

## 2014 TERM ONE – '*Splish Splash*' - start the year with a SPLASH!

Week	Date	Sub-theme	Element
1	10-14 February	Boat Races	<ul style="list-style-type: none"> <li>Making paper boats</li> </ul>
2	17-21 February	Swimming	<ul style="list-style-type: none"> <li>Swimmers Badge</li> </ul>
3	24-28 February	Up, Up and Away	<ul style="list-style-type: none"> <li>Water Rockets</li> </ul>
4	3-7 March	Take Aim – Fire!	<ul style="list-style-type: none"> <li>Water Fight</li> </ul>
5	10-14 March	Surf Live Saving	<ul style="list-style-type: none"> <li>Survival in the water</li> </ul>
6	17-21 March	Tie-Dye	<ul style="list-style-type: none"> <li>Making Tie-Dye T/Shirts</li> </ul>
7	24-28 March	Fishing	<ul style="list-style-type: none"> <li>Catch a Fish!</li> </ul>
8	31 March – 4 April	No Cubs	<ul style="list-style-type: none"> <li>Weekend Event</li> </ul>
9	7-11 April	Dirty to Clear	<ul style="list-style-type: none"> <li>Make water filters</li> </ul>
10	14-17 April	ANZAC	<ul style="list-style-type: none"> <li>ANZAC Activities</li> </ul>
		SPECIAL EVENT	<ul style="list-style-type: none"> <li>FISHING CONTEST</li> </ul>

## A Message from the National Cub Leaders

Welcome to Term 1 2014. **HAPPY NEW YEAR.** We hope that you had a fantastic Christmas/New Year break and are rejuvenated for the year ahead. For those of you that attended the 'Future Scout Day' at Jamboree, I hope you had an amazing time, and a special thank you to the Leaders for their support at this wonderful event and for putting on exciting activities and challenges.

This first term is all about being outside and being seen by the Public so don't forget AIF, Consent and RAMS forms. Be safe and have a wonderful first Term in the Cub Section.

### Changes to the National Programme:

**GAMES:** Instructions for this game are found at [www.scouts.org.nz](http://www.scouts.org.nz), logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and 'Cub Team Games'.

1. You can choose to do the weekly programmes in a different order, and to substitute some of the activities or programmes, but we ask that you do keep to the theme of **Splish Splash** and cover the same sorts of topics.
2. Read the programmes through now and look forward to a well planned Term 1 programme. The major events and visits will **require forward planning**. Make bookings, and seek visitors, well ahead for when you need them to attend.

Be prepared with all the items you require, and move quickly onto the next activity so that you can complete all the activities in the programme. You may not fit in all of the activities in the one night. Keep them up your sleeve and use them another time when there is a gap in the programme.

Fill in an Activity Intention Form (and a Risk Management (RAMS) Sheet) at least two weeks before the activity, and discuss them with your Group Leader. These forms are available from your Group Leader, or on the SCOUTS New Zealand website at <http://scouts.org.nz>.

3. We have left a column at the right for the name of the leader responsible for preparing and running each activity. Allocating activities means that the load is shared and the programme will run more smoothly with less downtime between activities.
4. Coming-In Activities are designed to be done as Cubs arrive, before the start time. Do not allow these activities to run on, into the meeting time.
5. If you have a new youth member, take him/her aside for around 10 minutes of the programme each night for three (3) weeks and go over the requirements of the Cub Badge with them. On the fourth night they should be invested at the beginning or end of the meeting. Please make sure the Cub parents/caregivers know when you are investing the Cub so they can attend.
6. Remember to incorporate the underlying values of the Cub Promise throughout the programme and encourage and reward good behaviour.
7. Success depends on your enthusiasm and positive presentation of the programme. Make it exciting and have fun!
8. If you need help understanding any of the instructions please contact your Zone Cub Leader or the National Cub Leaders.
9. Remember to challenge the GOLD award Cubs. The programme is set for the Bronze Award and you may need to add more of a challenge for these Cubs.
10. ANZAC DAY: The Anzac programme is only a suggestion. Each group may have other arrangements around this time.

