

BEAVER & CUB SCOUT

IDEA BANK

A COLLECTION OF
PROGRAMME IDEAS



Blue Beards Treasure
Great escape
James Bond 007
Science
Climbing a rope
American Circus
Indians
Stalking
Dr livingston I presume
Fiona Space
Compass
Cave painting
E.T.
Sharks Newgrange
Hats
Music Handstands
Jumping Ropework
Shelter
Plaster casts
Natural dyes
Fingerprints
Chinese
Drums
Drawing
Buzzers
Bonecraft
Making instruments
Healthy living
Fossils
Rope mats
Crawling
Dried food
Flags
Armbands
Feathers
Musket
Judo
Sculpture
Pottery
Birds
Sewing
Sign language
Semaphores
Fishing
Celtic craft
Escape plans
Headress
Ogham
Photography
Flashlights
Kites
Boomerangs
Morse code
Frizbees
Horns
Nets
Plantlife
Card tricks
Magnets
Insects
Disguise
Phone home
Marooned
Parrots
Pet care
Blankets
Cartwheels
Clowns
Bows
arrows
Acrobats
Paper planes
Leathercraft
Mental Problems
Firelighting
Compass points
Lion tamer
Egg challenge
Basketry
Mime
Compact equipment
Quick thinking
Pulley
Flying a Plane
Beadcraft
Human pyramid
Crannog
Lighthouses
Bean bags
Rope ladders
Cannons
Comic routine
Mining
Pirate ships
Invisible ink
Custard pies
Clues
Code breaking
Skateboards
Peace pipe
Geology
Jewellery
Harps
Dolmens
Balloons
fish
Planked
Mazes
Map making
Electric circuits
Bronco riding
Obstacle course
Russian
Astronaut training
Dance steps
Lasso a horse
Pinhole camera
Sails
Nature compasses
Match boxes
Air supply
Sandpits
Klingon
Campfire
Mine field
Horses
Alien food
Rabbits
Rattles
Rubbish
Plates on a stick
Cooking
Running
Rubber band gun
Facepainting
Gold coins
Magic
Chariot racing
False trails
Grid references
Card tricks
Morse code
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Compact equipment

Cub programme Ideas

Bows and arrows

First of all buy some simple bow and arrow kits from a toy shop. If you are on camp or pack holiday let your Cubs make the bows and arrows from branches. Don't under estimate this kind of activity it can go on for hours particularly with boys. They will need leaders to help and advise. At all time stress the safety aspect of this activity. Next set up a shooting range or course - like a pitch and putt course, target at various distances. Be very strict in its use - firing of bows only happens on the range - line up, approach firing line, load arrow, FIRE, Step back form firing line. Laying down the basic rules of archery will help when doing archery in a formal way.

Backwood cooking

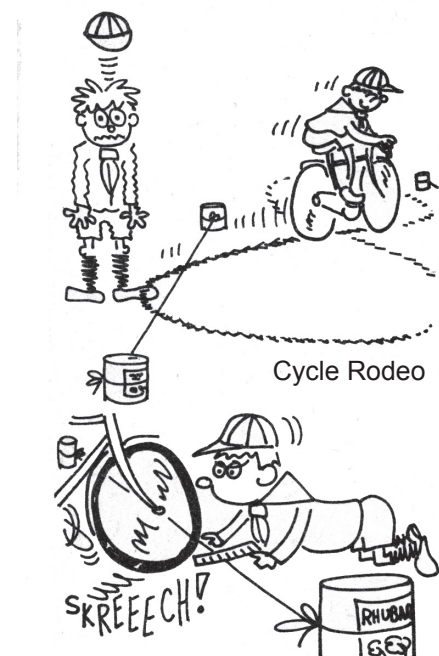
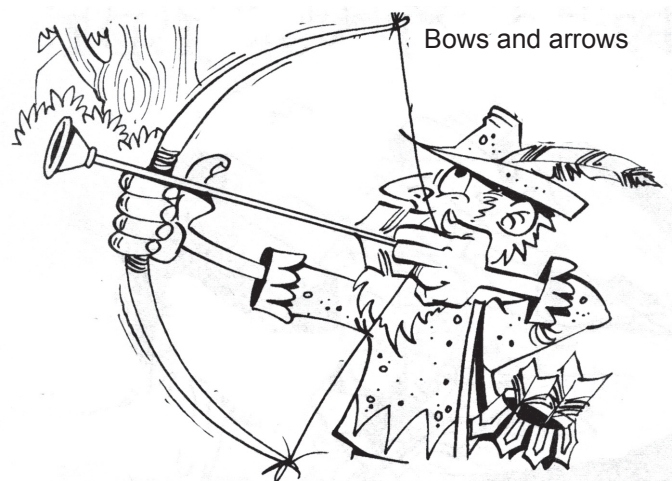
Set up a fire early on to create embers to cook on. Go for simple foil packs, sausage on a stick or bread twists. If necessary ask the Scouts to help

Balancing

Tight rope walking is not a practical option. Set up a balancing pole using a long pioneering pole. It does not have to be set too high, a foot is high enough. Run a series of games in challenge form. Single crossing, group crossing etc

Ballista

A simple ballista can be constructed using elastic bands and bamboo canes. The firing cup can be made from a plastic carton and strong elastic bands which is fixed to the frame.



For further ideas and details consult the [Make handbook](#), [Camp Programme Handbook](#) and [Cub No Limits](#) articles

Bead craft

A large number of craft shops can supply bead kits. The very small bead are best for reproducing indian type head bands for example. Special once of beads can also be used to make trinkets and honour awards. Plastic bear claws for example. You might also like to create bead designs by treading different coloured beads on to safety pins.

Bike fun

Nearly every Cub has a bike or has access to a bike and this is a valuable resource from the point of view of programming. A number of activities are possible - the safety aspect, bike based games and rodeo and outdoor activities and adventures. Try to use bikes throughout your activities rather than group them together in one big activity. Use the local Gardai to check out bikes for example, parents for bike repairs. You could also set up BMX type course over rough ground to add thrills and spills. Run bike hikes in local areas or parks.

Blindfold Trails

Blindfold trails are easy to set up - a string trail to follow and a blind fold. The trails are useful in small activity areas where you do not want the Cubs to travel far thus discovering the next base or activity area. In them selves the trails are a good way of improving touch, feel and 'sense of surroundings' skills

Bivvy

A simple bivvy for one or two cubs or you can make bigger versions for a Six. Use heavy builder grade plastic sheeting

Boomerangs

Make cardboard boomerangs as shown using corrugated cardboard. You need 3 layers for a boomerang. A coin or washer needs to be sandwiched between the layer for the boomerang to fly properly

Rubbings

Use a crayon or coloured chalk to create an image on paper by rubbing over a raised surface such as a tree bark or raised design on metal or wood.

