



Canterbury Area Cub Ideas Day

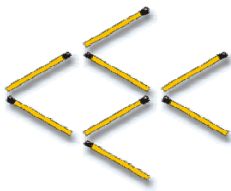
June 2003



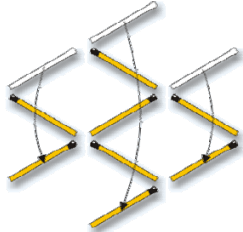
“Sticks”

Coming In Activities:

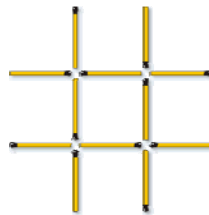
- Play giant pick up sticks
- Try some of these match stick puzzles:



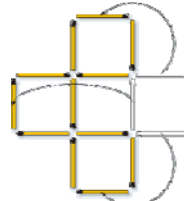
Move 3 sticks to make the fish swim right



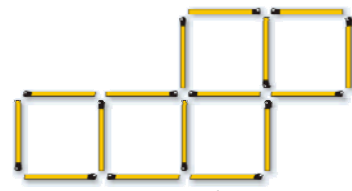
Solution



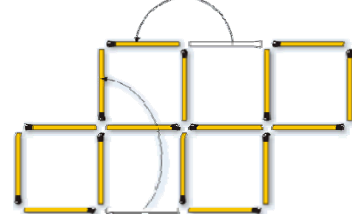
Move 3 matches to form 3 equal squares.



Solution



Move 2 matches to form 4 equal squares.



Solution

- Find a hidden stick. Hide a decorated stick in or outside the hall & have the Cubs find it.
- Use a game idea, make a word-find or dot-to-dot.

Wero Activities:

- Make a musical instrument
 - Bottle top Rattles:
 - Equipment:* Metal Bottle Caps, small piece of wood, nails, hammers.
 - 1. Take the metal bottle caps and punch holes in the centres.
 - 2. Nail two back to back (loosely) to the piece of wood.
 - Play by tapping the wood onto the ground, or table.
 - Drums sticks
 - Shaker
- Make a fishing rod – go fishing
- Try some outdoor exploration (or pond etc.) – use the stick to overturn objects.
- Try some compass ideas – use your stick measuring tool.
- Try the Outdoor Obstacle Expedition (Outdoors 14).
- Try the Tree measuring exercise
- Make stick trails
- Make a teepee or bivouac
- Outdoor cooking on a stick



Make a prayer stick - decorate it using beads, coloured tape etc, use it for prayers in opening and closing ceremonies.

as a



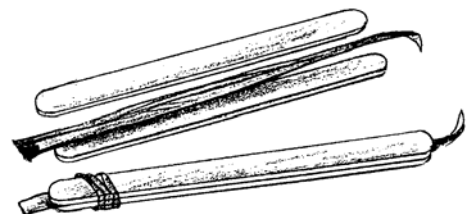
course



- Tyre course (P8) use sticks to take tyre around course.
- Practice your knotting skills on sticks (make a ladder)
- Rowing and Boat Race activities – sticks as paddles
- Learn some Maori stick games.
- Make a stick windmill (MD26).
- Lollipop stick raft (MD28b)

Theme Ideas:

- Call of the Wild Toy – you need: 2 clean and dry popsicle sticks; wide blade of wild grass, rubber band. Sandwich a blade of grass between the two popsicle sticks. Secure one end by wrapping the rubber band around it. You can decorate it with permanent markers. Pinch the open end and blow through the caller as if playing a harmonica.
- Carve sticks with name of badges earned (or decorate with



stickers).

• Try Hair-clip soldering:

Equipment: cork, hair clip, candle, lollipop stick (or similar)

Method: Push the open end of a hair clip into a cork. Heat the closed end of the hairclip with a candle. Draw on a piece of wood. Reheat clip in candle to continue.



- Decorate the sticks – make them into giant creatures e.g. bunny, dragonfly etc.
- Make a giant paintbrush – Materials: 1 package of balloons, sticks, rubber bands or floral wire.
Gather a bunch of balloons (deflated) around a stick or dowel. Take a rubber band or floral wire and secure the balloons to the stick or dowel. Have the Cubs dip into paint and explore!
- Make drawings with your stick in the mud, sand or sawdust.
- Make a knapsack and take a journey.
- Make a giant scarecrow

• Try making a giant “Gods” eye – use material instead of wool.

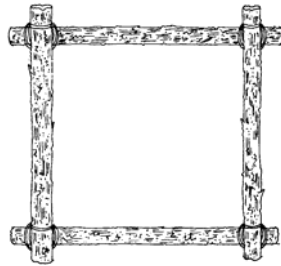
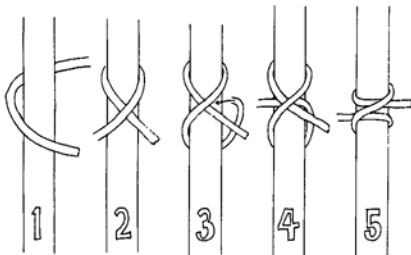
• Stick a magnet on the bottom of the stick and discover what objects in or outside the hall stick to it.

