

BACK INTO ACTION!

Getting your Pack together and into its first adventure

The start of a new Scouting year brings returning Cubs back together

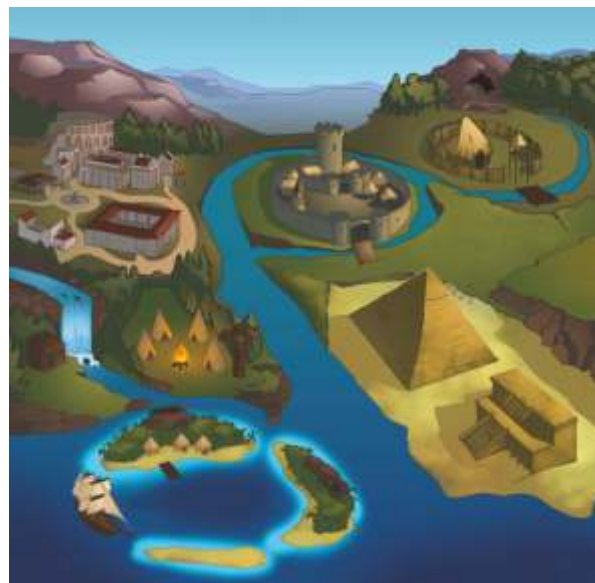
- Welcomes new members into the Pack
- Sees others stepping into new roles as Sixers and Seconders
- A chance to get the Pack moving again and set the tone for the year ahead

The first few meetings don't need to be a separate six-week programme or a long introduction before the Cubs get back to Scouting. Use them to help everyone get to know each other, establish the Sixes, give Cubs real responsibility and get the Pack working together.

- Bring the Lands of Adventure into Pack life from the start.
- Gather the Cubs around the map, choose where the Pack wants to explore and use the Sixes to generate ideas for what they could do, learn and discover there.
- Those ideas can become games, skills, challenges and activities, as well as a bigger adventure for the Pack to work towards.
- Use the Sixers Council from the beginning.
- Give Sixers and Seconders opportunities to bring forward their Six's ideas, help make decisions and take them back to the rest of the Pack.
- Look for ways for every Cub to take on jobs, learn skills and help make activities happen.
- Don't have the whole term planned before you begin. Get the Sixers and whole Pack involved, choose a Land, start planning together and work towards an early Adventure.



**GO TO THE 6 LANDS
OF ADVENTURE - OR YOUR
PACK CAN CREATE ITS OWN...**



1. GET THE PACK BACK TOGETHER

Start with plenty of activity. Games and short challenges will help new and returning Cubs mix, learn names and get comfortable working with different people.

Give returning Cubs a job from the start. They could welcome a new Cub, explain a game, organise equipment or help a group with a challenge. A pair of experienced Cubs could also choose and run a game they already know.

GETTING TO KNOW EACH OTHER

Try some of these during your first few meetings:

- **Cub Bingo** - Give each Cub a bingo card with things such as *has a pet, has been camping, plays an instrument or likes football*. Cubs move around the room finding someone who matches each square.
- **Change Places If...** - Sit the Pack in a circle with one Cub in the middle. They call out something beginning with "Change places if..." Anyone it applies to must find a new place.
- **Quiet Birthday** - Challenge Cubs to arrange themselves in birthday order without speaking. With a larger Pack, try it in smaller groups and see which group gets it right first.
- **The Sign Game** - Each Cub chooses a simple action or sign to go with their name. Go around the circle, with each Cub trying to remember the names and signs that have already been introduced.
- **Spud** - Give each Cub a number and have everyone stand together. Throw a soft ball into the air and call a number. Everyone runs except the Cub whose number was called, who retrieves the ball and calls "Spud!" to stop the others. Adapt the original game by having them nominate or pass to another Cub rather than throwing the ball at someone.

TURN A GAME INTO A TEAM CHALLENGE

As the Cubs get comfortable, add a quick team challenge. Give small groups two minutes to build the tallest newspaper tower, solve a puzzle or get their whole team across the room using three hoops.

Change the groups regularly. It gives you a chance to see who contributes ideas, listens, encourages others and takes responsibility.



2. GET THE SIXES WORKING

Sixes are a key part of Pack life. Aim for a mix of ages and experience, then get them working together straight away.

BUILD YOUR SIX

Give each Six time to choose a name, flag or sign and a call. Make sure everyone contributes, then give them a challenge to tackle together.

Try:

- **Trail Makers** – Learn tracking signs and lay a trail for another Six to follow.
- **Six Shelter** – Build a shelter from a tarp, ropes and available materials that fits the whole Six.
- **Minefield** – Guide members of the Six safely through a course of soft obstacles.

