

**theme:**

**my part of the world**

***During a Cuboree we meet and learn about people from all over the world! Today we are going to have fun and find out what makes our country so special and wonderful!***

**Games:**

1. **Active/Wide:** Our Flag

Cut up a picture of the South African flag into a puzzle (one per Six). Make sure the pieces are colour coded. Scatter pieces outside in the playing area. Cubs, as a Six, must collect their puzzle pieces (make sure they know how many) and build the South African flag.

2. **Circle/Revision:** Brothers

*Games Module: page 11.*

Make it more of a challenge – once the Cubs find their partner, they must greet them in another language using the phrases/words learnt last week.

3. **Quiet:** Where is it?

Give each Six a map of South Africa and some small stickers. Call out a well-known place (make it relevant to your Cubs knowledge) and, as a Six, they must decide where to place the sticker. Use places such as Table Mountain, UShaka Marine World, The Big Hole, Gold Reef City, etc...

4. **Circle:** Land, Sea or Air

*Games Module: page 23.*

Encourage the Cubs to use animals, fish and birds found in South Africa.

5. **Active:** Snake Catching

*Games Module: page 68.*

***In South Africa we are very lucky to be able to go out into the bush and see animals in their natural habitat and also be able to go to the beach and play in the sand!***

**Sense training:**

1. **Sound:** Animal Sounds

Let the Cubs listen to and identify about 10 or so different African animal sounds. If your Cubs have little knowledge of wild animals, try farm animals instead.

2. **Touch:** Fun in the Sand

Bury 12 items in a bucket of dry or wet sand – one bucket per Six. Cubs run up one at a time and try to feel the item called. Items could be a stone, leaf, teaspoon, small ball, marble, etc...

***Our country has many wonderful traditional stories to read and enjoy.***

**Yarn:** When Hippo was Hairy: A Ndebele Story

(This story is from the book *When Hippo Was Hairy and Other tales from Africa* told by Nick Greaves – this book and others in the series are listed at this link: <http://www.nickgreaves.info/when-hippo-was-hairy.html>).

All his stories are wonderful and well worth adding to your collection of yarns for Cubs. (**Many thanks to Nick Greaves for allowing us to reproduce his story in its entirety for the purposes of this program**).

**The Ndebele have a story which explains why the hippo stays in the water all day and only comes out to feed at night. It goes like this:**

Long, long ago hippos did not live in rivers and pools; they lived in the bush with other herd animals. In those days, Hippo had a very fine coat of glossy, chestnut-brown hair. He also had silky, soft ears and a beautiful bushy tail, of which he was overly proud.

Every day at noon when he had his drink, he would spend hours gazing at his own reflection in the water, turning this way and that to admire himself from every angle. His vanity was so great that he demanded that all the other animals should praise his beauty.

One day, when he was at the water's edge admiring his own reflection, he said to himself, "Oh how handsome I am! Not a bit like that stupid Hare, with his coarse coat, long ears and silly twitchy nose. What a ridiculously short tail he has, and how clumsily he hops!"

Unfortunately for Hippo, Hare just happened to be nearby and he overheard what Hippo was saying. He was furious. He decided that Hippo needed to learn humility.

After thinking for a while, Hare collected a large pile of soft, dry grass under a large umbrella tree. He offered it to Hippo saying, "O magnificent Hippo! Here is a warm bed that I have prepared for you, since winter is on its way and the nights are growing cold."

Hippo accepted the gift condescendingly and he gave Hare a haughty nod. "Yes Hare," he said, "I must be looked after. I am glad to see that you realise your responsibilities!"

Hare nearly choked with rage. What a vain creature Hippo was! "Just you wait, my fine friend," he thought to himself. And he helped Hippo to settle down comfortably.

Then Hare ran to a nearby village. While everyone in the village was busy drinking beer, he crept up to the cooking fire and stole some glowing embers. He carried them off on a piece of broken clay-pot.

Hippo was snoring happily in his warm bed of dry grass when Hare got back. Hare crept up and threw in the burning embers, blowing on them until he had a fine blaze going. Poor Hippo awoke to find that his fine coat of fur was on fire! He heard Hare laughing nastily as he dashed off out of the way.

Hippo was confused and terrified, and at first he just thrashed about, trying to beat out the flames. Soon, however, the fire reached his skin, and in agony he charged away towards the waterhole. As he crashed through the bush, the fire spread to the dry winter grass and soon the whole area was ablaze.

Hippo reached the water just in time to save his life. The flames were put out and the cool water soothed his pain. The fire raged around the water's edge and Hippo had to hold his breath and sink beneath the surface. Only his eyes and nostrils showed when he came up for air.

The bushfire burned for a long time, but at last it died out. Hippo climbed out of the pool. He felt stiff and sore, but he was very much alive. He was going to find Hare and give him the beating of his life.

But Hippo couldn't resist his habit of pausing to look at himself in the pool. He got a terrible shock. Reflected in the water was a pinky-gray, wrinkled, bald creature. He could not believe his eyes. His lovely bushy tail was gone, all his hair had been burned off, and ugly, round, pink ears poked out where his long silky ones used to be. Without the fine glossy fur his legs looked short and stubby, and his flanks bulged with fat.

Hippo was horrified. He was ashamed, broken-hearted and, most of all, embarrassed. Weeping with shame at his dreadful appearance, he sank below the surface so that only his nostrils and eyes showed.

And there he has remained ever since. Hippo is now a creature of rivers and lakes. Only at night, when no one can see him, does he come out to walk and graze at the edge of the forest. Although he is still vain at heart, it happened so long ago that today hardly anyone remembers how Hippo once was hairy.

### ***South Africans are very proud of their flag.***

#### **Craft/Activity:**

1. **Activity:** Parts of the Flag

Revise what was covered the previous week – i.e. fold, hoist, break and lower the flag. Then using the flag, go over the different parts of the flag with the Cubs. When they are familiar with the parts of the flag, have the Cubs draw the flag and label the different parts of the flag. Keep the pictures drawn for your log book!

**Activity:** The South African Flag

Provide the necessary equipment for each Cub to draw and colour the South African flag correctly. Have one available for reference if necessary (can also use a completed puzzle from game 1).

2. **Handcraft:** What's that Animal?

*Handcraft Module: pages 8 and 9* for recipes for homemade dough and clay. Give each Cub a ball of the dough or clay. Ask them to use the clay and natural items/materials to make an indigenous South African animal. (Can also use one cup salt, 2 cups flour and water to make a pliable dough).

### ***Do you know the National Anthem? We often sing it at the beginning of a rugby match ...***

#### **Singing/Play Acting:**

1. **Singing:** National Anthem

Sing the National Anthem as a Pack. Make it relevant to a topical event, e.g. a sports match, rally, special day, etc... You might like to sing it after your opening Grand Howl, before you start your program or at the end of the program.

2. **Playacting:** What is that?

Try making some shadow puppets of animals – all you need is a light source (sunlight!) and two hands.

Have a look at this site for some ideas: <http://krokotak.com/2013/04/shadow-puppets/>

**Advancement covered:**

**Silver Wolf:**

*Flags and Country:* Learn the words of the National Anthem and sing it together with other Cubs. Draw and colour the South African flag. **(Singing/Activity)**

**Gold Wolf:**

*Flags and Country:* Revision of last week's advancement and know the parts of the flag. **(Activity)**