



Scout Association of Australia, Queensland Branch

# Gumdale Scout Group



**Program : International Cultures** JAPAN NIGHT Friday 29<sup>th</sup> July 2011  
**Duty Six – Tawny** **Flag – Max** **Prayer – Ben Russell** **BADGE TESTING NIGHT**

Time	Activity	Equipment	Leader
5.30	Parade - Grand Howl - Flag break	Australian Flag	
5.35	Game – Lollies and Chopsticks	2 Chop sticks for each Six, 2 soft lollies per cub, plastic bowls.	
5.45	Discussion – Japanese Flag and Culture		
5.50	Game – Shoe scramble	Nil	
6.00	FOOD TASTING	Sushi, Pickled Ginger, Miso Soup	
6.10	CARP FLAGS	Cane circle or pipe cleaners, Carp design (L & R), scissors, pencils and textas, scissors, sticky tape.	
6.40	OUTSIDE GAME - Darumasan ga Koronda OR Family Clusters	Nil	
6.55	Parade - Grand Howl - Flag Down - Prayer	Australian Flag	

Shoe Scramble	Boomerang 3 - Ropes	Bronze	Tie Your Shoelaces
Discussion	Boomerang 9 – International Cultures	Silver	Learn to say “Hello”, “Good bye” “Please and “Thank-you in a language other than your own.

## **Game – Lollies and Chopsticks**

Equipment : 2 Chop sticks for each Six, 2 soft lollies per cub, plastic bowls

Method: Cubs line up in teams at one end of the hall. Set up at the other end is a set of chopsticks and a bowl of soft lollies. On go, the first cub from each six runs up to the bowl with lollies in it and using chopsticks, picks up the lolly and puts it in their own bowl. Hands must not be used at any time! If an object is dropped, it must be picked up and put back in the first bowl. Cubs are only allowed to move one object at a time. They run back and tag the next cub who runs up and collects a soft lolly. This is continued until all the lollies are gone.



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## DISCUSSION

**(Rikki) FLAG : (Show Flag photo)** The sun has been used as a symbol of many groups in Japan since the first Emperor, Jimmu Tenno. It was even painted onto the soldiers' shields some 2 600 years ago. Japan is known as the "Land of the Rising Sun". Mythology has it that their origin was from the Sun Goddess. The present red and white flag was officially described in 1870, but it was used years before that on merchant ships. The Japanese naval flag was similar except that there are sixteen rays extending from the sun to the edge of the flag.

## **(Hathi) LANGUAGE :**

Hello – konnichiwa  
Good-bye – sayonara  
Please – onegaishimasu (on-e-gai-shi-mas)  
Thanks- arigato  
Thank-you - arigatogozaimasu

## **(Kris) TSUNAMI**

At the time when we were on Cub Camp this year, a Tsunami hit Japan. This was caused when Japan was hit by an enormous earthquake on March 11, 2011, that in turn triggered a deadly 23-foot tsunami in the country's north. The giant waves deluged cities and rural areas alike, sweeping away cars, homes, buildings, a train, and boats, leaving a path of death and devastation in its wake. The earthquake was a magnitude 9.0, which is the largest in Japan's history. The earthquake struck about 230 miles northeast of Tokyo. Over 20 000 people were killed and there are still people who are unable to return to their homes. Many schools in Australia had Free dress days to raise money for the victims of the Japanese Tsunami.

## **(Bagheera) SHOES**

In Japan, the home is considered sacred and it is a sign of respect to remove your shoes when entering a house. The game we are going to play now is based on this concept of taking off your shoes.

### **Game – Shoe Scramble**

Equipment : Nil

Method: Cubs take off their shoes and put them in a circle in the centre of the hall. Leaders mix them up. The cubs line up in their six. On Go, the first cub from each six, run into the circle to find their shoes. Then they put them on, tie the laces and run back to their six. The next cub from their six then goes in and searches for their shoes. First six standing at alert wins.