Lisa Card-Webb - National Cub Leader  
(07) 573-9893  
Or email: [lisa.zonecub@ihug.co.nz](mailto:lisa.zonecub@ihug.co.nz)

Jocelyn Gardner – Assistant National Cub Leader  
(09) 5376358  
or email: [team.gardner@xtra.co.nz](mailto:team.gardner@xtra.co.nz)

## 2014 TERM ONE – “Splish Splash”

### FEBRUARY 2014

<b>PROGRAMME 1.1</b>	<b>Boat Races</b>
PROGRAMME 1.2	Swimming Badge
PROGRAMME 1.3	Up, Up and Away

### MARCH 2014

PROGRAMME 1.4	Take Aim
PROGRAMME 1.5	Surf Life Saving
PROGRAMME 1.6	Tie Dye It
PROGRAMME 1.7	Fishing

### APRIL 2014

<b>SPECIAL EVENT:</b>	<b>Fishing Contest</b>
PROGRAMME 1.8	Dirty to Clear
PROGRAMME 1.9	ANZAC



## PROGRAMME 1.1 – “Boat Races”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<ul style="list-style-type: none"> <li>Stiff Candles</li> </ul>		Duty Leader
5 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> <li>Welcome new parents and Cubs</li> </ul>		Cub Leader
10 mins	<b>Game</b>	<b>Team Tag</b> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and 'Cub Team Games'.		
50 mins	<b>Skill Instructions</b>	<b>Boat Races</b> <ul style="list-style-type: none"> <li>Cubs to make paper boats to blow down the guttering.</li> <li>Make a competition out of it.</li> <li>1<sup>st</sup> to the end</li> <li>Best boat design</li> <li>Most original</li> </ul>	Paper, scissors, skewers, wood, heavy cardboard	
10 mins	<b>Game</b>	<b>Boats</b> See over for instructions		
5 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		

# Games

## Boats

- Line the cubs up in their Sixer relay lines
- Number 1 inline is labelled 'sail'
- Number 2 is deck
- Number 3 is gangway
- Number 4 is porthole
- Number 5 is beam
- Number 6 is rudder
- When you call out the part of the boat cubs run to the other end of hall and back.
- When you call out **BOAT** all the cubs run to the end of the hall and back
- Skill Instruction Session

Make the boats with a wooden/heavy cardboard bottom,  
The sail must be this shape so the Cubs can blow it along the guttering



## The Award Scheme

Mark off **OUTDOORS**: Expedition

## Notices

- Notice to parents about the upcoming Fishing Contest
- Parent Consent Form for trip to the pools
- Transport required for trip to the pools
- Activity Permit and RAMs to be submitted to GL for the Fishing Contest

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## PROGRAMME 1.2 – “Swimming Badge”

Time	Activity	Summary description	Leader
	<b>Swimming Badge</b>	<ul style="list-style-type: none"> <li>• Meet at the hall or directly at the pools</li> <li>• Do a roll call of cubs attending</li> <li>• Run the Swimmers Badge at the pools</li> <li>• Identify the Cubs who cannot swim and notify the pool staff, parent helpers.</li> </ul>	Leader

## The Award Scheme

Mark off either **Swimming Badge – Interest Badges** or **PERSONAL DEVELOPMENT: Physical**

## Notices

- Cubs to bring a 1.5L empty drink bottle

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## PROGRAMME 1.3 – “Up, Up and Away”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<b>Passing the Coins</b> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and ' <b>Cub Team Games</b> '.	2 large sized coins 50cents	Duty Leader
10 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> </ul>		Leader
10 mins	<b>Game</b>	<b>Leap Frog Relay</b> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and ' <b>Cub Team Games</b> '.		
60 mins	<b>Skill Instructions</b>	<b>Water Rockets</b> <ul style="list-style-type: none"> <li><a href="http://www.wikihow.com/Build-a-Bottle-Rocket">http://www.wikihow.com/Build-a-Bottle-Rocket</a></li> </ul>	As per website	
10 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		

## Skill Instruction Session

Several different options to make a rocket

<http://www.wikihow.com/Make-a-Baking-Soda-and-Vinegar-Rocket>

[http://www.ehow.com/how\\_5346252\\_build-match-stick-rocket.html](http://www.ehow.com/how_5346252_build-match-stick-rocket.html)

## Tornado's in the bottle

### Supplies

Water, Two 2L bottles, Cardboard, Scissors and Tape

### How To Make It

1. Fill one bottle 3/4 full with water.
2. Cut a circle of cardboard as big around as the bottle's opening.
3. Cut a 7cm hole in the centre.
4. Place the cardboard circle on top of your water bottle's opening.
5. Turn the other empty bottle onto the bottle. Making sure both openings are together.
6. Wrap tape around the bottle necks to make sure they stay together and do not leak.
7. Hold the bottles so that the bottle with water is upside down on top.
8. Hold the bottom bottle to steady it. With the other hand, begin moving the top bottle in a circle.
9. Watch what happens!

