



Cub Pack Program Planner

Attendance:

/

Attendees / Total

Theme	Fun with Paper	Meeting		Date	
--------------	-----------------------	----------------	--	-------------	--

Time	Activity	Leader	Equipment Required etc.
6.00	Opening Parade		
6.05	Game: - Hit the Deck		See below
6.15	Game: - Paper Hockey		See below
6.30	Activity: - Paper Aeroplanes		
6.45	Game: - Paper Ball Wars		See below
6.55	Activity: - Mintie Paper Strip		
7.05	Activity: - Paper Rubbings		
7.15	Game: - Paper Islands		
7.25	Closing Parade		

<u>General Comments</u>

Hit the Deck: - Parts of the hall are named and on command cubs must run to the part called. Also other actions are explained and cubs must do these actions on command. Eg. Bow – one end of the hall; Stern – opposite end of hall; Port –left side of hall (when facing bow); Starboard – opposite side of hall; Midships – middle of hall; Captains coming – stand and salute; Climb the Mast – Pretend to climb; Swab the Deck – pretend to mop the floor; Man the Lifeboats – sit in groups of three and pretend to row; Hit the Deck – lie on stomach on floor. Once everyone has had ample time to get the hang of the game, cubs can be eliminated by going to wrong place or doing wrong action.

Paper Aeroplanes: - make paper aeroplanes and then have contest to see which can go the furthest, highest best loop the loop etc.

Paper Hockey:- Two teams, with members numbered off, lined up on opposite sides of the hall. When number called this member of each team, using their paper stick tries to score a goal by hitting the paper ball into the other teams goal, Keep score and continue until all have had a turn.

Paper Ball War:- Two teams, with each to make enough newspaper balls for 3 for each cub. Throwing their balls, teams then try to get as many of their balls as possible to land and stay in their own circle. Can also be played with each team trying to get as many balls into the other teams Fort as possible in a set time (balls landing in a fort can be thrown back into the other teams fort).

Mintie Paper Strips: - Tear mintie paper and see who can get the longest unbroken paper. Cubs can eat the mintie.

Paper Rubbings: - Using one sheet of paper each and a lead pencil, see how many rubbings of different items cubs can get.

Paper Islands: - Each cub shapes a piece of Newspaper into the shape of an island and then stands on it within a designated area. When all are ready, cubs on command must move off their island and stand on another. This continues, however, after the first move, the leader removes one island and then another and so on until only one island is left. All cubs must stand on island after each move. See how they all fit onto only one or two islands.