

Australiana Games





*"One of the objectives of Scouting
is to supply games and activities
which can promote a boy's health and strength
and help to develop his character.
These games have to be made attractive
for it is through them that we can inculcate the elements
of pluck, obedience to rules, discipline, self-control,
keenness, fortitude, leadership
and unselfish team play."*

*Baden-Powell
"Aids to Scoutsmanship."*

INTRODUCTION

This little book of games is not intended as a replacement of the books of Cub Scout Games that have been used so successfully over the years by generations of Cub Scout Leaders. Rather it is an attempt to present games that have been used by the author over twenty years of running a Pack, and to give to these games a distinctly Australian savour. Naturally, many, as in other books, are similar in set up to other games, but only those which have proved popular with, and useful to, the Cub Scouts have been included.

With those games which have a distinctly historical, or natural, background, a short preamble has been included so that the Cub Scout Leader can ensure that the Cub Scouts are aware of the relevance of game to name. With our country emerging as a nation in its own right, and with an upsurge of national spirit, the inclusion of games that encourage an interest in Australian history, geography and flora and fauna should prove useful in providing more than just a play activity, as they can be used in conjunction with all sorts of projects within the Pack program.

It is hoped that this book will inspire other Leaders to put pen to paper and pass on to others their own knowledge accumulated over the years, for it is only by sharing our knowledge and experience that we can ever hope to provide the best training for our Cub Scouts.

Quite a number of the games require preparation of material, and this has been done deliberately. If the Cub Scout Leader has the time and ability he or she can prepare the necessary material. If not, it is an excellent opportunity to call on the assistance of layside friends to help, and so encourage them to develop an interest in the practical side of Cub Scouting. Much of the *gear* can also be made by the Cub Scouts themselves, and this too can be useful to the Cub Scout Leader who has little or no assistance and often requires something for one group of Cub Scouts to do while he or she takes another group for testwork etc.

DEFINITIONS

Cub Scouts in Line in Sixes - Cub Scouts are lined up behind their Sixer at one end of the hall. If the hall is large enough a double arm space should be allowed between the Sixes, if not, single arm AT LEAST. In games involving Test work above the standard of some Cub Scouts, make sure that the youngest are in the front of the line.

Cub Scouts in Circle - Unless you have a large circle painted on the floor, this circle is made by the Cub Scouts running in, joining hands and pulling outwards until a circle is made. If you are a brand new Cub Scout Leader you will need to get the Cub Scouts to practice this, as otherwise you may find you have either bedlam or an oval circle!

Beginning and Ending of Games - Unless otherwise stated all games should begin and end with the Cub Scouts standing at the alert. When sitting down to commence a game the Cub Scouts should be sitting with back straight, legs crossed and either arms folded or hands resting on knees.

Signals - Where it is stated that a game commences with a signal, many different methods can be used. You may raise and then drop your arm, call out Wolf or some other recognised word, clap your hands, use the old Ready, Set, Go, recite a list of words, the game to commence when you say a word beginning with a chosen letter, or even ramble on with a story following the same rule. Whistles are not advised, and preferably should not be used except when the game is a particularly noisy one or you are out of doors.



NAUTICAL (KNOTTING) GAMES

SEA RESCUE (BOWLINE)

Ben Boyd, Australia's most famous whaler, whose headquarters are now known as The Barn and are used by 1st Mosman, one of the oldest recognised Groups in Australia.

*Gear required:- Chalk
4 lengths of rope*

We are on board Ben Boyd's whaling ship, out searching for whales. Suddenly a storm springs up and one man is washed overboard. One brave sailor takes a rope, and diving into the raging seas, ties it round the poor half drowned man and with the help of the other sailors on board he is dragged to safety.

Each Six has a *boat* which is drawn roughly on the floor with chalk. A length of rope is provided for each boat. The *sailors* sit in a row along



the boat pretending to row. At a signal the first Cub Scout in each boat leaps overboard and rolls to the other end of the hall and lies there. Then the second Cub Scout in each boat takes one end of the rope and leaps over the side and "swims" (runs or walks with arms swimming) to the victim, ties a loop around the victim under the arms and ties it with a bowline. (*Note:* before proceeding any further the knot **MUST** be checked by a Leader). The rest of the Cub Scouts in the boat then proceed to pull the victim to safety. (The victim walks but strains against the rope). As soon as the victim is hauled aboard and the rescuer has run back, all in the boat resume their places, coil up the rope and sit up straight. If the rope is dropped the team loses their point.