Bridges

Simple bridges can be constructed across small streams and ravines. These projects will introduce the art of pioneering to your Pack. If you do not have the expertise in this area then have a joint activity with the Troop or you could ask Patrol leaders or Venturers to lend a hand

Bronco

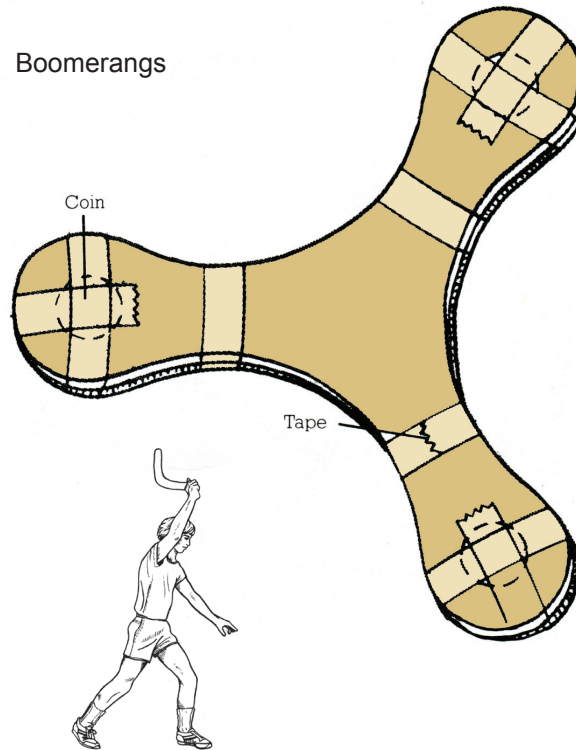
Construct the bronco over water or soft ground to prevent injury. This activity should be controlled by a leader at all times. The bronco rider need only be a few inches clear of the ground

Building survey

Using your camera travel around your town/area and take pictures of buildings and features from unusual angles. Provide each Six with a set of prints and information that has to be found at that location - number of windows, who built it etc. Each Six has to identify and find the building then gather the information

Campfire are always great fun, particularly when held at a camp around a real campfire. Keep the songs simple so everyone knows the words. Spend a little time before the campfire compiling a schedule of songs. It is generally a good idea to stir clear of pop songs, usually the chorus of the songs are all that are known. Intersperse the campfire with solo acts and skits by Sixes to add variety

Boomerangs



Bark rubbing



Camouflage

You need an area with plenty of scrub to hide in. Make sure your Cubs are wearing old cloths in suitable colours - greens and browns. Send the Sixes off to hide in the undergrowth using whatever materials necessary to hide or camouflage their bodies. After a set period of time Leaders try to find them in the undergrowth

Camping

The core of the Scouting experience is based on camping. Your Cub Programme should have ample opportunities for your Pack to camp. Your annual Pack holiday could take place under canvas. Older Cubs and Sixers could attend a weekend Scout camp with the Troop as part of their Link Badge. You could also organise a weekend camp for your Cubs or attend a Unit or Regional Camp

Peace candles

Floating peace candle on a pond or river at night fall can be a very special event. This event is popular in eastern countries at festival occasions. Use small tea lights. Cubs make up their own boats from folding paper or making a little box boat as shown.

Carries

There are a number of ways to carry an injured person some are illustrated here. Have your Sixes practice carrying a casualty using the various methods. Various games and races can be devised around the carrying methods

Castaways

Cast your Sixes away on an island - marked out piece of ground - for a period of time. In the time allowed they have to complete a number of survival type exercises - Build a shelter, light a fire, cook some food without using utensils, make a compass, send a signal etc.

Chinese Cooking

Two element are possible. The cooking of the meal - a parent could assist or local Chinese restaurant owner and learning how to use chop sticks. Great fun if included in a game

The Circus

The circus is about entertainment and part of that experience is the creation of clowns and other circus characters. Within the theme of 'circus' the ideal is to have a circus show in the third or fourth week of the theme when the Sixes have developed their acts and to act as a finale. The show could be linked to a parents night or as part of a pack holiday or camp

Obstacle Courses

Obstacle courses and commando type courses provide many programme opportunities. Sixes can, for example, make an obstacle then a course is set around the obstacles built by the Pack. A obstacle course can be constructed to complement other programme ideas for example a compass course, a blindfold trail, for first aid incidents or rescue simulation

Using your watch

You can use your watch to find direction. Point the hour hand at the sun and divide the angle from the hour hand and 12 o'clock in half. The imaginary line created points South. If you know where South is the other points of the compass can be determined

Cooking

Cooking always provides many opportunities for fun and learning. There are many recipes to try from cold based Rice Crispy buns to hot meals. This is a good activity for involving parents in fact some of the requirements for proficiency badges are best completed under adult supervision at home. When introducing cooking to your Pack it is important to remember that you will be laying down basic

Blindfold trails



Musical instruments and circus

concepts such as hygiene, preparation and control of cooking process. These skills will be carried into future life and in their Scouting life will be improved upon and fully tested in a Patrol situation in the Troop. The key at this stage is to have fun!!

Crystal Maze games

The crystal maze theme is based on team games and puzzles. There are many possibilities for you to try with your Pack. In all cases the games needs to be skill based. In the television series the programme is based around 4 play zones - Future, Medieval, Aztec, Industrial. In our programme creation each zone forms a weekly meeting. These games bases are best done on a circuit basis with crystals (marbles) awarded for each game completed in the time allowed.

American Indian dancing

Dancing was very important to Indian culture. They had many dances which were simple steps done in circle formation. Most dancing was social based although they did also have war dances.

Darkroom prints

Simple photographs can be created using ordinary household items. You will need some basic photography materials - a local photographer can help. Set up a darkroom. Place items on photo paper in the dark. Turn on the light for 3 seconds. Place paper into developer and see picture appear. Take out and place in fixer tray. After set period wash print in water and leave to dry. This may sound complicated but with a little help from a photographer this is a simple fun activity.

Disguise

Provide your Sixes with a variety of items which could be used to create a number of disguises. These might include wool, plastercine, face paint, glasses, make up

Join the Cubs

Do young people know about Scouting in your area.??? Mount a display about your section in the den and invite young people to have a look and later take part in a bring a pal special programme. If you do not have the space for a display put a small display in a local shop window

Edible plants

The first thing that needs to be done is to discover those plants that are edible in our hedgerows and forest floors. There are many books available in bookshops and libraries. You could then organise a nature walk with your Cubs - better still if you have an expert on hand. Set your Sixes off on a discovery mission to find evidence of these plants. Later, test some of them. Be very careful with mushrooms - don't pick them as it is very hard to identify the safe from the dangerous - stick to nuts and berries. The late summer and autumn is a good time for this activity.

The Great Egg Challenge

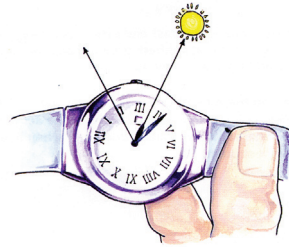
A simple but great fun activity. The challenge is to drop an egg from a height of about 3/4 metres plus without breaking it. The Six are given a variety of materials - milk carton, paper tissue, cardboard, tape and glue. The Six have to construct a craft or devise which will prevent the egg from breaking on impact. Another activity is to have the Sixes construct a craft to transport the egg over a set distance. This time supply old CDs to act as wheels, some elastic bands, lollipop sticks, a milk carton and a selection of bits and bobs

Electrics

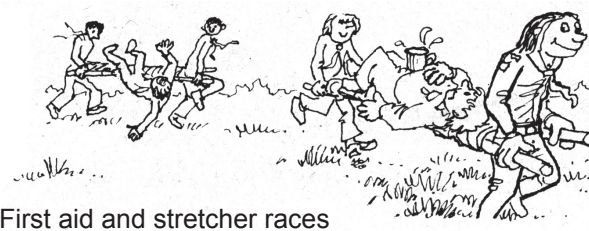
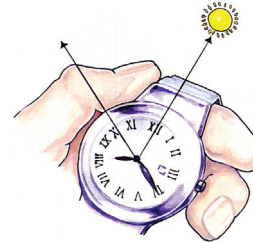
Make a simple circuit such as a light circuit - flick a switch and light comes on. There are many other possibilities which can be done with basic equipment. If you are unsure of what to do ask a parent to help

The Great Escape

As part of your programme theme you will need to organise a Wide Game based around the escape. This will be



Using watch to find directions



First aid and stretcher races



Hunting, exploring and trail finding

a game played in a local park or campsite. You will need some help so ask the Troop, parents, or Venturers to help. The helpers can act as guards, clue givers, partisans who help the teams etc. Involve the Patrol Leaders from the Troop in the planning they will have played similar games and will be able to give you some ideas. Try to avoid chasing and fighting elements as this tends to disrupt a game. You should include skill, stealth and code breaking to produce a quality wide game everyone can enjoy.

