, action packed games evening around the theme of water</td>
<td>Hold a Cub regatta where each Six makes their own raft and races them</td>
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</tbody>
</table>
Out on the water
Water sport centres and activity teams will be pleased to offer sessions for the Cubs to let them get out on the water.

**Canadian canoeing**: is ideal for learning the art of paddling. They are much more stable than kayaks and require Cubs to work in teams rather than on their own.

**Sailing**: Cubs will enjoy being part of a crew to help sail small dinghies.

**Dragon Boat**: racing is a wonderful activity for Cubs. The team ethos involved is excellent training and the stability of the boat gives confidence to everyone.

**Zorbing**: can be offered on dry land as well as over shallow water.
Pool party

Many public pools offer a party availability where you can book the facility along with life guard support. Book a session and run a Cub Meeting in your local pool. Try doing the Grand Howl in the water.

Here are some ideas for water based games:

a. Place a paddling pool in the middle and put lightweight balls in it. Cubs have to retrieve the balls and put them in a container on the side.
b. Cubs paddle lilos across the swimming pool either lying flat on them or sitting in the middle.
c. Swim carrying an inflatable banana or crocodile.
d. Obstacle course: Swim over or under lane ropes, though hoops or pick an object off the bottom. Some pools offer inflatable obstacle courses.
e. Game for the shallow end – relay to pass a lightweight football between your legs to the next person – not as easy as it sounds!
f. Have a comedy diving competition – who can make the biggest splash!
g. Go duck hunting – spread plastic ducks around the pool – who can collect the most in 5 minutes?
h. Canoe races
   i. Water scooter races
   j. Play water polo

A novel idea would be to have an investiture in the water.

Think about running training sessions on water survival, ‘reach, throw, wade and row’ and other life guarding techniques.

See if your local sub aqua group can offer try dives or snorkelling sessions.
Aqua wipe out

A lot of fun can be had using water as your theme in playing outdoor games. Here are just a few games that can be played:

- Water transfers using holey buckets
- Catch water using a garden spray and plastic cups
- Catch water filled balloons thrown over a high bar or race with them on plastic spades (egg and spoon style)
- Run an obstacle course with water sprays set up by each obstacle
- Have a mass water fight
- Apple bobbing
- Build a pipe line to transfer water using bits of guttering and old pipes
- Relays with water filled wellington boots

Duck rescue

Set up a vertical drain pipe, capped at one end and guyed out to keep it upright. Drill some random holes in the tube and place a small plastic duck inside.
A team of Cubs have to fill the tube with water to rescue the duck which comes floating to the top. Members of the team are increasingly employed in blocking the holes to enable the pipe to fill. This is a good game to promote team work.

Water slide

Secure a large plastic sheet down on smooth grass land. Check for stones etc. under the sheet. Spread a mixture of washing up liquid and water on the sheet and see how far Cubs can slide along it.

These are great activities for those Cubs who want to work towards achieving their Paddle Sports, Time on water or Sailing Staged activity badges.
**Float or sink**

**Raft building**
Build rafts out of old barrels, poles and rope and race them. This makes an ideal opportunity to get your scouts along to help to build the rafts.

![Raft building](image)

**Cardboard regatta**
An activity where Cubs are given 30 minutes to build boats out of cardboard, then try to sail them. Wear buoyancy aids and time how long the boat lasts.

![Cardboard regatta](image)

You could build your rafts on a theme such as Viking ships or the Kon Tiki expedition.

**Wish boats**
Sailing wish boats is a tradition where each Cub makes a mini raft out of lollipop sticks, wood, card or large leaves. A small tea light or candle is placed on the raft. Cubs send the boats sailing off across a lake, or a paddling pool, making a wish. Remember to recover the lights.

![Wish boats](image)

*These are great activities for those Cubs who want to work towards achieving their Paddle Sports, Time on water or Sailing Staged activity badges*
**GET OUT AND ABOUT**

**Objective:** take part in adventurous pack activities outdoors

<table>
<thead>
<tr>
<th>Go wild</th>
<th>Crazy sleep over</th>
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<tbody>
<tr>
<td>Take part in an obstacle course which involves things like climbing nets, rope bridges, zip wires and aerial runways</td>
<td>Undertake an overnight camp or stop over in an unusual place</td>
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<table>
<thead>
<tr>
<th>Treasure hunts</th>
<th>Expedition</th>
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<tbody>
<tr>
<td>Set up a course and challenge another pack to follow it</td>
<td>Decide on an exciting place to go that you have never been before and plan to undertake an expedition to get there</td>
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</tbody>
</table>
Go wild
There are a number of commercial high and low ropes courses around the country and many campsites have obstacle courses which you could visit for this challenge. Here is a great way of involving your Explorer Scouts. They will enjoy building a pioneering course and supervising it for the Cubs to use.
Encourage team work with these obstacle course challenges.
For all activities please see [www.scouts.org.uk/a-z](http://www.scouts.org.uk/a-z) for rules, advice and guidance.

The electric fence challenge
Two ropes are attached horizontally between poles or trees. The team have to pass between the ropes without touching them.

The radio-active rods challenge
A bucket of large wooden tent pegs is positioned inside an area marked out with stakes and bunting. A team of four are given a large elastic band with string attached at four points. By positioning themselves at 90 degrees from each other, the team members can remotely pull the rubber band into a variety of shapes. The task is then to use the rubber band to extract the pegs (nuclear rods) from the bucket (the nuclear bomb) without entering the danger area.

Toxic river crossing
Two ropes mark out the banks of a toxic river. The team members each have a chair. They have to move across the river by standing on the chairs and moving one down the line before moving on. Anyone who falls in is immediately dissolved.

Remote sawing
This requires an area to be isolated with rope, three Cubs or three small teams. The bow saw is held in place by three further ropes and the Cubs have to organise sawing the log.

Abseiling and Bouldering
With expert help, the cubs could try climbing and abseiling. Bouldering walls are a great way to introduce Cubs to climbing without the fear of heights.
Crazy sleep over
Try an interesting sleep over challenge, such as who can spend the most nights out in a tent during a month. Find an unusual place for a sleep over. Several public attractions offer these opportunities. Check out what's in your area.

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<tr>
<th>Activity</th>
<th>Website</th>
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<tbody>
<tr>
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<tr>
<td>Sleep amongst the fishes</td>
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<tr>
<td>‘The Deep’ – Hull</td>
<td><a href="http://www.thedeep.co.uk/sleepovers">http://www.thedeep.co.uk/sleepovers</a></td>
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<tr>
<td>Shark Sleepover</td>
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<tr>
<td>Bed Bugs sleep over</td>
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<tr>
<td>A night at the museum</td>
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<tr>
<td>Sleep amongst the stars</td>
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<tr>
<td>At-Bristol science centre</td>
<td><a href="https://www.at-bristol.org.uk/1450.html">https://www.at-bristol.org.uk/1450.html</a></td>
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<tr>
<td>Kip in a ship</td>
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<tr>
<td>HMS Belfast - London</td>
<td><a href="http://www.iwm.org.uk/sleepover">http://www.iwm.org.uk/sleepover</a></td>
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<tr>
<td>Dino snores</td>
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<tr>
<td>Natural History Museum</td>
<td><a href="http://www.nhm.ac.uk/visit-us/whats-on/dino-snores">http://www.nhm.ac.uk/visit-us/whats-on/dino-snores</a></td>
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<tr>
<td>Space mission</td>
<td></td>
</tr>
<tr>
<td>National space centre – Leicester</td>
<td><a href="http://education.spacecentre.co.uk/programmes/sleepovers">http://education.spacecentre.co.uk/programmes/sleepovers</a></td>
</tr>
</tbody>
</table>

Try an overnight pack meeting with a theme. ‘Cardboard city’ is a fun activity and provides discussion points around the issues of homelessness. Provide the Cubs with cardboard boxes and ask them to construct their own sleeping accommodation out of them.

