



100 Years of Cub Scouts

1916 – 2016

Scouts in Action Month 2016

Joey Scout Program Planner



Date		Theme	100 Years of Cub Scouts About Cubs Week 1	Duty Joey	
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Time	Minutes	Activity Type	Description	Equipment Required	Leader in Charge
		Coming in Activity	Jungle Book Coloring In	Pencils & Pens Coloring in sheets	
	5	Ceremony	Opening Parade Announcements	Australian Flag	
	6	Game	Rats & Rabbits	Nil	
	6	Story	100 Years of Cub Scouts	Nil	
	6	Activity	Jungle Book Names Part 1	Pens/Pencils Chart Paper, or White Board, or Chalk Board	
	6	Game	Jungle Book Names Part 2	Character names Character pictures	
	6	Game	Sixes and Wolves	Coloured disks	
	20	Activity (Includes clean up)	Make a Cub Scout	Teddy bear biscuits Icing (various colours) Piping tools Apron per Joey	
	5	Ceremony	Closing Parade Announcements	Australian Flag	

OPENING PARADE

Preparation for Opening Parade

Ensure that the Australian flag is correctly folded for breaking, and is hoisted to the masthead by the leader before parade is called.

Leader: "Joey Scouts on Parade"

Joey Scouts: Form a circle
(Leaders and Helpers join the circle)

Leader: "Joey Scouts - Alert"

Leader or a 7 year old Joey Scout: Breaks the flag

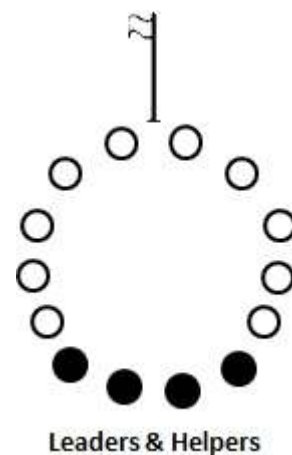
Leader: "Joey Scouts - Salute"

Leader: "Joey Scouts prepare for prayer"

Leader: Program theme – 100 Years of Cub Scouts

Leader: "Joey Scouts break off"

All Joey Scouts and leaders turn to the right and move off or stay in place and wait for instructions for the first activity of the night.





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Coming In Activity	Wolf Cub Scout	
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General Information Cub Scouts is based on the Jungle Book theme and most Leaders in the Cub Scout Section adopt a Scouting name from one of the characters from the Jungle Book.

Equipment Colouring in pencils and pens
Jungle book charactering colouring in sheets.

Game	Rats and Rabbits	5 minutes
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General Information Indoor/Outdoor
Fast paced

Equipment Nil

Playing Conditions Sufficient space to run around in. Two walls or two lines on the ground

Playing Rules Divide the Joeys into two teams.
One is called Rats and the other is called Rabbits.
Each team has a designated wall.
Joeys can sit back to back on the floor or can stand back to back facing their wall.
If the leader calls "Rats" then the rats have to run to their wall with the rabbits in pursuit (and vice versa).
Anyone caught has to join the opposite team.
The game is more fun if the Leader 'rolls' their R's when saying rrrrrrats or rrrrrrabbits or rrrrrhubarb, rrrrrrice etc.

Variation Use other words – ship, shore, shark etc.

Story	Cub Scouts – 100 Years	5 minutes
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General Information This year is Cub Scouts 100th Birthday.
100 Years ago the Founder of Scouting, Baden Powell started Cub Scouts. The success of Scouting in 1908 with boys from 11 to 18 years gave rise to appeals to provide a similar activity for younger boys and so, in 1916, the Wolf Cub Section for 8 to 11 year olds was formed. Kipling's Jungle Books were used to provide an imaginative background to the activities and, by the end of the year, over 10,000 boys had enrolled as Cub Scouts.

Joey Scouts started in 1990 in Australia and has only been around for 26 years so Joeys are the youngest member of the Scouting family in Australia.



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Activity	Jungle Book Characters Part 1	5 minutes
General Information	The Cub Scout Section uses the Jungle Book as its theme and most Leaders adopt one of the Jungle Book characters name as their 'Scout Name'	
Equipment	Pens, white board, chalk board or chart paper Character pictures (if needed)	
Activity	<p>Explain to the Joeys that Cubs is themed on the Jungle Book and that many Leaders take on one of the character names as their 'Scout name'.</p> <p>Ask the Joeys if they know any of the Cub Leaders names and record them on the white board, chalk board or chart paper.</p> <p>Ask the Joey Scouts to name some of the Jungle Book characters that they know they may have named some already.</p> <p>Make a list on a white board, chalk board or chart paper so all the Joeys can see the names. You may want to prompt the Joeys to come up with a list.</p> <p>Or you could just show their picture</p> <p>You may need to help with some of the names.</p> <p>Tell the Joeys they may need to remember these names for the next game.</p>	