Extension Scouting

Our Community is made up of many types of people some who are less fortunate than ourselves. Our Association welcomes all young people into its ranks. Have you considered this in your Pack?. As a programme idea explore ways that your Pack can help others and involve them in your Scouting

Make a film

Video cameras are readily available and it should be possible to get a lend of one or two so that your Pack can create a film. This will be a long term project - you will need a script, make up, lighting, special effects, sound etc. In the early stages give every Six a job to do, then co-ordinate into the finished project. Everyone will need an acting or technical role so that everyone is involved

Finger Morse

The Morse code is very flexible you can use a buzzer, torch, tapping etc. In this example you use your finger to send a message across a room. You will need a code sheet and a message prepared. For Cubs it is best to use a word code sheet - this is a selection of common words that a message can be created from with a simple signal for a word rather than a signal for each letter. Finger up a dash, finger down a dot

Firelighting

Firelighting is a core scouting skill. It can be as simple as sticking a firelighter under a few sticks and away you go. However, the skill of firelighting is in the magic and

preparation of the site and natural materials so that you can light a fire in any conditions using no more than one or two matches

Fire safety

Fire safety is a real concern for all of us. Have your Cubs put together an emergency escape plan for your den or hall. How quickly can your Cubs get out of a building. Do your Cubs know how to use a fire extinguisher? Again another opportunity for a programme activity. You can also tie in a visit to a fire station or a fire fighter visiting the meeting.

First aid

Basic first aid is a necessary life skill. Treating a cut or scratch. Knowing what to do in an emergency. How to make a personal first aid kit. Keep it simple!! Our aim is to enable young people to remain calm and seek help and not to treat injuries. Being able to treat a simple cut or scratch and deal with simple emergencies is the basis of our programme efforts. You can of course bring in experts to teach the older Cubs first aid if you wish. In our programme you can also introduce the use of bandages, carries and stretchers but in a lot of cases these will be fun based learning by doing activities rather than formal first aid training situations.

Fishing

A great idea to get your Pack out and about. A number of possibilities - standard fishing off a pier or river bank with standard equipment. Have your Cubs make fish hooks from thorns, pins and bones and try your luck at the local river. You could also visit a fish farm which allows you to catch your own fish, rods and reels supplied. There are always a couple of parents interested in fishing and they could be your first stop for expertise on the subject.

Fishing spears - a backwood skill

Have your Cubs make fishing spears as shown by placing sharpen sticks on a pole. These spears are used worldwide as a tradition means of catching fish in shallow wa-



Keep fit and fun games



ter. Make up some aeroboard fish which can be floated in a pond or river. The Cubs then try to 'catch' as many fish as they can.

Keeping fit

Most young people should be naturally fit but unfortunately our present lifestyle encourages young and old to sit about watching televisions and playing video games. In the winter months this is a particular problem as the opportunities to play outside decrease. Explore the idea of a Pack keep fit programme and set challenges for your Pack. The simplest idea of course is to get outside - go to the local park or beach, have a hike or a cycle activity. There are many possibilities - keep fitness in mind

Fun Games

The crystal maze is a theme based around games of every kind. They all require team participation. In the outlines theme we have suggested various puzzle based games but fun based games can also be used. Each of these games should be time based to increase excitement and challenge.

Geology

Geology and the study of rocks provide an interesting day trip/activity for your Cub Pack. You need to visit a rocky beach. Once there set your Sixes off exploring for interesting stones or rocks. Different colours, rough and smooth. There will also be rocks which contain fossils or markings and squiggles as well as rocks with holes in them. Make a collection of the most interesting finds

Grid references

Being able to give a grid reference for a point on a map is a basic mapping skill. This skill will be refined in the Scout section but the basic skill can be laid down in its simple form. For example 4 figure grid reference to discover a sector of a map that contains a mountain top or river junction. This is best done through wide games or on Pack hikes

Ground/air signals

How do you communicate to others that you need help. One method that can be used is the ground to air signal system. It involves making large signals on the ground which can be seen by passing aircraft. These signs can be made by scraping the sign in the ground, by lining up people on the ground or by using branches or vegetation.

Grow something

The ideal is to establish a flower or vegetable plot and tend it throughout the season as a Pack Project. If you want to grow something the easy way then use cress or mustard seeds in a small pot or on blotting paper.

Healthy living

A healthy diet coupled with a healthy lifestyle is something that everyone needs to be aware of. It is never too early to learn - use surveys and games in your meetings that allow your cubs to discover what they are eating and what they really should be eating. Use this knowledge to help in planning menus for hikes, camps and pack holidays.

Help!!!

Do your Cubs know what to do in an emergency?. Consider the type of situation you Cubs could find themselves in and set up a number of incidents to learn and practice how to react and deal with emergency situations.

History everywhere

Every town has examples of historic object around its environs. Things such as post-boxes, water pumps, shore and drain covers, signs on buildings and gravestones. Sent you Sixes out and about to discover as many items as they can in your area.

Your identity

In order to escape behind enemy lines you must have a false identity - your new name, address, details of your life etc. Cubs need to role play this new identity. Then a series of checkpoints are set up in game fashion where Leaders check the Cubs - papers, language, identity etc.

Exploring, finding your way, and discovery



History, knights and vikings

Musical instruments

Instruments can be made from many different materials, anything that makes a sound. This can be a fun activity from two perspectives - the creation of weird and wonderful instruments and the formation of a band.

Invisible ink messages

Sending and receiving secret messages have always been a thrill for young people. It is a simple activity to set up. You first need some suitable 'inks' these can be any item that contains juice. Good choices are lemon, coke, onion, a water and sugar mix or milk. Messages are written with the juice using a simple pen made from a match or cocktail stick is a good. When the liquid dries it becomes invisible. Heat the message over a candle to reveal message

Isotope lift

An interesting problem for your Sixes to solve. The solution involves teamwork and co-ordination to complete the task. It is presented in its basic form you can add to the problem to challenge further. Transferring water by this method is good fun.

Jamboree on the air

Jamboree on the air -known as JOTA is an international Scout event held each year in October. The jamboree allows young people to talk to each other from every corner of the globe via a radio station. In order to take part you need the services of a Radio operator - radio ham. There are a number of clubs around the country. Special events are normally run at our national campsites each year

Jousting

A simple jousting mechanism is made using bamboo poles. One pole is placed in a bucket as shown. A twisting devise is made from a plastic bottle. Teams of two attack the joust in horseback style. The object is to move fast enough to avoid being hit by the return swing of the jousting pole

Juggling

Perhaps there is a Cub in your Pack who can juggle - if so - then you have an expert who can teach everyone else. If not then you need to find a 'How to Juggle' book and set your Cubs a challenge

Jungle Gear

Working within the theme have your Cubs make and dress up in jungle gear. Grass skirts and leaf hats are easy to make. Use teased out sisal as grass and crepe paper to make leaf hats if leaves are not available

Cooking without utensils

Cooking a kebab. Prepare the food before use, you will need food items which can be placed on a skewer and will not fall off when turning or cooking. Small sausages, rolled rashers, mushrooms, onions, apple are all good choices. Skewers can be made from bamboo skewers or if you want to make them from the wild choose green sticks and peel off the bark before use. It is important that only embers are used as the heat source and not flames so prepare and light the fire long before cooking so that a bed of embers are produced before cooking.

