

In order to be a good spy, you must make sure you keep on practicing your skills to ensure you can always do your best!

Games:

1. **Wide game:** Parcel game

As part of our mission, we need to find some stolen articles and get them back to our Commanding Officer ...

Games Module: page 35 – adapt to use as a wide game instead of a relay. Scatter the items over a designated area – enough for each Six. In their Sixes, the Cubs need to go and find all the items together instead of in relay formation. Once they have collected all the items they follow the instructions for the game as per the module.

2. **Relay:** Ball throw relay

Spies need to keep fit.

Sixes in relay formation, each Sixer has a tennis ball, turns and throws the ball to number two, who on catching it, runs up and stands in front of the Sixer and throws it to number three and so on. If the ball is dropped it must be thrown again. When all have thrown, the Six runs back to the original position and stands at the alert. First Six in this position is the winner.

3. **Team game:** Figure of Eight

Each Six has its own figure of eight and each Cub must hop around the two loops, changing feet at the crossover. This can be a relay or can be done as a team game where as soon as one Cub starts in the loop, the second Cub follows once the first Cub gets to the crossover.

4. **Active game:** Obstacle Course

Build all the healthy body requirements into an obstacle course (as a relay or an active game depending on the size of your Pack). Allow time before the obstacle course to practice the necessary activities. At each base on the obstacle course the Cubs need to do a specific requirement. E.g. at base 1, have two chairs set up at a distance from each other, have the Cubs dribble a soccer ball around the chairs and then kick it between the chairs to score a goal before moving onto the next base.

5. **Circle/revision game:** Knotting Circle

Spies need to have other skills as well.

Cubs form a circle with their hands folded behind their backs. One Cub is "it". A correctly tied reef knot ensures safety. The Cub who is "it" takes a rope, runs around the circle and drops it at the feet of a Cub. This Cub picks up the rope and if they can tie a reef knot correctly before "it" gets around to them again then they are safe, and "it" makes another turn around the circle dropping the rope at some other Cub's feet. If that Cub fails to tie the knot correctly in time he/she becomes "it" and must drop the rope. Other knots may be used besides the reef.

6. **Quiet game:** Winking Spy

A spy catcher is chosen and stands in the circle of Cubs, who are all sitting down. Everyone closes their eyes tightly while the leader goes around the outside of the circle and secretly taps one of them on the shoulder. This Cub becomes the spy. The Cubs then all open their eyes and the spy then winks at any of the other Cubs in the circle. They must then lie down as if dead. The spy catcher must try and find out who is the spy. The spy catcher gets three chances to guess who the spy is. The spy then becomes the spy catcher and a new spy is chosen.

Spies need to make sure they use all their senses to keep aware of what is going on around them.

Sense Training:

1. **Hearing:** Who's the spy?

Cubs sit in a circle on chairs or a piece of paper. One Cub is chosen to be a detective. The detective stands in the centre of the circle with a stick in their hand. There are just enough chairs/paper for the rest of the Cubs. The Cubs leave their chairs and walk around the detective in a loose circle saying "Who is the spy?" The detective goes through the motions of thinking whilst holding their stick. Suddenly, when no-one is expecting it, the detective taps his/her stick three times, drops it and runs for a chair. This is the signal for all Cubs to find a chair. The Cub left out becomes the detective.

2. **Feel:** Shapes

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Spies need to be observant at all times!

Yarn:

Chewing Gum

Bill Bailey was a Scout with a London Troop. When he was a Cub the first Proficiency Badge he had earned was the Observer. When Akela had presented the badge, Bill had been told that he must always go on observing things and slowly it became a habit. It was a very useful habit, as you shall see. When Bill was seventeen he got a job in his uncle's shop in London. It was a jeweller's shop and Bill's job was mostly polishing silver and cleaning things. His uncle served the customers. One day an American came into the shop and asked to see some valuable rings in the window.

Bill brought out the tray of rings for his uncle and laid it on the counter. He watched with some interest because he knew Americans don't seem to mind how much they pay for anything they want, and some of those rings were very valuable. There was one with five diamonds which was very expensive and another with lovely green emeralds worth a small fortune. But none of them seemed to suit the American, though he picked up a lot of them and studied the stones as though he knew a lot about them.

"They're all right," he said, "But they ain't what I want. You got a tray with rubies in the window, haven't you? Way on top?" Bill went to the window but there was no tray with rubies on the upper shelf.

"Which ones did you mean, sir?" he asked.

"Why the tray on the top there, some place, with red stones. Looked to me like rubies."

Bill's Uncle went to the window and pointed to a tray of rings on an upper shelf. "Get those down," he told Bill.

"They aren't rubies," said Bill, but fetched down the tray. The American had jumbled up all the rings on the counter. He only glanced at the new ones and said: "No, they are not the ones. Maybe I was wrong. Sorry, but I don't want any of the lot. Thank you."

And with that he was about to leave the shop, when Bill called out sharply. "Just a minute, please!" He had noticed that two of the most valuable rings, the diamond and the emerald rings were missing!. He told his uncle.

"That's nonsense," said the American. "They must be somewhere around!" But they weren't, even though all three of them searched everywhere.

"This is very awkward," said Bill's uncle. "Are you quite sure you didn't take them, sir - by - er - by mistake?"

"Search me!" replied the American.

"That's exactly what I would like to do, sir, if you agree."

Bill was told to lock the door and between them they searched the American, even to the lining of his hat and the turn-up of his trousers. There were no rings on him. He just laughed at them. "Better search the kid here," he suggested.