Think about an overnight expedition, such as an evening hike to a local campsite, sleeping in hiking tents and getting up to see the dawn before returning to base. Cubs may like to sleep in make shift shelters or bivouacs. You can invite Explorer Scouts and Young Leaders to help.

Cubs can gain their Nights Away staged activity badge by undertaking an overnight meeting.
Treasure Hunts

Geocaching trail
Participants navigate to a specific set of GPS co-ordinates using a GPS device and then attempt to find the geocache (container) hidden at that location. The containers should have something inside from your pack such as a group name tape. You can get geocache coins to leave in the hidden containers. Each Cub could set up their own geocache and decide what they are going to put into the container.

Scouts or Explorer Scouts could set up the course for the Cubs to follow or you could set up one for other packs in your district to use at a later date. Visit http://www.geocachingscouts.org.uk/ for more information.

A great way for Cubs to work towards achieving the Navigator staged activity badge

Safari meal
Cubs follow a set of clues which lead them to visit different bases which give them the components of a meal. Have a mug of soup at one, a hotdog at another, a drink at another, jelly and ice cream at another. In built up areas, your parents may host the bases in their front garden, garage or you could set up bases in gazebos or small tents.

QR Code trail
Set up a QR (Quick Response), these codes can be read by a mobile phone or IPad with a QR code reader APP. The codes can be set up to lead the reader to information about how to find the next clue or could give the reader a question or a message. Cubs can be recorded giving information directly to the reader. These trails can be set up indoors such as around your local library so that people could find out about Cubs locally.

Night trails
Set up a night time trail using glow sticks. Old CDs, hung in trees, can be picked up by reflection using torches or pre-charged cheap solar lights which can be stuck in the ground.

Cluedo
A different way to run a trail is to set up a Cluedo game. In this, choose six characters, six places and six weapons and make a card for each one, for example:

<table>
<thead>
<tr>
<th>Character</th>
<th>Place</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cub Leader</td>
<td>In the catering tent</td>
<td>A chopping axe</td>
</tr>
<tr>
<td>Beaver Leader</td>
<td>By the camp fire</td>
<td>An iron frying pan</td>
</tr>
<tr>
<td>District Commissioner</td>
<td>Near the wood pile</td>
<td>A kitchen knife</td>
</tr>
<tr>
<td>Scout Leader</td>
<td>By the sleeping tents</td>
<td>A lashing rope</td>
</tr>
<tr>
<td>Explorer Scout Leader</td>
<td>Behind the camp shop</td>
<td>A mallet</td>
</tr>
<tr>
<td>Young helper</td>
<td>At the water tap</td>
<td>A bow and arrow</td>
</tr>
</tbody>
</table>
Secretly choose one character, place and weapon card and place them into an envelope. All the others are spread round the area or room. Cubs have to spot the cards, tick them off from their list to eliminate them and find out which ones are in the envelope.

**Expedition**

Make the 100th year of Cubs the year when you take the Cubs to a place they haven’t been to before. Make that special effort and have a trip of a lifetime.

Take the ferry over to Brownsea Island where the first camp took place in 1907.

Visit one of the Scout National Activity Centres. The centres offer a wide range of activities to help bring ‘adventure’ to the Cubs scouting experience.


Crawfordsburn (Co. Down, NI)
Downe (Kent)
Ferny Croft (Hampshire)
Gilwell Park (Essex)
Great Tower (Cumbria)
Hawkhirst (Northumberland)
Woodhouse Park (Gloucestershire)
Fordell Firs (Fife)
Youlbury (Oxfordshire)
Yr Harford (Gwynnedd)
Lochgoilhead (Argyll)
Meggernie (Perthshire)

There are a variety of other trips you could try:

- visit a local county activity centre/camp site you have not been to before
- take the Cubs abroad
- make a link with another Cub Pack and undertake an exchange visit
- visit an Island or go to the sea side
- have a city pack holiday
- undertake a pack holiday on a Narrow boat
- go to a theme park such as Disney Land or Lego Land

# GET READY, SET, GO!

**Objective:** Encourage exercise and healthy living

<table>
<thead>
<tr>
<th>Keep fit</th>
<th>Wheels in motion</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take the Cub Pack through a fitness work out</td>
<td>Get the Cubs out on a bike ride</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Planting footsteps</th>
<th>Mission active</th>
</tr>
</thead>
<tbody>
<tr>
<td>Design a Cub friendly centenary hiking route and set it up for others to follow</td>
<td>Hold your own inter pack Olympics event</td>
</tr>
</tbody>
</table>
Keep Fit
Call in an expert to lead the Cubs in an appropriate, age-related, exercise work out session and work towards gaining your Our Challenge award.
Try these sports:

- Zumba
- Tai Chi
- Karate
- Boxercise

Try setting up a one minute exercise circuit where Cubs have to move round a series of activities. One minute exercise time is followed by one minute resting before moving on.

**Step ups**
Step on and off a block 20-30cm high.

**Sit to stand**
Sit on a block with folded arms, standing up and sit down without unfolding your arms.

**Side jumps**
Place a rope on the floor. Standing sideways next to the rope, jump back and forth with feet together.

**Cycling**
Cubs lie down on their backs and lift both legs and bottom off the ground. Supporting their lower back with their hands, they cycle their legs round in the air.

**Press outs**
Cubs stand facing a wall and lean forward to take their weight on their hands. Bend elbows until nose touches the wall then straighten arms again.

**Shuttle run**
In turn. Cubs run back and forth across a 10m course.

**Star jumps**
Cubs stand inside two lines drawn 50cm apart with their arms down by their side. Jump to star shape with feet outside the guide lines then jump back to start.

**Paired fitness challenges:**
These challenges are carried out in pairs.

**Stand up**
Sit back to back on the floor with arms linked, and try to stand up without touching the floor.

**Pull back**
Sit face to face, feet flat on the floor, holding hands. One leans back and pulls the other to standing position.

**Chinese tug of war**
Two Cubs stand back to back and clasp hands between their legs. On the word ‘go’ each tries to pull the other person along.

**Back Push**
Two Cubs stand back to back and grip their own ankles. The idea is to try to make your partner over balance without doing so yourself.
One legged hand wrestle
Each Cub holds their own right leg with their right hand and clasps their partner’s left hand. The object is to try to make their opponent touch the floor with any part of the body or let go of their leg.

Wheels in motion
Take part in an event on wheels. Use the national network of cycle ways to get your cyclists off the road.

Cycle incident ride
Teams set off on a local cycle way, and en-route they could come across a range of incidents such as:

- helping an injured cyclist with simple first aid
- replacing a punctured tyre
- sending a Morse code message
- making a hot drink
- completing a compass exercise
- treasure hunt

Ask parents if they would like to accompany your team round the course.

This activity can count towards the Cubs achieving their Cyclist activity badge

Static bike challenge
Set up cycles on static bike trainers or you could use exercise bikes. Attach a bike odometer onto the rear wheel and set the Cubs a challenge to ride a set distance. Add their totals up and see if the team total can meet a target such as a marathon of 26 miles. This is a good activity to sponsor as well help Cubs gain their Skater and Sports Enthusiast activity badge

Wheels in motion race night activities
- Scooters
- Roller Blades
- Go Karts
- Skate boards
- Wheel chairs
Planting Footsteps

Centenary Hike
There is no perfect way for Cubs to commemorate the Cub Centenary and work towards their Hikes away activity badge then by designing a walk/hike for Cubs. The route could be described on a leaflet, giving information about interesting things to see or do on the way. Parents could use this with their families as well.