HARPOONING

Gear required:- Chalk
4 lengths of rope one thickness
4 lots of rope of varying thickness
4 short lengths of wood
4 billies or balls

Again we are in Ben Boyd's whaling boats, but this time we are out actively searching for whales. Each boat, as before, is provided with a length of rope of one thickness, plus other lengths of varying thickness. Make sure that the lengths of rope when joined together reach to the other end of the hall. Also in the boat is a short length of wood, at the other end of the hall a billy.

Sixes are manning their boats. At the call *Thar she blows* by the Leader, the first Cub Scout in each Six jumps up, joins all the ropes together with sheetbends, ties on the piece of wood with a round turn and two half hitches, and throwing the wood along the floor attempts to hit the billy (or a large ball in lieu of a billy). When the billy is hit the Cub Scout undoes the ropes and the next Cub Scout has a go, etc. At the end all sit down in the boat. If the rope is dropped or the knots are incorrect points are lost, or not given.

Variation: The same game can be played with ropes of the same thickness using a reef knot in lieu of the sheetbend.

HEAD OF THE RIVER

For those who live in capital cities the annual head of the river race is a familiar event, for others either the spirit of the occasion can be inculcated by telling the Cub Scouts about this event, or alternatively making this game a Sea Scout Regatta race or a Naval whaler race.

Gear required:- 4 lengths of rope

Sixes are lined up at one end of the hall at the alert. One Cub Scout is selected from each Six to stand at the other end of the hall and be the *finish*. In front of each Six is a length of rope. At a signal the front Cub Scout picks up the rope, the Six make the boat by placing their hands on the shoulders of the Cub Scout in front and in this way they run up to the other end of the hall where the first Cub Scout ties a round turn and two half hitches round the arm of the *finish* Cub Scout, and all stand at the alert.

If any Cub Scout loses the grip on another's shoulders the Cub Scout must call *man overboard* and the Six must stop until the Cub Scout has caught hold again. If the rope is dropped the boat is declared sunk.

SURF RESCUE

In this game each Six is a Surf Club team on duty at the beach. Someone is seen to be drowning and the team springs into action to save the drowning person. Unfortunately, during the night someone has cut the rescue line into short lengths and a line *must* be used in this raging surf. The lifesavers therefore have to join up their line until it can reach the victim.

Gear required:- 24 lengths of rope of assorted thickness

Sixes are in line. One Cub Scout goes to the other end of the hall and is the victim. The lengths of rope are in a heap beside each Six. At a signal the first Cub Scout picks up a length of rope and makes a loop with a bowline. One after another the rest of the Six tie two lengths of rope together USING THE CORRECT KNOT which, depending on the type of rope, could be a reefknot or a sheetbend. When all the rope has been joined the first Cub Scout puts the loop around the waist and runs to the victim while the rest of the Six *play out* the line over their heads in true lifesaver style, being careful not to drop the rope. When the first Cub Scout or *boat man* reaches the victim the rescuer takes the victim by the hand and together they run back to the Six while the others reel in the line. Game ends when rescuer and victim are back in their Six and their rope has been checked.