• Play “Pooh sticks” – Cubs find a stick, and throw it into the water from one side of a bridge, they race to the other side to see whose stick came through to the other side the fastest.

• Make some “Dreamsicles”: You need: pkt of frozen juice, 2C plain yoghurt, 1tsp vanilla, 1T gelatine, 1/2C hot water, 1 banana, 8 small cups, 8 popsicle sticks.

Method: Mix the yoghurt, fruit juice and vanilla in a bowl. Dissolve gelatine in hot water. Add to the vanilla, yoghurt and fruit juice and stir. Mash up the fruit and mix it in with the rest of the stuff. Pour into cups. Cover with foil, Poke a popsicle stick through the centre of the foil. Freeze up to 4 hours. Peel and eat.

• Make a stick from for the



outdoor code: Find 4 sticks of similar length. Tie four sticks together into a frame (or glue) Cut a piece of stiff paper like cardstock to the size of the frame, making sure you have enough room to glue it to the sticks. Write or paste a copy the Outdoor Code on the paper and glue to the back of the frame.

• Make a Hiking Staff: Find a sturdy stick about shoulder length. Cut off the excess branches, remove bark. Sand and file until smooth. It would be fun for each Cubs to collect signatures and drawings from his Cub friends and leaders on the stick. Use acrylic paint or permanent markers. Varnish the finished product before using it.



SPACE Ideas:

Stories (Try these):

The Brutal Miner

Brutal Miner – Grrrrrrrr

Tired Wife – Oh dear

Lazy Son – Yawning sound

Young daughter – giggles

Beautiful Daughter – “Ahhhh”

Handsome Harry – Ah Ha!

Automobile – Honk Honk

Cat – Meow

Once upon a time in the far west, there lived a BRUTAL MINER, who had a TIRED WIFE, a LAZY SON, a giggling YOUNG DAUGHTER, and a BEAUTIFUL DAUGHTER. On the other side of the mountain lived HANDSOME HARRY. This young man drove his AUTOMOBILE over the mountains and carried mail to the BRUTAL MINER.

One day, the TIRED WIFE was cleaning the house. The BEAUTIFUL DAUGHTER was helping her. The YOUNG DAUGHTER was playing with the CAT on the steps and the LAZY SON was sleeping. The BRUTAL MINER came out and kicked the CAT. The TIRED WIFE and the BEAUTIFUL DAUGHTER rushed out with broomsticks and hit the BRUTAL MINER, but this did not bother him. He grabbed the TIRED WIFE by one arm and the BEAUTIFUL DAUGHTER by the other and shoved them in the house. The YOUNG DAUGHTER ran away with the CAT. Just then, HANDSOME HARRY rushed to the rescue and grabbed the BRUTAL MINER and threw him down the mine shaft. The BEAUTIFUL DAUGHTER flew into the waiting arms of HANDSOME HARRY, while the TIRED WIFE and the YOUNG DAUGHTER watched with enthusiasm. The LAZY SON slept on. HANDSOME HARRY took the BEAUTIFUL DAUGHTER in his AUTOMOBILE to the little church in the wildwood and they lived happily every after.

Playacting:

- Giant shadow puppets,
- Mimes e.g. Blind man walking, orchestra conductor, Teachers pointer, helping someone out of a river etc.
- Skits (try these):

Candy Store:

A candy store owner enters carrying a long stick. He asks two people to hold the stick, draping a blanket or sheet over it, explaining this is the candy store. One by one customers come in asking for different types of candy, which the owner replies he doesn't. Finally, a customer asks what he does have. He replies to suckers on a stick.

Nutty Fisherman:

Centre stage a Cub is fishing from a bucket, he keeps pulling the rod as though he has something on the line. A passer by looks at him as he walks by and then walks on, after a few steps the passer by comes back and asks “What are you doing”, the Cub says “I'm fishing, what does it look like?” Passer by: “Fishing e!, what are you fishing for?” Cub: “I'm fishing for suckers” Passer by: “Have you caught any?” Cub: “Yes you're the third”.

The Successful Fisherman:

Five or six fishermen sit on the end of the dock (chairs), casting and winding in their lines. One fisherman is catching all the fish: the others have no luck. In turn, the unlucky ones ask the successful fisherman why he's doing well. Each time, he mumbles a reply without opening his mouth, and nobody can tell what he is saying. When the last person asks the question, the successful fisherman sighs, spits into his hand, and says, “You have to keep the worms warm.”

Art & Craft: Try some of the theme ideas

Chorus:

- Try any song and use sticks as rhythm sticks
- Samoan song

Going on a Lion Hunt

(audience echo each line)

Goin' on a lion hunt.

Goin to catch a big one.