The hike could be made into a walking clue route where there are cryptic clues which have to be solved on the way round. Anyone who completes the route could email their answers in and get a special badge or certificate.

Name your route after a local Scouting personality, and think about setting up the hike as an annual event for your local district.

Town trail Monopoly wide game
Try running a local wide game based around Monopoly. Your walk aims to visit as many pre-determined places as you can in an hour. Ask the team to decide which they are going to visit and take a photo with all the members of the team in when they are there to gain points. Bonus points can be given for photos of things like:

- the team with a policeman or a traffic warden
- a bird or animal spotted on route
- an example of a fountain or a statue

Each team should be accompanied by a Leader or parent.

Other ideas to help plant footsteps:

- night hike
- sponsored walk
- incident hike
- ghost trail
Mission Active

Cub Olympics
As well as our Centenary, 2016 is Olympic Year where we will be looking to Rio for the magic which was generated at London 2012. Try running your own version of the Olympics as an inter-pack event. As well as competing for medals, all your participants could get their Athlete’s activity badge as well.

Alternative Olympics
As well as including traditional Olympic events, why not also give out medals for other types of competition, for example:

- chess
- snooker
- top trumps
- computer games
- art
- quiz team

Call in the experts
Try a taster session in something that you have never tried before:

- taekwondo
- trampolining
- archery
- kayaking
- handball
- hockey
- golf
# GET SKILFUL

**Objective:** learn something new

<table>
<thead>
<tr>
<th>Backwoods BBQ</th>
<th>Working with wood</th>
</tr>
</thead>
<tbody>
<tr>
<td>Have a pack outdoor feast prepared on fires without using any pans</td>
<td>Learn a new DIY skill and make something useful</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Call in the experts</th>
<th>Skills challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>All around us there are people who have developed their skills in certain areas. Ask a local expert to come and show you what they can do</td>
<td>Be Prepared is the motto of Scouting. These challenges will show just how prepared the Cubs are for coping with the unexpected</td>
</tr>
</tbody>
</table>
**Backwoods BBQ**

Enjoying an outdoor meal is always a favourite activity, but you can prepare your meal backwoods style. That means no pots and pans.

Set the scene with a suitable theme, for example, you are stuck on a desert Island. Provide some things which have been washed up on the shore.

*Get the Cubs cooking and working towards achieving their Backwoods cooking activity badge*

**Egg in a potato**

Cut the top off a potato and scoop a hole in the middle. Crack the egg into the hole, put the top back in place and secure with small wooden pegs. Wrap in aluminium foil and bake in the embers until the potato is cooked.

**Backwoods mince**

You can cook minced meat inside all sorts of vegetable containers such as orange peels, hollowed-out potatoes, onions, butternut, or even cabbage leaves.

**Kebab**

Use a green stick to spear slices of bacon, mushrooms, sausage, carrot, tomato, peppers, and pieces of pork or chicken. Support the skewer over glowing embers turning occasionally. Eat when the meat is crisp and golden brown.

**Cabbage hot dogs**

Lay sliced onion on a cabbage leaf, add a sausage or two and place more onions on top. Wrap up the cabbage leaf tightly and secure with a number of small green sticks. Place in embers for about 7 to 10 minutes, turning occasionally.

**Banana hot dogs**

Take a banana and cut a slit in the peel down the inside of the curve, and open it outwards. Remove the banana and eat it. Now put a sausage inside the banana peel and cook it directly on the coals.

**Baked apples**

Core the apple, adding fillings such as marshmallow, sugar, fruit, cherries, Smarties, M & M’s or syrup. Seal in foil then place on the embers for about 10-15 minutes.

**Stuffed sausages**

Mix up a packet of sage and onion stuffing, adding some Worcester or tomato sauce. Slice the sausage lengthways, stuff the sausage and wrap in foil. Place on the fire for about 10 minutes.

**Stuffed fruit loaf**

Take a plain loaf, cut off the top lengthways and scoop out the soft inner. Crumble this and add two apples finely diced and one cup of sultanas. Replace the contents of the loaf and fix the top back on
using cocktail sticks. Spread margarine thickly on the outside of the loaf. Wrap tightly in a double layer of cooking foil and place on the embers for about 15 minutes turning regularly.

**Angels on horseback**
Cook a slice of bacon then wrap it round a square of cheese, returning to the heat until cheese is soft.

**Bac-o-cheese dog**
Cut a hot dog sausage long ways, but not all the way through. Add cheese to the split then wrap in a slice of bacon. Hold together using tooth picks then cook on a grill for about 10 minutes.

**Hobo hash**
Mix shredded potatoes, shredded cheese, chopped sausage, chopped onion, salt and pepper. Wrap securely in tin foil and throw on a campfire grill. Cook for about 20 minutes depending on your fire. The bottom comes out crispy while the top is moist. You can flip the foil packet if you want both sides crispy.

**Toasted sandwiches**
Butter a piece of bread and place it on foil buttered side down. Add a filling such as apple, orange, sultanas and spices then add a top piece of bread, buttered on the outer surface. Wrap in foil and cook in embers for 2 to 3 minutes each side. Alternatively, fillings which are popular with Cubs are chocolate spread, jam or cheese and ham. Be careful the Cubs do not burn themselves.

**Twist dough hot dogs**
Basic twist dough recipe:
- 500g self-raising flour
- three tablespoons of sugar
- 300-500ml of water

Mix and knead your dough, forming it into balls. Cook a sausage and skewer it lengthwise. Take a ball of dough and flatten it out and wrap it all around it to look like a bread roll. Hold the skewered sausage over the embers of a fire or BBQ and turn it regularly until it is lightly browned all over and feels firm to the touch.
Working with wood
The Cubs can work towards their Artist or DIY activity badge depending on what activity they choose.

Nine Men’s Morris – a traditional board game
You need a piece of wood 150cm square. Mark the pattern shown in pencil then use permanent marker pen when you are happy you have got it right. Now drill the wood. Holes are positioned wherever a dot appears on the diagram – 24 in total. Choose a drill which makes a hole suitable for a matchstick to stand in, drilling part way through the wood. Finish making the board by varnishing the top surface.

Prepare the playing pieces by colouring two sets of nine matches in two contrasting colours.

To play the game, each player takes it in turn to put their players into one of the holes. The aim is to get a straight row of three pegs in the board. If this occurs, the player is allowed to remove an opponent’s piece and keep it. When all nine pieces have been played, you can start to move the pegs, one step along the lines in any direction which is free. Once again, the players aim to get rows of three. (Diagonal rows do not count.) Once any one line of three has been used by a player, they cannot use that particular line again but must find a new line somewhere else on the board. A player wins by cornering their opponent or removing seven of their pegs from the board.

Dominoes
Make a set of dominoes using soft wood and use drawing pins to set out the dots.

Key ring holder
The backing wood can be left as a rectangle or cut to shape using a jig saw. Stencils can be bought from toy shops to give Cubs an option of various shapes. Drill the wood in four places so that you can screw four brass cup hooks in place. Drill two more holes for fastening the holder to the wall. Finish by varnishing or painting the key holder.

Marble Puzzle
You need a flat piece of wood and 14 marbles to make this puzzle. Mark the wood as shown in the diagram. Each hole is drilled slightly then widened using a countersink drill bit. Follow the drilling with sand paper to make smooth cups big enough to support the marbles.