Make a Kite

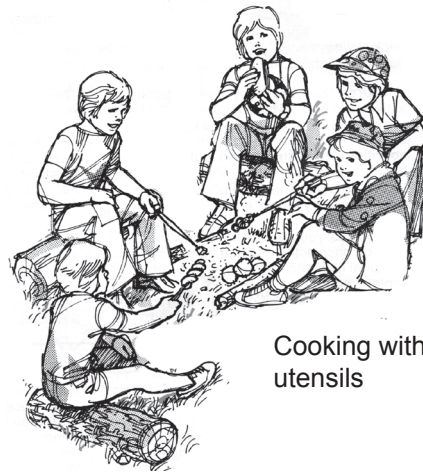
A simple kite can be made from black plastic bags or strong brown wrapping paper. Follow the illustrations as a guide. Many designs are possible and a web search or your nearest library will provide a wide range of designs for your Cubs to tackle.

Klingon - Star Trek

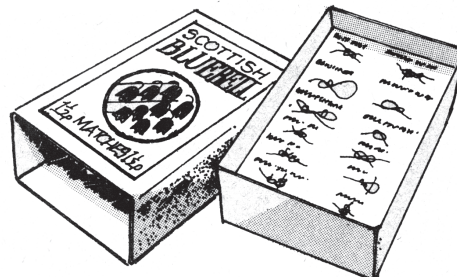
Did you know you can learn how to speak Klingon. There are numerous web sites that provide written as well as sound files that you can download. Take a visit to the sites and have some fun with your Pack.

Knight Theme Costumes

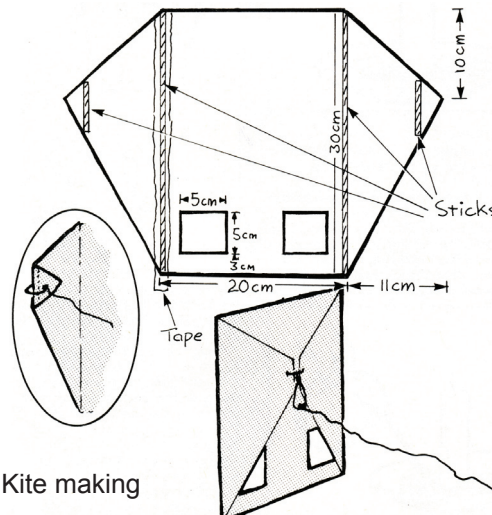
Ask each Cub to design and make a Knight costume. The costumes could be used as part of a special meeting or



Cooking without utensils



Matchbox knot boards



Kite making

activity based around the theme. A medieval fair day, a tournament, knights of the round table etc.

Knight coat of arms

Try this simple design. Give each Cub a length of muslin or cheap material and with some fabric pens create their own coat of arms. Place over the head and secure with a belt or piece of rope.

Knot board in a matchbox

Create knotting boards which can be placed around the den for your Pack to experiment on. A good idea for a cub project is to challenge Cubs to make a knotting board in a match box.

Lasso

Add a bit of fun to your knotting. Make lasso's using a figure of eight loop or slip knot as shown. It is a good idea to set up lasso targets - tree stumps etc. rather than use live objects i.e. Cubs

Leaf prints

To create a series of leaf prints a few techniques are possible. Ink splatter - leaf is placed on paper and ink splattered on paper using a toothbrush to create shape of leaf. Plaster cast - press a leaf into plastercine to create a shape and then make a plaster cast of it. You can also use a rubbing technique. Place leaf under a piece of paper and rub gently with a pencil or soft crayon.

Line throwing

To start this activity first create the throwing line. You can use the method shown - a monkey fist or place a weight of some kind on the end of the rope to make it easier to throw.

Magic

Magic tricks have always intrigued both the presenter and the performer. Check out some simple magic trick books in your local library or bookshop. Select a few which are

easy to learn and perform. Have each six master a trick and then have a magic show with prizes for the best performance

Map and Compass

Map and compass is a core Scout skill and there are many levels of knowledge. Basic mapping can be done by Beavers and Cubs will be expected to do a little more. Learning the basic map symbols, aligning a map to their surroundings, how a compass works and the main compass points are the main platforms to consider. At all times it should be practically bases and learnt in the open

Mapmaking

Have your Sixes make simple maps of a set area. Introduce the concept of scale so that maps are in proportion. Look out for detail. This exercise is a good introduction to map and compass skills

Mime

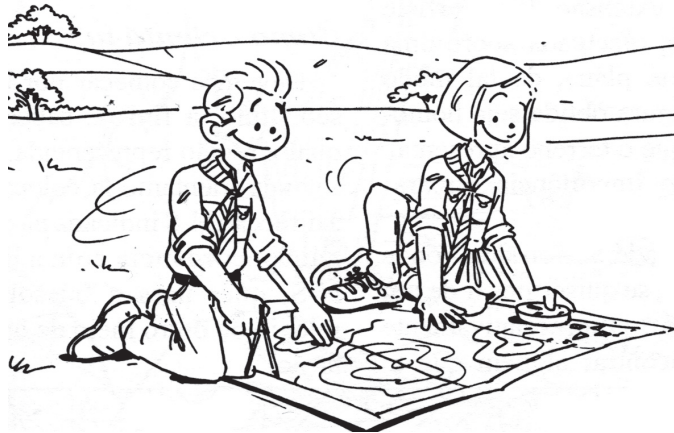
Mime is a simple acting skill that is easily learnt. Start off by using a few simple games - what am I doing type games are good for this. You could then offer a number of different situations for your Cubs to try - Chewing gum stuck on your hand. Finding your way out of a glass box. Tip toeing over people asleep in a tent etc.

Moccasins

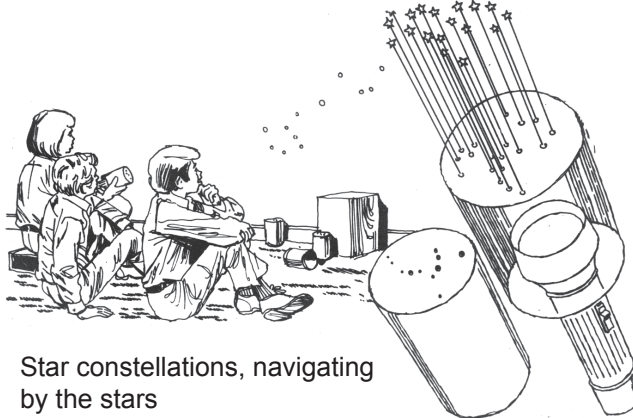
Make up a simple pattern for a moccasin as shown in the illustration. Give each Cub a piece of leather or imitation leather - which is cheaper and let them at it. You will need to control the use of tools. Shape knives as best used under adult supervision

Morse Code

The Morse code is very flexible you can use a buzzer, torch, tapping etc. It is constructed by assigning a series of dots and dashes to each letter. In each case when sending a message a dash is longer than a dot - perhaps a quick flash for a dot and a one second flash for a dash



map reading and map making



Star constellations, navigating by the stars



Street Games and marbles

in the case of using a torch. For Cubs it is best to use a word code sheet - this is a selection of common words that a message can be created from with a simple signal for a word rather than a signal for each letter. Cubs then make up their message and write out the code before they start so as to prevent a mistake.

