

week 67 a hotelier

Hoteliers are people who run hotels – together with their team of people they make sure that guests are looked after and enjoy their stay. Sometimes they give away the leftovers from meals to those who are homeless and hungry and live on the streets. Some give their leftovers to feeding schemes – this is their way of giving to people in need!

There are a lot of people who are involved in running a hotel – all very busy all the time! Are you ready to be busy?

Games:

(If you work in the restaurant in a hotel, be careful not to drop any plates or glasses!)

1. **Circle:** Spin the Plate

Games module: page 15

(If you work in the kitchens in a hotel, you need to make sure you make all the meals delicious and interesting What would you put in the soup to make it interesting?)

2. **Quiet:** Vegetable Soup

Games module: page 28

3. **Revision:** Hot Drinks

Games module: page 42

4. **Revision:** Tidy Living

Games Module: page 46

(If your job is to keep the rooms clean and tidy, your supervisor needs to check and make sure nothing is left lying around and that everything is clean ... oh no, I see a spot of dirt – quickly see if you can sneak up in the middle of the night and clean before anyone sees ... who can get the closest?)

5. **Quiet:** Spot Check

Place an object (small like a button or coin) in the centre of the floor. Each player writes his/her name on a small piece of paper and tapes a piece of masking tape to it. At one end of the room, mark a starting line with a line of tape. One by one, the Cubs are blindfolded, turned around a few times, and told to walk to the spot where they think the 'spot of dirt' is located without actually touching the object. As each Cub reaches their selected spot, he/she tapes the slip of paper next to it. The Cub who is closest to the 'spot' wins. Depending on the number of Cubs you have in your pack, you can set up more than one game so that the Cubs waiting for their turn don't get restless!

6. **Quiet:** Message Carrying

Space the Cubs out in a certain area as big as possible. The Sixer's come to the Scouter and learns a message. They then run with it to the next Cub in the Six and teach him/her and so on right down the line, each running onto the next Cub. Course should be as varied as possible with a few obstacles according to the surroundings. Points will be given to the first Six back with the correct message.

Sense Training:

(When you are working in a hotel, just as in Cubs, you need to make sure your uniform is neat and tidy – look at Akela – what is wrong with his/her uniform?)

1. **Sight:** What is wrong?

Akela or one of the Scouters should deliberately do something so that they are not dressed properly – e.g. put your top on backwards, cover a badge or two with something else, etc. See if you can make 8 to 10 changes – stand in front of the Cubs – they need to study the Scouter for a minute and then make a list of the things wrong with the uniform. Use this opportunity to explain the importance of having a neat, clean and full uniform. Challenge the Cubs to fix all their wrongs for next week and award bones for complete and neat uniforms.

1. **Sight:** What did we order?

Place a number of items on a tray – 10 to 15 – anything to do with staying in a hotel. After allowing the Cubs to look at the tray for a minute or two, cover the tray and see how many items the Cubs can remember. Either let them write it down, or let them give verbal answers. An alternate to this game would be for two Scouters to stand about three meters apart. One at a time they will throw the objects to each other. Once all the objects have been passed from one Scouter to another, the Cubs are to write down or draw what they have seen.

Just like the people in hotels realise the importance of keeping everything neat and tidy, so should we with our own rooms at home

Yarn: The Flood

Yarn module: page 54

Craft/Activity:

1. **Activity:** Service advancement

Advancement module: page 32 and 33 – for discussion.

2. **Handcraft:** 'Do Not Disturb' door sign

Make a do not disturb sign to hang on a door – template can be found here (copy onto card) <http://www.craftideas4kids.com/do-not-disturb-door-hanger/>.

Singing/Play Acting:

1. **Singing:** Come to Dinner

Singing module: page 9

2. **Playacting:** I am a Waiter

Cubs pretend they are waiters. One of the things waiters need to do is to fold the napkins so they look fancy. Give each Cub a square piece of paper to practice their napkin folding skills!

Some ideas: https://www.buzzfeed.com/peggy/28-creative-napkin-folding-techniques-for-every-oc?utm_term=.ab6dAazqBV#.grxBNXMznY. Some are quite tricky so choose according to what your Cubs are capable of.

Advancement covered:

Silver Wolf:

Community Challenge: Service - Keep your room or living area tidy for at least one month.

Outdoor: Flags and Country - Show that you respect your uniform and understand the importance of wearing it.

Aptitude: Home Safety - Carry a message and deliver it politely and correctly.

Gold Wolf:

Community: Service - Pick a new task to help out with at home/pack meeting place/school every month for three months.