The puzzle begins by placing 14 marbles into the cups leaving the top one free. The idea is to leapfrog marbles over each other following the lines. Each time a jump is made, you remove the marble which has been jumped over. You can only move a marble by jumping it over another. See if you can get all the marbles but one off the board without leaving anyone stranded.
**Planters**

Outdoor planters will brighten up your HQ. Use exterior quality wood to make your planters and fill them with compost. You could invite a local joiner/parent along to assist with these activities.

Why not try making some other projects which just demands glue and wooden pegs / lolly sticks such as the following:

- Clothes peg rocking chair
- Lolly Stick box
- Lolly Stick picture frame
- Clothes peg aeroplane
Call in the experts
Look around your locality and find someone with a particular skill who is prepared to come and show the Cubs what they do. This is a perfect way to get Cubs’ parents involved in your meetings, for example:

- Flower arranging
- Knitting
- Cross stitch
- Pottery
- Bee Keeping
- Fishing
- Hand Bell ringing
- Sweet making
- Pizza making
- Cake icing
- Brick laying
- Amateur Radio

Skills challenge
An element of surprise can turn a simple pack meeting into an adventure. What would the Cubs do if:

- smoke started to come out of a side room?
- one of your leaders collapsed?
- all the lights went out?

Incident hikes are a fun way to test out the Cubs skill levels following some training evenings. How would they react whilst out on a walk if they met:

- someone with a burst cycle tyre?
- someone who was lost and needed directions?
- someone who had fallen and cut themselves?

Who would they try and contact? What important emergency numbers should they know? Would they stand and watch or offer to help?

The desert island challenge
This evening activity aims to develop problem solving skills.

In sixes, the Cubs have been shipwrecked on a desert Island. Each six is given a set area in which they have to remain throughout the evening marked out by a groundsheet or tarpaulin. There are certain things which are ‘washed up’ on the shore of their area, such as shelter building materials, cooking stuff, food or other equipment. Through the evening, the Cubs have to complete a range of tasks, for example, make a shelter for themselves, cook a meal, and make a water collection device, make a hammock or create a signalling device.

Every ten minutes the lights go off for a set period of two minutes representing night time. The Cubs have to lie down to sleep for these two minutes. Sometimes it may rain over night, represented by a watering can spraying them. Whether it rains or not can be decided by the toss of a coin or a dice.

Each morning, some new things have been washed up on the shore for the Cubs to use. Sometimes, food is floating past which the Cubs have to fish for as they are not allowed off their area.
At the end of the evening, discuss how each six tackled the problems and what they considered are most important for survival. Contrast the situation with people who are refugees or who have been displaced by natural disasters.

These activities are a great way for Cubs to work towards gaining their Hikes Away staged activity badge, and Our Outdoor challenge award.
## GET MAKING

**Objective:** invent, design and create

<table>
<thead>
<tr>
<th><strong>Model in the community</strong></th>
<th><strong>World of junk</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Make your mark in your local community by creating an art display in a public space</td>
<td>Encourage recycling by collecting junk and turning it into something</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Money making</strong></th>
<th><strong>Catch the moment</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Give the Cubs a start-up grant of £5 and challenge them to double the money</td>
<td>In 1986, Cub Packs across the country were challenged to make a time capsule for the year 2016. Can you find it? Hide your own time capsule for the year 2066</td>
</tr>
</tbody>
</table>
Model in the community
Model making, art and crafts have always been an important part of Cubs. Use Cubs creative skills to set up a public display:

- set up a display in a local shop window to advertise your activities
- produce art work for your local park or camp site
- take an iconic building in your area and reproduce a model of it

Find out if you can organise a ‘100 year of Cubs’ display to appear in your community. Suggest a local park plant a flower bed to recognise the centenary year for you.

Here are some other ideas for community art.

Stained ‘glass’ windows
Cubs are given overhead projector acetate slides and asked to do coloured designs on them using permanent marker pens. A good idea is to put a blank shield design on the slides first, and the Cubs can then design something they enjoy at Cubs onto it. At the end, the acetate sheets are connected together with gaffer tape to create a ‘window’.

Home-made bunting and balloon bunting
Cubs can be involved in producing their own bunting, which could be designed to mirror your scarf colours. Cubs can write goodwill messages or thank you prayers on balloons before adding them to make a spectacular display.

Scarecrow festival
Scarecrow festivals are found in villages all over the UK. People put scarecrow models in their gardens usually based around a theme. All the families in your Scout Group could take part in a Cubs theme for 2016.

Mosaics
Mosaics, using coloured tile pieces set in a background of cement, are a great way of having a community piece of art. Reproduce the centenary badge or have a series of designs which mirror what Cubs get up to in your area. See if you can get your mosaics displayed in your local park.

Photo Mosaic
One way of celebrating your group is to take individual photos of your group members against a range of different coloured backgrounds. The images can then be fed into software which sets up a photo mosaic of a picture which you give it using tiny copies of the individual images. It would be great if you could get pictures of people who have passed through the group in the past. It could be something you set up as part of your ‘Thanks Event’.
World of junk

Hovercrafts

With the CD shiny side up, glue a bottle top over the hole in the CD. Ensure the seal between the CD and the bottle top is air tight.

Open the valve on the bottle top, and place the balloon over the valve. The balloon can be difficult to inflate for the first time so try inflating it a couple of times before you put it on the bottle top to stretch it out a bit.

Turn the CD upside down and blow through the hole in the CD, into the bottle top and into the balloon, so the balloon inflates and close the valve to stop the balloon going down.

Place the hovercraft on a pre-prepared race track, lift the valve and give it a gentle push.

Wind chime

Find around six tubes of bamboo without knots in them. They can be between three to six inches, possibly of varying lengths. Push a skewer through the centre of the bamboo to hollow it out. Drill small holes in the side of the tubes and use fishing line to fasten together. You could use a variety of other things such as keys, old cutlery, and shells.

Bits and bobs holder

This is a simple but useful gift which can be made in an evening. Having previously found a couple of pictures they like of the correct size, arrange four match boxes in a square on the back of one of them. Make sure each side of the square has one striking surface and one draw. The Cubs then draw around the square on the back of the picture. Remove all the trays and put them on one side. Stick the arrangement of boxes onto the picture then place a second picture on top. In order that the trays can be easily removed, press a paper fastener through the front of each before inserting them in position around the holder.

These are great activities for the Cubs to work toward achieving their Artist activity badge.
**Money making**
Introduce the concept of enterprise by running a Pack Trading Post activity.

Give each six a list of things to do or make which you will buy. Name the price of each.

- A correctly tied reef knot @ £1
- A cartoon picture of Akela @ £5
- An arm sling @ £1
- A cup of tea @ £5
- A dance performance @ £4

The Cubs have to decide what to do to earn as much money as they can in 30 minutes. Bartering becomes an important part of the activity depending on the quality of the finished product.

**Ideas for fund raising games**
Cubs can earn some money by doing tasks around the house. Use the Scout Community Week as a structure for this.

**Coins In jars**
Fill a paddling pool with around 30cm depth of water. Place jam jars in the pool and flood the pool with water. Players throw coins into the pool and win double what they throw if it lands in one of the jars.

**Lollipop sticks in sand**
Colour lollipop sticks red at one end and stand them upright in sand, red end buried. Players pick three sticks and win a prize if they choose one with a red end.

