

<b>week 40:</b>	<b>driving halley's comet</b>
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**Whoop Hoo! We are catching a ride on Halley's Comet and suddenly there is a need for speed .... A little like going in a fast (REALLY fast) car!**

(Look here for some fun facts you could use during your programme:  
<http://www.sciencekids.co.nz/sciencefacts/space/comets.html>)

**Games:**

1. **Circle:** Follow the Comet

Cubs form a circle, holding hands. A hula hoop (or similar) is placed over their hands and needs to move around the circle without the Cubs letting go of their hands. Once they get the hang of it, add more hula hoops.

2. **Relay:** Space Ships

*Games module: page 38*

3. **Revision:** What time is it?

*If we are to catch Halley's Comet, we need to make sure we are ready and waiting in good time otherwise we may miss it.*

*Games module: page 52*

4. **Wide:** You can't see me

*(Adapt to suit the theme – instead of the Cubs being animals hiding from man, they can be humans hiding from unfriendly aliens or aliens hiding from unfriendly humans!)*

*Games module: page 78*

5. **Active:** Newspaper grab

*Trips on Halley's Comet are getting more and more common and there are sometimes not enough tickets to go around ...*

You will need newspaper for this game. Cubs will sit in a large circle and a sheet of newspaper lies in the middle (the ticket). Number the Cubs – ensure there are two or three Cubs with the same number. The leader will call one of the numbers and the Cubs allocated to that number will scramble for the paper to see who can grab the biggest piece.

**Sense Training:**

1. **Sight:** Strange and wonderful

Cubs are interplanetary explorers traveling the universe riding on Halley's Comet. They have jumped off and arrived on a newly discovered planet and must collect samples for their mission headquarters. Before the game, pick up about 10 or so objects that the Cubs may find in the play area (the unexplored planet) and lay them out.

In Sixes or as individuals, Cubs must find as close matches to the objects you have collected. You can either display or hide the collection so that the Cubs can or cannot come back and refresh their memories.

2. **Sight:** Handyman's Kim

*Games module: page 57*

**Not even Comets are without problems.**

**Yarn:**

**Interactive yarn:** Trouble with travelling on a Comet

*This is an audience participation story. As we read the story, each of you, in turn, will pick up a piece of paper from the front of the room. Each piece of paper has a word written on it. At your turn, you will "enter" the word in the blank space in this story.*

One day, in a galaxy far, far away, Akela and Raksha decided to take the Pack to catch a comet and take a trip away from their planet for a picnic. They loaded a basket with \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_, and other tasty things. Then they rushed off with the basket on a rusty old coach which affixed to the comet which had recently been fixed up for the use by the Cubs and Scouts for interplanetary travel. The cap on the radiator was decorated with \_\_\_\_\_ and holes in the roof had been patched with \_\_\_\_\_ and \_\_\_\_\_.

As they rushed by, Raksha pointed to the side of the comet. "Oh look at that planet with \_\_\_\_\_ and \_\_\_\_\_ growing on it. Why don't we pull over here?" They all agreed and stopped the comet near the planet, and the coach took them the rest of the way. They carried the basket to some shade cast by \_\_\_\_\_ and spread out the \_\_\_\_\_ to sit upon. Nearby, \_\_\_\_\_ sang gaily in a bright red tree and some low bushes had \_\_\_\_\_ and \_\_\_\_\_ growing upon them. The Pack was having a wonderful time swimming in the bright green lake. After they finished swimming, they sat with Akela and Raksha and had some of the picnic lunch. "There's nothing as delicious as \_\_\_\_\_ with mustard and relish," said the Cubs. "Yes, Akela sighed, "however, it is getting late. Maybe we best start for home now."

BUT the coach refused to go. The motor made a noise like \_\_\_\_\_ and then stopped. "Oh dear," said Raksha looking under the hood. "I think I see \_\_\_\_\_ and \_\_\_\_\_ caught in the gears. "Impossible" Akela said. "Are you sure the tank isn't empty? Are you sure you put in enough \_\_\_\_\_ before we left home?" Of course I did," said Raksha. "It must be the tracks. We will need to jack them up with \_\_\_\_\_ and \_\_\_\_\_, then replace them with \_\_\_\_\_." Akela covered her uniform with \_\_\_\_\_ and took \_\_\_\_\_ to loosen the bolts.

Just then a friendly alien drove up in his space bubble and asked if he could help us. "Looks like \_\_\_\_\_ in the engine," he said, tightening a bolt with \_\_\_\_\_. Then he stepped back and the coach started. "I just connected the \_\_\_\_\_ to the \_\_\_\_\_, which had rattled loose." The Pack gave him the rest of their \_\_\_\_\_ and \_\_\_\_\_ to show appreciation and went back to catch the comet home again!

