

You are getting good at this ... Yippee we are almost done ... Nearly time to guess what we have spelt this past term

Games:

1. **Active:** Mind the Yetis ... (*Does anyone know what a Yeti is??*)

(There are two yeti families high up in the Alps and they are never allowed to be in the same place at the same time but they often go up and down the mountains just missing each other by a couple of metres They can never meet!)

You will need two saucers and a dozen or so beans or buttons per Six. The beans/buttons are the Yetis and the saucers are the mountains. Teams of equal numbers stand sideways in a line. On the floor, by the leader of each team are two saucers or similar receptacles, one containing twelve objects and the other empty. On the starting signal, the leader picks up one object at a time and passes it to the second in the team, who passes it to the third, and so on down the line. When the object reaches the last player he/she begins to pass it back down the line behind his/her back; thus, at the same time, some objects are being passed in one direction in front of the body, and in the other direction behind the body. When the leader receives the objects behind his/her body he/she places them into the second saucer. First to complete is the winner. The number of objects can be varied, but should be at least twice the number of players, so that every player will be involved in passing in both directions at the same time.

2. **Relay:** Yogi's great escape

(The hunters are after Yogi Bear so he needs to duck and dodge all the obstacles to get away from them – and he can't let go of his lunch basket!)

You need two newspapers (rolled up to make a stick) approximately 57cm long, tape edges; two ice cream containers, cones or similar to make the obstacle course. Divide the Cubs into teams or Sixes. First Cub puts one end of the stick into the ice cream container. On "go" they race from one end of the hall and back zigzagging through the obstacle course. Next Cub then goes until whole team/Six has had a turn and then they sit down.

3. **Quiet:** Yoo-Diddly-Do

Cubs stand in a circle. Choose one Cub to be the leader and stand in the centre. The leader must go around the circle saying YOO to each Cub. The Cubs must stay silent. However if the leader says YOO-DIDDLY-DO, the Cub must say YOO before the leader has finished speaking. If not able to, that Cub must be eliminated and sit down.

4. **Active:** Red Light, Green Light

Establish a starting point and an end point. One Cub (the traffic cop) stands at the end point; the rest of the Cubs stand at the starting point. The traffic cop calls out, RED LIGHT, GREEN LIGHT OR YELLOW LIGHT.

Cubs must freeze during RED LIGHT, they are allowed to move as quickly as possible during GREEN LIGHT and must move in slow motion during YELLOW LIGHT and catch the Cubs still in motion. When the traffic cop calls out RED LIGHT he/she will immediately turn around to

try and catch the Cubs still in motion. Cubs who are caught have to return to the starting point. The first Cub to reach the end point is the new traffic cop.

5. **Revision:** Yes/No game

Have a series of questions (relating to advancement revision) with yes and no answers – about 20. Draw a line on the floor and have the Cubs stand one side of it. Call out the questions and if the Cubs think the answer is YES, they jump over the line. If NO, they stay where they are. Try and alternate the questions between yes and no answers to keep the Cubs moving.

6. **Active:** Yogi Bear in the Pit

Cubs form a circle. One Cub inside the circle is Yogi Bear. The other Cubs hold hands tightly, and Yogi must try and get through the ring by force or by dodging under their arms. He/she may not use his/her hands to break the grip of the players in the ring. When he/she does break through the others try to catch him/her. The first who tags him/her becomes the next Yogi Bear.

Sense Training:

1. **Feel:** Yucky, yukky, yukky

Prepare containers with the following items in them and tell the Cubs that they are going to feel some yucky stuff which you could find in the Yacht of the forgotten Yankee...

- Fingers – baby carrots or cocktail sausages
- Teeth – popcorn kernels
- Skin – cabbage leaves with some oil on them
- Hair – cotton thread
- Maggots – cooked rice with some oil
- Brains – jelly
- Rat tails – liquorice strings – cut
- Spiders – pipe cleaners
- Warts – raisins

And any other yucky stuff you can think of.

2. **Sight:** Yo Yo fun

Have different pictures scattered in front of you. Using a yo-yo and double sided tape (or presstik) stuck around the rim of the yo-yo, pick the pictures up – so every time you spin the yo-yo down, make sure it hits one of the pictures hard enough to pick it up. Show the picture to the Cubs. Once all the pictures have been picked up, the Cubs need to tell you what they saw.

Yarn:

You can make a difference. Tell the story and then discuss with the Cubs how they can make a difference, just like the old man!

The Starfish Story

A young man is walking along the ocean and sees a beach on which thousands and thousands of starfish have washed ashore. Further along he sees an old man, walking slowly and stooping often, picking up one starfish after another and tossing each one gently into the ocean.

"Why are you throwing starfish into the ocean?", he asks.

"Because the sun is up and the tide is going out and if I don't throw them further in they will die."

"But, old man, don't you realize there are miles and miles of beach and starfish all along it!

You can't possibly save them all, you can't even save one-tenth of them. In fact, even if you work all day, your efforts won't make any difference at all."

The old man listened calmly and then bent down to pick up another starfish and threw it into the sea. "It made a difference to that one."

Craft/Activity:

1. **Activity:** Yikes it's sore!

Silver Wolf: First Aid - Show how to treat a simple cut and graze (*Advancement module: page 102*)

Gold Wolf: First Aid - Show how to treat burns, scalds, insect bites and stings and how to remove a splinter. (*Advancement module: page 104 and 105*)

Activity: Yo-Yo treat

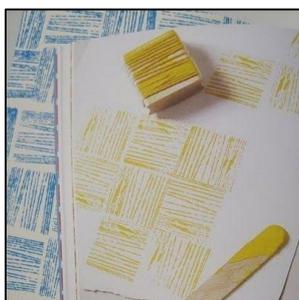
Why not use this picture as a guideline and make a yo-yo treat ...



Use Marie biscuits, half (or 1/3) marshmallows (to stick between the biscuits to give height), icing and some red strips (liquorice may work just as well!)

2. **Handcraft:** Fun with Yarn

Yarn print block – no instructions available but self-explanatory.



Singing/Play Acting:

1. **Singing:** Yankee Doodle

Yankee Doodle went to town
A-riding on a pony
He stuck a feather in his hat
And called it macaroni

Chorus:

Yankee Doodle, keep it up
Yankee Doodle dandy
Mind the music and the step
and with the girls be handy!
Father and I went down to camp
Along with Captain Gooding
And there we saw the men and boys
As thick as hasty pudding.

Chorus:

And there was Captain Washington
And gentle folks about him
They say he's grown so tarnal proud
He will not ride without them.

Chorus:

2. **Playacting:** You and me mirror

Playacting module: page 9

Advancement covered:

Silver Wolf:

First Aid: Show how to treat a simple cut and graze

Gold Wolf:

First Aid: Show how to treat burns, scalds, insect bites and stings and how to remove a splinter.