**Marbles in plant pots**
This is a competition between two players. Each one has a plant pot turned upside down on a tin tray. Using one hand only, the players race to see how quickly they can spoon 10 marbles through the hole in the plant pot. The metal tray makes the game more noisy and exciting.

**Splat the rat**
A simple crowd pleasing game, made from a piece of old plastic guttering mounted onto a wooden frame. You drop a beanbag through the hole at the top and attempt to catch it with a bat before it drops out of the bottom. It's harder than it looks.

**Guess the toy bricks**
Cubs make models out of toy building bricks. Display the models and have a competition to guess how many bricks have been used in each one.
Donkey Derby

Provide a table divided with masking tape into a six lanes. Mark out the same amount of numbered steps along each lane. Have a start and finish end. Each Cub has a model horse numbered from 1 to 6. Throw a dice and each time a Cub's horse number comes up, they move forward one step. First horse over the finishing line wins the race.
**Catch the moment**

**Make a time capsule**

Time capsules are a way of capturing a moment in people’s lives and storing it for a future generation to look at.

Ask each Cub to bring something to put into your time capsule which represents their interests. Add in examples of badges, coins, stamps, newspaper articles (laminated) and other everyday things which we take for granted. Each Cub could write a short post card to someone opening your time capsule 50 years in the future. Ask someone who is 50 to come and place your time capsule for you.

In 1986, as part of the Rainbow Year, celebrating 70 years of Cubs, packs were challenged to do this activity. Can you find your local 1986 time capsule?

**Capture and share your story**

Cubs can create a YouTube channel or blog capturing which can include the following:

- Cubs talking about their favourite activities
- Camp fire songs
- Interviews with people who were Cubs 50 years ago
- Messages from your district/area/county/region personnel
- Video footage of Cubs playing games
- A short documentary of the history of your group
- An advert to attract new members

**100th year birthday cards**

Have a competition to design a special birthday card. Print multiple copies of the best ones and use them to send out to all the people you have on your records who have been Cubs with you in the past.

**100th Year Scrap Book**

‘Project life scrapbooking’ is easy for Cubs to do as they just have to arrange their photos on each side of the plastic insert pockets and put the wording onto cards into the remaining pockets. Produce a scrap book in which each Cub is given one page to fill. Leave them to decide what they will put on their page but include a photo of them for future reference.

Individual photos of each Cub would make a great Christmas gift for parents in the centenary year. You could put your photo memories of the year into a book for families to enjoy. There are various websites which you can use for this.
# GET UNIVERSAL

**Objective:** raise awareness of local, national and global issues

<table>
<thead>
<tr>
<th>Conserve for the future</th>
<th>Make contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undertake a project to help conserve wildlife in danger of extinction for future generations</td>
<td>Make contact with Cubs from a different area and organise a joint activity</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A global perspective</th>
<th>Make a difference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Carry out activities to help the Cubs understand issues which affect young people in other parts of the world</td>
<td>Carry out a project which impacts directly on your local community</td>
</tr>
</tbody>
</table>
Conserve for the future
Cubs have a natural interest in conservation and a fascination for the world of nature. Many will, however, have limited experience of wild life conservation, farming or husbandry.

Zoos, animal centres and wild life parks will often run special ‘back stage’ visits for young people to see how animals are cared for. Many zoos run adoption schemes where Cubs could support a particular animal's welfare.

Visits could include:
- sea life centres
- birds of prey sanctuaries
- RSPB and WWT centres
- safari Parks
- wild life Rescue centres
- RSPCA hostels

Visit www.scouts.org.uk to see if any of our partners are offering discounts. Pets At Home run an excellent visit scheme to support and advise Cubs about care and welfare of family pets.

This is a great activity to help the Cubs work towards their Naturalist activity badge

Environment shoe boxes
Each Cubs chooses an animal to research. They are given a shoe box and have to model the habitat for their animal in the box using papier mâché or mod rock. A variety of coloured sands can be obtained from model shops to create different finishes and twigs can be added embedded into the mod rock.

Bird and bat boxes
Bird and bat boxes make an excellent wood work project. Use unseasoned wood 15mm thick. Different size holes are suitable for different bird species:

25mm or larger for blue, coal and marsh tit;
28mm or larger for great tit and tree Sparrow;
32mm for house sparrow.

Nail or screw the box together. Do not use glue. Drill two small drainage holes in the base

A bat box can be made by using the same design but removing the front access hole and reducing the size of the base to leave an access through the bottom. Use unplanned wood to give a rough internal surface.

For more details visit http://www.bto.org/about-birds/nnbw/make-a-nest-box
**Food chains – a wide game**
This wide game is designed to show how insect, animal and plant life depend on each other. **Check out the food chain playing card on the Our Journey resources activity page**

Cubs are split into teams and each individual is given a card at random. A game of tag follows where any Cub can catch any other Cub from a different team. When a catch has been achieved, the two involved show each other their cards. There are then three possibilities:

1. The two cards are the same (both Cubs run off and tag someone else.)

2. The two cards have nothing to do with each other at all (the Cubs run off and find a new person to tag.)

3. One Cub’s card eats the other in which case the winner takes both cards, runs to the team base and posts the captured card in a box. They then re-enter the game and go to tag someone else. The losing Cub goes to the leader and gets a new card so they can re-enter the game.

At the end of 20 minutes, see which team has got the most cards.

To avoid Cubs who have top predator cards monopolising the game, introduce the odd chance announcement such as;

All foxes have been eliminated by a farmer spraying insecticide on their crops
The rabbit population has been wiped out by myxomatosis
All foxes have been hunted

Cubs carrying the relevant cards have to hand them in to the leader and go and collect a new one to re-enter the game.

For information on wildlife species in danger visit the WWF web site at [http://www.wwf.org.uk/wildlife](http://www.wwf.org.uk/wildlife)
Make contact
Cubs can be very different from one place to another. Put together an information resource about your pack which could be exchanged with another pack from a different part of the country. Create a YouTube channel or blog with pictures and messages. Include pictures of Cubs and Leaders, your scarf, your name tape and county/district/area/region badges. This is also a great to give to new parents joining the group in the future.
If Cubs/Leaders are going off on holiday or on camp, get them to take a copy of your welcome pack and deliver it to a Cub pack in the local area.

This activity allows Cubs to work towards achieving their Digital Citizen staged badge

A global experience
The Scout Association International Links Scheme
The International Links Scheme offers a means of communicating with other Scouts abroad and provides an international experience without necessarily having to leave town. For more information about the scheme go to www.scouts.org.uk/intlinks

Jamboree on the Air / Jamboree on the internet
The JOTA and JOTI event takes place each year in October. It is a great way to make contact with other scout groups. For information about JOTA and JOTI visit www.scouts.org.uk

Pack travelling mascot
Develop a Centenary Pack Mascot and challenge the Cubs, leaders and their families to take the mascot with them when they go away to another country. The idea is to get a photo of the mascot in as many places as you can during the centenary year. Run a web based photo gallery of your mascot’s travels on your group web site.

International posting game
Cubs are given a ticket which has a picture of a Cub from another country on it. Mark the back of the picture with a coloured dot so you can identify which six it has come from. The player has to post the picture in the correct country box, placed around the playing area. The winning six is the team who have managed to post the most correct pictures.

Check out the playing card for this game on the Our Journey resources activity page

District international festival
Set up international bases with each pack in your district hosting a different country. Each base could be dedicated to a country consisting of its traditional food, music, games and clothes. When each Cub arrives, provide them with a passport for the event. Throughout the day, they can visit different countries, developing their knowledge of each country they have visited. Stamp each Cub’s passport when they leave each country they visit.

