

On leaving school B-P entered the British Army. He passed his entrance examination and was soon sent off to India to join the 13th Hussars. A few years later he was sent to South Africa and took part in the well know Siege of Mafikeng ...

Games:

1. **Active:** Wild Horses (*Whilst in Mafikeng, the wild horses sometimes tried to break out of the corral*)

Two teams form two circles – one inside the other. Hands joined. The inner circle stand close together facing the outer circle, which are spread out. At the signal, the circles rotate in opposite directions. On whistle blast, both stop and the inner circle (the horses), having released hands, try to break through the outer (corral) circle. Try for ten seconds. Teams change places for repeat. The team with the highest number of escaped horses wins. N.B. the outer circle must hold hands all the time.

2. **Quiet:** Skirmish with Matabele

The Pack is divided in half, Matabele and British. Each Cub is given a brown paper bag just large enough to slip over their head and rest on their shoulders (you can also use a towel or similar). Each side must wear a distinguishing mark on their left upper arm (e.g. Matabele a scarf and the British a rope). Chalk off bases in diagonally opposite sides of the hall. Sides take up position in own bases, place bags over heads and start on signal. Each Cub must crawl silently towards the opposite base. When two Cubs meet they must feel for identification on arm. If friend, let go and continue the journey. If foe, snatch the bag from their head, whereupon that Cub is immediately 'dead' and must retire to watch. The team that has the highest number of Cubs reaching the opposite base, still wearing bags, is the winner. NB: If Cubs snatch bag from a friend, that Cub is dead and the other Cub replaces the bag and continues. This is to stop random grabbing.

3. **Wide:** What is that Sign? (*When the soldiers went out walking in the veld, they left signs for the other soldiers to find to show where it was safe for them to go*)

Have pre-made cards of woodcraft signs – ten different signs for each Six. Have another set of cards with the meaning of the sign on it. Cubs in Sixes need to run outside and find all 20 cards (colour code for easy identification – each Six a different colour). Once they have found all the cards, they should come inside and in their Sixes, match the picture of the trail sign to the description. After the game, discuss each sign.

4. **Circle:** Steal the Keys (*The guard sat outside the locked kitchen looking after the food at the army camp But sometimes the soldiers wanted a midnight feast ...*)

Have all the Cubs sit in one large circle. Choose one person and blindfold them. That person will be the guard. The guard sits in the folding chair in the middle of the circle holding a rolled up newspaper or similar. Quietly place the keys on the floor near the guard's chair. Silently choose a thief from among the remaining players. This person must try to steal the guard's keys without making any noise. If the guard hears the thief coming, he should start swinging the newspaper to try and stop him/her. If the guard is able to swat the thief, then he/she must return to his/her spot in the circle. However, if the thief gets the keys without getting swatted, he/she becomes the new guard and a new thief is chosen for the next round.

5. **Team:** Hurling Bombs (*The soldiers had to keep the fort safe and ward off any attack*)

Divide the Pack into two sides with, if possible, a barrier between them high enough to hide the Cubs on the other side. Each Cub is armed with one flour bomb (handful of flour wrapped in a tissue and secured with string or a rubber band) (or can use newspaper balls). On the signal they hurl their 'bombs' at the other side while dodging those aimed at themselves.

If you are in the army you need to be able to use all your senses ...

Sense training:

1. **Sound:** Snipers

Cubs sit in Sixes in relay formation, but with the Sixer sitting 10 paces in front of another Six (not their own) and facing the line. Sixers are the snipers, blindfolded and armed with loaded water pistols. On "GO" the first Cubs begin to crawl silently forward in an endeavour to reach safety (line drawn three paces behind the Sixers). If a sniper hears a sound he/she shoots. If, of course, he/she shoots wildly and too often, he/she will exhaust his/her water supply before all the 'enemy soldiers' have had a turn to crawl past him/her. (No refills allowed). When the first Cub is either hit, at which point he/she must retire behind the 'safe' line, or has reached safety, next one goes and so on.

2. **Sight:** Observant Soldiers

The Cubs run Scouts Pace to the Pack Scouter - or an assistant - and back, keeping their eyes open. Six or more out-of-place articles are placed in obvious spots along the route. Without prior comment about these except an injunction for them to keep their eyes open, see who can remember them all on return. Work in Sixes when they write a list of the articles seen.

The Siege of Mafikeng is a famous story.

Yarn:

Follow the link to the Scouting web page and get the story of the Siege of Mafikeng.

<http://www.scouting.org.za/seeds/>

There are many things to be done as a soldier who is always learning and making new things.

Craft/Activity:

1. **Activity:** Woodcraft Signs

Using what the Cubs would remember from the wide game played earlier, let them make a board with the woodcraft signs on, using as many different natural materials as possible. The Cubs should work in their Sixes and make ten different signs for display. Make a hole in the top right and left hand corners of the display. Make the string/rope very long for the display board. Use the Figure of Eight to tie the string onto the display and hang it up as a reminder for next week's program where they will be laying out and following a trail. Use the Sheepshank to shorten the rope before hanging it up.

2. **Handcraft:** Pipe cleaner Soldiers

Handcraft Module: page 61

OR

Handcraft: Candleholder (the soldiers needed to see where they were going at night)

Handcraft Module: page 54

What would B-P do?

Singing/Play Acting:

1. **Singing:** Eat More Fruit (*Soldiers have to be strong and eat healthily*)

Singing Module: page 11

2. **Playacting:**

The Cubs to stand in a circle. Get a prop (e.g. Stick or rope) and it gets passed around the circle. When the whistle blows, whoever is holding the prop must use it for something to do with the outdoors or what they have heard during the story of B-P in the army.

Advancement covered:

Silver Wolf:

Trails: Know how to make and recognise at least ten woodcraft signs.

Knotting: Figure of Eight

Gold Wolf:

Trails (Revision): Know how to make and recognise at least ten woodcraft signs.

Knotting: Sheepshank