**Words you can use:**

actor	coil	jellyfish	scarf
airplane	cracker	ladybug	stream
airport	dinner	mailbox	street
army	eggnog	number	sugar
baseball	elbow	oatmeal	throne
beef	face	pail	toothpaste
birthday	fireman	pancake	twig
boy	flavour	pear	volleyball
brush	gate	pest	

bushes  
butter  
cast  
cave  
cent  
cherry  
cobweb

glove  
glue  
goldfish  
goose  
grain  
hair  
hot

popcorn  
queen  
quicksand  
quiet  
quilt  
rainstorm  
scarecrow

wood  
wrench

### Craft/Activity:

***When you catch a ride on Halley's Comet, you need to make sure you will be prepared for any sort of break down and will be able to fix the problem as you won't be able to return to Earth for help – look what happened to the coach in our story!***

1. **Activity:** Repairs : How to wire a plug

Before you start this activity, make sure the Cubs know that under no circumstances are they to change any plugs without an adult being present. Emphasise the danger of electricity during the activity.

<http://www.wikihow.com/Wire-a-UK-Plug>

[http://www.eskom.co.za/AboutElectricity/ElectricityTips/Pages/Wiring\\_A\\_Plug.aspx](http://www.eskom.co.za/AboutElectricity/ElectricityTips/Pages/Wiring_A_Plug.aspx)

Other activities you can do with the Cubs relating to repairs:

- Fix a fence – hammer nails (or benches around the hall)
- Something that has broken that needs gluing
- Using some Polyfilla to fix a hole in the wall
- Etc.

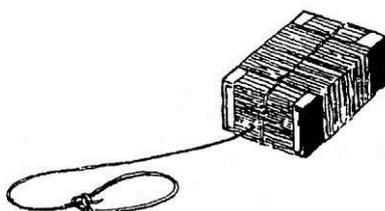
***As you travel through the Galaxy on the tail of Halley's Comet, should you wish to meet any aliens on the way, make sure you are kind and help out where ever you can as you never know when you may meet up again! Just like the friendly alien in our story.***

2. **Activity:** Good Deed Chart

Do this activity in conjunction with repairs above. For the Cubs who have not completed this requirement for Silver Wolf, explain the importance of doing good deeds every day. Give each Cub a disc of sorts – a large washer would do the trick – about the size of a R5 coin. Tell the Cubs that every morning they should make sure that the disc is in their right hand pocket of their shorts/uniform at school, etc. During the course of the day when they do their good deed, they should take the disc and put it in their left hand pocket. That way, at the end of the day they know they have done their good deed because the disc would have changed pockets during the day. Then ask them to draw an outline of their hand (or yours if theirs is too small!). Every day for a week they should write down on the hand what they have done. From Monday to Friday use the fingers and Saturday and Sunday, write in the palm of the hand.

2. **Handcraft:** Halley's Comet (Whizzers)

You will need: empty match box (per Cub); dry sand; scissors, sticky tape; string; insulation tape and crepe paper. Fill the match boxes with sand. Seal the tray into the box using the sticky tape. Then cover with insulation tape.



Take a string about 60 cm long and tie an end round the match box as if it were a parcel. Make sure the final knot is at the end of the tray. To stop the string from slipping, bind over it with sellotape. Put a wrist loop (a bowline of course) in the other end of the string.



Now cut lengths of coloured crepe paper about 25 mm wide. Mix the colours and fit them to both sides of the matchbox with sellotape to form the tail of Halley's Comet.

Slip the loop round the wrist grip the string and start weaving. The streamers of crepe will sketch intricate patterns in the air as the Cubs perform circles, figure of eight loops, zigzags and whirls; sometimes above their head sometimes in front of them. If an entire Six all work to an agreed pattern the display will look even better.

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

#### 1. **Singing:** It's a Small World

It's a world of laughter, and a world of tears  
It's a world of hopes, and a world of fears  
There's so much that we share, it's time we're aware  
It's a small world after all

It's a small world after all (x3)  
It's a small world, small world

There's just one moon and one golden sun  
And a smile means friendship for everyone  
Though the mountains divide and the oceans are wide  
It's a small world after all

It's a small world after all (x3)  
It's a small world, small world

*If you are not sure of the tune :* [https://www.youtube.com/watch?v=F9YqCP\\_B7EU](https://www.youtube.com/watch?v=F9YqCP_B7EU)

#### 2. **Playacting:** Pass the (stick)

The Cubs stand in a circle. An object (example a stick/stave) is passed around. When the leader blows a whistle, the Cub holding the object needs to use the object to act out anything rather than for what it was intended. E.g. if they are using a stick, it could also be used as a toothbrush, or a teaspoon, etc.

### **Advancement covered:**

#### **Silver Wolf:**

*Service:* Keep a diary of good turns for a week showing how you have helped other people.

#### **Gold Wolf:**

*Service:* Do simple repairs at home or at your Pack meeting place.