

2016 Term Three – “Always Do What is Right Not What Is Easy (Challenge Yourself)”

A Message from the National Cub Leaders

Welcome to the Cub Section National Programme for Term 3, 2016.

Welcome to term three, 2016, and my first National Programme.

The theme for this term is “Always Do What is Right Not What is Easy”. Do What is Right is the second value in the New Scout Law, and through some of the activities Cubs can start to get an idea of what it can mean to them.

You may choose to do your own programme as I know many of you have put together amazing programmes. Any suggestions would be appreciated.

This term also sees Scouts Australia running their annual “Scouts in Action Month”. SiAM is not just for Australian youth, but is opened up for international groups to participate as well. This years theme is “100 Years of Cub Scouts 1916 – 2016”, and they have many great activities aimed at all sections. Further information can be found at <http://www.scoutsinactionmonth.com/>.

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 “**Always Do What is Right Not What is Easy**” and cover the same sorts of topics.
2. Read the programmes through now and look forward to well-planned Term 3 programmes. The major events will **require forward planning**. Make bookings, and seek visitors, well ahead for when you need them to attend.
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. Get your Six Leaders to help run them.
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. Success depends on your enthusiasm and positive presentation of the programme. Make it exciting and have fun!
7. If you need help understanding any of the instructions please contact your Zone Cub Leader.
8. 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.
9. 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>. Ensure you have the most current version.

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2016 TERM 3 - Suggested Programme

**“Always Do What is Right Not What Is Easy
(Challenge Yourself)”**

Week	Date	Activity	Elements	Special Requirements
1	25 Jul	Doing what is right in your community	<ul style="list-style-type: none"> • What Emergency Services do in your Community 	<ul style="list-style-type: none"> • Speaker from Ambulance / Fire Service/ Police ETC
2	1 Aug	Helping others	<ul style="list-style-type: none"> • Making scarves to donate to local Charities 	<ul style="list-style-type: none"> • Polar Fleece • Yarn • Local Machine Knitters Club
3	8 Aug	Cub Badge from yesteryear	<ul style="list-style-type: none"> • Handyman Badge • Maoritanga Badge 	<ul style="list-style-type: none"> • Resources required for Badgework
4	15 Aug	Olympics Cub Style	<ul style="list-style-type: none"> • Sports/Games night 	<ul style="list-style-type: none"> • Games preparation
5	22 Aug	Joining Together, Helping Our Community	<ul style="list-style-type: none"> • Food parcel donation to local charities 	<ul style="list-style-type: none"> • Non-perishable food items • Boxes etc.
6	29 Aug	Past to Present Week 1	<ul style="list-style-type: none"> • Prepare for Medieval Banquet next week 	<ul style="list-style-type: none"> • Newspapers • Boxes • Art supplies
7	5 Sep	Past to Present Week 2	<ul style="list-style-type: none"> • Medieval Night 	<ul style="list-style-type: none"> • Finger Food
8	12 Sep	Conservation Week	<ul style="list-style-type: none"> • Looking at Home Environment 	<ul style="list-style-type: none"> • Plastic soft drink bottles • Paper/Pens
9	19 Sep	Science Night / Scout Badge Link	<ul style="list-style-type: none"> • Fun with Science • Scout Badge Link Night 	<ul style="list-style-type: none"> • Soft lollies • Toothpicks

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week: 1	Session theme: Doing what is right in your community	Resources	Timing/ Leader:
Coming in activity:	In Sixes, brainstorming what “Do What is Right” Means		5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game	GIANTS, WIZARDS, AND ELVES (See “Games” below for instructions)		15 mins
Key Activity Cornerstone Community: Emergency Preparedness	GUEST SPEAKER/S FROM FIRE / AMBULANCE / POLICE / LANDSAR / CIVIL DEFENCE		35 mins
Game	Stretcher Relay (See “Games” below for instructions)	Poles, Blankets etc.	15 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Poles, Blankets etc. for stretcher making, Guest Speaker		
Notes	Next week cubs need to bring Yarn or Polar Fleece fabric for scarf making.		

GAMES ↪

Giants, Wizards, Elves

1. Divide players into two teams on separate sides of the room.
2. Demonstrate the three character actions; giants, wizards, and elves and get everyone to practice each character until they remember the actions and noises:
 - Giants: Stand on tippy toes, raise arms and make a growl noise ↪ "Rrrrrr!"
 - Wizards: Crouch slightly, wave hands to cast a magic spell and make a "Shazam!" noise.
 - Elves: crouch down very low, cup hands behind ears and make a high pitched elf noise ↪ "Eeee!"
3. For each round, both teams huddle and choose what character they want to become (giants, wizards or elves).
4. When ready, both teams line up and stand facing each other about 2 meters apart.
5. At the start of each round the leader says "Three, Two, One, Go!"
6. At this point, each team acts out their chosen character.
7. When this happens, the winners run and try to tag the losers and bring them back to their side while the losers try to retreat back to their side to be safe for that round. If a person is captured, they now belong to the other team.