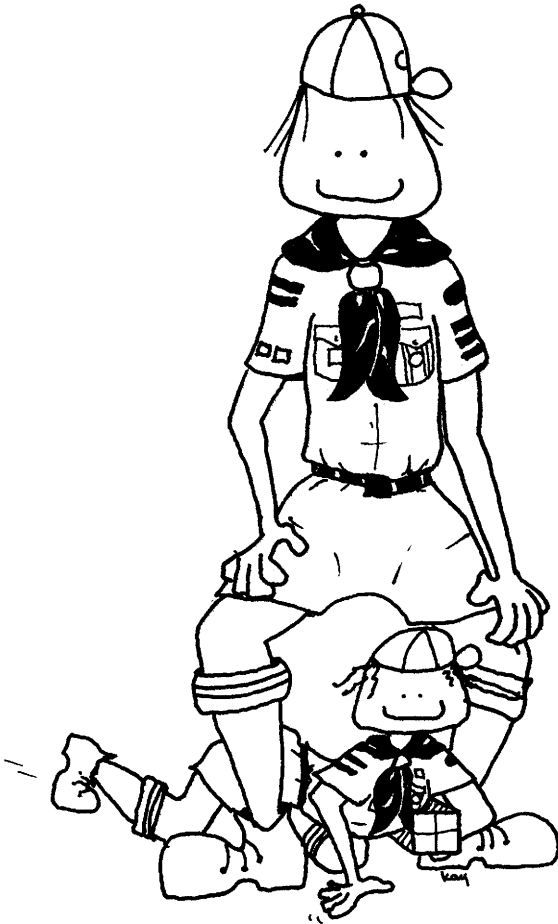
COUNTRYSIDE GAMES

PARCEL POST

In the old days of Australia the mail was taken to the country districts on horseback, and the postmen had to cope with swollen rivers, bushrangers, drought, aboriginals and many other hazards.

Gear required:- 4 cardboard boxes
4 sheets paper
4 lengths of string

At one end of the hall a cardboard box (shoe box or similar), a piece of wrapping paper, a length of string is provided for each Six. One Cub



Scout in each Six is chosen to carry the mail and stands at the opposite end of the hall. The rest of the Six is spaced out along the end of the hall (chalk crosses on the floor would help here) and they represent the hazards the mail carrier must face on the journey, e.g. one could be a bushranger, one lie down and be a river, one stand up with legs apart and be a dense forest, and one a mountain, kneeling down.

At a signal the mail carrier runs the length of the hall, wraps and ties the parcel (with a reef knot) and starts the journey back, running once round hall the Cub Scout stands alert, and so do the rest of the Six, and waits to have the reef knot inspected. First Cub Scout back with the correct knot wins. Game then proceeds by changing Six around.

Note When running round, climbing over or sliding through the hazards, the mail carrier must not touch the Cub Scout.

Alternative The game could be played with the parcel already wrapped as a game for speed rather than proficiency.

WATER CARRIER

Gear required:- 4 large billies
4 small billies

Warning! This game is *messy*. Cub Scouts lined up in Sixes. At other end of the hall, opposite each Six, is a large billy and a small one. The large one is full of water. At a signal first Cub Scouts in each Six run to end of hall, fill the small billy from the large one and carry the small billy, which must be FULL, down round their Six, back to the large billy and replace the water. Next Cub Scout starts and game ends when first Six have all had a turn.

Variation Two large billies are used, one at each end of the hall. Cub Scout must fill the small billy at one end, take to other end, tip water into other large billy, return small billy, now empty, to other end of hall and return to place. Game ends when all water has been transferred by a Six into other large billy.

In both games points may be deducted for spilt water.

SHEEP SHEARING RELAY

Gear required:- 20 sheets of paper with a sheep drawn on each
4 pairs of scissors
4 felt tipped colours or crayons

Sixes in line at one end of the Shearing Shed (clubroom). At other end, opposite each Six, is a pile of butcher's paper, each piece having the outline of a sheep drawn on it, and a pair of scissors (blunt nosed if possible). Halfway up the hall one member of each Six stands holding a felt tipped pen or large crayon.

At signal first Cub Scout in each Six runs to the paper, selects one sheet and proceeds to cut out the sheep with the scissors. If the shearer goes off the line the shearer calls out *Tar boy quick* and the Cub Scout with the crayon runs up and makes a mark on the paper where the mistake has occurred, then returns to the half way place on the floor and the shearer continues cutting. When the sheep is cut out it is placed on the floor and the next Cub Scout in line cuts out the next one. Game concludes when all Cub Scouts have cut out a sheep. However, the winning Six is not necessarily the fastest, as at the end of the game all sheep are checked and any sheep with a mistake on it that has NOT been tarred by the *tar* is taken out and the Six with the most CORRECTLY cut out sheep wins. No points are deducted for mistakes which have been marked by the *tar*.

Note The outlines of the sheep could have been either traced or drawn round a cardboard stencil by the Cub Scouts at some time previously, a good way of keeping some of the Cub Scouts occupied while others are doing testwork.