## The Award Scheme

Mark off **PERSONAL DEVELOPMENT:** Expression

## Notices

Notice to bring togs and towel and a warm jacket for next week and water pistols if they have them

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## PROGRAMME 1.4 – “Take Aim”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<ul style="list-style-type: none"> <li>Hot Potato</li> </ul> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and 'Cub Team Games'.	Tennis ball or bean bag	Duty Leader
10 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> <li>Welcome new parents and Cubs</li> </ul>		Leader
60 mins	<b>Skill Instructions</b>	<b>WATER FIGHT</b> <ul style="list-style-type: none"> <li>Water Fight with sponges, water bombs/balloons</li> </ul>	Sponges, water balloons, paper water bombs, water pistols Buckets of water	
10mins	<b>Game</b>	<b>Witch Doctors</b> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and 'Cub Team Games'.		
10 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		



## **Skill Instruction Session**

### **Water Fights**

- Set the rules at the beginning
- All must stop on the whistle
- Monitor the water pistols
- Cubs to learn how to have fun, listen to instructions, play fair

## **The Award Scheme**

Mark off PERSONAL DEVELOPMENT: Social Skills

## **Notices**

Next Week, if you choose to go and visit the local Surf Life Saving Club, local Swimming Pool then you will need

Activity Permit

Parent consent/health Form

Transport form

RAMs

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## PROGRAMME 1.5 – “Surf Life Saving”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<b>Race the Ball</b> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and 'Cub Team Games'.	Small ball	Duty Leader
10 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> <li>Welcome new parents and Cubs</li> </ul>		Leader
10 mins	<b>Game</b>	<b>Over the Heads</b> <ul style="list-style-type: none"> <li>See below for instructions for game</li> </ul>		
50 mins	<b>Skill Instructions</b>	<ul style="list-style-type: none"> <li>Surf Life Saving</li> <li>See Skills instructions below</li> </ul>		
10 mins	<b>Game</b>	<ul style="list-style-type: none"> <li>Beach Volleyball with beach ball</li> </ul>	Beach ball	
10 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		

## Games

### Over the Heads

- Cubs line up in relay team,
- Each leader of the team then passes the water balloon back over the heads of the Cubs till the end Cub receives the balloon. He then runs to the front and passes it back and so on.

## Skill Instruction Session

### Name of session

<http://www.surflifesaving.org.nz/education/resources/school-resources/>

Go to either Yrs 3-4 or Yrs 5-6 for activities

OR

Invite the local surf Life Saving members along to cubs

OR

Visit the local Surf Life Saving Club

## The Award Scheme

- Mark off **COMMUNITY**: Emergency Preparedness

## Notices

- Notice to bring an old T/shirt or item of cotton clothing
- Buy Dyes, rubber bands for next week

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## PROGRAMME 1.6 – “Tie Dye It”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<b>Fast Balloon</b> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and ' <b>Cub Team Games</b> '.	balloons	Duty Leader
10 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> <li>Welcome new parents and Cubs</li> </ul>		Leader
10 mins	<b>Game</b>	<b>Pull Over the Line</b> See instructions below for game		
60 mins	<b>Skill Instructions</b>	<b>Tie-Dye a T/Shirt or any item in cotton</b> See below to instructions	t/shirts, cotton material dyes, water, rubber bands, disposable gloves	
10 mins	<b>Game</b>	<b>Wheelbarrow Race</b> Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a> , logon, click the 'Cubs' Tab, Go to 'Resources' then 'Games' and ' <b>Cub Team Games</b> '.		
5 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		

## Games

### **Pull Over the Line**

- Two cubs stand midway between goal-line about 20ft apart.
- At a signal each Cub grabs the other's wrist and tries to pull him across his own goal-line.
- If he succeeds he gets one point.
- If a Cub pulls his hand loose they both must return to the centre and start again.
- Can be played as a team game)

## Skill Instruction Session

### **Name of session**

<http://howto.yellow.co.nz/parenting/children-parenting-2/how-to-tie-dye-a-t-shirt/>

<http://spoonful.com/crafts/tie-dyed-t-shirts>

## The Award Scheme

Mark off **PERSONAL DEVELOPMENT:** Discovery

## Notices

- Notice about fish and chip night next week.
- Either bring money along or group shout
- Check allergies/food requirements