Game	Jungle Book Characters Part 2	5 minutes
General Information	This activity will follow on from the previous activity. Indoor/Outdoor Relay	
Equipment	Jungle book character name plates Jungle book character pictures	
Playing Conditions	Make up two or three sets of names and characters (one set of each per team) Place the pictures up one end of the hall and the name plates in the middle of the hall Joey Scouts can be placed into even teams and stand at one end of the hall.	
Playing Rules	<p>On go the first Joey from each team runs to the centre of the hall and takes a Jungle book character name plate and then runs to the end of the hall.</p> <p>Once at the end of the hall the Joey matches the character name to the character picture and then runs back to the team to tag the next Joey and so on until all characters have been matched to their name plate.</p> <p>First team to complete the task is the winner.</p>	



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Game	Sixes and Wolves	10 minutes
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General Information In Baden-Powell's "Wolf Cub's Handbook" he mentions Sixes being of the six colours representing the colour of Raksha's cubs.

Baden Powell wrote in 'Wolf Cub Handbook' *A Six, as you probably know, is made up of six boys under a Leader, and these always stick together for work or for play, and each Six is called after a Wolf by its colour – either the Black Wolves, the Brown Wolves, the White Wolves, The Grey Wolves, the Tawny Wolves or Red Wolves.*

- Grey - Grey Brother
- Black - Black Plume
- Brown - Brown Tip
- Tawny - Tawny Fur
- Red - Red Fang
- White – White Claw

Equipment Six coloured disks placed around the hall

Playing Conditions Place the coloured disks around the hall.

Playing Rules The game can be told as a story incorporating each of the six colours and as each colour is mentioned the Joey Scouts run to that colour. The last Joey Scout gets a point and if any Joey Scouts get to three points that is the end of the game.

Variation The coloured disks can be hidden around the hall or outside and the Joeys have to find them.

Activity	Make a Cub Scout	20 minutes
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General Information The Cub Scout uniform was very different to the one we wear today. In fact the uniform was a green jumper, grey shorts, a scarf and a cub cap.
Using teddy bear biscuits as our model and icing the Joeys can make a Cub Scout.

Equipment Teddy bear biscuits or similar – one per Joey Scout
Icing – see image for colours
Piping sets (one per Joey)

Activity Joey Scouts use the image to make a teddy bear Cub Scout
During the activity the Leaders to talk about the difference between our current uniform and what Cubs used to wear.

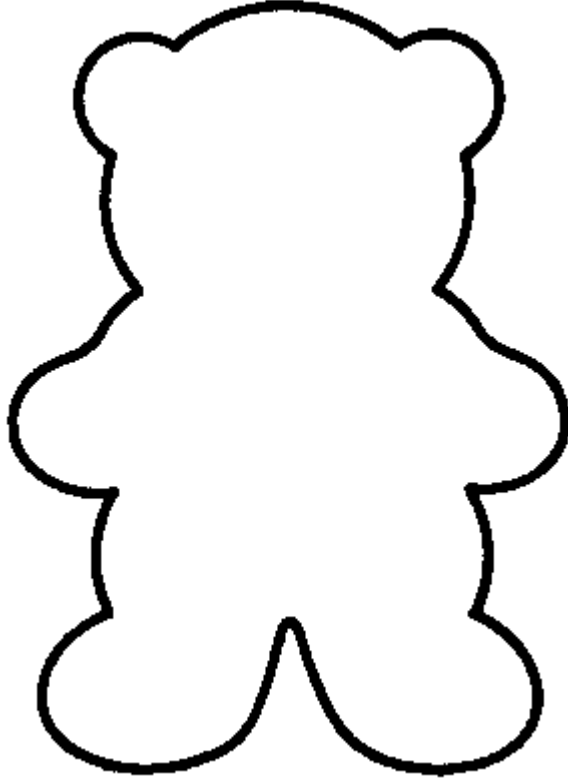


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Closing Parade

Leader: *"Joey Scouts on Parade"*

Joey Scouts: Form a circle as for opening parade

Presentations: _____

Certificates _____

Challenge Badges _____

Awards/Announcements _____

Leader: *"Joey Scouts - Alert"*

Leader: *"Joey Scouts - Salute"*

Leader: Lowers the flag (lowering must only be done by a Leader)
The other leaders drop the salute as the flag comes to the lowest point and all the Joey Scouts do the same.