A Haunting We Will Go

Cub Scouts – “We'll do our best”

Witches – High shrill laugh

Ghosts – “Whooooooooooooo”

Black Cat – “Meow”

Halloween – Everyone screams

On a dark and windy night in October, around HALLOWEEN, a group of CUB SCOUTS were walking along a dark country road when they came upon an old, old house. Now, it being HALLOWEEN, and the GHOSTS and WITCHES were haunting places like this, it was no wonder the CUB SCOUTS were scared when a large BLACK CAT ran across the road in front of them.

The CUB SCOUTS decided to follow the BLACK CAT and see where he went. Well, the BLACK CAT went right into the old house! The boys, being CUB SCOUTS, were not afraid, so they went in the front door, but stopped when they heard what sounded like a GHOSTS! They, being CUB SCOUTS, went all through the house but they didn't see a GHOSTS or a WITCH or even the BLACK CAT! Then, just as they were about to leave, they saw a WITCH flying through the room on her broomstick with the BLACK CAT sitting on the end of her broomstick. Well, that really scared the CUB SCOUTS, so they all started through the door at the same time.

Now, everyone knows that a group of CUB SCOUTS won't fit through one door at the same time, but they sure tried. And when they all did come out the whole front wall of the house came with them, making the old house start to fall down, and as it fell, you could hear the GHOST and the WITCH with her BLACK CAT saying, “Where do we go a haunting now. It's almost HALLOWEEN, too!

Maybe they will come to haunt your house!

This Old Man

This old man, he play one;

He played knick-knack on my thumb.

Chorus: With a knick-knack, paddy whack,

I'm not afraid.
Look, what's up ahead?
Mud!
Can't go over it.
Can't go under it.
Can't go around it.
Gotta go through it. (Make sloshing sounds and move hands)

Following verses:

Sticks (snap fingers)
Tree (Make gestures climbing up & down)
Gate (Make gate-opening gesture)
River (make swimming gestures)
Cave (go in and find lion. Reverse all motions quickly to get home).

Give the dog a bone; This old man came rolling home.

This old man, he played two;
He played knick-knack on my shoe...
This old man, he played three;
He played knick-knack on my knee...
This old man, he played four;
He played knick-knack on my door...
This old man, he played five;
He played knick-knack on my hive...
This old man, he played six;
He played knick-knack on my sticks..
This old man, he played seven;
He played knick-knack up in heaven...
This old man, he played eight;
He played knick-knack on my gate...
This old man, he played nine;
He played knick-knack on my spine...
This old man, he played ten;
He played knick-knack once again...

Environment: Hammer a nail to the bottom of your stick – pick up rubbish around the scout hall or local park.

Games:

Piñata – Make one and use your sticks to hit it open.

St George and the Dragon – Active Relay

Equipment per team: 1 stick with needle on the end, balloons, pin board. To prepare – draw a picture of a dragon, place balloons on the picture and pin up. Mark a starting line a reasonable distance from the pictures.

Divide teams into equal numbers. One Cub acts as a horse, while another acts as the rider. On 'go' one pair from each team rides to the starting line, picks up the lance and charges to the picture. Using the lance, the rider breaks one balloon on his dragon. He has only one try. The horse gallops back to the starting line, where the couples swap.



Beating the Bounds - Relay

Equipment: 4 large buckets (or chairs), 2 large sticks. Make a large square with buckets. Divide the pack into two teams, each with a stick. On 'go' the first Cub in each team runs around the square, banging of each bucket as he goes. If he misses, he must go around again. When he finishes, he runs to the back of his team and passes the stick to the front. One team goes clockwise, and one team anti-clockwise.

Giant Chopstick Game:

Equipment: 2 large sticks per team, marshmallows.

On 'go' the first Cub in each team picks up the sticks runs to the end of the hall (or outside area), picks up a marshmallow



with the sticks, and takes it back to the Cub at the back of the line, and then passes the sticks to the person next in line. Game continues until all Cubs have had a turn.

Spillkins

Equipment: Medicine bottle (or similar), 6 matches

The pack sits in a circle with the medicine bottle on top of the bottle. If a Cub knocks any off with their feet. The first Cub to get rid of their matches wins!

Each Cub takes a turn to place a match on top of the bottle. If they must take back all those knocked off.

Lance Throwing – Like javelin – who can throw the greatest distance.

Icepop Stick Slapshot

Equipment per team: small net, 1 ping pong ball, 1 ice-block stick per player.

Place the net at one end of the playing area for each team. Each team lines up about two meters away from the net. The first Cub in the team puts the stick in their mouth, gets down on their hands and knees and attempts to slap shoot the ball into the net, using the stick. When they score they take the ball back to the starting line, and tag the next person. First team to complete the relay wins.

Fumble Fingers – Relay

Equipment per team: 1 jar, 5 toothpicks, pair of mittens.

At a goal line is a jar containing five toothpicks. On 'go' the first person from each team goes to the goal line, puts on gloves, removes lid, empties the jar, picks up the toothpicks and puts them back in the jar, screws lid on, takes mittens off and races back to tag the next person, who repeats the action. Winner is the first team finished.

Towel-Roll Roll

Using a broomstick and a paper towel tube, each team member uses the stick to roll the tube to one end of the hall and back. Continues until all team members have had a turn.