A global perspective
Find out about young people and how they live in other parts of the world. Cubs can then do something to help. Try one or two of the following projects.
**Aqua Box**  [www.aquabox.org](http://www.aquabox.org)

Aqua box is a charity which organises the distribution of humanitarian aid boxes. These boxes also contain filters and the hardware to turn the box itself into a treatment unit providing drinking water from contaminated sources. Visit [www.aquabox.org](http://www.aquabox.org)

**Operation Christmas Child**

This is a Christian based charity which aims to provide Christmas presents to children in need. Participants are asked to wrap a shoe box and fill it with gifts for a boy or a girl in different age categories. The web site gives suggestions of what to pack and what not to pack. Cubs can personalise the box with a message or photo if they wish. The charity collects the boxes in November at a number of locations detailed on their web site. Visit [www.operationchristmaschild.org.uk](http://www.operationchristmaschild.org.uk)

To help the Cubs to understand the things which affect the lives of some young people, try playing a simulation game such as:

- the chocolate trading game
- the paper bag game
- the trading trainers game

Details of these and related resources are available on the Christian Aid web site:

Make a difference
You can have a big impact on your local community if you can undertake a local project. It helps young people to understand that they can make a difference.

- Clearing wasteland
- Community clean up
- Host a sale for community groups
- Run a local young people’s disco
- Visit a care home
- Coffee mornings
- Car wash
- Bring and buy sale
- Run a street party or local carnival
- Plant and care for a plot of land
- Bring a friend events
- Host a sale for community groups
- Bring a friend events
- Clearing wasteland
## GET GROWING

**Objective:** Improving the recruitment and retention of Cubs

<table>
<thead>
<tr>
<th>Family event</th>
<th>Parent power</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold an event designed for the whole family to</td>
<td>Ask Cub parents to come to a pack meeting to</td>
</tr>
<tr>
<td>come and have a good time whilst finding out what</td>
<td>show the Cubs what they do for a job or a hobby</td>
</tr>
<tr>
<td>Cubs is all about</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Scouting in schools</th>
<th>Beaver links</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take the Cubs into your local junior school to</td>
<td>Use the Cubs as leaders in running a Beaver</td>
</tr>
<tr>
<td>tell other children what you do and the fun you</td>
<td>Scout meeting. Help to make the links between</td>
</tr>
<tr>
<td>have</td>
<td>sections stronger</td>
</tr>
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<td></td>
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</tbody>
</table>
Family Event

How well do your parents know what goes on during a typical Cub event? Getting them involved may encourage them to take a more active part in your Scout Group. Arranging a quiz evening is a good start. Here are a few ideas.

Pictionary charades

Team sends one person to the game controller who gives them a Cub activity. Back in their teams, they have to silently draw the activity on scrap paper with the rest of the team trying to guess what the activity is. Once guessed, the team sends the next person up to find the next activity. Which team can make their way through the full list of activities first?

Observation quiz

Show the audience some photos of the activities you have been involved with during the year. At the end, ask the team to answer a number of observation questions based on the pictures. This is a good way to do a report on your activities at your AGM.

Google Earth quiz

Show some images from Google Earth of well-known international and local places. Who can identify them first?

The price is right

Have a variety of objects around the room. Teams have to guess the cost of the items in the local supermarket but also, guess the cost from 50 years ago. Alternatively, have the teams guess the cost of some typical Scouting items such as a Silva compass, an activity badge or a scarf.

Friends like these

The team is given a range of simple tasks to do but they have to divide the jobs amongst the team members, utilising the strengths of the team. Challenges could be to make a cup of tea, draw a picture, sing a song or solve a puzzle.

The Cube

Based on the TV programme of the same name, people undertake a variety of simple challenges with a set number of lives. Any failure results in loss of a life. The gamble is when to cut and run so the Cube does not beat you. Several challenges can take place at the same time to involve more people.

Other family events include:

- run a car treasure hunt
- host a family BBQ
- hold a family fun run or walk
- have a family camp

A fun, and sometimes hectic, event is to hold a family meal cooked and served by the Cubs themselves. Parents should dress for dinner and Cubs who are not cooking act as waiters.

Prepare a presentation at the beginning of the centenary year showing what’s planned. Alternatively, or as well as, have a presentation at the end of the year highlighting events that took place.
Parent Power
Parents are a large source of untapped expertise. Hold a Cubs careers/hobbies fair and ask parents to run a stall showing the kind of things they do at work or in their hobbies. Many parents are only too willing to help out, particularly when they are doing something they know a lot about. You may find some interesting ones like these.

<table>
<thead>
<tr>
<th>Car Maintenance</th>
<th>First Aid</th>
<th>Calligraphy</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIY</td>
<td>Cake Icing</td>
<td>Gardening</td>
</tr>
<tr>
<td>Computers</td>
<td>Rugby</td>
<td>Vet</td>
</tr>
<tr>
<td>Pottery</td>
<td>Artist</td>
<td>Guitar player</td>
</tr>
<tr>
<td>Bell ringing</td>
<td>Gaming</td>
<td>Flower arranging</td>
</tr>
<tr>
<td>Judo</td>
<td>Circus skills</td>
<td>Photography</td>
</tr>
<tr>
<td>Jewellery making</td>
<td>Karate</td>
<td>Electronics</td>
</tr>
<tr>
<td>Kites</td>
<td>Climbing</td>
<td>Zumba</td>
</tr>
<tr>
<td>Spinning</td>
<td>Origami</td>
<td>Magic</td>
</tr>
<tr>
<td>Golf</td>
<td>Fishing</td>
<td>Brick layer</td>
</tr>
<tr>
<td>Knitting</td>
<td>Chess</td>
<td>Cross stitch</td>
</tr>
</tbody>
</table>
Scouting in schools
Many children do not join the fun of Cubs because they never hear about it. Schools are keen to promote activities outside the classroom and will welcome some input.

Assemblies
The 100th year centenary makes a good theme to use for an assembly. Here are some tips for making a successful recruitment visit.

a. Use Cubs who attend the school as role models in the assembly.
b. Check the length of time the teachers expect you to fill.
c. Do activities which the young people can do in an assembly format such as camp fire songs.
d. Design a face to face assembly rather than watching a DVD presentation.
e. Make sure that you sell the strengths of the group.
f. Check out with your district to see if they have resources or experience to help you.
g. Make sure that you are well set up to respond to any interest shown following your visit. Having a representative of the group in the playground at the end of the day is a good way of engaging with parents.

You may be able to run something more on a game format during a break or lunchtime session rather than using assembly times. You will need to provide evidence of your DBS clearance to be allowed to work within the school. Bear in mind the Health and Safety aspects of running a game in school time and be prepared with a wet weather alternative.

Invite them to visit the their local Cub pack
The appearance of your meeting place and the welcome you provide will be crucial. Keep an open door and have someone outside to meet and greet people. Have a coming-in game running so that new recruits get involved straight away.

a. Remember that some of what we take for granted can be quite off-putting for someone new. Be prepared to explain what is going on and remember to specifically include new potential Cubs. You can brief your sixers to keep an eye on new members.
b. Encourage your current members to bring a friend following your school visit.
c. Make sure you have the basic details of any child who is trying out your meeting for the first time as contact with the parent is essential.
Beaver links
The best recruitment you have in your scout group comes from your own Beaver Colony so making sure you have good links between the sections is vital.

Swap a section week
One way to keep each section leadership teams in touch with each other is to have a ‘swap a section’ week when the teams run the meeting for each other. Beavers will find it easier to link if they have met the Cub leader team.

