

2017 TERM 2 - Suggested Programme "Fire"

Week	Date	Activity	Description	Special Requirements
1	24 July	Fire Safety	<ul style="list-style-type: none"> Reinforce Fire safety 	<ul style="list-style-type: none"> U/L Safety Smart
2	31 July	Scout Scarf Day	<ul style="list-style-type: none"> Plan a group activity to celebrate Scout Scarf Day. 	<ul style="list-style-type: none"> Scout Scarf Day 1 August
3	7 August	Fire Service / Station Visit	<ul style="list-style-type: none"> Arrange with your local fire service to visit 	<ul style="list-style-type: none">
4	14 August	Using Fire	<ul style="list-style-type: none"> Activities around using fire in our everyday lives. 	<ul style="list-style-type: none"> Everyday activities using Fire SMORES!
5	21 August	Science with Fire / Heat	<ul style="list-style-type: none"> Simple science experiments using Fire / Heat Kea/Cub Link 	<ul style="list-style-type: none"> Prepared science activities Kea/Cub Link
6	28 August	Back Woods Cooking	<ul style="list-style-type: none"> Hobo Stoves / Pit Fires 	<ul style="list-style-type: none"> Cooking Supper using Fire
7	4 Sept	Fire and Conservation	<ul style="list-style-type: none"> Conserving our most precious resources, and how this relates to Fire. 	<ul style="list-style-type: none"> Guest speaker/s Conservation Badge work
8	11 Sept	Maori Language Week	<ul style="list-style-type: none"> Kia ora te reo Māori 	<ul style="list-style-type: none"> Grow a Kumera Plant. Koru Coasters
9	18 Sept	Fire Challenges	<ul style="list-style-type: none"> Fire or Heat based challenges 	<ul style="list-style-type: none"> Prepared Fire / Heat based challenges and related equipment
10	25 Sept	CAMP FIRE!	<ul style="list-style-type: none"> Group <i>OR</i> Intergroup <i>OR</i> Zone Camp Fire! 	<ul style="list-style-type: none">

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : Tonight Cubs will go over fire safety			
Week: 1	Session theme: "Fire Safety"	Resources	Timing/ Leader:
Coming in activity:	Fire Safety Colouring Pictures	Colouring pens/pencils	10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Active Game – Duty Sixers Choice		10 mins
Key Activity Cornerstone: Personal Development (Life Skills)	U/L Safety Smart video Followed by Checking / installing smoke alarms in the Den.		45 mins
Game	Leaders Choice		10min
Closing	Closing Ceremony		10 min
Resources	U/L Safety Smart resources.		
Notes			

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : Scout Scarf Day			
Week: 2	Session theme: "Scout Scarf Day"	Resources	Timing/ Leader:
Coming in activity:	Prep for Scarf Making		10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Active Game – Duty Sixers choice		10 mins
Key Activity Cornerstone: New Experiences (National programme event)	<p>Oversized Group Scarves:</p> <p>As a Pack, or in Sixes make an oversized group scarf that can be displayed in a prominent location of your choice (with appropriate permissions if required) to celebrate Scout Scarf Day</p>	<ul style="list-style-type: none"> • Old Sheets or Plywood • Paint • Sewing Gear 	45 mins
Game	Leaders choice		10 mins
Closing	Closing Ceremony		10 mins
Resources	Old Sheets or Ply Wood, paint, sewing gear etc		
Notes			

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview :			
Week: 3	Session theme: "Fire Service / Station Visit"	Resources	Timing/ Leader:
Coming in activity:			10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Duty Sixers Choice		10 mins
Key Activity Cornerstone: Community (My community)	Arrange for the Fire Service to visit <i>OR</i> Visit a local Fire Station		45 mins
Game	Leaders choice		10 mins
Closing	Closing Ceremony		10 mins
Resources			
Notes			