Leader: *"Prepare for Prayer"*

Prayer: (Joey Scout may read or say a prayer)

Leader: *"Good-bye Joey Scouts"*

All reply: *"Good-bye Joey Scouts".*

Leader: *"Joey Scouts - Dismiss"*

All Joey Scouts and Leaders turn to the right, Salute and move off.



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HATHI



KAA





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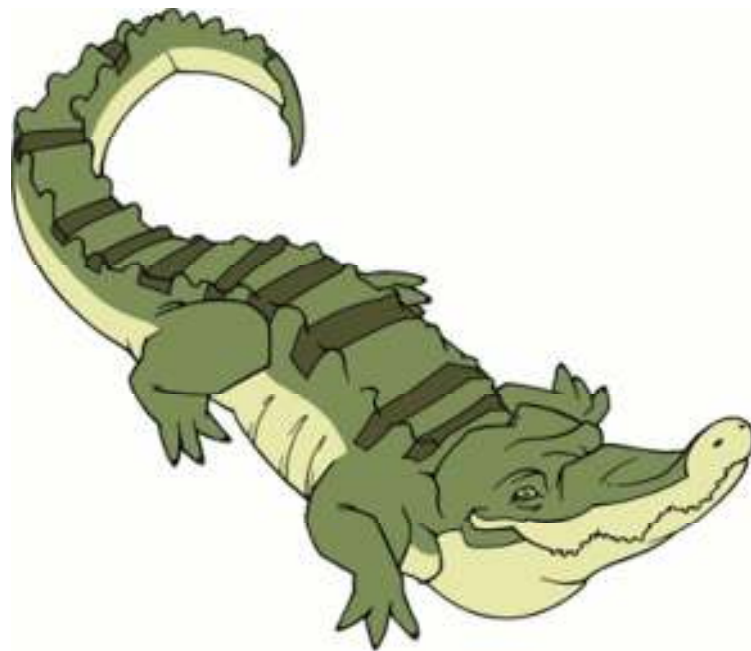
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**RIKKI
TIKKI
TAVI**



