

week 21: the great escape

We got caught by the enemy but have managed to escape. We are now on the run to safety.

Games:

1. **Circle game:** Foot in the Ring

We need to move to a place of safety before we get caught!

Games Module: page 13

2. **Quiet game:** Find the Bell

Our captors have tied a bell around our neck which we can't get off so we need to move quietly and carefully so that they don't hear us!

Games Module: page 22

3. **Relay game:** Despatch Riders

Thank goodness we have some help and they have supplied us with horses for transport.

Games Module: page 32

4. **Revision game:** How do?

We need to travel through many different places and meet different people who understand different languages. As we are trained spies we can understand them!

Games Module: page 51

5. **Steam Release:** Traps

Now that we are free we must be careful not to get captured again!

Games Module: page 69

As spies we need to make sure we are always aware of everything going on around us.

Sense Training:

1. **Sight:** Under the Cap

You will need 10 or more caps and the same amount of small objects that can fit under a cap. Cubs can be lined up in relay or can sit in two rows either side of the caps. Place objects under the caps after you have showed them to the Cubs. They need to remember which object went under which cap. Call out an object, one Cub from each Six runs up to the table and tries to remember under which cap the objects are hiding. The Cub that finds the object can be rewarded with bones/beads. Continue until each Cub has had a turn.

2. **Kim's Game:** General Observation

Take the Cubs for a walk around the Scout hall or in the immediate area. Before taking them out, place some items along the route you will be walking. The items should be things which are totally out of place – for example, place a shoe in a tree, a toothbrush along the path, etc... Encourage the Cubs to look for items – both natural and unnatural. Have a short discussion when you return to the hall. ***This will cover the Silver Wolf requirements as you will encourage them to look for natural things as well as unnatural.***

One of the greatest escapes in history was Operation Jericho which took place during the Second World War ... Adapt to suit your Pack – it is an interesting story and worth telling but may need some tweaking.

Yarn:

Operation Jericho

The doctor lay on his prison bunk and stared out at the grey sky. He had watched the tumbling snowflakes through the barred window and he could imagine the yard outside covered by a white carpet. His thoughts turned to his wife and daughter. He smiled to think that they were safe and warm in their cottage in the country. He wondered if he would ever see them again.

Dr Mans had been chief medical officer of the French city of Amiens when the Germans came early in the Second World War. Like most Frenchmen he hated being ruled by strangers. He and other doctors saved many young men from the forced labour camps by pretending they were not fit for hard work. He joined the secret group set up in the city to fight the Germans by wrecking trains, bombing factories and sending useful information to the British, who had carried on the war after the surrender of France. After a while he was caught and taken to Amiens jail, a cross-shaped building set in a wide yard bounded by a high wall. Seven hundred prisoners – all members of the underground army – crowded the cells. Many of them had no hope of leaving the jail alive.

The doctor's thoughts were interrupted by a tremendous bang as a bomb exploded near the outside wall. He rushed to the window. The sound of another explosion, this time nearer, filled the air. Wild shouts rang down the corridors. A voice screamed "The British are bombing the jail to set us free!" It was true. The Royal Air Force was carrying out a desperate plan called Operation Jericho. The idea was to knock down the walls as Joshua had done to the old city.

By now the air was filled with the zoom of low flying planes and the noise of exploding bombs. Well-aimed hits wrecked the guard's rooms at the end of the building. The outer wall was breached in several places. Then nearer, louder crashes indicated that the raiders were planting their bombs close to the walls of the jail itself.

The loudest boom of all thundered in the doctors ears. It was followed by a mighty tearing, rolling din and a choking cloud of dust. When the uproar stopped he saw a wide gap in the inner wall of his cell. He tottered through it into the main hall. A voice from a first-floor cell shouted to him. It was Captain Tempez, a leader of the secret fighters.

"Get the keys", he roared.

Dr Mans fetched them from the office, freed Tempez and gave him the keys. Then he made his way out to the yard. He looked around. Here and there lay the bodies of guards and prisoners, most of them wounded – some badly. The muffled shouts of men trapped under piles of stones came from the jail. Hundreds of prisoners streamed towards the gaps in the outer wall, where friends had suddenly appeared.

The doctors' mind flew to thoughts of the cottage in the country. He could see the surprise and delight on the faces of his family as he burst in and told them of his escape. How wonderful it would be to live the life of a free man again and not that of a caged animal!

"No", he said to himself, "I can't go. I'm a doctor. I must help!"

He set to work furiously tending the wounded – prisoners and guards alike. Soon Tempez appeared. He too refused to escape and began to clear away the rubble to free trapped men. Not long afterwards a friend came and tried to persuade the doctor to escape in his car. He shook his head and carried on treating the injured. Sometime later the German guards arrived. Both men were rounded up but Dr Mans insisted on going to the hospital with the wounded prisoners. The doctor's dream of home and freedom was over.