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : Cubs learn how we use Fire every day.			
Week: 4	Session theme: Using Fire	Resources	Timing/ Leader:
Coming in activity:	In sixes, brainstorming how many different uses for Fire can Cubs name.		10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Active Game - Duty Sixer Choice		10 mins
Key Activity CORNERSTONE: Personal Development (social and life skills)	<p>Making Smores over tealite candles</p> <p>Showing how we can use fire for:</p> <p>Light – in event of power cut etc Heat – Fire is still an efficient heating method Socially – From Birthday Cakes to Campfire!</p> <p>This is also a great opportunity to show/reinforce the safe way to strike matches, as well as getting the Cubs to prepare their own fire safety measures in a controlled environment.</p>	<ul style="list-style-type: none"> • Tealite Candles • Chocolate Thins • Marshmallows • Matches 	45 mins
Game	Leaders Choice		10 mins
Closing	Closing Ceremony		
Resources	Tealite candles, chocolate thins, Marshmallows, Matches		
Notes			

Weekly Programmes Template

Term Theme: "All Fired up - Fire"			
Overview : Fire / Heat based science fun for Cubs			
Week: 5	Session theme: Science with Fire / Heat	Resources	Timing/ Leader:
Coming in activity:	Free play		10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Active Game – Duty Sixer Choice		10 mins
Key Activity	<p>Prepared "Hands On" Science experiments for Cubs:</p> <p>Teabag Rocket http://www.ordinarylifemagic.com/2010/01/tea-bag-rocket.html</p> <p>Elephant Toothpaste https://sciencebob.com/fantastic-foamy-fountain/</p> <p>Extinguish candles using CO2 http://sciencewithkids.com/Experiments/Chemistry-experiments/fire-science-experiment.html</p> <p>Balloon on fire http://mocomi.com/balloon-on-fire/</p> <p>Or You can add your own science experiments to the mix!</p> <p><i>Science activities can be counted toward the Cub Science Badge</i></p>	Depending on chosen experiments	45 mins
Cornerstone: Personal Dev (Discovery)			
Game	Leaders Choice		
Closing	Closing Ceremony		
Resources	Depending on chosen experiments		
Notes			

National Programmes Sheet

Section: Cubs	Type of Activity: Teabag Rocket
Time Allowed: 10 Minutes	Cornerstone: <input type="checkbox"/> Outdoors <input type="checkbox"/> Community <input checked="" type="checkbox"/> Personal Development <input type="checkbox"/> New Experiences
Link to Award Scheme: Discovery	
Resources Needed: Teabag, lighter, non-flammable plate, scissors	
Any Other Comments: please ensure that your teabag is of a style that can stand on its own: ie Lipton Gold works really well	

Safety: This experiment requires adult supervision. Perform this experiment away from curtains or other flammable materials.

1. Remove the staple, label and string from the teabag.
2. Pour out the tea.
3. Unfold the teabag and stretch it out.
4. Use your finger to turn the teabag into a cylinder.
5. Stand the cylinder on one of its end on a plate on a flat surface.
6. Use a lighter or match to ignite the top of the tea bag cylinder.
7. Wait a few seconds.
8. Watch the rocket fly into the air!

National Programmes Sheet

Section: Cubs	Type of Activity: Elephant Toothpaste
Time Allowed: 10 Minutes	Cornerstone: <input type="checkbox"/> Outdoors <input type="checkbox"/> Community <input checked="" type="checkbox"/> Personal Development <input type="checkbox"/> New Experiences
Link to Award Scheme: Discovery	
Resources Needed: Dishwashing gloves, Safety glasses, 100 ml of 6% Hydrogen Peroxide (available from most chemists), Measuring cup, 600 ml PET bottle, Funnel, Dishwashing detergent, Food colouring (any type except cochineal), Small cup, 2 ½ teaspoons of dry yeast, Tablespoon, Lukewarm water, Plastic cover or Tarpaulin.	
Any Other Comments:	

Safety: This experiment requires adult supervision. All participants should wear dishwashing gloves and safety glasses as standard chemical handling practice.

