

week 46:	"d"
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Did you have fun last week? Do you know which letter we will be using today?

Games:

1. **Revision:** Toothbrush and germ

Games module: page 50

Change the name of the game to Doctors and Germs. From this game you can hold a discussion on infectious diseases and what causes them and how they can be prevented.

2. **Steam release:** Do this, do that

Games module: page 66

3. **Revision:** Dangerous Trail

Games module: page 40

4. **Active:** (Sheep) Dogs

Explain boundaries for the game. Pack is divided into 4 teams. Choose 4 'sheep dogs'. They must try and catch the 'sheep' and then put them into pen. The most sheep in the pen is the winner. If time allows, change 'sheep dogs'.

5. **Team:** Donkey race

Two Cubs straddle a broomstick (or similar), back to back. On signal, one runs forward and the other runs backwards. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

6. **Active:** Demolition

Two, three or four teams put into areas at the corners or ends of the hall. Tables placed on their side, legs facing towards the centre of the hall, in front of each team as a boundary. One table, with a chair standing on top, in each team area, behind the players. Place a target onto the chair, such as a 2 litre bottle (weighted with a little water). Provide "demolition balls" to each team; the idea is to knock down the other teams targets. Use newspaper crumpled into balls and bound together with masking tape. Teams may re-use the balls which fall in their area, but may not retrieve balls from the arena beyond their table boundary.

Sense Training:

1. **Sight:** Dangers in the Home

Games module: page 56

2. **Smell:** Different smells
Games module: page 56

Yarn:

Do what you can do well!

Yarn module: page 51

Craft/Activity:

1. **Activity:** Doctor Doctor!

Silver Wolf: Use your scarf or triangular bandage as an arm sling (*Advancement module: page 104*).

Gold Wolf: Show how to stop bleeding by using direct pressure (*Advancement module: page 105*).

2. **Handcraft:** Dotty! (Aboriginal art)

Aborigines use dots to create the most amazing art. Have a look at these links and see what your Cubs can come up with. Why don't you get them to work on small pieces of wood which can be used as coasters?

<http://zilker elementaryart.blogspot.co.za/2012/02/4th-grade-aboriginal-dot-paintings.html>

<http://www.kids-activities-learning-games.com/kids-craft-ideas.html>

<http://www.brisbanekids.com.au/aboriginal-colouring-pages/>

(Scroll down to the hands) <http://artiswhatiteach.blogspot.ca/search/label/3rd%20Grade>

Singing/Play Acting:

1. **Singing:** Dip dip and swing along
Dip, dip and swing along, dip, dip and swing
Dip, dip and swing along, dip, dip and swing
Follow the arrow's flight swishing like silver
Follow the wild goose chase
Dip, dip and swing
2. **Playacting:** Detective
Playacting module: page 11

Advancement covered:

Silver Wolf:

First Aid: Use your scarf or a triangular bandage as an arm sling.

Gold Wolf:

Healthy Living: Find out about two infectious diseases and discuss with your Pack Scouter / Pack how to prevent them from spreading.

First Aid: Show how to stop bleeding by using direct pressure.