The following determines who beats who:

- Giants beat elves ↪ because giants can squash elves.
- Elves beat wizards ↪ because elves can outsmart wizards and chew their legs.
- Wizards beat giants ↪ because they can zap them with a magic spell
- If both teams act the same character, no one wins

Stretcher Race

To make Stretchers: Roll the blanket up in the poles on the sides to form a stretcher.

Assembling the Emergency Stretcher:

Lay out the blanket so you are standing facing the long side with the short edges to the right and left.

Lay one pole about 1/3 of the way from the right side, fold the blanket over, and then set the second pole on top inside the edge of the flap.

Now fold the left side over the top across both poles. If you lay someone on top of this, their weight will hold it together and keep it from slipping and falling apart.

It's really a sturdy little stretcher once you get the patient loaded

Carry the other members of your Six from point "A" to point "B"

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week:	Session theme:	Resources	Timing/Leader:
2	Helping Others		
Coming in activity:	Make a list of Charities that the group may support.		5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game	Duck, Duck, Goose (See “Games” below for instructions)		10 mins
Key Activity Cornerstone Community: Helping others or Personal Dev: Social & Life Skills	Scarf making (See attached activity sheets)	Yarn or Polar Fleece	45 mins
Game	Wink Murderer (See “Games” below for instructions)		10 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Yarn or Polar Fleece. Invite local Machine Knitters Club to come along		
Notes	Organise project materials for next week.		

GAMES ↵

Duck, Duck, Goose:

In this game, cubs sit down in a circle facing each other.

One person is "it" and walks around the circle.

As they walk around, they tap people's heads and say whether they are a "duck" or a "goose".

Once someone is the "goose" they get up and try to chase "it" around the circle.

The goal is to tap that person before they are able sit down in the "goose's" spot.

If the goose is not able to do this, they become "it" for the next round and play continues.

If they do tap the "it" person, the person tagged has to sit in the centre of the circle.

Then the goose becomes it for the next round.

The person in the middle can't leave until another person is tagged and they are replaced.

Wink Murderer:

Have the cubs stand in a circle and close their eyes.

A Leader will pick the murderer and the detective.

The Leader will walk around the circle and tap a cub once on the head to indicate they are the murderer. They will then tap another cub on the head twice to indicate that cub is the detective.

The cubs can now open their eyes.

The detective should move to the middle of the circle and try and figure out who the murderer is through by asking the cubs questions.

Meanwhile the murderer will 'kill' cubs off by winking at them, without the detective catching them. If a cub is killed, they should die dramatically and lay quietly on the floor.

The detective only has three chances to guess correctly who the murderer is; if they fail, they must remain detective for the next round. If they guess correctly, the murderer is the detective the next round.

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week: 3	Session theme: Complete a Cub Badge from Yesteryear (Cubs 100 year badge challenge)	Resources	Timing/Leader:
Coming in activity:	Game from yesteryear: - Knuckle Bones	Knuckle Bones	5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game	Ball Tag or Haka/Waiata		10 mins
Key Activity Cornerstone Personal Dev: Social and Life Skills or Community: Our World Our Country	Handyman Badge – See Activity Sheet OR Maoritanga Badge – See Activity Sheet	Badge project materials	45 mins
Game	Kim’s Game Builders style / Maori Style (See “Games” below for instructions)	Items for Kim’s Game	10 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Knuckle Bones, Items for Kim’s Game, Badge project materials.		
Notes	Make Ice Hockey Pucks and Newspaper Sticks for next week.		

GAMES ↵

Knuckle Bones:

How to Jockey

1. Hold all five jacks in your hand. Throw them up, turn your hand over quickly and catch as many as you can on the back of your hand.

It's easier to catch them if you spread your fingers a little bit.

2. Throw them up again from the back of your hand, turn your hand over quickly and catch as many as you can in your palm.

3. Choose one of the jacks in your hand to be your taw – the one you throw in the air. Put aside the others you caught – they're out of the game for now. If you only caught one, that becomes your taw.

4. Continue with the step you're doing.

STEPS FOR PLAYING KNUCKEBONES

Plains

Ones: Jockey to choose your taw. Throw up your taw, quickly pick up one jack from the ground and catch your taw again all with the same hand.

