

Scouts in Action Week 2013



Cub Scout Program 'Scouting in the Community'

Date	Theme	Sub Theme	Meeting Type	Leader in Charge
	Your Community	Foodbank	Indoor/Outdoor	

Time	Minutes	Activity	Equipment	Leader
	5	Opening Parade	Australian Flag Prayer Book Pack Flag	
	10	Game – Hungry Emu	7 Cans of food Chalk	
	15	Activity – Local Community	Local Map Pictures of hall, home, bus stop, police, ambulance, hospital Highlighter pens	
	10	Game – Noodling Around	Penne Pasta Spaghetti Tables	
	15	Discussion - Foodbank	Nil	
	10	Game - The Chocolate Game	Beanie Scarf Gloves Chocolate Knife and Fork	
	10	Game – Food Bank Relay	Cans of food Box	
	10	Game – Have an Orange	Oranges	
	5	Closing Parade	Australian Flag Prayer Book Pack Flag	

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Opening Parade

Preparation for Opening Parade

Inspection is carried out in Sixes before Cub Scouts enter the Parade circle. This gives the Leaders the opportunity to ensure that the Cub Scouts are correctly dressed to pay respect to the flag, and make any comments to each Cub Scout. The inspection should be brief.

The flag, correctly folded for breaking, is hoisted to the masthead by the duty Sixer before the parade is called. A Cub Scout is selected to lead "Do Our Best"

Leader: *"Pack, Pack, Pack"*

Cub Scouts: Respond with "PACK" loudly & sharply as they form a circle standing "at ease"

Leader: Moves to the centre of the circle and holds both arms out at shoulder level.

Cub Scouts: Come to the "Alert"

Leader: Lowers arms in a firm movement, until they are against the side

Cub Scouts: Lower to the squatting position, with chins up and heads back, and go straight into the Grand Howl.

Cub Scouts: The first three fingers of each hand should be extended and close together, arms straight and touching the floor in front of them

Selected Cub Scout: *"AR KAY LA"*

Cub Scouts: *"WE---E---LL, D---O---O--O O---U---U---R (drawn out) BEST"* (is short and sharp)

Selected Cub Scout: *"CUB SCOUTS DO YOUR BEST"*

Cub Scouts leap into the air and listen to the leader's response. The same three fingers

Remain extended and close together to become the ears of the Cub Scout pointing upwards, touching each temple in front of the ears.

Cub Scouts: *"W E'----L---L DO OUR BEST"*

During this response the Cub Scouts drop their left hand, while their right hand is held in the Scout Salute position.

Only the Leader taking the Grand Howl salutes, all other Leaders and recruits stand at the Alert

Leader: *"Thank you Pack"* Moves back into the circle

Leader: *"Duty Cub Scout, prepare to break the flag"*

Leader: *"Pack, face the flag" - "Break when ready"*

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Leader: ***"Pack Salute"***
(Duty Cub Scout pulls on halyard and breaks flag) Cub Scouts remain at the Alert until the
Duty Cub Scout takes two paces back facing the flag and salutes, then returns to the circle.

Leader: "Prepare for Prayer"

Announcements Tonights Program: _____

Special events: _____

Birthdays: _____

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Award Scheme

Bronze Boomerang

14 – Community

Local Community

Show you know here the main features in your local area such as:

- nearest bus stop to home and the Scout hall/den
- the safest routes to the shops from home

Silver Boomerang

14 – Community

Local Community

Where is the nearest

- Police Station?
- Ambulance Station?
- Hospital?

Gold Boomerang

14 – Community

Local Community

Meet or visit someone who lives or works in your area and find out what he or she does to help the community

Or

Local Organisations

Find out about two charitable organisations in your community and what they do to help other people.

Challenge Badge

Citizenship (Level 1)

2. Community Organisations

- Name two organisations in your community, other than churches, which help people in need
- Explain what each of them does

Citizenship (Level 2)

2. Community Organisations

- Name five organisations or people in your community helping others in need
Explain what each of them does
- Visit one of these to see how they work and report to the Pack on what you find.

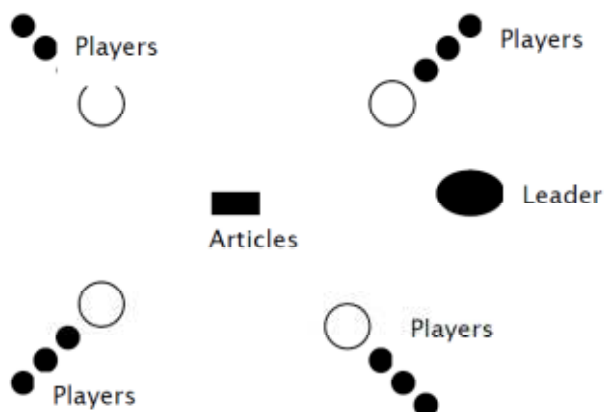
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Game Hungry Emu Game

Equipment Various cans of food (7 cans)
Chalk

Game Play Form the Cub Scouts into sixes, with each six sitting in the corner of a square. A circle is drawn in front of each team. In the centre of the square, seven articles are placed in a small circle. Number the Cub Scouts in each six 1, 2, 3, etc. from the front. On the call of a number that Cub Scout runs out and takes one article from the centre, and places it in the team's home circle. The aim is to be the first team to get three articles into a home circle. This is done by taking the articles from the centre and /or Taking them from another circle. Meanwhile, of course, the other three players are taking from other circles, in order to fill their own circle with three articles. It must be emphasized that home players sitting down cannot guard their own objects, but must allow other Joey Scouts to take if they wish.