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## FOOD TASTING –

*Table is set up with sushi and Pickled Ginger. Cups of miso soup are also on the table.*

Introduction – Sushi is the most famous Japanese dish outside of Japan, and one of the most popular dishes among the Japanese themselves. In Japan, sushi is usually enjoyed on special occasions, such as a celebration. Sushi can be defined as a dish containing rice which has been prepared with sushi vinegar. There are many different types of sushi. Some popular ones are:



### **Nigiri**

Small rice balls with fish, shellfish, etc. on top. There are countless varieties of nigirizushi, some of the most common ones being tuna, shrimp, eel, squid, octopus and fried egg.



### **Gunkan**

Small cups made of sushi rice and dried seaweed filled with seafood, etc. There are countless varieties of gunkanzushi, some of the most common ones being sea urchin and various kinds of fish eggs.



### **Norimaki**

Sushi rice and seafood, etc. rolled in dried seaweed sheets. There are countless varieties of sushi rolls differing in ingredients and thickness. Sushi rolls prepared "inside out" are very popular outside of Japan, but rarely found in Japan.



### **Temaki**

Temakizushi (literally: hand rolls) are cones made of nori seaweed and filled with sushi rice, seafood and vegetables.

### **Miso Soup**

A bowl of miso soup often accompanies breakfast, lunch and dinner. It is made by dissolving miso paste in hot water and adding additional ingredients such as wakame seaweed and small pieces of tofu.

**Pickled ginger** is usually served with sushi and is called gari.



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## CARP FLAGS

May 6<sup>th</sup> is Boy's Day in Japan. On that day, each family erects a long bamboo pole outside their house. One carp kite is flown for each son. The largest one belongs to the eldest boy.

Cubs are to make a cane or pipe cleaner circle.

Using the fish outlines, they are to cut out each side of the fish shapes.

Using the coloured pencils and felt pens, they are to colour in the fish designs.

The fish are then taped to the circle and joined on each side by an adult.

String is added to complete the flag so it can be hung.

## OUTSIDE GAME - Darumasan ga Koronda

Darumasan ga Koronda is a Japanese game. The name of the game literally means "The Daruma doll fell down." It bears a resemblance to the English and American children's game Red Light, Green Light. There are many variations of the game and slight rule changes based on region or merely the group of people playing the game. One known variation is that in Osaka and the surrounding area, this game is called "Bosan ga He o koita".

One person is chosen as the Oni. All other participants act as common players. Before play begins, a starting line is drawn, and the Oni stands at some distance away from the starting line, in front of a tree, wall, or other fixed object.

The game begins with the players shouting "hajime no ippo" (*Taking the first step!*) As this is shouted, the players on the starting line jump one step in any direction, but usually towards the Oni.

The *Oni*, or the "it" player faces away from the other players towards the tree or the wall, so that he or she cannot see them. "It" then chants a spell: "Daruma-san ga koronda". The other players approach "it" while this spell is spoken aloud, coming as near as possible.

When "it" finishes saying the spell, he or she can then turn around and look at the players. The players should stop their actions immediately when the last word is spoken and try not to move while "it" is looking at them, or they can be called out. "It" checks to see if any player is moving. If nobody is moving, "it" turns around again, and repeats the spell.

When "it" does spot somebody moving, he or she calls that player's name. The player whose name is called upon is caught. That player then has to go to the place where "it" is and stand holding one of his or her hands. This player may not run away or help the other players. If all the players are caught in this way by "it" (the captured players chain along, holding each other's hands), the person first caught is the loser and becomes the next "it" person.



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If a player reaches "it" or any caught players, he or she gets to free them from "it". To free them he or she shouts "Kitta!" (*I cut you loose*) and makes a gesture of slicing between the clasped hands of two players or by touching the back of "it". Freed players run as fast as they can away from "it". Players not freed may not run away. "It" then turns as soon as possible and shouts "Tomare!" (*Stop!*). Every player must stop immediately at this point, but is not recaptured unless "it" touches them under a certain rule (which varies from area to area).

For instance, after such a jailbreak, "it" can take up to five steps from where he or she is standing in order to touch other players. If "it" touches every other player, the first player touched is the loser (in the typical rule), and becomes the next "it" person. If "it" cannot reach everyone, then he or she remains "it" for the next round.

## **FILL IN GAME – Family Clusters**

Equipment Nil

Method : Cubs run around until a leader calls out a number from 1 to 10 and the cubs must form themselves into groups of that number. Odd bods are out, last group wins.