1. Put on the safety glasses and gloves.
2. Measure 100 mL of the 6% hydrogen peroxide using the measuring cup.
3. Place the funnel in the PET bottle.
4. Pour the hydrogen peroxide into the PET bottle via the funnel.
5. Remove the funnel and place the PET bottle on the plastic tray or baking dish.
6. Add a large squirt of dishwashing detergent to the PET bottle.
7. Add a squirt of food colouring.
8. In the small cup, empty a sachet of dry yeast and add four tablespoons of lukewarm water. Mix well.
9. Place the funnel in the PET bottle.
10. Quickly add the yeast mixture to the PET bottle via the funnel.
11. Quickly remove the funnel, stand back and watch what happens.

National Programmes Sheet

Section: Cubs	Type of Activity: Extinguish Fire with CO2
Time Allowed: 15 Minutes	Cornerstone: <input type="checkbox"/> Outdoors <input type="checkbox"/> Community <input checked="" type="checkbox"/> Personal Development <input type="checkbox"/> New Experiences
Link to Award Scheme: Discovery	
Resources Needed: Baking Soda, Vinegar, Glass Jar, Tealite candles, Matches	
Any Other Comments:	

Safety: This experiment requires adult supervision. Perform this experiment away from curtains or other flammable materials.

1. Light the candles.
2. Add several tablespoons of bicarbonate of soda to the glass jar.
3. Pour white vinegar into the jug and mix.
4. Wait for the bubbles to stop!
5. Tip the jug slightly and move it over the candles. Make sure the liquid doesn't touch the candles.

National Programmes Sheet

Section: Cubs	Type of Activity: Balloon on Fire
Time Allowed: 10 Minutes	Cornerstone: <input type="checkbox"/> Outdoors <input type="checkbox"/> Community <input checked="" type="checkbox"/> Personal Development <input type="checkbox"/> New Experiences
Link to Award Scheme: Discovery	
Resources Needed: 2 Balloons each, Water, Candle, Matches	
Any Other Comments:	

Safety: This experiment requires adult supervision. Perform this experiment away from curtains or other flammable materials.

1. Fill one of the balloons with air, and the other with a little water and air.
2. Light the candle.
3. Bring the Air only balloon over the candle – what happens?
4. Bring the Water/Air balloon over the candle – what happens?

Why is there a difference between the 2 balloons?

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : Back Woods Cooking – MMMMM FOOD!			
Week: 6	Session theme: Back Woods Cooking	Resources	Timing/ Leader:
Coming in activity:	Ice Hockey	<ul style="list-style-type: none"> • Ice "Puck" • Rolled Newspaper Sticks 	10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Active Game – Duty Sixer Choice		10 mins
Key Activity	<p>Cooking using Hobo Stoves</p> <p>Digging, lighting and cooking on Pitfires</p> <p>(depending on area restrictions gas cookers, braziers etc may be used)</p> <p>Making Supper:</p> <p>Suggestions: Damper Piklets Hot Chocolate Smores Pitfire Banana Splits etc</p>		45 mins
Cornerstone: Personal Dev (Social and life skills)			
Game	Leaders Choice		10 mins
Closing	Closing Ceremony		
Resources	As needed for chosen foods and cooking methods		
Notes	Guest speaker for next week (DOC, Rural Fire, Regional Council ETC), or resources on bush fires etc		

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : Fire and Conservation week			
Week: 7	Session theme: Fire and Conservation	Resources	Timing/ Leader:
Coming in activity:			10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Active Game – Duty Sixers Choice		10 mins
Key Activity Cornerstone: Outdoors (Environment)	Guest Speaker/s relating to Fire and conservation.		45 mins
Game	Leaders Choice		10 mins
Closing	Closing Ceremony		
Resources			
Notes			