JACALA





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RAKSHA



CHIL



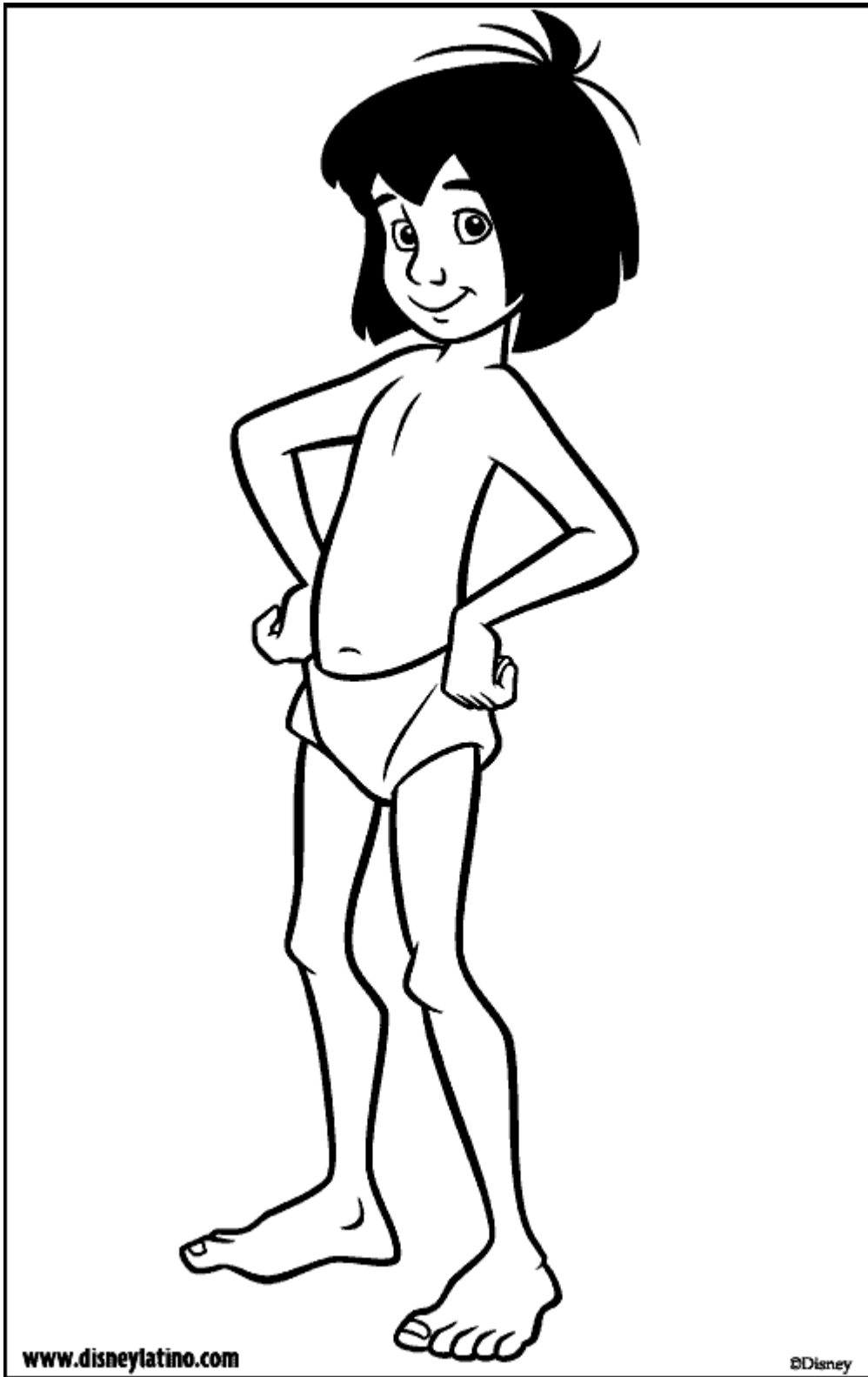


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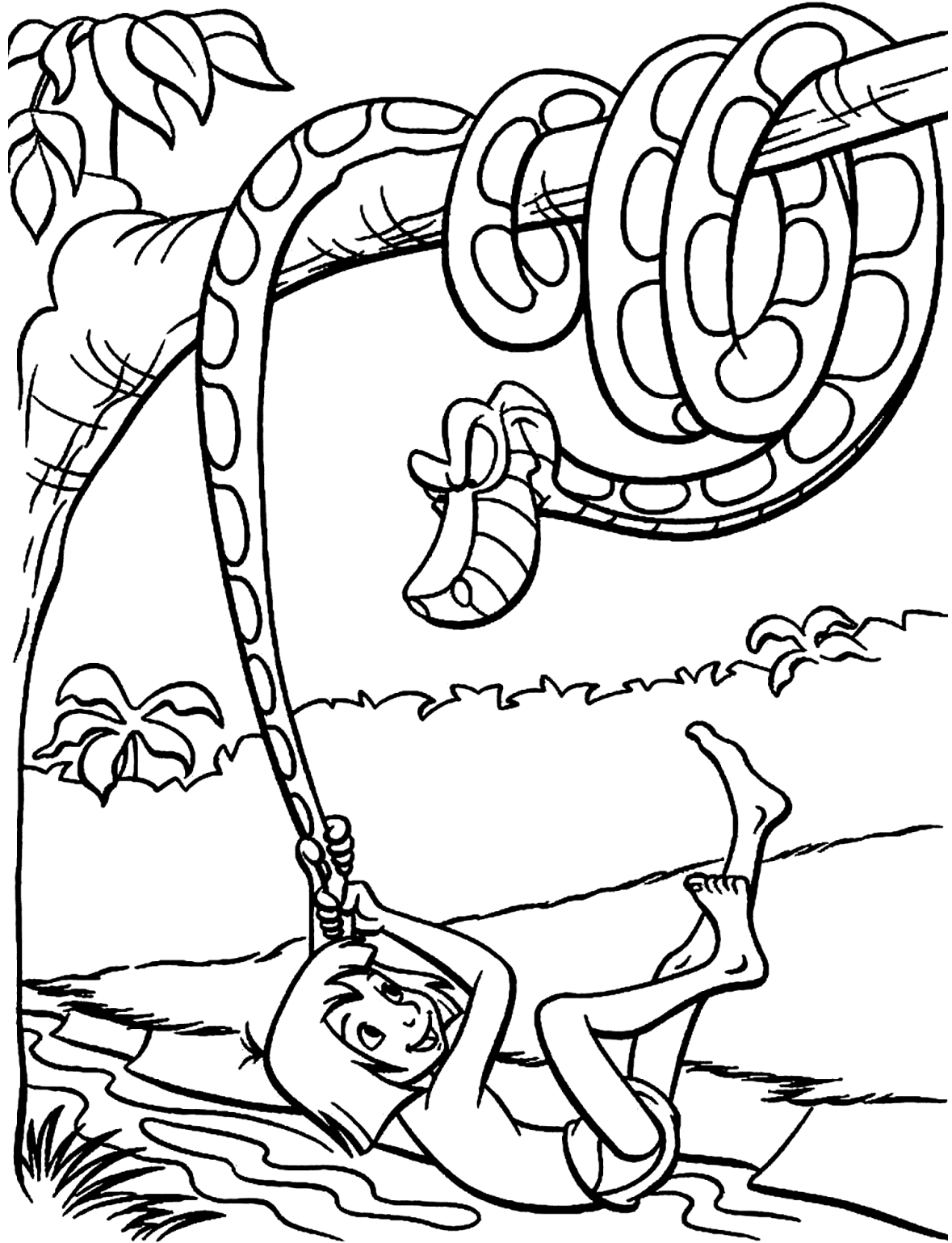


