



100 Years of Cub Scouts

1916 – 2016

Scouts in Action Month 2016

Joey Scout Program Planner



Date		Theme	100 Years of Cub Scouts Week 2 Wolf Games	Duty Joey	
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Time	Minutes	Activity Type	Description	Equipment Required	Leader in Charge
		Coming in Activity	Jungle Book Masks	Mask Sheets Scissors Colouring in pens and pencils String	
	5	Ceremony	Opening Parade Announcements	Australian Flag	
	5	Game	Grey Brother	Nil	
	10	Game	Brown Tip Goes Hunting	Nil	
	10	Game	Red Fang's Game	Hoops, rope circles, newspaper, chalk circles (any of these will work for this game).	
	10	Game	Lost Wolves	Pieces of paper with the names of wolves on them	
	5	Game	Tawny Fur and Black Plumes Round Up Game	Tawny and black wool	
	10	Game	White Claw Says	Nil	
	5	Ceremony	Closing Parade Announcements	Australian Flag	



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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"

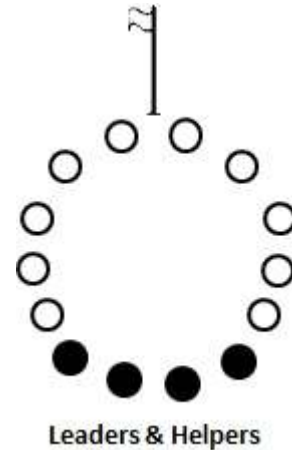
Leader: Program theme – 100 Years of Cub Scouts

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.

Notes

The general theme for this program is based on the six wolves following from Week 1 game 'Sixes and Wolves'.





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Coming In Activity	Jungle Book Masks	
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General Information All activities for tonight come from ‘Games for Cub Scouts’ and will have a Jungle Book theme.
The night could be an opportunity for the Cub Pack Sixes helping out for the night.

Equipment Jungle Book character sheets (print off as many as you need)
Scissors
Colouring in pens and pencils
String

Game	Grey Brother	5 minutes
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General Information Indoor/Outdoor

Equipment Nil

Playing Conditions Sufficient space to move around in. This is a follow up to the game about the six colours

Playing Rules Grey Brother (a Leader) takes the new Cubs hunting. As they are inexperienced they must follow everything Grey Brother does. Grey Brother will run around the hall/den, leaping over imaginary tree trunks, swimming across streams/rivers, climbing over rocks, crawling through gaps and then finally back to Mother Wolf’s den.

If time permits Joeys could take turns being Grey Brother of any of the other wolves:
Black - Black Plume
Brown - Brown Tip
Tawny - Tawny Fur
Red - Red Fang
White – White Claw



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Game	Brown Tip Goes Hunting	10 minutes
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General Information	Indoor/Outdoor
Equipment	Nil
Playing Conditions	Sufficient space to move around in. This is a follow up to the game about the six colours
Playing Rules	<p>Brown Tip is hungry and wants to catch something for dinner.</p> <p>The Joeys act as animals asleep in a line across the hall/den (eyes closed, arms folded, legs crossed), about half way down the hall/den.</p> <p>Brown Tip is crouched down ready to pounce on his dinner six or seven paces behind the sleeping Joeys.</p> <p>Brown Tip lets out a very loud wolf howl and then springs up and runs to catch his dinner</p> <p>The sleeping Joeys scatter and run to safety at the other end of the hall. Those caught by Brown Tip can join him in the next hunt.</p> <p>No one can move until after Brown Tip's loud howl.</p> <p>The game continues until all the dinner (Joeys) have been caught).</p>

Game	Red Fang's Game	5 minutes
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General Information	Indoor/Outdoor
Equipment	Hoops, rope circles, newspaper, chalk circles (any of these will work for this game).
Playing Conditions	Sufficient space to move around in. This is a follow up to the game about the six colours
Playing Rules	<p>Have one circle (bush) per Joey Scout (rabbits), except two. One will be Red Fang who is the chaser. The other is a rabbit or other animal (your choice). Each rabbit has own circle, except one who is grazing. Starting at opposite ends of the playing field, Red Fang chases the rabbit who must run and hide in a bush, tagging out the rabbit already there. Red Fang then chases the new rabbit. Rabbits cannot go back into the bush they were tagged out of and must run to a new bush before being caught by Red Fang.</p> <p>Red Fang changes places when he catches a rabbit.</p>

Game	Lost Wolves	5 minutes
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General Information	Indoor/Outdoor
Equipment	Multiple sets of slips of paper with the names of the six wolves
Playing Conditions	Slips of paper with the names of the six wolves from Jungle Book are hidden around the hall or playing area.
Playing Rules	<p>The Joeys are told the six wolves are lost in the jungle (hall or playing area) and the Joeys have to find them and bring them back to Mother Wolf's den but they only have five minutes to find them.</p> <p>Joey's collect as many of the slips of paper they can in the allocated time.</p>
Variation	Have a full set of the six wolves for each Joey Scout and they have to collect a full set (all six) before returning to Mother Wolf's den.



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Game	Tawny Fur and Black Plume's Round Up Game	10 minutes
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General Information	Indoor/Outdoor
Equipment	Pieces of wool – black and tawny Each length of wool is sufficient to tie around the Joey Scouts arm
Playing Conditions	Divide the mob into two teams (Tawny Fur and Black Plume) and tie a piece of tawny or black wool around the arm of each Joey Scout. Choose a location in the hall/den that will be each colours 'den'
Playing Rules	One Joey is chosen from each team to be the catcher, and they try to catch as many Joey Scouts wearing the other colour as they can. When a Joey is caught they go to the 'den' of the chaser. The team that has the most Joeys in their den after two minutes is the winner of this round. Change chases do all Joeys have a go.

Game	White Claw Says	20 minutes
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General Information	Indoor/Outdoor
Equipment	Nil
Playing Rules	White Claw issues instructions (usually physical actions such as "jump in the air" or "stick out your tongue") to Joeys, which should only be followed if prefaced with the phrase "White Claw says", for example, "White Claw says, jump in the air". Joeys are eliminated from the game by either following instructions that are not immediately preceded by the phrase, or by failing to follow an instruction which does include the phrase "White Claw says". It is the ability to distinguish between genuine and fake commands, rather than physical ability, that usually matters in the game; in most cases, the action just needs to be attempted.



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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.