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## PROGRAMME 1.7 – “Fishing”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<ul style="list-style-type: none"> <li>Identify species of fish</li> </ul>	Photos of fish	Duty Leader
10 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> <li>Welcome new parents and Cubs</li> </ul>		Leader
10 mins	<b>SPACE</b>	<b>Fish</b> <ul style="list-style-type: none"> <li>See instructions below</li> </ul>	Cardboard, pens, scissors, magnets, string, bamboo poles, magnets	
10 mins	<b>Game</b>	<b>Hook 'Em</b> Put down a blue tarp and place fish right side up onto it. Cubs then take turns fishing up the fish Count up the points per six		
10 mins	<b>Game</b>	<b>Bite the Sprat</b> <ul style="list-style-type: none"> <li>See below for instruction</li> </ul>	Chocolate sprats string	
10 mins	<b>Game</b>	<b>Find the Mouth</b> <ul style="list-style-type: none"> <li>See instructions below</li> </ul>	Hooks, drawing pins	
10 mins	<b>Game</b>	<b>Germ Warfare</b> <ul style="list-style-type: none"> <li>See 'Games' below for instructions</li> </ul>		
		<b>Fish and Chips</b> All sit down and enjoy having Fish and Chips out of the paper	Fish, chips, hotdogs, tomato sauce Bread, butter serviettes	
10 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		

# Games

## Germ Warfare

- The pack stands in pairs approx. 2.7 meters apart. One partner is called Water and the other Fire.
- When the leader calls one of the words that players tries to catch his partner.
- When the whistle goes everyone must stand still.
- The catcher can move approx. 30cm to see if he can tag his partner.
- Award points accordingly and then change around

## Bite the Sprats

- Tie a rope across the width of the hall
- Tie a piece of string or cord to the chocolate sprat
- Tie to string with sprats onto the rope across the hall
- Cubs are in relay teams
- First cub has to run up and try to bite off the sprat.
- Continue until all cubs have had a turn

## Find the Mouth

- **Make a large drawing of a fish with a large open mouth**
- **Use peel and stick (stickies) tabs with cubs names on**
- **Blindfold each cub and they have to stick their hook (stickies)**
- **onto the fish where they think the mouth is**
- **Closest hook wins**

## S.P.A.C.E. Activity

- Fish
- Cubs to draw fish outline onto cardboard or heavy paper
- Cut out
- Attach a paper clip to mouth end
- Write points on the back of each fish
- Make fishing lines from bamboo poles and string
- Attach a magnet to end of string line

## Notices

- Bring along a 1.5 empty drink bottle

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## PROGRAMME 1.8 – “Dirty to Clear”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<b>Collect small pebbles for water filter</b>		Duty Leader
10 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> <li>Welcome new parents and Cubs</li> </ul>		Leader
10 mins	<b>Game</b>	<b>Scent Walk</b> See below for instructions		
10 mins	<b>S.P.A.C.E</b>	<b>Environment</b> Talk to the cubs about the environment How we have to keep our rivers, lakes, waterways clean. OR Arrange an environmentalist to come and talk		
40 mins	<b>Skill Instructions</b>	<b>Make a Water Filter</b> <ul style="list-style-type: none"> <li>See below for instructions</li> </ul>		
10 mins	<b>Game</b>	<b>Donkey Drag</b> <ul style="list-style-type: none"> <li>See 'Games' below for instructions</li> </ul>		
5 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		



## Games

### Scent Walk

- Equipment: Cheap sponges from the supermarket all the same colour
- Cut them into small squares
- Soak equal number of squares in different scents vanilla essence, soy sauce, vinegar etc
- Each six will have a specific scent.
- Have older cubs lay trails for each six – use trail signs with a scented square at each sign
- This way, when the Six follow their trail, they can smell the sponge to make sure that they are going the right way!