If successful, keep your taw and put the other jack aside. Pick up one jack at a time until all have been picked up. Then go on to Twos. Sweeps allowed.

Twos: Pick up two jacks at a time. Sweeps allowed.

(If there are three jacks on the ground, pick up two first and then one. This applies to all steps - the correct number of jacks are picked up first.)

Threes: Pick up three jacks, then one. Sweeps allowed.

Fours: Pick up all four jacks together. Sweeps allowed.

Scatters

Instead of jockeying, scatter the jacks on the ground and pick up a taw without 'tipping' (moving any of the other jacks). Do the same steps as in Plains. No sweeps allowed.

When you get up to Scatter Fours, you can quickly call out "Dumps", and this lets you dump all five jacks in a pile on the ground instead of scattering them.

Choose a taw from the pile without 'tipping'. Throw up your taw, pick up all four jacks at once, and catch your taw again.

But if another player calls out "No Dumps" first, you have to scatter the jacks and pick them all up together from where they land. No sweeps allowed.

Kim's Game:

Items are placed on a tray, memorised, then they are covered up and one is removed, and the players have to identify the missing object.

E.g.:

Handyman - hammer, screw driver, screw, nail, ruler etc

Maoritanga - Pounamu, flax, bone, fern buds, poi etc

Term Theme: "Always Do What is Right Not What is Easy (Challenge Yourself)"			
Week:	Session theme:	Resources	Timing/Leader:
4	Olympics – Cub Style		
Coming in activity:	Dodge Ball		5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game Cornerstone New Experiences: Pack or Six Challenge	Olympic Games Opening Game Ice Hockey (See "Games" below for instructions)	Ice Hockey Puck and Sticks	20 mins
Game	Swimming Relay (See "Games" below for instructions) Beanbag Shot Put (See "Games" below for instructions)	Small Bean Bags	10 mins 10 mins
Game	Random Relay (See "Games" below for instructions) Balloon Volley Ball (See "Games" below for instructions)	Balloons	10 mins 15 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Ice Hockey Puck and Sticks, Small Bean Bags, Balloons		
Notes	Non Perishable Food items to donate to chosen charity. Organise a representative to collect at end of night. Boxes to make up hamper/s.		

GAMES ↵

Dodgeball:

The objective of dodgeball is to eliminate all players of the opposing team by throwing one of four game balls and hitting the opposing player below the shoulders on the fly.

Each team starts with ONE (1) ball and then there are TWO (2) balls evenly spread on the centre line at the beginning of each game.

Ice Hockey:

1. Make 2 ice pucks by placing a chux cloth into a round margarine container (or similar) and add just enough water to cover the cloth. Freeze until solid.

2. Set up 2 equal goal areas at opposite ends of the hall, and place 2 rolled newspapers and the puck in the centre of the hall.

3. Split the pack into 2 even teams. Line each team up along the sides of the hall. Number each team off, with the numbering starting at opposite ends of the hall. Identify each teams goal.

4. When each number is called, the cubs run to the centre of the hall and try to score a goal by hitting the puck into their goal with the newspaper stick.

5. Once a goal is scored the Puck and sticks are returned to the centre of the hall and the next number is called.

Swimming Relay:

1. Mark out lanes on the hall floor.

2. Cubs Commando Crawl (Swim) from point "A" to Point "B" before the next team member starts.

Bean Bag Shot Put:

As with normal Shot Put, however the metal Shot is replaced with a small bean bag.

Random Relay:

As with a normal relay, however the Leader will call out the action that is to be performed ie: Crawling, Hopping, Sliding ETC.

Balloon Volley Ball:

As with normal Volley ball, however the ball is replaced with a balloon or balloons.

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week:	Session theme:	Resources	Timing/Leader:
5	Joining together to help our Community		
Coming in activity:	Join Ropes using reef knots	Ropes	5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game	Tug O War (See “Games” below for instructions)	Ropes	10 mins
Key Activity Cornerstone Community: Helping Others	Decorate donation boxes and make up food hampers for chosen charity. Invite a representative of the charity to collect at the end of the night.	Banana Boxes (or similar), Art supplies, Non Perishable Food Donations	45 mins
Game	River / Bank (See “Games” below for instructions)		10 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Ropes, Banana Boxes (or similar), Art supplies, Non Perishable Food Donations.		
Notes	Needed for next week – Lots of newspapers and large cardboard boxes		

GAMES ↗

River / Bank:

Some divider is chosen by the leader. This can be a string on the ground, or a line drawn on the ground.

The leader explains that one side of the line is the "river" and the other side of the line is the "bank". It is essential to be at the right spot at the right time (can make up story about scorpions on the bank at some times and piranhas in the river at others).