In the end they had to let him go and they shut up shop for the day because the old man was so upset. But Bill was very pensive.

There was one thing he noticed about the American. When he first came into the shop he had been chewing gum. When he left the shop he had not been chewing. Bill had noticed that he had stopped chewing when he brought the second tray from the window. That was the time when both he and his uncle had their backs to the counter. Had he swallowed the rings? But even if so, what had he done with the gum? Bill knew that gum-chewers sometimes stick it to the ledge of a table while they give their jaws a rest. He went into the empty shop and started to hunt for the gum. Under the ledge of the counter his fingers touched something sticky and hard. He squatted down to look - and there were the rings! They were half embedded in chewing gum and stuck to the wood, just out of sight.

He raced to his uncle with the good news and the old man hurried to the shop.

"No, No," said Bill. "Leave them. Don't you see? He'll come back for something else and just pull the gum and slip the rings in his pocket when nobody's looking. We'll catch him red-handed if we leave them there!"

And Bill was right. Two days later the American lounged in again. "I reckon I'll have one of the little rings I saw after all. But, did you ever find the two you lost?"

"Oh, you were the gentleman!" said Bill's uncle. "I'm afraid I owe you an apology sir, for searching you the other day." He turned to the window to get the rings and Bill slipped across to the door. For a few moments the American was alone.

"That's all right," he said. "But did you find `em, eh?"

"Well," said the uncle. "We're going to find them now."

What's this? cried the American as he turned to find the door closed and locked and Bill standing in front of it.

"This is another search," Bill told him. "Come on through, Constable!"

A policeman stepped into the shop, but he had no difficulty. There were the rings, still stuck to the chewing gum in the American's pocket. He seemed quite dazed. "It's a cop," he agreed sadly. "But how in blazes did you figure it out?"

"I noticed that you weren't chewing your gum when you left the shop," said Bill. "That's odd for an American."

"I reckon it's odd for a British lad to notice things," said the American.

He had several months in prison to think it over.

(Akela's Yarn book)

It is always useful to learn new skills as a spy!

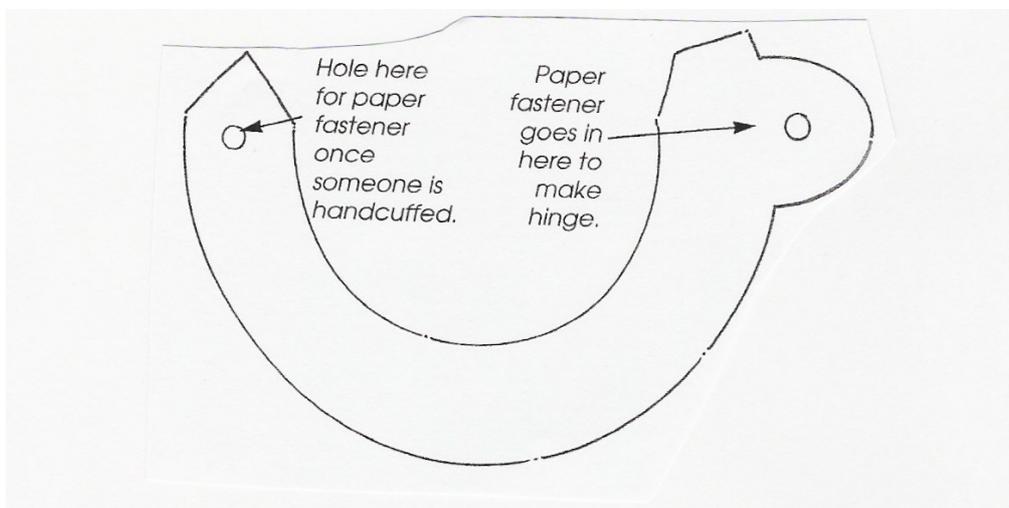
Craft/Activity:

1. **Activity:** Secret Message

You will need paper, ear buds, lemon juice, candles, matches or iron and small containers for lemon juice. Each Cub needs a piece of paper, an ear bud and lemon juice in "a container" to share. Each Cub must write a message on the paper using the ear bud dipped into the lemon juice. Carefully heat the paper over a candle flame (be very careful, paper may catch fire) or iron over the paper with a warm iron to reveal the message.

2. **Handcraft:** Hand cuffs

You will need strong cardboard (packing box type), 4 paper fasteners, 4 pipe cleaners, glue, scissors and silver foil. Trace the half handcuff and cut it out. Make three more exactly the same. To make the chain, cut four pipe cleaners in half and roll the foil around each piece and glue in place. Push a paper fastener into one of the handcuff pieces, at the point shown. Loop one end of the chain over the points of the fastener. Push the paper fastener into another half handcuff and open the fastener out at the back. Make the second handcuff the same way and fix it to the other end of the chain. Fasten the handcuffs on your suspect with paper fasteners or sticky tape.



Singing/Play Acting:

1. **Singing:** A keep fit, follow instructions song

Singing Module: page 15

2. **Playacting:** Spot the detective (spy)

Playacting Module: page 11

Advancement covered:**Silver Wolf:**

Healthy Body: Throw a ball to somebody else and catch it again eight times out of ten. Dribble a soccer ball and shoot a goal OR hit a ball with a bat three times out of six bowls. Climb a tree.

Gold Wolf:

Healthy Body: Be able to hop around a figure of eight, each loop with a diameter of about 4 metres, changing feet at the start of the second loop. Climb a rope to a height of three metres, and do TWO of the following: headstand, handstand, cartwheel, star jumps, leap-frog over a Cub your own size.

Both requirements are covered by some of the games mentioned above.