Use different challenges to get the Sixes solving problems, making decisions and learning to work together.

SIXERS, SECONDRERS AND THE SIXERS COUNCIL

Give Sixers and Seconders responsibility from the start. They can organise their Six, welcome new Cubs, help run activities and bring their Six's ideas to the Sixers Council.

Start holding short Sixers Councils early. Use them to discuss how the Sixes are getting on, share ideas from each Six and make simple decisions about Pack activities. Sixers and Seconders should then take those decisions back to their Six.

GIVE THE SIX RESPONSIBILITIES

Don't leave leadership to the Sixer and Seconder. Cubs can organise equipment, explain a game, demonstrate a skill or report back for their Six.

Use the Sixes regularly to learn skills, tackle challenges, prepare activities and share programme ideas. You could teach a small group a knot, tracking sign or navigation skill, then let them teach it to their Six. Rotate the opportunities so different Cubs get a chance to lead.



3. AGREE HOW YOUR PACK WILL WORK

Rather than starting the year with a list of rules, get the Cubs to agree how they want their Pack to work.

START IN THE SIXES

Give each Six a large sheet of paper and ask them to come up with the things they think are important for a good Cub Pack.

Use a few questions to get them started: What makes a great Cub Pack? How should we treat each other? What should we expect from each other? What should we do when things don't go to plan?

Ask the Sixer or another Cub to make sure everyone gets a chance to contribute. They can write the ideas down, draw them or create a quick poster.

AGREE THE PACK CODE

Bring the Sixes back together and have each one share its most important ideas. Group similar suggestions and let the Cubs agree the points that will become their Pack Code.

Keep them short and positive. For example:

- **We include everyone**
- **We listen to each other**
- **We help each other**
- **We give things a try**
- **We look after our Pack and our equipment**

Have the Cubs make the finished Pack Code into something they can display in the meeting place. Each Six could decorate part of it or add their Six name or symbol.

Keep it visible and use it. If something isn't working later in the year, ask the Cubs "What did we agree in our Pack Code?" rather than adding another rule.



4. TURN IDEAS INTO A PROGRAMME

The Lands of Adventure are at the centre of the Cub Scout programme. Start with the Land the Pack wants to explore, then use the Sixes to decide what they want to do, learn and discover there.

CHOOSE YOUR LAND OF ADVENTURE

Gather around the Lands of Adventure map - which Land do they want to explore?

Once the Land is chosen, give each Six a large sheet of paper and ask them to come up with ideas for their journey through it. What could they do, make, learn or discover? Where could they go? What challenges could they take on?

Encourage the Cubs to develop their ideas. If they suggest a camp, what could happen on the camp? If they suggest a hike, where could it take them and what challenges could they meet along the way?

Have each Six choose its favourite ideas to bring forward.



BUILD THE JOURNEY

Bring the Sixes back together and hear their favourite ideas. Look at how these could become part of the Pack's journey through the Land. Some might become meeting activities, skills or challenges, while others could build towards a bigger adventure.

Keep the Lands of Adventure map visible and return to it as the programme develops.

USE THE SIXERS COUNCIL

Bring the Sixers and Seconders together for a short Sixers Council. They should bring the ideas from their Six and help decide how the Pack's journey will develop.

Give them real decisions to make. They could choose which ideas to develop, decide what should happen first, work out what the Sixes need to prepare or take a question back to their Six for more ideas.

If something isn't possible as first suggested, don't simply drop it. Ask "How else could we do that?" or "What could we do that gives us the same kind of challenge?"

The Sixers and Seconders then take the decisions back to their Sixes so the whole Pack can see how their ideas are becoming their journey through the Land of Adventure.



5. BUILD TOWARDS YOUR FIRST ADVENTURE

Once the Pack has chosen a Land and gathered ideas from the Sixes, start turning those ideas into a programme leading to an Adventure. The Adventure gives the Pack something to work towards, but the meetings leading up to it are part of the journey.

As you build the programme, look for opportunities for Cubs to develop their skills and teamwork and progress through the things they have chosen to do.



THE LANDS OF ADVENTURE

BUILD UP TO THE ADVENTURE

Go back to the ideas the Cubs came up with for their Land. Some ideas will help the Pack prepare for the main adventure. Others might make a good game, skill, challenge, craft or activity as the Pack explores its Land. Plan a mix so the programme isn't only about preparing for the Adventure.

For example, if the Cubs choose a hike as their big Adventure, their other ideas might give you a navigation challenge, trail-food activity, tracking game or first-aid activity in the meetings beforehand. Not everything has to prepare for the Adventure - include other ideas the Cubs were excited about exploring in their land too.

