

3 weeks programs to compete Level 2 handicraft

Complete 3 projects one from a different category:

**Fibre:** (b) make a paper cut-out stencil and screen print fabric = Plate bag.

**Wood/ Metal** (c ) Punch or cut out a design in 3 tin cans (one: cubs to compete the other 2 at home) or change to make bookends at a dad's night.

**Plastic/ Leather** (a) make a purse with a flap from vinyl.

### **Program 1                      Handicraft Level 2 Metal & Egypt**

Preparation: each cub will require 1 tin can filled with water and frozen for the night and a hammer.

6.25                                      Inspection

6.35                      game                      Wrap the mummy                                      Toilet paper

sixer to be the mummy to wrap.

6.45                      Game                      Sixer choice (our duty sixer chooses a game each week)

6.55                      Activity                      Hieroglyphics codes to break                                      coded message, pencils

Google for hieroglyphics and make up a coded message.

7.05                      craft: tin can designs:

<http://www.auntannie.com/PartyDecorations/TinCanCandleHolders/>

Tins full of ice (fill with water and freeze can -premade) hammer and large nail, paper cut to size of can, pencil, 2 rubber bands.

Draw a design on the tin or on paper and wrap around tin and start from the open end, holding the tin on its side, hammer the design. Place in water to remove remaining ice (note: DO NOT ALLOW cubs to put their hand inside the can, it is like a 'grater') Instruct to complete badge they will need to make 2 more at home.

7.30                      Kim's game: digging for treasure: short yarn and cubs have to write what they needed at the end of yarn.                                      Pencils and paper bag of items lifted as they are mentioned.

Trowel, pegs, compass, string, torch, toothpicks or tongue depressor, paint brush, tape measure, permit, sieve.

Before we could start our dig in Egypt we needed to obtain a PERMIT, The PERMIT would allow us to mark out our dig site, this required COMPASS, STRING and PEGS to mark the area to be dug, TAPE MEASURE, to make sure we are in the correct area. Once we had everything ready, a TROWEL was used to remove the top layer of soil. As we came close to items a BRUSH is used to move more soil. This soil was passed through a SIEVE so nothing would be overlooked. A TORCH is helpful to see items easier, and finally TOOTHPICKS are used to help uncover small items without damage.

7.45                      Game sandstorm in Egypt: Sleeping pirate game or lighthouse adapted to sandstorm.

**Lighthouse** [http://www.macscouter.com/games/V1\\_Strategy.asp#Heading331](http://www.macscouter.com/games/V1_Strategy.asp#Heading331)

You will need:

Enough blindfolds for half your group, and a reasonably large room.

The Leader is the lighthouse. Half the troop (pack, company) are ships, and put on the blindfolds at one end of the room. The other half are rocks, and distribute themselves on the floor between the ships and the lighthouse. Please ask the rocks to keep their hands and feet in to minimize tripping. The rocks also should not clump up.

The lighthouse goes "woo woo" to guide the ships. The rocks go "swish, swish" quietly to warn the ships of their presence. On go, the ships navigate between the rocks to the lighthouse. If they touch a rock, they are sunk and must sit on the floor (and go "swish, swish" also).

When all the ships have made it to the lighthouse (or have been sunk), the rocks and ships switch places.

7.55                      Closing parade.

**Program 2 Handicraft Level 2 Plastic/Leather & fire safety.**

- 6.25 Inspection
- 6.30 Parade
- 6.35 Game Sixer Choice
- 6.45 Boomerang instruction Fire Safety how to escape from the house (test 2 fire safety)
- 6.55 Game/ instruction Candle lighting relay candles, matches
- 7.05 Craft Vinyl pouch for yellow books
- 7.40 game duster hockey
- 7.50 Game heads and hands.
- 7.55 Parade

**Pouch instructions**

Preparation-cut vinyl and hole punch lacing holes, {hint: make a template of hole placement}  
Cubs lace up sides, and punch holes for press clip, put clips in place using a hammer.  
How to insert clips: <https://www.youtube.com/watch?v=OIRwHwo6eW8>

**Materials:**

Vinyl, Ribbon, 1 snap clip, 2 x scrap of vinyl to reinforce hole for clip, hole punch, hammer.  
Cut vinyl 23cm x 15cm: fold to 20 cm back & 15cm front: punch lacing holes[6 per side was better].  
Ribbon; 1m -1.5m per cub (check) better to have longer and cut off, depends how tight and preferred lacing method.

Sample before clip

leather punch,

clips



**Program 3 Handicraft Level 2 Fibre & pre camp activity.**

- 6.25 Inspection  
6.30 Parade  
6.35 Game Four corner football: or other game  
6.45 Game Sixer choice  
6.55 Game Bev's Kim game items for back pack

Equipment: 4-6 items to suit theme.

Formation: cubs in relay lines in center of room. A chalk circle or hoop at each end for each 6, about 1 meter away from them.

Allow enough space between each six for cubs to run up and down.

Cubs in each six numbered 1-6.

Have all items for each six in a circle at one end.

Leader calls out a number & item and the Cubs with that number run to the item and picks it up and places it in the circle at the other end.

They need to remember if the item has been moved and what circle it is in.

E.G.

(abc) 123456 ( )

call 1 b

(ac) 123456 (b)

[In honor of Bev who taught us this game.]

7.05 craft Stencil plate bags

Premade bags.

Paper

Scissors

Fabric paint

Rollers or stencil paint brushes.

Spray glue 'repositionable' suitable for paper. (about \$12)

Scrap paper to slide in bag.

Cubs cut a 'snow flake' from paper to make stencil (google paper snow flake) - what you cut out will be the painted parts.

Or draw a simple design to cut out.

Leader: spray the back of paper with glue.

Attached to material.

Inset paper to protect back.

Roll or dot paint desired colour paint to holes.

Peel off paper and allow to dry.

Set paint as per instructions.

7.45 What to pack for camp

7.55 parade.

### CAMP PLATE BAG/ Dilly bag

Use a different colour for each set so you have only 3 of each colour bag.

Per 3

Cut from 80cm length of material (115 wide) 3 bags.

3x 1 m cord.

Fold in half and Sew side seam with narrow seam or overlock.

Turn over top allowing a 2cm hem (or more) for cord and sew hem leaving a 2cm gap for cord.

Cubs use bobby pin or elastic threader to thread in cord.