BOBBIES AND BUSHIES

Gear required:- Nil

The Pack is divided into two teams, Bobbies (Police) and Bushies (Bushrangers). One team, the Bushies, is sent out into the bush with strict instructions as to boundaries, and after an interval the Bobbies are sent out to find them. To effect a *capture* the Bobby must actually tip the Bushie, at which the Bushies returns to the base point (Cub Scout Leader). When all Bushies have been captured the teams change over names and the game recommences.

Variation As the Cub Scouts become more proficient at capturing a release system may be added. Captured Bushies may be released from the base (or lock-up) by being tipped by a fellow *free* Bushie. Bobbies may be left to guard the prisoners but must be at least 3 to 4 metres away from them.

Variation The Bushies are permitted to ambush and capture or *kill* the Bobbies. They capture the Bobbies by tipping them and hold them to

ransom in a selected spot. Bobbies may rescue Bobbies. Bushies may rescue Bushies. Game ends at a selected time when points are allotted for number of prisoners held on both sides.

MIX AND MATCH

Gear required: 4 sets of 6 envelopes each containing an animal or bird word cut into separate letters

Already prepared are a number of envelopes for EACH team, each envelope containing the name of an Australian animal or bird written on light card and then cut up into separate letters. At a signal the first Cub Scout in each team runs up, takes an envelope off the pile, takes out the letters and makes out the name by placing the letters on the floor and moving them around until the word is worked out. As soon as the word is finished the Cub Scout runs back and the next person runs up. The game continues until all the envelopes are used. The Six with the most correct answers wins.

Note In this, and all other word games, Leaders must remember that an eight year old has limited reading and spelling ability so a little help should be given if needed.



DINGO STEALTH

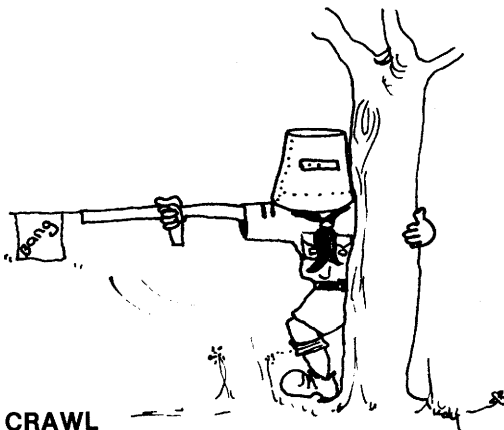
Gear required:- Bundle of some kind

One Six is chosen to be the Pioneers and *camp* in a selected spot. The rest of the Pack are dingoes and hide in the bush. At a given signal the attack begins. The dingoes have to creep in without being seen by the Pioneers and attempt to steal their food (a bundle of some kind) which is placed about four metres from the Pioneers. Pioneers may *kill* the invaders by pointing to them and calling the name of the Cub Scout spotted. Game ends when the food is stolen or all the dingoes are killed.

NED KELLY HUNT

Gear required:- Ned Kelly helmet
Pistol

One Cub Scout is selected to be Ned Kelly and is given a start. The rest of the Pack hunt Ned Kelly and can capture Ned by tipping. Ned Kelly can *kill* the pursuers by pointing to where one is spotted and calling out the pursuer's name. This Cub Scout then lies or sits down until the game is over (time selected by CSL).



CROCODILE CRAWL

Gear required:- Nil

Warning: Make sure the floor is swept and shirts removed! Cub Scouts lined up in Sixes. At signal first Cub Scouts have to crawl like a crocodile the length of hall, jump up and run back to place. Game proceeds.

PASS THE BOOMERANG

Gear required:- 4 boomerangs

Previously have each Six construct a boomerang out of thick cardboard and decorate it with crayons or such. This could be a handicraft project. Sixes form themselves into a circle, double arm spacing, and sit down on the floor. Sixer holds the boomerang. At a signal the Sixer jumps up, runs round outside of the Six, SITS DOWN in the space and hands the boomerang to the next in order. Game proceeds until the boomerang is back to the Sixer at which Six jumps up and stands at alert.

Variation Sixes as before. Each Cub Scout is numbered and the boomerang is placed in the centre of each Six. The Leader calls out a number and all Cub Scouts with that number jump up, pick up the boomerang, go out of the circle through their OWN space, run round circle back to OWN space, return the boomerang to centre of circle and sit down. Game proceeds.