Use the Sixers Council to help decide which ideas to use and when. Sixers and Seconders can take plans back to their Sixes, gather more ideas and bring them back to the next Council.

GET READY FOR THE ADVENTURE

As the Adventure gets closer, give the Sixes practical responsibility for preparing parts of it. They might learn and teach a skill, make something they will need, prepare a challenge, organise equipment, plan a game or help with food.

Keep the Lands of Adventure map in use throughout. The Cubs should be able to see how the different meetings, skills and challenges are building their journey through the Land towards their adventure.

SET OFF ON THE ADVENTURE

Bring the work of the previous meetings together in the Adventure the Pack has been working towards. This could be a hike, camp, outing, day activity or big challenge within their Land of Adventure.

Give the Sixes responsibility and roles for the parts they have prepared. Let them navigate, run challenges, prepare food, lead games, demonstrate skills or take responsibility for equipment.

The Adventure brings together the Land the Pack chose, the ideas the Cubs came up with and the things they prepared along the way.



6. REVIEW & WHAT'S NEXT?

Build a review into the end of the Adventure. Use the Sixes to find out what the Cubs enjoyed, what they would change and where they would like their journey through the Land of Adventure to go next.

REVIEW THE ADVENTURE

Keep it short and active. Try a different method each time:

- **Emoji Review** - Put up - Great, OK and Not for me. Call out different parts of the adventure and let Cubs move to the emoji that matches what they thought.
- **Adventure Line** - Mark one end of the room Brilliant and the other Not for me. Cubs position themselves along the line and explain their choice.
- **Six Score** - Give each Six a large sheet and ask them to score different parts of the adventure out of five. Ask them to agree on one thing they would keep and one thing they would change.



RECOGNISE PROGRESS & ACHIEVEMENT

The review is a chance for each Cub to look at their own progress. Give Cubs time to take out their Travel Cards and look back at what they have done during the programme and adventure.

Some Cubs might need help to identify where they have made progress. Ask what they can do now that they couldn't do before, what they have improved at, what challenge they overcame or what responsibility they took on.

Once the Cub has identified their progress, they can punch the appropriate SPICES on their Travel Card.

Keep the focus on the Cub recognising their own development rather than just completing the card. They can also identify something they would like to improve or try next as the Pack continues its journey through the Land of Adventure.

WHAT'S NEXT?

Take the Sixes' feedback and ideas to the Sixers Council. Decide what the Pack wants to explore next, what they would do differently and what their next adventure in the Land could be.

Then return to the map and start building the next part of the Pack's journey.

THE SIX

A Six is a group of six Cub Scouts.



THE SIXER

My name is Conor and I'm the Sixer of the Atlantic Six. That means I'm the leader of the Six. A Six is a group of six Cub Scouts. I have a helper called a Secunder.

I lead some of our activities. We talk about what we like and hope to do. Then I bring all our ideas to the Sixer Council. This is a meeting of Sixers, Seconders, and a Scouter. We decide on activity ideas and the Council helps me to do a good job as Sixer.

As Sixer I help to teach younger Cub Scouts new skills and take a lead role at Investiture Ceremonies. I try to include everybody in our activities and set a good example.



THE CUB PACK

A Cub Scout Pack is a gathering of all the Sixes. In our pack we named our Sixes after seas; Pacific, Arctic, Caribbean, Indian, Baltic, and China. What is your Six named after?

THE SIXER COUNCIL

The Sixer Council is a meeting of the Sixers, Seconders and a Scouter. Together they decide on programme ideas and games and the council helps the Sixer do the best job they can when leading their Six.



How you can have your say

7. INVESTITURE – WHEN THEY'RE READY

Give new Cubs time to settle into their Six and experience Pack life before their Investiture.

Before making their Promise, make sure they understand what the Cub Scout Promise means and what they are committing to.

Use games, discussions in the Sixes and practical situations to explore the Promise rather than simply learning the words.

EXPLORE THE PROMISE

SCOUT SIGN



Try Promise Corners.

Put up three signs:

YES

NO

NOT SURE



Read out simple situations such as helping someone who is struggling, leaving somebody out of a game or admitting when you've made a mistake.

Cubs move to the sign that shows whether they think the action fits with their Promise, then discuss their choices.

Returning Cubs can help new members learn the Promise and talk about what making it means.

When they're ready, make the Investiture memorable. It could take place during an adventure, at camp, around a campfire or somewhere that has become significant to the Pack. The Cub's Sixer and other Cubs can play their part in the occasion to make it

OUR MOTTO IS
BE PREPARED
AS GAEILGE:
BÍ ULLAMH



LEARN LEAD GROW

CUB SCOUTS 