

week 1:	be prepared
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We are off to find adventure in the great outdoors ... lots of fun to be had but also lots to remember to stay safe ...

Games:

1. **Active:** Where to?

Name four to six points with the names of safari destinations your Cub know (e.g. Kruger National Park, Addo Elephant Park, etc.) Scouter calls a name and Cubs run to that point. On the call "All Aboard" Cubs run to the centre of the playing area and pretend to get into a car and buckle up.

2. **Revision/Active:** Stop, Drop and Roll

Cubs to stand in a long line. When the whistle blows, Cubs start to run, next whistle they stop, drop and roll to escape the fire. Repeat several times.

3. **Relay:** Candle Lighting

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4. **Revision/Wide:** The right way

Cut up a copy of the outdoor code into 8 to 12 pieces for each six (colour coded for easy identification). Scatter pieces in playing area. Each six collects their pieces and builds the puzzle to reveal the Outdoor Code.

5. **Circle:** Getting help

Cubs sit in a circle numbered off 1 to 4 (up to 6 depending on the size of the pack). In the centre place sufficient copies of a cell phone keypad. When their number is called, Cubs run around the circle, back in through their space, dial the emergency number 10177 and report a fire correctly at your meeting place. Any other emergency number may also be used in the game. Repeat until all the Cubs have had a turn (ensure all Cubs know the address of the Scout hall before you start the game).

Making a fire in the bush can be dangerous ... unless you follow the rules.

Sense training:

1. **Kim's Game:** Sight - Bucket of Sand

Draw or find a picture of a bucket filled with sand (about 5cm x 5cm). Hide the picture somewhere in your meeting place. When the Cubs find the picture they walk quietly to a given spot without giving away where the picture is.

2. **Kim's Game:** Taste - In the picnic basket

Cubs sit in a circle blindfolded (can use their scarves). Have ten items for them to taste that could be in Mom's picnic basket – a small piece of is all that is needed (e.g. sandwich, biscuit, fruit, crisps, sweets, etc.). Be careful of food allergies.

When making a fire in the bush, you can never be too careful ...

Yarn:

Noisy Mr Greenback

Mrs Squirrel, her four babies and Wise Owl lived in two of the holes in the old dry dead tree in the middle of the veld. They lived quietly and peacefully together. Wise Owl slept all day and hunted all night and Mrs Squirrel made sure her babies didn't bother him.

But one day everything changed. A newcomer came to live in their tree. It was Mr Greenback, the woodpecker – a beautiful bird but a dreadful neighbour. All day long he peck, peck, pecked at the bark of the tree looking for insects to eat. Wise Owl couldn't sleep and the baby squirrels couldn't get their afternoon nap. One morning, when Wise Owl came back from hunting, Mr Greenback was at it more noisily than ever. Peck, peck, peck, peck! "That's it!" Wise Owl said to Mrs Squirrel. "I'm off to find us a new home!" And away he flew.

Later that day, when Mrs Squirrel was trying to settle her babies for a nap, she saw two boys come walking towards her tree. She watched as they stopped under the tree and unpacked their backpacks. "Just the spot to cook our lunch," said the one. "Yes," said the other. "A lovely big sandy patch to make our fire on and no branches in our way." "But nice and shady because of this big old tree," said the first.

Mrs Squirrel didn't like fires near her old dry tree, so she watched the boys carefully. She watched how they smoothed out the sand, marked out the place for their fire and made a pile of sand next to it. "In case we need it" said the one boy. They laid their fire, lit a match (carefully striking it away from themselves) and lit their fire. Once it was burning they took out their sausages and braaied them over the flames before popping them into the rolls they had brought along. They enjoyed a lunch of sausages, rolls, fruit and juice. And all the time Mrs Squirrel was watching, glad that there was no wind to fan the fire.

After a rest, the boys tidied up. The fire had burned down low and they covered it with sand before leaving. "It's out for sure" they said before leaving. Mrs Squirrel breathed a sigh of relief and went for a well-deserved rest. Mr Greenback was still peck, peck, pecking away but Mrs Squirrel was too tired to bother.