WALLABY HUNT

Gear required:- 3 boomerangs

Three Cub Scouts are armed with boomerangs and are the hunters. The rest of the Pack are Wallabies. A large circle is drawn on the floor inside which the Wallabies hop around freely. The hunters run around the outside of the circle and attempt to hit the LEGS of the Wallabies by throwing the boomerangs at them. If a boomerang hits the Wallaby retires. The boomerang when thrown must be gathered up by a Wallaby and returned to the hunters.

OUR HARBOUR

A fun game, especially for Sydney Cub Scouts, but can be adjusted to suit any city or town.

Gear required:- Nil

Cub Scouts are in Six corners sitting down. The Leader calls for example *On our Harbour we have an Opera House*. Sixes then have to form their idea of the Opera House with their bodies. Next could be the Harbour Bridge, a Manly Ferry, etc. etc. This game should be purely for fun, but as you will realise incorporates an element of play acting and encourages team work and ingenuity. (While this is designed for Sydney Cub Scouts, Leaders can easily adapt the idea for their own location).

BASS AND FLINDERS

*Gear required:- 4 forms or planks
8 billies
4 lengths of rope
8 plates
4 mugs
4 sets cutlery*

The two smallest Cub Scouts in each Six are chosen to be Bass and Flinders. A form or plank is placed in front of each Six. At the other end of the hall is a large billy (the food), a small billy full of water, a length of rope (unwound), a couple of plates and mugs and perhaps a few other items of gear. At a signal the Cub Scouts in each Six (other than Bass and Flinders) pick up the form or plank and hold it steady at a comfortable height. Meanwhile Bass and Flinders, who are stationed up by their gear commence loading the *boat* by taking one article at a time and taking it to the *boat*. The water must not be spilt, and the rope must be wound up before moving. When all the gear is on board Bass and Flinders run to the boat, climb aboard and *sail the boat* (are carried) to the end of the hall. As the water spilling or any gear falling out of the boat disqualifies the team, the game is not one of speed essentially. On

reaching the other end of the *journey* (clubroom) Bass and Flinders leave the boat and unload their gear. When all gear is unloaded, the *boat* replaced on the floor and the Six standing at the alert, the game ends. Gear is then inspected and the winners declared.

BUSH ANIMALS RELAY

Gear required:- Nil

Sixes are lined up. The Cub Scout Leader goes down between the Sixes giving out Australian animals' names, for instance No. 1 in each Six is a Kangaroo, No. 2 a Koala, No. 3 an Emu, No. 4 a Platypus, No. 5 a Dingo, No. 6 a Crocodile. When the names are allotted the Cub Scout Leader calls out, for instance, Crocodile, the four Crocodiles have to slither like a crocodile up to the end of the hall and run back. Game continues for as long as is liked. Emu runs, Kangaroo hops, Platypus crawls, Koala *mooches*, Dingo runs on all fours.

BUSH BIRDS RELAY

Gear required:- Nil

As above, only using bird names.

BOOMERANG HUNT

*Gear required:- 4 boomerangs
4 empty billies*

Sixes in line. Each Sixer is armed with the Six's boomerang which, as previously stated, should be made of a heavyweight cardboard.

At a signal the Sixer throws the boomerang towards an empty billy placed at the other end of hall in front of each Six, and known in the game as the Wallaby. If by some fluke the billy is hit the boomerang is reclaimed and the Cub Scout runs back to the Six and hands it to the next Cub Scout. If, as is more probable, the boomerang flies off somewhere else, the Cub Scout chases it and keeps spinning it towards the billy until eventually hitting it. Game proceeds.



KANGAROO HUNT

Gear required:- Nil

The Pack is divided into two teams. One group, the Kangaroos, are sent to one side. The Aboriginals go off and hide in the bush. At a signal the Kangaroos start hopping towards the waterhole (a given spot where another Leader has been stationed to act as judge). The Aboriginals have to capture the Kangaroos by tipping them. The game ends when either all Kangaroos have been captured or one has arrived safely at the waterhole.

Note Aboriginals are not allowed to hide within four metres of the waterhole.

EUREKA STOCKADE

Tell the story and remind the Cub Scouts only "Civil War" ever held in Australia.