Table top games
Another successful format is to run a table top game evening. On arrival, each Cub pairs up with a Beaver and they tour round as a pair challenging other pairs to a series of table top games such as Dominoes, Snakes and Ladders and Ludo. Each game played earns a point for the winning pair. Keep the games simple to understand so that they can be self-running. If a game goes on too long, have a leader available to step in and decide who is in front when it is time to move on.

Birthday party
Help your older Cubs arrange a 100th birthday party evening for the Beavers. Let them prepare and run traditional party games and serve a birthday tea of jelly and ice cream.

Camp fun
Encourage your Beavers to join you for part of the Cub Adventure Camp
GET THINKING

Objective: prepare Cubs to think about other people

<table>
<thead>
<tr>
<th>Cardboard city</th>
<th>The Generation game</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cubs can think about homeless issues by making their own cardboard shelters. Dare they spend a night in their makeshift structures?</td>
<td>Invite people who were Cubs themselves in 1986 to come and celebrate with you or have a party for the Cubs grandparents</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Paralympic challenges</th>
<th>Finding faith</th>
</tr>
</thead>
<tbody>
<tr>
<td>Have a go at some disability sports and hold your own Paralympic event to celebrate the Rio Games for 2016</td>
<td>Visit a faith centre in your local community and see what they do to help people</td>
</tr>
</tbody>
</table>
**Cardboard city**
The issue of homelessness is one which is particular pertinent to young people.

Most super markets will let you have a number of cardboard boxes for this activity. You will also need several rolls of packing tape. The more cardboard boxes you can get the better so that the Cubs can let their imaginations wander as they create their cardboard shelters.

The Cubs will enjoy the opportunity to do a sleep-over in their cardboard shelters. Make the activity into a sponsored event and give the money to a homeless charity.

The use of food banks is increasing. This could be another good cause for your pack to help.

**Shelter**
‘Shelter’ offers a range of ideas for youth groups to try. Visit [http://england.shelter.org.uk/get_involved/organise/clubs](http://england.shelter.org.uk/get_involved/organise/clubs) for more details.

Ginger Bread House making is one of the activities they offer. You can have a competition then sell the products afterwards to raise money. The web site has recipes and templates to help you create your ginger bread houses.

**Crisis**
Crisis is a national charity for single homeless people. They run a sleepover campaign to help with their work. Visit [http://www.crisis.org.uk/pages/sleep-over.html](http://www.crisis.org.uk/pages/sleep-over.html)

**Possessions Conundrum**
Give the Cubs a series of items or pictures of items. Ask them to place them into three piles labelled ‘essential’, ‘desirable’ and ‘not needed’. They have two minutes to decide what they are to take with them as they are going to have to leave in a rush, and carry the things they choose to take with them.

Liken the situation to people who are refugees, having to leave their home at a moment’s notice because danger is near. Which things that we take for granted are essential and which are not?

*Why not link this to the Community Impact staged activity badge*
The Generation Game

Celebrate the 100th year by setting up a historical exhibition for people who have been Cubs in your group in the past. Set up a display of the activities of your group over the years and open it to the public. You could combine it with a flower festival or a special weekend of thanksgiving at your local place of worship.

Offer the opportunity for visitors to do a voice recording telling you a story of when they were in the group so you can collect their memories together afterwards.

Invite local civic dignitaries so that they can have an over view of the work you are doing in the community.

You may want to recognise people who have been particularly involved in the group and produce a commemorative gift for them.

Combine a thanksgiving event with presentations for today’s Cubs of Silver Chief Scouts Awards and activity badges.

Make sure your exhibition finishes by looking forwards and gives clear information about how to get involved in supporting scouting locally.

Your group AGM could be enhanced by a special event of this sort and will help people to recognise the community work which Scouting does in your area.

Your scout district may want to take this challenge on and host a display on behalf of all the packs in your area. Can you take over a shop in the high street to present your exhibition?

Run a coffee / tea facility to raise funds and to give people the opportunity to sit and chat with you.

The Scout Association Print Centre has loads of resources which can be used to enhance your local display. Access it by logging onto www.scouts.org.uk and finding the centre in the member’s area under ‘my tools’.
Paralympic Challenges
With 2016 being Olympic year, we will once again be enthralled by the skills of athletes, both able bodied and disabled.

Give the Cubs the chance to try out some of the Paralympic disciplines to see how hard they are to master.

*Bubs can work towards achieving their Sports Enthusiast activity badge.*

**Boccia**
Boccia is a sport which can be played seated from a wheelchair. The jack ball is white and is thrown first. One side has six red balls and the other has six blue balls. The balls are leather containing plastic granules so they don’t bounce but will still roll.

The side whose ball is not closest to the jack throws until they get a ball closer or until they run out of balls. Once all the balls have been thrown, one side receives points for every ball they have closer to the jack than their opponents’ closest ball. For more information, visit [http://www.gb-boccia.org](http://www.gb-boccia.org)

**Goal Ball**
Goal ball is a game played by two teams of three players with a maximum of three substitutions on each team. Sighted players can also play, and all players are blindfolded.

Goal ball is played on an indoor court that is 18m long and 9m wide. The court has tactile markings (string that is taped to the floor), which helps players determine where they are. The ball contains internal bells, which help players locate it during play.

The object of the game is to score a goal by bowling the ball along the floor so that it crosses the goal line of the opposing team. The defending team has to prevent the ball going in to their goal by stopping it while remaining in their team area. They must then try to control the ball and attack by bowling the ball back again thereby trying to score in the other goal. For further information, visit [http://www.goalballuk.com](http://www.goalballuk.com)

**Wheelchair basketball/rugby**
Wheelchair sports are great fun but do need specialised equipment. Use the web site address to find your nearest club along with the availability of ‘try’ events. Visit [http://gbwr.org.uk](http://gbwr.org.uk) or [http://www.gbwba.org.uk](http://www.gbwba.org.uk)

**Sight impaired racing**
Wearing swimming goggles covered in cling film, each runner has a guide runner who ensures they do not get lost, bump into things or fall over.

**Seated volleyball**
Play with a net 1m high, using a foam ball which is easier to hit. For further information, visit [http://www.volleyballengland.org/Sitting_Volleyball](http://www.volleyballengland.org/Sitting_Volleyball)

**Seated Archery**
For information on seated archery and Paralympic sports, visit [http://www.paralympic.org/sports](http://www.paralympic.org/sports)
Finding Faith
Any faith centre will be pleased to show you round with prior arrangement. Living amongst different faiths and cultures, a visit can help bring young people together in their community, and help towards understanding of other ways of life.

For advice and information before your visit, contact Scout Active Support faith units
Contact details can be found here http://members.scouts.org.uk/supportresources/38/contacts

Cubs can work towards gaining their

Our Word challenge award and World faiths activities badge in this section.

Buddhist Centre
Buddhism is a path that seeks to lead individuals from a life constricted by greed, hatred and ignorance to one liberated by generosity, compassion and insight. Its aim is to overcome suffering and to promote happiness.

Although Buddhism is called a religion, it is radically different from the other major world religions. Buddhism does not have a Creator God to obey, but requires a willingness to commit oneself to the Buddha (the ideal of Enlightenment), the Dharma (his teachings) and the Sangha (the community of his followers).

Sikh Gudwara
Sikhism stresses belief in One God, for all humanity, who looks to actions rather than people's religious labels. Guru Nanak, the founder, also taught the complete equality of men and women everywhere and the importance of service to others.