But Mr Greenback was still watching. He felt the wind start to get up and looked anxiously at where the fire had been. What was that? A flame? A tiny flame? Yes, it was! As Mr Greenback stared, he saw the flame getting bigger until the wind blew it across to the dry old tree. The tree burst into flames. Mr Greenback peck, peck, pecked as hard as he could at Mrs Squirrel's door. Furious at being woken, she rushed to the door but when she saw the flames and smelled the smoke, she hurried back to wake her babies. Just in time, she got them out onto a branch and to safety.

Meanwhile Wise Owl saw the smoke and flames and came flying back to see. But, as so often happens, the wind had blown the clouds and it began to rain – gently at first and then harder until all signs of flames and fire were gone.

"Phew!" said Mrs Squirrel "That was a close escape. Thanks goodness for Mr Greenback." "Good news," said Wise Owl. "I've found a new tree just right for us all to live in." "Only if there's enough space for Mr Greenback," said Mrs Squirrel. "He may be noisy but he is the best neighbour in the world." "I'd have it no other way" said Wise Owl. And they all set off for their new home.

Discuss: What did the boys do right?
 What was their mistake?

Reinforce: Fire Safety rules
The outdoors is fun ... camping is fun ...

Craft/Activity:

1. **Activity:** Toast a marshmallow

Toast a marshmallow over a candle on a sosatie stick (or make a s'more – melted marshmallow placed between two Marie biscuits)

2. **Handcraft:** Make a caravan or a tent

Provide a variety of junk – old boxes, toilet rolls, bottles, etc. and white glue. As a six the Cub are to build a caravan, tent or campsite.

Being in the bush is exciting ... have we packed what we need? Are we ready for an adventure?

Singing/Play Acting:

1. **Singing:** Going on a Lion Hunt

Refrain

Going on a lion hunt

I'm not afraid

I'm going to catch me a BIG lion!

(Spread arms to demonstrate the word "big" as you say the word.)

But look! What's that ahead?

(Raise your head to your forehead, as though you were looking far away.)

Uh-oh. There's mud ahead!

Can't go over it

Can't go under it

Can't go around it

Better go through it

(Make sloshing sounds and move hands and feet as if wading through mud.)

Refrain:

Uh-oh. There's a lake ahead.

Can't go over it

Can't go under it

Can't go around it

Better swim through it

(Make swimming motions.)

Refrain:

Uh-oh. There's a gate ahead.

Can't go over it

Can't go under it

Can't go around it

Better go through it

(Gesture as if you open a gate, walk through, and close it.)

Refrain:

Uh-oh. There's tall grass ahead
Can't go over it
Can't go under it
Can't go around it
We'd better crawl through it
(If room permits, children can crawl around.)

Refrain:

Uh-oh. There's a cave ahead.
Can't go over it
Can't go under it
Can't go around it
Guess we'll have to walk into it

It's dark in here
I see two shining lights
I feel something furry
I feel a c-c-c-cold nose
I feel s-s-s-sharp teeth
It's a lion!!
(Shiver and make terrified faces.)

Run out of the cave!
Crawl through the grass
Open the gate
Swim across the lake
Wade through the mud
Run into the house
Close the door
Run up the front stairs
Crawl under your bed

2. Playacting: What must we take?

Cubs in relay formation. Slips of paper are placed some distance in front of them. Each slip of paper has an item on it that needs to be taken on safari (e.g. cap, sunblock, matches, frying pan, chair, etc.). Cub runs up, takes a slip of paper, runs back and mimes the item for his/her six. Once they have guessed, repeat with the next Cub.

Advancement covered:**Silver Wolf:**

Campcraft: Learn about fire safety and the correct way to strike a match **(Relay game)**

Gold Wolf:

Campcraft: Explain what to do in the case of a fire emergency **(Circle game)**

NOTE: Although the fire emergency is part of the Gold Wolf advancement, the Cubs following the Silver Wolf trail can also take part in the game. If you feel they have been able to report a fire emergency correctly and understand the concept, then they too can be marked off – a revision game can be covered at a later stage to ensure the understanding is still there. This also emphasises the importance of knowing your Cub.

Also covered is revision of the outdoor code (**wide game**) which is part of the **Awareness Challenge: Living with Nature** for Silver Wolf trail