Later Dr Mans was sent to a prison camp. At the end of the war he was saved by the arrival of the Americans.

War is a savage business, but the doctor and the soldier who gave up their freedom to help others proved that it does not make all men savages.

Craft/Activity:

1. **Activity:** Distress signals and correct clothing to wear/take on a hike

Once you have escaped, you need to know what to do so the good guys can find you ... make sure you have the correct clothes and shoes.

Discuss a number of ways of making distress signals with the Cubs. Some ideas are listed below. After the discussion, practice different kinds of distress signals. Make sure that the Cubs are comfortable with the different ways of sending distress signals and the importance of safety in the outdoors. Also emphasise what to wear and why – importance of good walking shoes, etc... Also emphasise "hug a tree" so that you don't walk around in circles and get tired

Whistle

The humble whistle is a fine piece of signal gear for short-range audible signaling. Three blasts of a whistle are generally interpreted as a universal signal for distress. Whistles are the perfect signal device to give to Cubs on outings since they're easy to operate and most Cubs like making noise anyway. Instruct them to blow the whistle in blasts of three and to stay in one spot until help arrives, should they get separated from you in the outdoors.

Mirror

A signal mirror is one of the furthest reaching, non-electronic signal methods. Properly aimed, a signal mirror can shine a beam of daylight up to 10 miles, creating a flash of light that can catch the attention of distant aircrafts, watercrafts, vehicles or persons on foot. Let the Cubs practice making signals with mirrors. To send a signal, hold the mirror under your eye, direct the beam of light onto the tip of an outstretched finger, and then place that illuminated finger just below your target. Sweep the mirror VERY slowly right to left and up and down. This should sweep the beam across your target and hopefully get someone's attention.

Flags

Flags have been used for signaling for thousands of years. While there are signal flags commercially available, you also can create your own. A brightly colored or contrasting colored garment tied to a stick serves as a quick flag. Tie a poncho to a set of tent poles and you have a very large flag to wave, or lash this set-up to a sapling for a free-standing

signal. A space blanket and other reflective material make an excellent flag. Your homemade flag could be virtually any shape, as long as it is a large panel of material that doesn't blend into the surroundings. Flags can also be laid out on the ground for ground-to-air signaling.

Clothing

Spreading clothing on the ground or in the top of a tree is another way to signal. Select articles whose color will contrast with the natural surroundings. Arrange them in a large geometric pattern to make them more likely to attract attention.

Try out the following as a fun exercise for the Cubs – let them make signals in their Sixes using all members of the Six – maybe even let two Sixes work together ...

Ground-to-Air Emergency Code (just for fun – not a requirement)

This code is actually five definite, meaningful symbols. Make these symbols a minimum of 1 meter wide and 6 meters long. If you make them larger, keep the same 1:6 ratio. Ensure the signal contrasts greatly with the ground it is on. Place it in an open area easily spotted from the air.

Number	Message	Code symbol
1	Require assistance.	V
2	Require medical assistance.	X
3	No or negative.	N
4	Yes or affirmative.	Y
5	Proceed in this direction.	↑

Figure 19-6. Ground-to-air emergency code (pattern signals).

Body Signals (just for fun – not a requirement)

When an aircraft is close enough for the pilot to see you clearly, use body movements or positions to convey a message.

 Can proceed shortly; wait if practicable.	 Land here (point in direction of landing).	 Need mechanical help or parts; long delay.	
 All OK; do not wait.	 Do not attempt to land here.	 Pick us up; aircraft abandoned.	 Use drop message.
 Affirmative (yes).	 Negative (no).	 Our receiver is operating.	 Need medical assistance <i>urgently</i> .

Figure 19-7. Body signals.

2. **Handcraft:** Thumb Things

When you get captured they might take your fingerprints – do you know what your fingerprints look like?

Handcraft Module: page 23

Now that you have escaped go away as far as you can.

Singing/Play Acting:

1. **Singing:** Run Away
(Sing to the tune of Row, row, row your boat)

Run, run, run away
As quickly as can be
Leave the baddies far behind
And soon you will be free

2. **Playacting:** Feelings Game

Escaping from being held captive can be scary ... how does it make you feel?

Playacting Module: page 7

Advancement covered:

Silver Wolf:

Hiking: Go on a nature ramble with your Pack and listen to and identify sounds, look for and identify, if possible, some interesting natural objects. **(Kim's Game)**

Gold Wolf:

Hiking: Discuss the natural dangers you may find in the veld and demonstrate three ways of making distress signals. Know what to wear and take with you on a hike. **(Activity)**