

Theme:	Mausoleum of Halicarnassus
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Date:

Duty Six:

Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	

The tomb that was built in this story was perfect – everything had its place! Are your badges all sewn on in the right place?

	05	INSPECTION: Badges		
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The Tomb was to be the best ever built so teams of architects had to come up with some good ideas – so get your team together!

	05	STEAM RELEASE: Get your team together... Cubs line up in Sixes. The first Cub runs up to a designated spot and runs back to his Six where he/she picks up the next member of this team. They hold hands and both run to the designated spot and run back to the Six. They collect the next person in their team and so on. Carries on until all Cubs in the Six have been collected - the Cubs then run to another designated spot. See which Six can get there first.	None	
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The construction of the tomb began when the King was still alive. His wife, Artemisia sent messengers to Greece to find the most talented artists of that time to come and work on and design the Tomb - they had to be careful that the right message got to the right person ...

	10	CIRCLE GAME: 'I wrote a letter ...' Cubs sit in a large circle, cross-legged. One Cub walks around the outside of the circle with a 'letter'. The Cub says these words as they walk around "I wrote a letter to an architect, and on the way I dropped it. One of you has picked it up and put it in your pocket. It's not you, it's not you, it's not you..."	A 'letter'	
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		When deciding whom to drop the letter behind, the Cub drops the letter behind another Cub, then they run like mad, with the person who now has the letter chasing the one who dropped it, once around the circle of people and try and get to sit in that person's vacant place before they are caught. If they are caught, they have to sit in the middle of the circle. If not caught, the new person holding the letter starts to walk around the circle, saying the little chant, and so the game goes on.		
<i>Even after the King and his wife had died, the artists decided to carry on and finish the Tomb as it was a reflection on their work - can we also complete the patterns?</i>				
	10	<p>WIDE GAME: Match the pattern</p> <p>Get pictures from a magazine or printed from a computer with some sort of pattern or design on each. Cut each picture in half – the Cubs are given one half and the other half must be scattered over a designated area. The Cubs need to find the other half of their picture. Can work in pairs, Sixes or individually. Pattern ideas on attachment.</p>	Various pictures	
<i>Long after the Tomb was completed, lots of explorers searched for the Tomb and wondered in its greatness: would you be able to find your way?</i>				
	15	<p>ACTIVITY: Map Drawing</p> <p>See attachment for ideas. Cubs are given a piece of paper. They need to listen to the instructions read out to them and draw a map according to the instructions. See how many maps are the same!</p> <p><i>Outdoor Challenge – Compass and mapping. Revision: Know the 8 main points of the compass.</i></p>	Paper, pencils, instructions	
<i>The Mausoleum stood up to attacks from pirates - the pirates stole gold and other articles of value and so now only a few pieces exist.</i>				
	10	<p>KIM'S GAME: Sight</p> <p>Two Scouters throw 10 to 15 objects to each other from one side of the hall to the other (items that the pirates could have stolen). Once all items have been thrown, the Cubs are to write down what they have seen (example of item could be silver cup (goblet), gold stone, etc.).</p>	15 'treasure' items, pencil, paper	

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		Awareness Challenge – Healthy Mind. Silver and Gold Wolf requirements: Play sense training games using all five senses and achieve a 70% score. (Game played using sight).		
<i>The Crusaders were not much better - they took building stones from the Tomb to reinforce their castles against their enemies.</i>				
	10	ACTIVE GAME: Stone the castle Cubs get into Sixes - one Six on either side of the hall (outside?) Cubs to throw paper balls from their side of the hall to the other Six's side - at the end of five minutes the team with the least number of paper balls in their section is the winner.	Newspaper	
<i>A series of earthquakes eventually broke down the rest of the tomb – how sturdy can you make your structure?</i>				
	10	TEAM GAME: Build a tower Using toothpicks, match sticks or similar let the Cubs work together in Sixes to see who can build the highest structure. Let the Cubs build on a table. Once built they need to hit on the table next to the tower to see if the structure they built can withstand the earthquake!	Toothpicks, match sticks, etc.	
<i>Did you enjoy Cubs tonight – we only have two more ancient wonders to find so make sure you come along for the journey next week.</i>				
	05	NOTICES/BADGES		
	05	GRAND HOWL Flag Prayer Dismiss	Totem/skin/rock Flag/flag pole Prayer book	