Nature

Cubs love exploring and discovering the world about them in particular all the small creepy crawly things. Numerous activities are possible from simple collecting of samples to drawing pictures from natural dyes.

Compass

Magnetise a needle by using a permanent magnet or a piece of silk. You can use the needle hanging from a piece of thread or float it as shown

Net making

Making nets is not hard to do. There is only one knot to know - the reef knot. You will need a pool or frame to work on to make things easier. Give it a go and see how you get on.

Constructing Newgrange

Set up a construction area where your Sixes try to recreate Newgrange or Stonehenge. Each Six is given a number of rocks and stones some small poles and a ball of wool. They must try to construct the monument without lifting the stones but using dragging, pulling and levering method on a model or miniature level

Using nature to find your way.

Finding the north star. First find the 'plough' in the northern sky. Next project an imaginary line from the 'pointer stars' to find the bright north star.

Observation

Kims type games are always popular with Cubs. Place at least 40 items on a table and cover with a cloth. Sixes are given 1 minute only to look at the items. The items are covered up again and the Six have to make a list of the items from memory.

Odd jobs around the house

Set up a number of incidents that Sixes can visit in turn.
Fitting a tap washer.
Wiring a plug.
Fixing a broken pane of glass. Painting and cleaning brushes etc

Old people and young people

Old people like the company of young people. In the service aspect of our programmes it is a good idea to try and include activities where your Cubs can help other people. They could for example visit an old people home from time to time to help out, talk to people or perhaps put on a show or campfire. Another good idea is to engage old and young through photographs of the local area. Old people showing the Cubs pictures from their life and telling them about how they lived in the past or their community or work conditions etc.

Cooking without utensils

Cooking an egg in an orange. Slice off the top of the orange and clear out the orange flesh so that you are left with a skin shell. Crack your egg into the skin shell and place on embers of fire. Check regularly. It is important that only embers are used as the heat source and not flames so prepare and light the fire long before cooking so that a bed of embers are produced before cooking

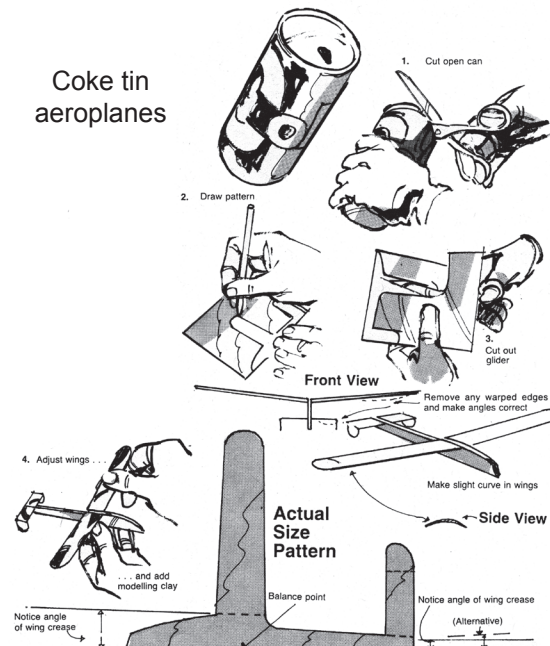
Origami or paper folding

The art of paper folding is an old Japanese art form. There are many books available on the subject and simple projects can be found to suit your Pack. For a real fun item have your Sixes master the folding of

Kim's games and sensory awareness



Coke tin aeroplanes



paper into water bombs. The bombs are then filled with water and a fight can be organised. A good Pack holiday or camp activity.

Packing a tent

Packing your tent after a camping trip is as important as pitching the tent correctly. A tent is expensive to buy and careful packing will ensure it is serviceable for a long period of time. Like other things in Scouting there is a set method or skill in packing the tent so that it goes back in the bag and is ready for pitching the next time it is used.

Paper Bag Game

Do you know that young people living on the streets of Calcutta by making paper bags and selling them to shop keepers. The children make very little money for the work that they do. Trocaire and Christian Aid have programme aids that can be used to explore this area. You can get information and samples at www.christian-aid.org/learn

Petcare

How do you look after your pet. Ask a local vet to talk to your Pack about this subject. Your Cub pack could also volunteer to help at a local pet kennels

Pirate Flag

Have each Six make their own pirate flag. This can be done in the tradition way by sewing or an easier alternative is fabric pens. Make a template to making drawing the design easier

Tent pitching

Tent pitching is a basic scout skill. Practice makes perfect, so borrow a few tents from the stores and train your Cubs in. Better still go camping!!!!

Paper planes

Always a good fun activity. Try to get your hands on a number of plane designs - check out bookstore or internet. Arrange a build time for Sixes. A testing time to perfect designs and then set up a number of challenges.

Longest flight. Best stunt flying. Landing on a runway - table etc

Planking a fish

Give each Six a flat fish such as plaice. The fish is then pinned to a plank flesh side out and lightly dusted with salt and pepper and a small piece of butter rubbed into the flesh. The fish is then cooked by reflected heat.

Plate spinning

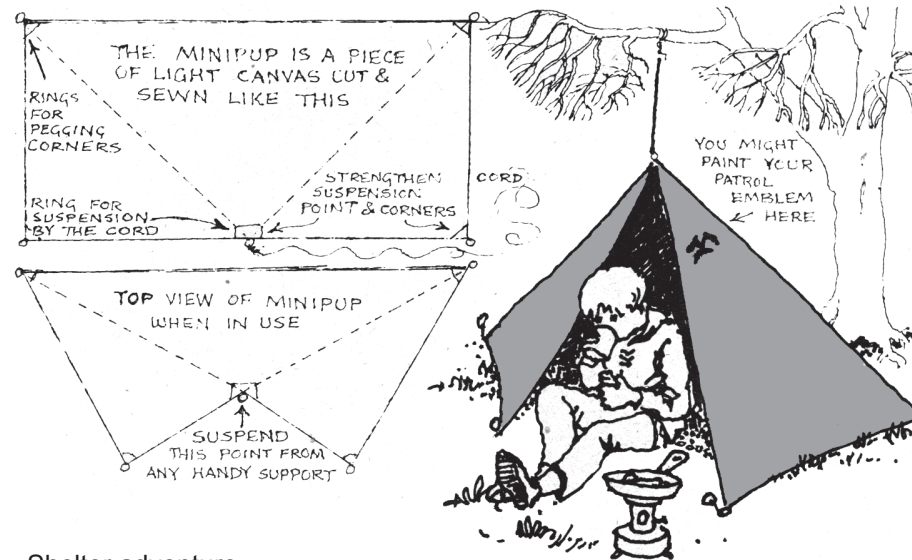
First of all use plastic plates. You can also buy real spinning plates for juggling from some toy shops which have a deeper rim and prevent the plate falling off the stick. The fun of course in this activity is trying to complete the challenge. It is not too hard to master.