### Donkey Drag

- Each six stands in file behind a line.
- At the other end of the hall is another line behind which the Six Leader stands.
- On 'GO' the six leader runs to the other line, piggy backs them down to his line.
- The piggy backed player then runs back and piggy backs a third person down and so on

## Skill Instruction Session

### Water Filter

<http://www.instructables.com/id/How-to-made-a-cheap-homemade-water-filter/>

## S.P.A.C.E. Activity

Talk to the Cubs about environment

## The Award Scheme

Mark off **OUTDOORS**: Environment OR **COUMMUNITY**: Our World/Our Country

## Notices

- Notice about ANZAC Parade and Poppy Selling
- Have a great holiday

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## PROGRAMME 1.9 – “ANZAC”

Time	Activity	Summary description	Equipment	Leader
	<b>Arrival activity</b>	<ul style="list-style-type: none"> <li>Free choice</li> </ul>		Duty Leader
10 mins	<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Prayer, inspection, Flag Break, Grand Howl</li> <li>Welcome new parents and Cubs</li> </ul>		Leader
10 mins	<b>Game</b>	<b>Snowballs</b> <ul style="list-style-type: none"> <li>See below for instructions</li> </ul>		
60 mins	<b>Skill Instructions</b>	<b>ANZAC Wreath</b> <ul style="list-style-type: none"> <li>Make poppies from the crepe paper</li> <li>Assemble the wreath</li> <li>Cubs to sign a card to be pinned to the wreath</li> </ul> <b>ANZAC BISCUITS</b> <ul style="list-style-type: none"> <li>Make Anzac Biscuits</li> </ul>	Crepe paper, pins, polystyrene wreath, scissors  Biscuit ingredients, bowls, stirrers	
10 mins	<b>S.P.A.C.E</b>	<b>Story,</b> <ul style="list-style-type: none"> <li>NZ books on ANZAC Day, such as:               <ul style="list-style-type: none"> <li>ANZAC Day, The New Zealand Story by Philippa Werry</li> <li><a href="http://www.philippawerry.co.nz/books_anzacday.html">http://www.philippawerry.co.nz/books_anzacday.html</a></li> </ul> </li> <li>Or see selection of books on next page</li> </ul>	Books from library	
15 mins	<b>Game</b>	<b>Torch and Whistle</b> <ul style="list-style-type: none"> <li>Instructions for this game are found at <a href="http://www.scouts.org.nz">www.scouts.org.nz</a>, logon, click the 'Cubs' Tab,</li> <li>Go to 'Resources' then 'Games' and '<b>Cub Wide Games</b>'.</li> </ul>		
10 mins	<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks</li> <li>Notices (see 'Notices' overleaf)</li> </ul>		

## Games

### Snowballs

- Two teams, one team at one end, second team at the other end.
- Have a line down the middle between them
- They have piles of paper balls and on a signal they throw them at the opposite side
- The team with the LEAST number of balls on a signal, wins that round
- Repeat a couple of times

## Skill Instruction Session

Divide the pack into 2 groups – rotate between wreaths and biscuits.

You will need to have some parent help

### Wreath

- Make poppies from the crepe paper
- Assemble the wreath
- Cubs to sign a card to be pinned to the wreath

### Anzac Biscuits

- Divide the groups into groups of 3 or 4 Cubs
- Cubs to make the biscuits and cook them

## S.P.A.C.E. Activity

- Story
- Suggested books. Can be sourced from Public Libraries

Anzac Day – the NZ Story: What it is and Why it matters- Phillipa Werry

Anzac Biscuits - Phil Cummings

Anzac Day Parade – Glenda Kane

My Grandad Marches on Anzac Day – Catriona Hoy

## The Award Scheme

Mark off **COMMUNITY:** My Community

## Notices

- Have a great holiday. See you all next term

## 2014 TERM ONE – “Splish Splash”

### FEBRUARY 2014

- PROGRAMME 1.1 Boat Races
- PROGRAMME 1.2 Swimming Badge
- PROGRAMME 1.3 Up, Up and Away

### MARCH 2014

- PROGRAMME 1.4 Take Aim
- PROGRAMME 1.5 Surf Life Saving
- PROGRAMME 1.6 Tie Dye It
- PROGRAMME 1.7 Fishing

### APRIL 2014

- SPECIAL EVENT: Fishing Contest**
- PROGRAMME 1.9 Dirty to Clear
- PROGRAMME 1.10 ANZAC



## Special Event– “Fishing Contest”

Time	Activity	Summary description	Leader
Weekend Event	<b>Fishing Contest</b>	<p><i>This can be run as a Pack, Group or Zone Event</i></p> <p><i>Prizes for the biggest, smallest, ugliest fish</i></p> <p><i>Make a big day off it</i></p> <p><i>Could be a Father/Male/Son day</i></p> <p><i>Could be a Family Day out</i></p> <p><i>Finish off with a special meal or Fish and Chips/Picnic</i></p> <p><i>Activity Permit</i></p> <p><i>Parent Consent Form</i></p>	