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : Maori Language Week			
Week: 8	Session theme: "Maori Language Week" "Te Taura Whiri te Reo Maori"	Resources	Timing/ Leader:
Coming in activity:	Match the Maori words with the English		
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		
Game/Physical	Active Game – Duty Sixer to choose		
Key Activity Cornerstone: Community (Our world / Our Country)	Choose from the following Activities: <ul style="list-style-type: none"> • Maori stick Games www.mamalisa.com/blog/learn-to-play-the-new-zealand-stick-game-e-pap-waiari • Growing kumera (sweet potato) • Myths and Legends Koru Coaster	Depending on activity	
Game	Leaders Choice		
Closing	Closing Ceremony		
Resources	kumera, jars/containers, toothpicks,		
Notes			

National Programmes Sheet

Section: Cubs	Type of Activity: Maori Language Week
Time Allowed: 45 min	Cornerstone: <input type="checkbox"/> Outdoors <input type="checkbox"/> Community <input checked="" type="checkbox"/> Personal Development <input type="checkbox"/> New Experiences
Link to Award Scheme: Community – Our World/Our Country	
Resources Needed: kumera, jars/containers, toothpicks, rolled up newspapers for sticks	

Grow a Kumera Plant

Method:

Wash the kumera gently but thoroughly.

Insert toothpicks into the sides of the kumera about 1/3 of the way down.

Place the kumera into the jar.

Fill the jar with water.

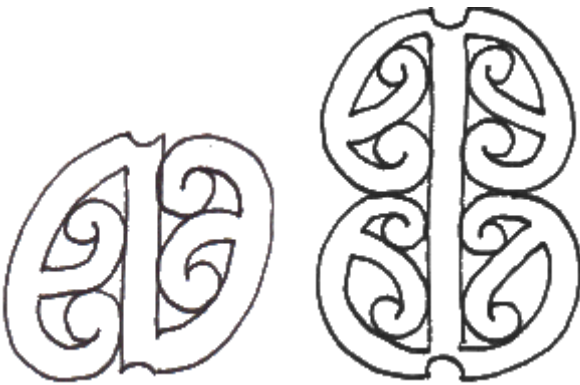


Myths and Legends:

Find these books in the local libraries. Read the story and then play act it.

Koru Coaster:

The cubs to draw freehand or colour in a template of a Koru pattern. Laminate the paper to make into a coaster. Cubs to take home



COMING -IN GAME: Match up Maori/English words

Lolly	New Zealand	Kia ora	fish
kumera	clap	food	papiki
kai	hello	rua	Aotearoa
Sweet potato	ika	rare	two

Answers:

Lolly/rare

Fish/ika

Kumera/sweet potato

Food/kai

Hello/kia ora

Clap/papiki

Two/rua

New Zealand/Aotearoa

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : Fire Wise Challenge night			
Week: 9	Session theme: Fire Wise Challenge night	Resources	Timing/ Leader:
Coming in activity:			10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical	Active Game – Duty Sixer to choose		10 mins
Key Activity	<p>Set up like University Challenge (Quiz night)</p> <p>Inter Six or Individual Fire based quiz night based on everything covered this term.</p> <p>Prizes etc can be arranged!</p>		45 mins
Cornerstone: New Experiences (Challenges)			
Game	Leaders Choice		10 mins
Closing	Closing Ceremony		
Resources			
Notes			

Weekly Programmes Template

Term Theme: "All Fired Up - Fire"			
Overview : CAMP FIRE!			
Week: 10	Session theme: Camp Fire!	Resources	Timing/ Leader:
Coming in activity:			10 mins
Opening	<ul style="list-style-type: none"> • Opening Ceremony • Opening Prayer/Reflection • Flag Break (Pack Choice) • Grand Howl • Outline of Session/Evening 		5 mins
Game/Physical			10 mins
Key Activity Cornerstone: New Experiences (Group / Zone / Regional event)	Group, Inter group or Zone Camp Fire and supper night	Bring a plate and Campfire Blanket.	45 mins
Game	Leaders Choice		10 mins
Closing	Closing Ceremony		
Resources			
Notes			