Local projects

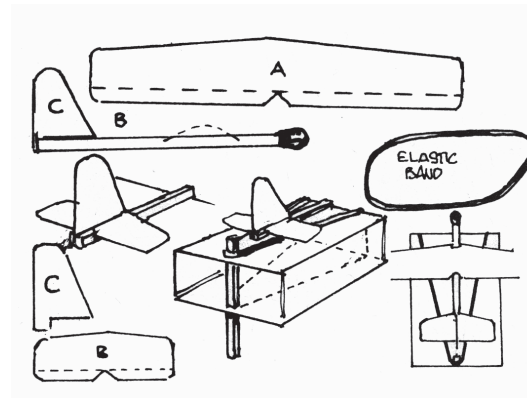
The first thing you need to do is identify a project you can undertake. Consult with local bodies such as tidy towns or district committees for suitable project to consider. Your local authority can also help with tools and skips for rubbish or trees for planting.

Pulleys

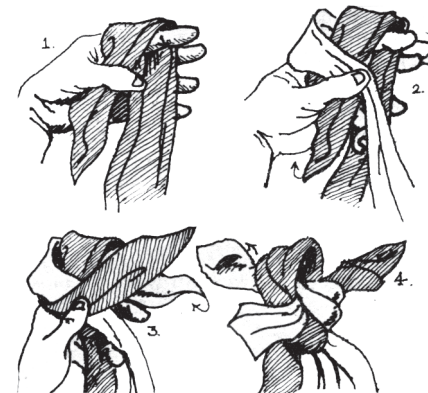
Pulleys are used for pulling and lifting weights. A simple crane will enable to see how they work. The addition of a number of pulleys will increase the pulling power. Pioneering in the Scout section covers this area in its skill base. Your Cubs can also get in on the fun by making simple lift, carry and hauling devices. If you need further help give your Scout Troop a call.



Shelter adventure



Mini -plane catapult



neckerchief - square knot

Puzzles

A few simple shape puzzles which you can make from card. Place each puzzle in a small ziplock bag to prevent pieces from being mixed up. Set a time limit in which the puzzle must be completed to add to drama.

Make a human pyramid

The Sixes are challenged to create a human pyramid. There are a number of ways this can be done, one way is illustrated here. Although a fun activity it is important that care is taken when constructing the pyramid so that injuries are not sustained - a leader can help to keep steady and organise the build. Another option would be to challenge the Six to all stand on a brick or folded newspaper or carpet tile

Rafting

Rafting - ask the Scouts or Venturers to help. Don't forget safety. Why not visit the National water Activity centre in Killaloe

Recycling

Plastic drinks bottles are idea for a number of recycling ideas. They can be used to make many different items. We illustrate 2 ideas you can try, but with a little more effort you can discover any number of recycle handbooks and leaflets which will give you a wealth of ideas for you to try

Red Cross Parcels

During the Second World War prisoners of war received red cross parcels from time to time. These parcels contained basic food stuffs and supplies. Taking

this basic idea expand it with your Pack by asking them to make up a 'Red Cross' type parcel that they would send today to relief camps or refugee camps. Have the Sixes work to a budget of say 5 euro per box.

How do you cross a river?? - with care
Its not as simple as you think particularly if stepping stones are not readily available. Often in a hike situation it will be necessary to cross a river to safety. As a training exercise have your Sixes practice how to do to go about it. It will involve teamwork and ropework skills. For a bit of added fun try river crossing techniques in the summer on a safe stretch of river as a pack holiday active

Water Crossing

A fun activity that will introduce your Cubs to basic pioneering and construction skills. If you do not have these skills perhaps you could ask the Patrol Leaders or Venturers to help. The idea is to build a simple frame which is raised and lowered by the Six as each Cub is transported across the stream/river.

Rope climbing

You can of course try to climb a rope using brute force but you won't get to far. It is better to use the Pruzzik knot method. This simple friction knot will slid up or down a rope when slack but will grip under pressure. You will need 3 Pruzzik loops to climb a rope. One for each foot and one under the arms. Check out the Scouting trail or climbing handbooks for instructions. If you are unsure get the Venturers or Patrol Leaders to help.

Rope ladders

A rope ladder is created using a mar-line hitch as illustrated. The knot is very simple to tie and use. You will need rope of course and the required number of rungs. The Scout Troop or Patrol Leaders will be able to assist if required

Ropes and rope bridge and swings are always a firm favourite with Cubs. If you are unsure of your knotting and construction skills ask the Troop or Venturer Group to assist

Rope bridges

Rope bridges of all kinds are always attractive to young people. Although simple in appearance they do require expertise to set up. Someone experienced in pioneering can help. If you want the easy way out why not visit your local campsite or activity centre normally have commando and rope course you can use.

Rope mats

Rope mats and simple rope weaving are projects worth consideration. The basic principle is easy to master. The hardest part is the set up of the knot which can be done under supervision then leave the Cubs to finish them off. Simple designs can be had in knotting handbooks and on the internet

Packing a rucksack

As you know it is not just a case of piling all your belonging into your rucksack and away you go. Packing a rucksack is a skill, and correct or planned packing will ensure a comfortable hike and better management of your equipment.

Ask your Sixes to bring down a rucksack and equipment to a meeting and practice packing as part of your meeting. Check Packs before hikes to improve packing and avoid problems on the trail.

Safety at home

Cubs need to be aware of the many hazards which exist around the house and play areas. Have your Sixes compile a survey of the dangers that exist around their home, then compile a master list. Discuss ways that these dangers can be minimised. The Sixes could also produce safety posters.

Safety Line

Space walks are only possible by way of a safety line. Set up a simple safety line which is attached to a cub who then manoeuvres through a maze. The Cub must make sure the line is moving freely. They also need to set up a signalling system to let out or pull in the line. Rock climbers, divers and fire-fighters use similar safety systems.

Flying saucers

Create a docking station as shown. Cubs make saucers from paper plates stapled together or you can use plastic plates or Frisbees. Set up a series of challenges for the Cubs to try - max. score, landing in docking bays in turn, landing in a set docking bay, longest flight etc. Saucers can be tweaked by adding sand to paper plate saucers before stapling together.

Feeling awareness

Kim's games are always popular and a great way to develop the senses of your

Cubs. Set up a number of different tests to stretch the ability of your Cubs

Taste awareness

Kim's games are always popular and a great way to develop the senses of your Cubs. Set up a number of different tests to stretch the ability of your Cubs. Have a bucket nearby for all those items that need to be 'spit out'

Shelter Building

Shelter building is a key Scouting skill. There are two versions one made of plastic sheeting called a bivvy or the bush shelter illustrated which uses natural materials. Have found a suitable location a simple frame is built with poles and lashings. The frame is then covered with grass, leaves, moss or sods to create the roof.

Signal flags

Sixes devise a simple method of signalling using flags. When the Sixes have practised for a period and sent messages using their own method introduce semaphore to your Pack. Which do they prepare their own method or semaphore. What are the difficulties, what are the advantages of each.

Morse Code

Have each Six learn a number of letter signals from the Morse Code. Using either a buzzer, torch or tapping device send a signal to another Six. Morse is transmitted using dots and dashes. A dot is a quick buzz, flash or tap whereas a dash is slightly longer.

Skate boarding

Loads of activities are possible using skate boards from simple racing to elaborate skate board courses and associated tricks. If you have a gifted Cub or Scout in your Unit who is into Skate Boarding then use them as your expert to teach the rest of the Pack. In some areas of the country there are skate board parks and courses and these provide an opportunity for a Pack activity. Insist on protective head, leg and arm equipment to minimise injury.