Nine other Gurus followed Guru Nanak. The tenth Guru, Guru Gobind Singh, decreed that there would be no more living Gurus and that the Guru Granth Sahib (sacred scriptures) should be read for future guidance. The Guru Granth Sahib is, therefore, treated with great respect, both in the Gurdwara and in the home.

Hindu Mandir
Hinduism is a Western term that refers to the diverse religious and cultural traditions stemming from the Vedas, the ancient Sanskrit writings of India. Followers themselves often refer to the term ‘Sanatan Dharma’, thus indicating belief in universal and everlasting truths and there are a number of beliefs and concepts which are widely accepted.

Practically all Hindus believe in the doctrine of reincarnation, whereby the eternal soul (atman) transmigrates through different species, from one body to another. This operates according to the law of action and reaction, commonly called ‘the law of Karma’. The aim of human life, for most Hindus, is liberation from the cycle of birth and death through union with the Supreme (Brahman).

Jewish synagogue
Jews believe that God is one and that He is the Creator for the world who cares for all His creation. They believe their special relationship with God is expressed in the 613 Mitzvot (laws). Jews also believe that God’s special relationship with all humanity is expressed through obedience to the seven Noachide laws.

The Torah, which was revealed by God to Moses on Mt Sinai, is the central core foundation to Jewish life. The Torah sets out practical rules and guidance (including the Ten Commandments) for all aspects of daily individual, family and community life. Together with the Oral Law, set out in the Talmud, and described in Halakhah, the Torah remains the basis of belief. The written Torah forms the First Five books of the Tenakh (Old Testament. The New Testament is not part of Jewish religious teaching).

The Jewish people are very family-orientated, and this is reflected both in the celebration of weekly Shabbat, festivals throughout the year and a proud tradition of caring institutions. Shabbat and festival are celebrated both in the home and in the synagogue.

**Christian Church**

The fundamental belief for Christians is in God, the Creator of the world, who is revealed to people through the life, death and resurrection of Jesus Christ, the Son of God. Christians believe in God as Trinity: Father, Son and Holy Spirit.

For Christians, the Bible is the revelation of God’s relationship to humanity. The New Testament is of particular importance to Christians; it consists of 27 books and includes descriptions of the life and teaching of Jesus and the writings of some of the first Christians. These books provide Christians with authoritative guidance for their lives. The lives of some Christians, since the events of the Bible, are also regarded by many as exemplary.

**Islam Mosque**

Islam is a comprehensive way of life, and is based on the Oneness of Allah and the role and status of the Prophet Muhammad PBUH as an example to humankind. This is expressed in the declaration of faith ‘There is no god except Allah, Muhammad is the Messenger of Allah’. A person becomes a Muslim not by race, nationality or culture, but by professing belief in that statement and by reflecting it in the practice of the Islamic way of life.

There are protocols to follow when visiting any faith centre in order to maintain respect, such as:

- do you need to remove shoes?
- is it necessary to cover your head?
- should you remain silent in certain areas?
- are you allowed to take photographs?
- is food provided?

Seek advice before your visit.
## GET LEADING

**Objective:** encouraging young people to take the lead

<table>
<thead>
<tr>
<th>Pack leadership</th>
<th>Hobby night</th>
</tr>
</thead>
<tbody>
<tr>
<td>Let older Cubs take the lead in running the Cub meeting night. Arrange to swap older Cubs with another pack</td>
<td>Get the Cubs to bring along their hobby and have a market place where each can share what they do with others</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>In the spotlight</th>
<th>Over to you</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold a Cub Pack show for the centenary year and invite family and friends to watch</td>
<td>Hand your pack over to another group of leaders. Ask your local Explorer Unit or Scout action support group to take over for a night. Swap sections within your group for a week</td>
</tr>
</tbody>
</table>
Pack Leadership
How much input do the Cubs have in the running of the pack? How often do you get your older Cubs together and find out what they want to do?

Helping Cubs to choose activities needs some structure as few Cubs will be able to come up with new ideas without some prompting. Playing games can help you find out what activities the Cubs are most interested in. Put a range of activities on sheets around the room. Give each Cub five stars which they place on the sheets showing the things they most want to do.

The ‘Our Journey’ resource is structured so that you can use the 12 activity areas to find out which activities the Cubs would most like to do. In each case, use a choice card around the four focussed areas.

Older Cubs in your pack can assume responsibility with these activities:

- represent the pack by visiting the Beaver meeting
- help induct new Cubs into the pack
- lead grand howl and flag break
- organise the other Cubs in team exercises
- act as a tent leader on camp
- help set up equipment for games
- help to run a wide game

To get the best out of your older Cubs, it is important to give them a bit of status with the other Cubs. Take time to train them in a specific skill, and let them train the other Cubs. Find out their favourite games and what they would really like to do, and try to deliver their dreams.

Ensure they have the opportunity to get the Silver Chief Scouts Award, and let them know how much this means to everyone. The presentation could be part of a larger event, possibly across all the packs in the area. Silver Chief Scout Award presentations can be made more special in the centenary year by presenting them at a Thanks Event or a Promise Party.

This is a project involving the district. Get the older Cubs together from a range of packs and run a training evening or an older Cubs link camp. Use the team to deliver the activities to different packs in the area and give the regular leader team a night off.

This is a perfect activity for those Cubs wanting to work towards achieving their Team Leader challenge award and Personal challenge award.
**Hobby Night**

Have a hobbies fair where each Cub brings along their interests and have a ‘show and tell’ session. Half the Cubs set up a base to show off their hobby whilst the other half goes round to sample the things on offer. Then swap over.

Have some badge testers present who are able to test for badges like:

- artist
- hobbies
- collector
- sports enthusiast
- book reader
- musician

Badges of this type can be missed unless the opportunity is given for Cubs to show their interest. Districts can organise badge testing days where Cubs can choose which badge they would like to do and then come at a pre-arranged time to meet an examiner. Here is an excellent way that district SAS teams can help out.

You could get your Scouts to come and show the Cubs what they enjoy doing, and teach their skills to other Cubs.

**In the spotlight**

A Cub show is a great way of promoting team work and self-confidence. Make the event more realistic by providing lighting and a stage to perform on. You could include:

- puppetry
- joke sessions
- sketches
- songs
- dance
- instruments
- magic

Add in some audience participation such as:

- quizzes
- games
- action songs

You could make your concert an outdoor occasion around a camp fire.

*Perfect for those Cubs working towards their Teamwork challenge award.*
**Over to you**

It’s time to do something for your leader team. Hand over the running of the pack to:

- Your local Scout Active Support team
- An Young Leader Team or Explorer unit
- Leaders from other sections in your group
- Your district team

Use the evening to take your leader team out to say thank you to them for the time they have given to running the pack.

Changing sections in your group for a week is an interesting experiment and gives the leader teams a greater empathy with each other’s work in Scouting.

**Changing packs within a district is another way to build relationships**
# GET CELEBRATING

**Objective:** Celebrate and look to the future

<table>
<thead>
<tr>
<th>Event</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thanks Event</td>
<td>Hold an event in which any person who has worked with the Cubs is invited to attend</td>
</tr>
<tr>
<td></td>
<td>Check out the Thanks Event resource pack</td>
</tr>
<tr>
<td>Adventure Camp</td>
<td>Go on a special centenary Adventure Camp</td>
</tr>
<tr>
<td></td>
<td>Check out the Adventure Camp resource pack</td>
</tr>
<tr>
<td>Promise Party</td>
<td>Have a birthday party on Friday December 16th 2016 at 19:16 pm</td>
</tr>
<tr>
<td></td>
<td>Check out the Promise Party resource pack</td>
</tr>
</tbody>
</table>