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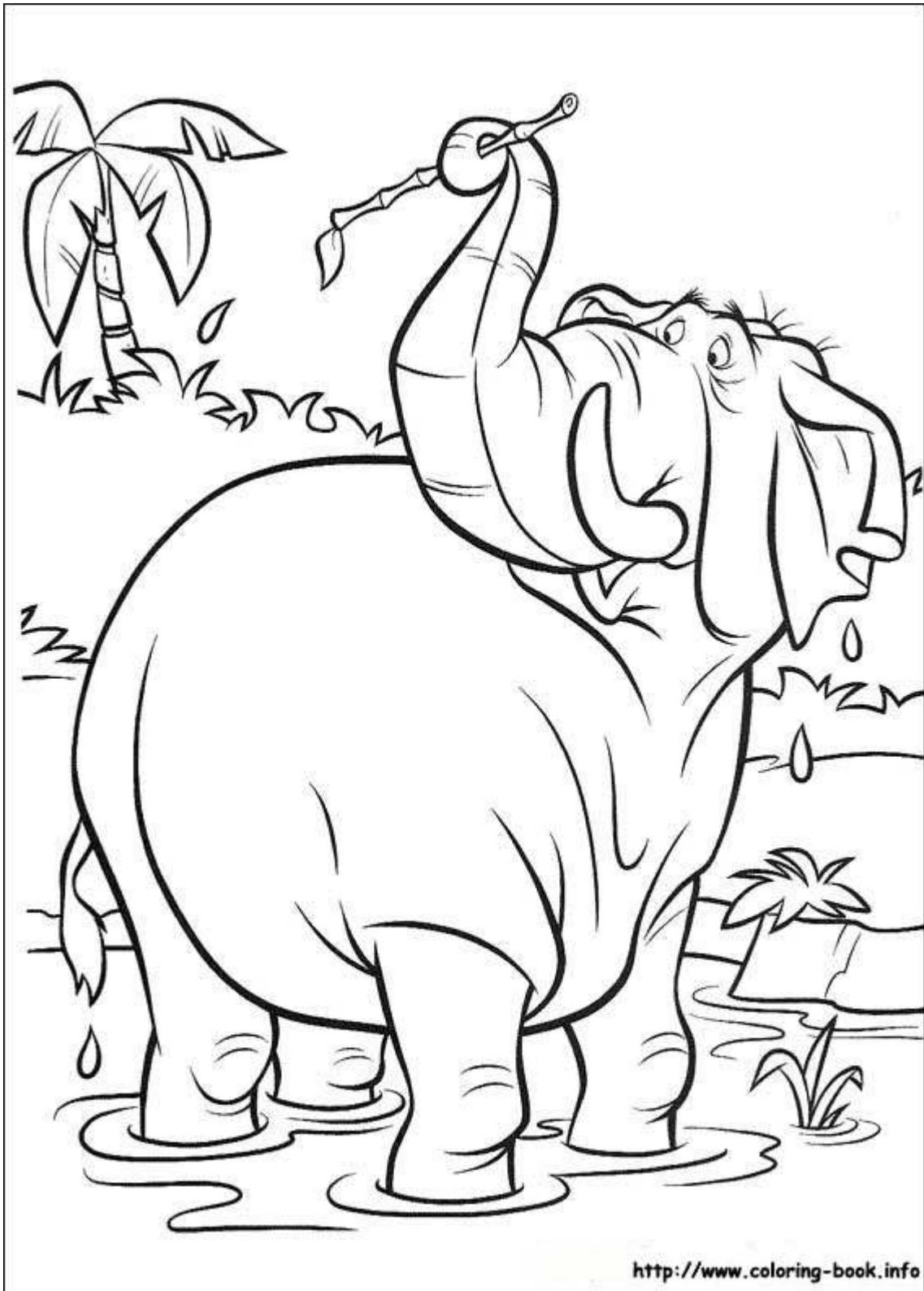


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Red Fang

**Grey
Brother**



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**Black
Plume**

**White
Claw**



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**Brown
Tip**

**Tawny
Fur**