Gear required:- A flag

Half the Pack is stationed on a slope which they have to defend. On top of the slope is a flag which the opponents, known as the Military, have to try to capture. To capture a defender TWO attackers must tip the defender at the same time. To kill a member of the Military team a defender must spot the person, call out the person's name and then sit down to the count of ten, during which time the defender cannot capture any more Cub Scouts. Anyone captured sits where they are caught. Game ends on capture of the flag or capture of all the attackers.

CROSSING THE RIVER

Story of early pioneers first.

Gear required:- Chalk

The Pack is lined up across one end of the hall. In the centre two lines are drawn in chalk across the hall about 1 metre apart. Between these lines is a very fierce crocodile (a selected Cub Scout). The object of the game is for the Cub Scouts to cross the river and reach the other end of the hall without being eaten (tipped) by the crocodile. Game continues with the Cub Scouts running from one end of the hall to the other until all are caught or the crocodile is exhausted.

Outdoor Variation Lines are drawn in sand or earth about two metres apart and a number of crocodiles put in the *river*.

PASS THE BILLY ROUND

Why not teach Cub Scouts this song first.

Gear required:- 1 small billy
Several small pebbles
1 blindfold

Pack sits in a large circle, an arms distance apart. One Cub Scout is chosen to sit in the middle and blindfolded. At a signal a billy containing several small pebbles is given to one Cub Scout and it is then passed on to the next person, and so on. The billy must be small, and it is essential that the Cub Scouts are arms distance apart. At a signal the billy is held by the person into whose hand it last landed, and the Cub Scout must hold it in whatever position in which it was received. The Cub Scout in the centre then points to wherever he thinks it is, and has two tries. If he is right he has another turn. If not the person holding the billy takes the place. The Leader takes the billy and starts it off in a different place. This game not only tests the hearing and concentration of the Cub Scout in the centre, but the skill of the other Cub Scouts in not letting the pebbles rattle as they pass the billy around. *Note:* The billy may only be passed with one hand, not two.



DROVERS DILEMMA

Gear required:- Nil

The Drover (selected Cub Scout) has a problem. The Drover's herd of sheep (three Sixes) is up one end of the hall, and must be got to safety (other end of hall) past a pack of ferocious dingoes (one Six) who are stationed along the sides of the hall. The sheep are defenceless and if tipped by a dingo must *die* (withdraw from the game).

The Drover's only aide is a faithful cattledog (a second selected Cub Scout). The Drover can *shoot* a dingo by tipping the dingo, the cattledog can force a dingo out of the game by *biting* (tipping). At a signal from the Leader the Drover and the dog start moving the sheep towards safety, and the dingoes can attack at any time, so the Drover and the dog must

be alert to in turn *tip* a dingo. When all surviving sheep have reached safety the number of *dead* sheep and dingoes are counted. The Dingo Six get one point for each dead sheep and lose two points for each dead dingo. Another Six become the dingoes. When all the Sixes have had a turn at being dingoes points are totalled and the Six with the most points wins.

CATTLE THIEVES

Gear required:- Nil

Two Cub Scouts are chosen as Drivers. The rest of the Pack is then divided into two teams. One team become the cattle and are confined to one end of the hall. The rest are cattle thieves and are up the other end of the hall. The thieves, when the game starts, have to run to the cattle, and two thieves are needed to carry off one steer. They do this by taking the steer by each arm and leading the steer off. The steer may not struggle or in any way prevent capture. **ON THE WAY BACK ONLY** the drovers may prevent this stealing by tipping one or other of the thieves holding a steer, at which the steer must be released and the thieves sit out. Game ends when either all the thieves are captured or six steers have been safely taken to the other end of the hall by thieves.