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Activity **Local Community**

Equipment Street map of your local community
Photo copy of a street directory blown up to A4 or A3 size (one per Cub Scout)
Cut out pictures of bus stops, houses, Scout hall/den, highlighter pens (sufficient for each Cub Scout)

Method On the map Bronze Level Cub Scouts are to put the picture of a house at their address, place the bus stops at the correct locations on the map and put the picture of the Scout hall/den on the map in the correct position.

Cubs Scouts will also need to mark on the map where the local shops are (this could also be a cut out picture or drawn on the map).

Cub Scouts then mark on the map the safest route to the shops from home

Silver Level Cub Scouts can place pictures of police, ambulance, fire and hospital services on a map

Game **Noodling Around**

Equipment 1 packet of penne pasta and 1 packet of spaghetti, tables (as many as you want but four would be sufficient)

Game Play On tables around the hall place one piece of penne pasta per Cub Scout.
Cubs form up at the end of the hall in their sixes.
Each Cub Scout is given a piece of uncooked spaghetti noodle– tell them not to break it and handle gently
On 'go' the first Cub Scout places the spaghetti noodle in their mouth. Once the spaghetti noodle is in the Cub's mouth they cannot use their hands from this point.
The first Cub goes up to the first table and uses the spaghetti noodle to pick up one of the penne pasta pieces from that table, once they have one on they move to the next table and so on until they have four penne pasta pieces on and then they go back to their team to tag the next Cub.
The game continues until each team has picked up all their penne pasta pieces.
If the Cub breaks the spaghetti noodle they have to get as many penne pasta pieces onto their noodle as they can and bring them back to the six and keep going until all four have been taken back to the six.

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Talk – Hunger in Australia

This can be given by a Leader or by a representative of Foodbank in your local Area – go to <http://www.foodbank.org.au/> and contact your local organisation.

Ask the Cub Scouts what it feels like to be hungry? – Get them to describe the feeling

Ask the Cub Scouts if they think there is hunger in Australia?

Yes there are, but hunger is largely a hidden social problem and many victims suffer in silence. Each year two million people rely on food relief – around half of them are children. That's one in every ten Australians in need.

Ask the Joeys if they have heard of 'Foodbank'? Get them to have a go in describing who Foodbank are and what they do.

Foodbank is a non-denominational, non-profit organisation which acts as **a pantry to the charities and community groups who feed the hungry**. It was first established in 1992 in NSW and now has a presence in every state and the Northern Territory with distribution centres in all state capitals as well as a number of regional centres. We operate with a staff of approximately 90 employees and over 3,000 volunteers.

How Foodbank Works

Foodbank rescues edible but surplus food and groceries from the country's farmers, manufacturers and retailers.

This includes product that is out of specification, close to date code, has incorrect labelling or damaged packaging as well as excess stock and deleted lines. Without Foodbank much of this food would simply go to landfill.

We collect the food or food companies deliver their donations to our warehouses around Australia – last year alone they provided 24 million kilograms of food and groceries.

Joey Scouts could present the food collected to the Foodbank representative if they are available to talk to the Joey Scouts.

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Game The Chocolate Game

Equipment Dice, gloves, beanie, scarf, bar of chocolate, knife & fork

Game Play Cub Scouts sit in a large circle. In the middle place a small table with chocolate, gloves, beanie, scarf knife and fork.

Cub Scouts take turns throwing the dice and if they throw a double the Cub Scout runs to the table, puts on the beanie, gloves and scarf and then tries to cut a piece of chocolate with the knife and fork. If they manage to do this they can eat the chocolate and continue to do so until someone else throws a double.

The game ends when there is no more chocolate or they have had enough.

The game can be sped up if there is more than one set of die.

Game Foodbank Relay

Equipment Range of food that could be collected as part of a Foodbank collection drive. Items could include:

- Meals in a can
- Pasta
- Rice
- Evaporated milk
- Canned vegetables
- Cereal
- Canned fruit
- Canned soup
- Baby food

These items could be collected the week or weeks before the program and donated by families or ask the local shop/s for items that are out of date to donate to Foodbank.

Game Play There need to be more items than there are in each team

On 'go' the first Cub Scouts runs to the end of the hall and collects an item for the teams pile and carries it to the second Cub who then carries this item to the pile and selects another item and returns with both items. This is repeated until the last in line has all items to hand to the first Cub who then takes them to donate to Foodbank (a box in another part of the hall). If items are dropped during transportation, another member of the six is allowed to pick up the item to help their team member.

Variation Cubs keep going to see who can collect the most items to donate – make sure there are sufficient additional items for this.

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Game **Have an Orange**

Equipment 1 orange per six

Method Put Cubs in rows in their sixes. Ask them to keep their hands behind their backs and give each Sixer an orange to hold under their chin. The aim of the game is to see which Six can be first to pass the orange from chin to chin, without using any hands, from the Sixer at one end of the row to the Cub at the other end, and back again. If the orange drops at any point, it can be picked up by hand and must start at the beginning again.

Closing Parade

Leader: *"Pack, Pack, Pack".*

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Leader: Moves to the centre of the circle and holds both arms out at shoulder level.

Cub Scouts: Come to the "Alert".

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Leader: *"Thank you Pack"* Moves back into the circle.

Leader: *"Duty Cub Scout, prepare to lower the flag".*

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Leader: *"Pack, face the flag" - "lower when ready" (duty Cub Scout lowers the flag).*

Leader: *"Pack Salute".*

Leader: *"Prepare for Prayer".*

Cub Scout Prayer

Help us O Lord, to serve you day by day
To do our duty, and to enjoy our play
To keep the Cub Scout Promise, and to rest,
Happy that we have tried to do our best, Amen.

Leader: *"Pack Dismiss"*

Leader: *"Good Hunting Pack"*

Cub Scouts: *"Good Hunting (the Cub Scout Leaders name)"*