Players then line up, shoulder-to-shoulder, on the bank. The facilitator then shouts out one of two commands - "river" or "bank".

If the leader calls "river", players must jump forward across the boundary line into the "river". If the leader calls "bank", players must jump back to the "bank". The facilitator can call bank or river multiple times in a row.

If a player jumps when they are not supposed to (or fails to jump in an adequate amount of time), they are eliminated from the game. (it can be helpful for the leader to have them come help judge who should be out so as to keep them engaged.)

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week:	Session theme:	Resources	Timing/ Leader:
6	Past to Present Part 1		
Coming in activity:	In Sixes, write your own “Knights Code” based around the Scout Law value of “Do what is right”.		5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game	Master tag (See “Games” below for instructions)		10 mins
Key Activity Cornerstone Personal Development: Expression	Prepare for next week’s Medieval Banquet. Allocate roles to each member of the six from – King, Queen, Knight, Squire, Jester, Lady / Lord. Making swords, lances, shields, armour, crowns etc. from newspaper and cardboard boxes. Each 6 also needs to have a short skit prepared for next week.	Newspaper, large cardboard boxes, sticky tape, art supplies	45 mins
Game	Captains Coming (See “Games” below for instructions)		10 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Newspaper, large cardboard boxes, sticky tape, art supplies.		
Notes	Next week bring a plate of finger food for Medieval Banquet. Cubs may also bring other dress up items suitable for medieval costumes.		

GAMES ↵

Master Tag:

Everyone starts as being "it". As players are tagged, they must sit down. A player may return to the game if the player who tagged them is tagged and sits down.

If two players tag each other at the same time, then they must play "Stone, Paper, Scissors" to decide who must sit down.

The game ends when only one person is left standing, or time has run out.

Captain's Coming:

The Cubs assemble in the centre of the hall (Midships). A leader is chosen who calls out various commands. The commands need explanation before the game can begin. A game of Captain's Coming can have any number of commands; the more there are, the more that needs to be memorised, and the harder it is to play.

The Cubs compete with each other to complete the commands. If there is an obvious person or group of people who are last to start a command, they are then out.

The game continues until there is only one person left – the winner.

The Commands :

Midships – everyone races to the centre of the hall.

Bow – everyone races to the front of the hall.

Stern – everyone races to the back of the hall.

Starboard – everyone races to the right of the hall.

Port – everyone races to the left of the hall.

Captain's coming – everyone stands tall and salutes (using the Scout salute)

Captain's wife – everyone curtseys.

Scrub the decks – mime scrubbing on hands and knees.

Climb the rigging – everyone pretends to climb a rope ladder.

Man the lifeboats in "*" – assemble the correct number and hold both hands, miming rowing while singing "Row, Row, Row your boat". Anyone left over is out.

Shark attack – Everyone has to get off the floor. Cubs cannot perform any other action until "all clear" is given. If a Cub does come down from safety, they are eaten by sharks and are out.

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week:	Session theme:	Resources	Timing/ Leader:
7	Past to Present Part 2		
Coming in activity:	In Sixes, revise skits. Get into costumes or armour etc.		5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		5 mins
Game	Inter Six Jousting Competition (See “Games” below for instructions)		10 mins
Key Activity Cornerstone Personal Development: Expression	Medieval Banquet – Set trestle tables up in a “U” formation, ensuring there is enough room to seat all the cubs around the tables (leaders at the head of the table). During the Banquet, each Six will perform their skits, introduced by their Jester / Fool.	Finger Food, Armour, Swords, Lances , and costume items from last week	45 mins
Game	Grand Melee (See “Games” below for instructions)		15 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Finger Food, Armour, Swords, Lances , and costume items from last week		
Notes	Ensure that guest speaker or conservation activity is ready for next week.		

GAMES ↗

Jousting Competition:

Two lanes are marked on the floor. Each Sixes "Knight" chooses a faithful steed (could ride piggyback with another cub, or use a broom etc.

Mounted knights start at opposite ends of the lanes. Knights then charge at each other using a newspaper lance. A point is scored for hitting the opponents shield. Each Jousting match consists of 3 passes.

Grand Melee:

Before the start of the Melee, each Six must recite their "Knights Code".

The Melee can either be done in rounds, or each Six may choose a Champion.

1 Cub from each Six enters each round using newspaper sword and Cardboard Shield.

During each round a Cub is eliminated if they are hit on the body.

Cubs are also eliminated if they deliberately hit another Cub on the head (no headshots allowed).

