

# Compass Activity Ideas

## Compass Games:

**Compass Men: Equipment:** Nil

**Method:** The players sit on the floor and are numbered in their sixes and Akela calls out a compass point and a number. The cubs concerned stand up and face the appropriate direction, Akela having previously indicated which way North lies.

**Compass Points: Equipment:** Nil

**Method:** Pack are in a circle. They skip (run, hop etc) in a clockwise direction singing the following: "Akela we have lost our way, and we don't know this jungle, Akela give us a compass point and save an awful bungle". Akela then calls a compass point and everyone races to the appropriate place. Last one there has to answer a question.

**Compass Dog and Bone: Equipment:** Eight objects placed one on each compass point.

**Method:** Divide the pack into two teams and number as for Dog and Bone (i.e from alternate ends of respective teams). Leader calls a compass is drawn on the floor, North is indicated and on each of the eight points is one object. The cubs with the number called rush out and grab the object on that particular point and then race back for their side without being tagged.

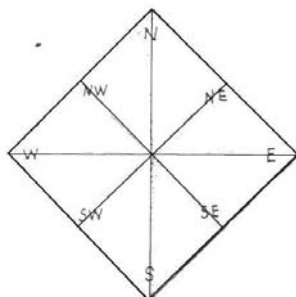
**Compass Running: Equipment:** Nil

**Method:** Cubs sit on the floor in a line. North is clearly shown, and the other points defined. One or two Cubs volunteer to be runners. The Leader calls out the points of the compass quickly and the Cubs run in that direction, turning from one to the other as quickly as possible. If a mistake is made the rest of the Pack yell loudly and he has to sit down. Then others have a turn.

**Blind Compass: Equipment:** Blindfold

**Method:** Line the Cubs up in grid formation and blindfold them. Then give them directions one after the other – "go west one step; go north two steps" etc. The Cubs sooner or later bump into each other and that is "cool", according to them! Stop before the game becomes bedlam.

## Discovering the Compass



First of all make a compass card. Find a square piece of paper, and fold it into four making four small squares. Then fold it diagonally. Open it out and mark it like this.

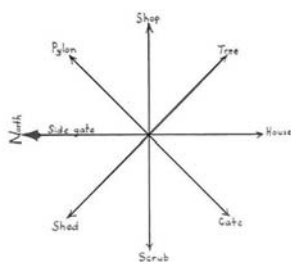
Place the card so that it really faces North – Leader helps the Cub. It's much better to work outside than in the den.

Try theses:

Face south and take two paces, turn east and take four paces and then take two paces north and four paces west. How far are you from your starting point?

In what direction would you walk to reach the gate, lamp post or whatever object you pick out?

Find a clear spot outside and draw a plan showing what you can see if you look in each compass direction.



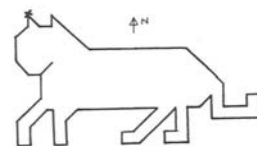
## Compass Drawings:

Prepare a piece of graph paper for each Cub. Mark a North pointer on it, and a starting point. Give each Cub a pencil. Each call you make consists of a number and a direction. The number is the number of squares along the graph paper, the direction is the direction in which you draw the line.

Don't tell the Cubs what they are drawing, let them guess.

**CAT:**

2SE, 2E, 2N, 6SE, 16E, 6SE, 4S, 4E, 2N, 2E, 4S, 8W, 4N, 2SW, 2W, 6S, 4W, 2N, 2E, 4N, 6SW, 3W, 2N, 2E, 4NE, 13W, 2SW, 3S, 2W, 6N, 1W, 3SW, 3S, 2W, 4N, 4NE, 4N, 2NE, 2SW, 2W, 2NW, 3N, 2NE, 2N.



**SHIP:**

3E, 1SE, 3E, 1N, 1E, 2N, 1E, 2S, 1E, 2N, 1E, 2S, 1E, 1S, 3E, 1NE, 3E, 2S, 1SW, 15W, 3NW