Spears

Cubs will love the idea of making and throwing spears. Finding the right stick is an activity in itself. You will of course need to control the activity. Set up a target area and introduce set rules for throwing and target practice.

The spy kit

The spy kit contains all the equipment necessary to make and break codes. Small pens, holders for messages. The codes and hints and tips for cracking codes

Star Constellations

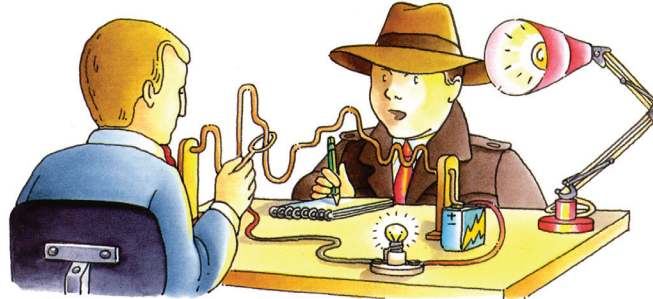
Use old tin cans to create star constellations. Punch holes in the base of the tins to represent the star positions. Then using a torch shine it through the holes onto a screen or wall. Later, on a clear evening, find the constellations in the night sky.

Astronomy

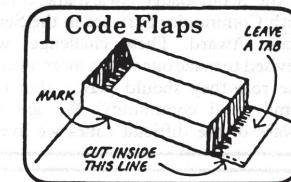
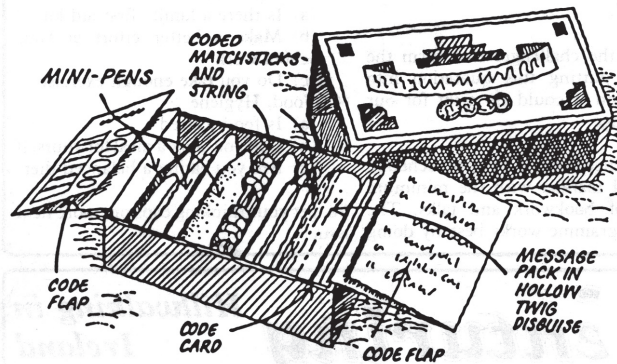
A large number of people are interested in stargazing. In its simplest form have your Cubs lie out under the stars on camp and discover the many star formations. During winter months ask an expert to the meeting to talk about the wonders of space.

Street games

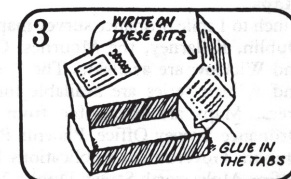
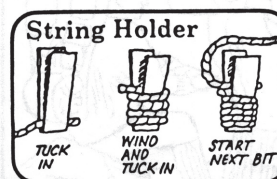
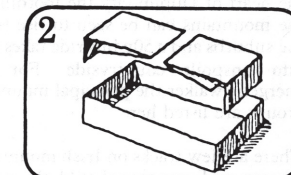
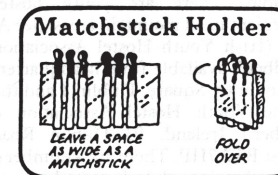
How many of your Cubs play games on the street. Introduce your Cubs to the wonders of Marbles, Hop Scotch, Skipping, Curbs, Releavio, Hide and Seek and other traditional street games



Nerve tester



Mini - Spy Kit



Water Still

Something for your Sixes to try and experiment with. Have your Sixes construct a still on Pack Holiday or camp or on a local beach. How much water can you generate in the still. Is it a good survival tool.

Decorating stone

Organise a trip with your Pack to the nearest stony beach and collect samples of suitable rocks on which your Cubs can draw and paint designs. Our illustration shows people and animals drawn on stone however in accordance with our theme you could draw and colour Celtic designs. You might like to consider creating chess set using a number of designs

Make a stretcher

'Make a stretcher and carry to the next checkpoint' this is a common instruction on a wide game or similar event. We are not concerned with the technical aspects of stretcher making but rather the idea. How to make a simple stretcher, organising your Six to carry the stretcher and looking after the 'casualty' so that they are not injured due to careless carrying

Sundial

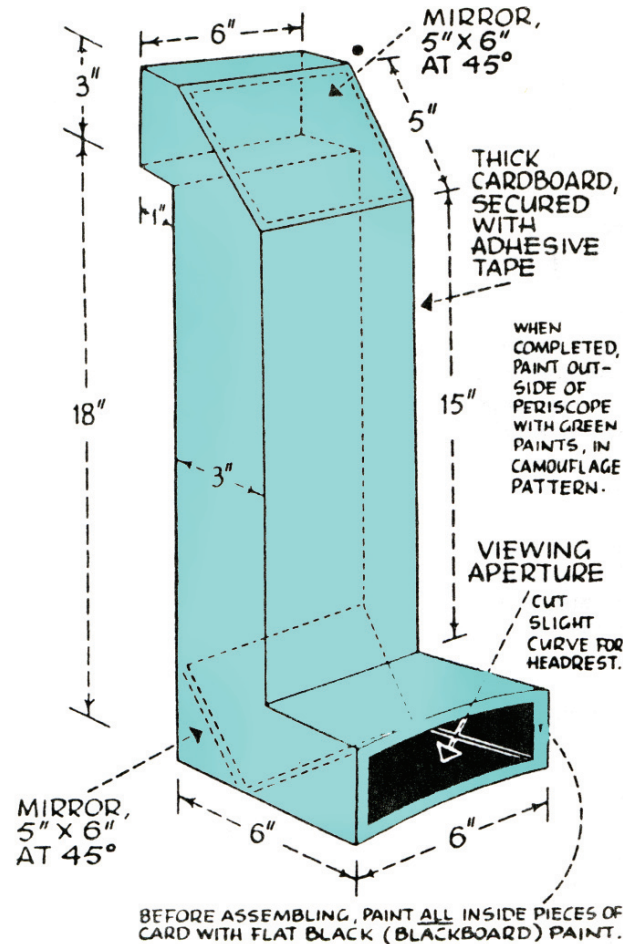
Get your Sixes to construct a camp sundial. Place a stick in the ground and mark the end of the shadow. You will need to do this every hour throughout the day so that you create a 'clockface'

Sword fighting

Organise a sword fight. Cubs will love it. But control is the problem. So, it is organised thus. Sixes are challenged to devise a choreographed sword fight much like those in the movies. Set a time limit for the piece 2 - 3 minutes is enough. After a suitable practice period they put on a display. Marks are awarded and a winner selected.

Lion Tamer

A bit impractical. Many Cubs have pets however and an activity centred around the training their pets is a more



Nature Observation and wide game periscope

practical possibility. You could ask some experts to help. Simple stuff - like dog commands are easy to demonstrate. You might even consider the possibility of a visit to a blind dog training centre or a circus - going behind the scenes during the shows.

Tangram puzzle

The tangram is a 7 piece Chinese puzzle. Over 2000 different shapes can be made using all the pieces. The puzzle can be made from card cut into pieces as shown. It is a great fall back to have a number of these puzzles in your Cub Games box. Present the puzzle to a Six with a suggested shape they have to make and set a time limit for its completion.

Tape recording

Recording is a simple process and offers load of opportunities for programme ideas. Straight forward interviewing of people - old people for example talking about olden days in a village or town. You can also use it for imparting clues for a treasure hunt. For Kims games - recognise different sounds for example. Or how about a radio play or programme.