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week:	Session theme:	Resources	Timing/Leader:
8	Conservation Week		
Coming in activity:	Clean up around your hall (supply disposable gloves, rubbish bags etc.)		5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game	Snakes and Ladders (See “Games” below for instructions)		10 mins
Key Activity Cornerstone Outdoors: Environment	Guest speaker from DOC, Forest and Bird etc. OR Activities chosen from http://www.doc.govt.nz/get-involved/conservation-education/primary/		45 mins
Game	Time (See “Games” below for instructions)		10 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Resources required for chosen activities.		
Notes	Cubs may visit your Groups Scout section next week. This may be done as a pack, and is a good opportunity for all Cubs to see what Scouts get up too.		

Games -

Snakes and Ladders:

Get the Cubs to line up in a double line. Number each pair of Cubs off, and have the pairs face each other and sit down, legs out straight in front of them, so that their feet touch their partner's feet.

Make sure there is at least 2-3 feet of space between each pair of Cubs. The effect of this arrangement is to create a "ladder" of Ladder, with their legs as the rungs.

Call out pair numbers in a random order. When a pair's number is called, they must stand up, run up the "ladder" of legs to the start of the line, down the outsides of the ladder, and then back up the middle of the ladder again to their seat.

You can play each half of the ladder as a team, so that whoever of the pair gets to their seat first, their team wins a point.

Because this is such an active running game, it should be stressed to the Cubs that while people are running up and down the ladder, everyone else should keep their legs right down on the ground to avoid tripping people.

This is also a game where shoes (instead of stocking feet) are a must!

Time:

Cubs sit in small circles of 4, with their hands behind their backs.

The leader calls out "START" and the first player in each group must estimate a time of 30 seconds.

Then they say "NOW" to the next player who estimates another 30 seconds and so on.

The team who estimates the 2 minutes most accurately wins.

Term Theme: “Always Do What is Right Not What is Easy (Challenge Yourself)”			
Week:	Session theme:	Resources	Timing/Leader:
9	Science Night / Scout Badge Link		
Coming in activity:	Prepare science experiments to present		5 mins
Opening	Opening Ceremony Opening Prayer/Reflection Flag Break (Pack Choice) Grand Howl Outline of Session/Evening		10 mins
Game	DNA (Chain) Tag (See “Games” below for instructions)		10 mins
Key Activity Cornerstone New Experiences: Earn one Personal Interest Badge	Presentation of Science Experiments		45 mins
Game	Making Molecules / Salt Crystals (See “Games” below for instructions)	Soft lollies, Toothpicks for making molecules. String and Salt for making Salt Crystals	10 mins
Closing	Closing Ceremony Badge Presentations Prayer/Reflection/Thanks Notices		10 mins
Resources	Soft lollies, Toothpicks for making molecules. String and Salt for making Salt Crystals		
Notes			

GAMES ↵

DNA Tag (Chain Tag):

Choose two Cubs to be "IT". These cubs will be the start of 2 strands of "DNA".

The Cubs who are it tag another player who then links arms with the tagger.

The player who is on the end of the DNA stand (Chain) then tries to tag another player, who then links arms with the tagger and so on.

The last Cub to be tagged into the DNA strands is the winner.

Making Molecules:

Cubs are each given a selection of soft lollies (Wine gums or similar) and tooth picks.

The cubs can then use these to make their own molecules.

This can be done as a free for all, or, each colour can be allocated to an element and cubs then make up molecules ie:

Green = Hydrogen and Yellow = Oxygen. Cubs can join 2 green lollies with 1 yellow lolly to make a H₂O (Water) molecule.

Other examples may be:

C ₂ H	Ethynyl radical
C ₂ O	Dicarbon monoxide
H ₂ C	Methylene
C ₃ O	Tricarbon monoxide
H ₂ CO	Formaldehyde
HCOOH	Formic acid

Cub-Scout Link Night with the Scout Troop

- Many Scout Groups hold a transition night towards the end of the 3rd school term. This is where the youth members old enough, move up a section. The intention is to move them up in batches with their friends so that they feel more comfortable with the change and will stay in Scouting.
- If your Group is holding a transition night, meet earlier in the month with the various section leaders and plan an entertaining and meaningful programme that both the youth members and their parents will enjoy.
- Experience shows that a number of Cubs starting Scouts together tend to stay at Scouts.
- Liaise with the Scout Leaders for tonight's programme and make it a memorable occasion with parents and grandparents in the audience.
- Campcraft, campfire, cooking could be suggestions for the night. Going up to Scouts at a campfire would be a great experience. The adults enjoy a sing song and will feel involved.
- The Cubs who are moving onto Scouts should be made to feel welcome and be introduced to their Patrol Leaders during the evening.