Team based games

Many games and scenarios can be designed to allow the Six to develop as a team. The incident illustrated requires teamwork to both lift and carry the device around a course. A simple game but with the addition of an effective storyline - moving a bomb or suchlike it takes on a different element and creates an excitement in young people.

Totem pole

Have you got a totem pole for your pack. Most packs will probably have a flag pole but a Pack totem pole would be so much more fun. Sixes could create and paint different parts of the pole. Each Cub could also create their own totem using the design illustrated. Work out a plan for the pieces which are then cut out and slotted together to form the headpiece. A small totem could be placed on top of a pole.

Build a tower

Sixes are supplied with a pile of old newspapers and sellotape and challenged to make the highest tower possible from the materials supplied. The tower must remain standing by itself with human support to qualify for entry into competition. Set a time limit for the build, a few minutes for corrections and alterations then the final measuring up. This is a useful exercise in discovering how things need to be built for stability etc.

Town plan

This is an excellent activity for older Cubs. The idea is to produce a town map and notice board. In fairness, the Cubs will need a hand in the final production of the notice board - perhaps a parent or town council can assist. From the Cubs point of view the gathering of information and the drawing of the map are the key activity elements. If it is not possible to place the stand in a public area you might consider placing it in the den or library.

Town Planning

Plan the perfect town. If your Sixes were in charge what would they put into the perfect town?

Provide paper and pens to your sixes plus a list of places and amenities that should be found in every town. The Sixes are given a printed map of a fictional area with a main road, river, pond and castle marked on the map and the Six have to design and plan a town on this map. They should try and include all the items on the list.

Pencil trace

A few simple puzzles to test your Cubs with. Draw the designs shown in one movement without lifting your pencil from the page. Allow some testing time before the final assessment.

Dino Prints

Make dino prints. Carve a simple track in a block of wood and lay your trail



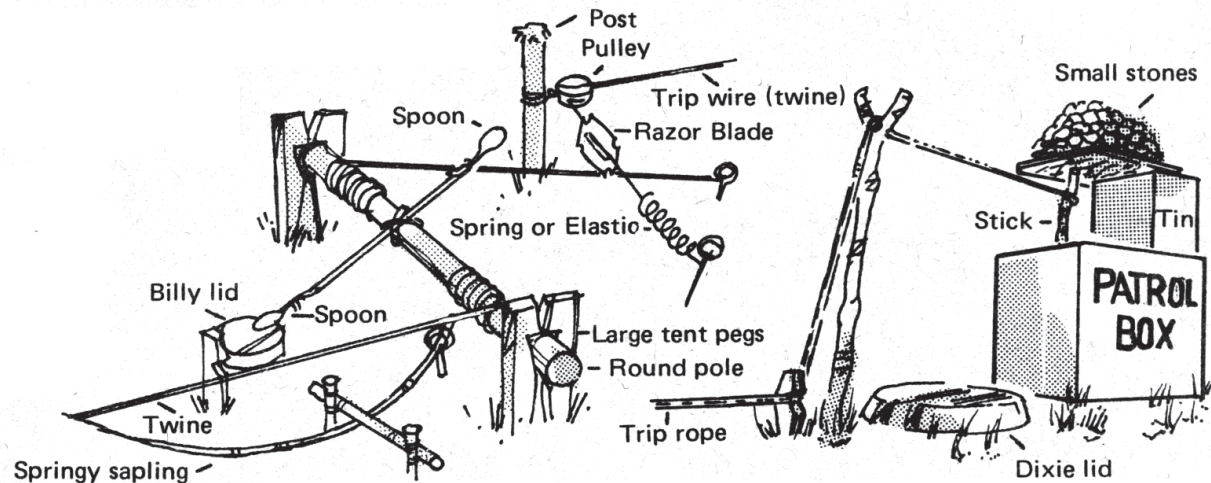
Make a man trap

Well not really!!! The idea of this activity is to develop the creative powers of the Six. The object is to create an alarm system that is triggered by a mechanism - perhaps a tripwire leading to a series of actions that will ultimately make a noise. Remember the theme - 'stone age technology'

Treasure Map

Every good treasure hunt needs a treasure map. This maybe an activity for the Leaders or you can involve Sixes in creating their own and using them as part of a Pack Treasure hunt. The maps is drawn on paper in hand-written form. To age the paper you can fray the edges by scorching the edge with a candle. To make the paper look brown and old you use an old tea bag - rub over the paper and allow to dry it will have a brown appearance.

Design a 'Mantrap' trespasser alarm



Tree Houses

Call in some dads who are good at DIY or perhaps the Venturer Group to assist. A suitable tree or trees will have to be found. Involve the Sixes in the construction process so that they gain ownership of the tree house. It is an ideal project to impart construction and planning skills. There are opportunities to cover knotting, safety and art and craft proficiency badges

Tree Climbing

Children just love to climb trees. Use these opportunities to introduce safety concepts, ropework and knotting skills

Tree Planting

Tree planting is always a worth while activity and an ideal community service project. Trees can be sponsored and depending on the situation can sometimes be supplied free by the local council or Coillte. The ideal time for planting is early spring and the autumn so organise your project around these times.

Bread/twist making

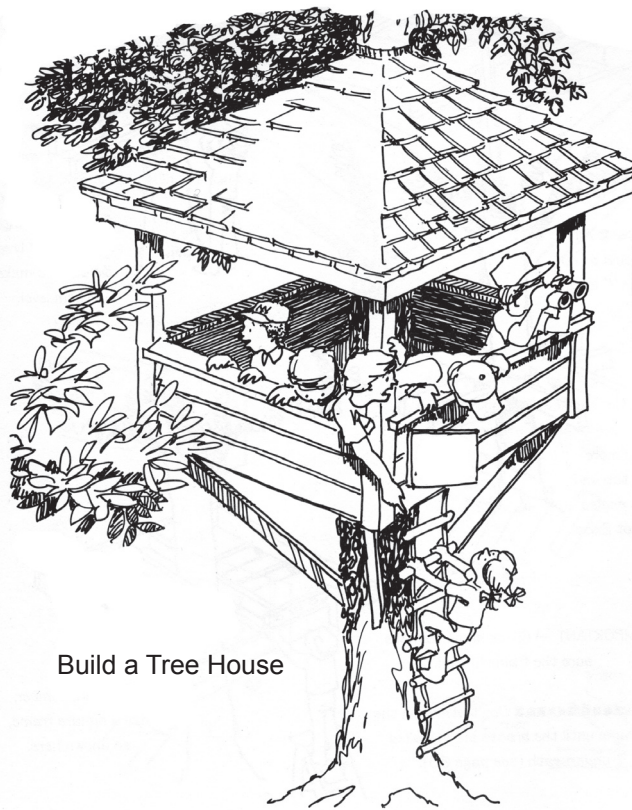
Make a bread dough from flour, water and a pinch of salt. When the dough is made roll into snake like pieces and wrap around a stick that has had its bark removed. Cook over the embers of a fire and serve with jam

Water Safety

You never know the time or the place when a situation will occur. Train your Cubs to be prepared to help in the case of a water accident. The Water Safety Council have free posters and advice sheets which will help you to get the message across. Practice at your local swimming pool

Weather station

Simple weather forecasting equipment that can be made from coat hangers bamboo poles and some scrap materials.



Build a Tree House

Weaving

Create a simple camp loom and weave a straw mat. You can also use newspaper as a material

Whistle

Simple whistle that can be made using a piece of wood and a rubber band. Fine tuning will be required to get best buzz/whistle sound.