KANGAROO HOP

Gear required:- Nil

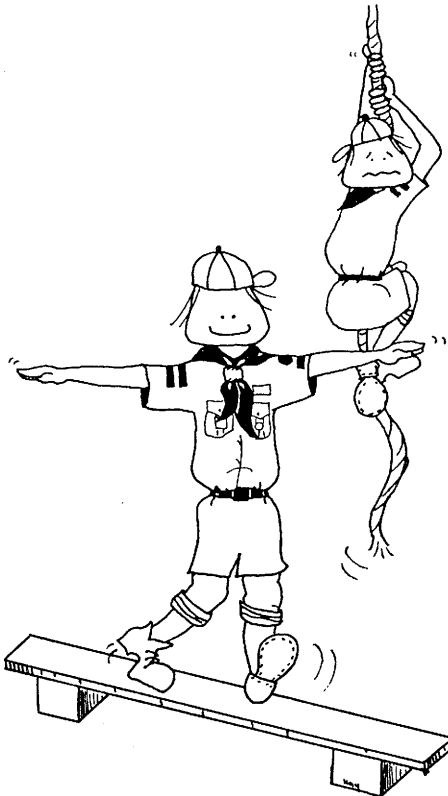
Sixes are lined up. At signal first Cub Scout hops like a kangaroo to end of the hall and back, and next Cub Scout takes over, etc. Cub Scouts **MUST** hop in an upright position with hands held up in front of them.



CROSSING THE BLUE MOUNTAINS

Gear required:- 2 pieces of long rope
1 plank and 3 bricks
2 metre climbing rope
1 long stake
Large cardboard cartons

(Story first of this). A course of hazards is rigged up in the hall. This can be left to the Leader's imagination but a few hints follow. For a river two pieces of rope about 1 metre apart which the Cub Scouts must jump over. A form, or plank on bricks across another river for the Cub Scouts to walk across. A rope suspended from the roof up which they must climb for 2 metres. Cardboard cartons open at each end to crawl through, a stake placed across boxes about 1/2 metre high to crawl under, etc. The Cub Scouts line up in Sixes, and each Six in turn sets out on the crossing of the mountains (the obstacle course). When all have finished points are awarded to the Six which put on the best display of *crossing the mountains*.



GOLD RUSH

(Once again the Eureka Stockade or Hill End stories are apt).

Gear required:- Gold - several pieces of yellow cardboard

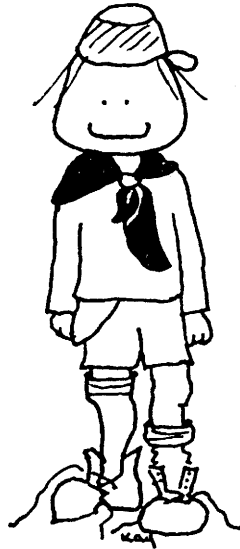
Variation:- Stones with yellow paint on one side

While the Cub Scouts are engaged in some other activity a Leader takes a bag of gold or yellow scraps of cardboard or paper and distributes them over a selected area. At a signal the Cub Scouts run off to look for these and the Cub Scout, or Six, with the most *gold* at the end of the game wins.

Gold Rush Variation The really keen Cub Scout Leader may like to have actual stones with a dab of yellow paint on them instead of paper. The stones could be carefully placed, gold side down, around the bush, and the game carried on as before.

SKIN THE WALLABY

Gear required:- Normal uniform
Cub Scouts are in full uniform. Cub Scouts are lined up in Sixes, and numbers given out – to † in each Six. The Leader calls a number and the four Cub Scouts of that number run to the other end of the hall, remove their cap, jersey, scarf, socks, shoes and garters (this is a good chance for Leaders to check as to whether everything is labelled) run back to the Six, round the back of the Six, return to their pile of clothes and dress CORRECTLY. Leader must inspect each Cub Scout when dressed. Game continues until all Cub Scouts have had a turn, if there is time.



KANGAROO TAIL

Gear required:- 1 scarf

One Cub Scout has a tail (a scarf) attached to the back of the belt. Another Cub Scout is chosen as the hunter. The rest of the Cub Scouts are arranged around the hall as trees, between which the hunter must chase the kangaroo and attempt to capture the kangaroo's tail by pulling

it off the belt. The trees must stand still with their hands by their sides. The kangaroo and hunter must not swing themselves round the trees or touch them with their hands at all. Game ends with capture of kangaroo or at Cub Scout Leader's discretion.

ALPHABET CIRCLE

Gear required:- Nil

Cub Scouts sit in a circle. One Cub Scout is chosen to start with the letter A. The Cub Scout must give the name of an Australian animal or bird beginning with the letter A. Next Cub Scout gives one with B, etc. If a Cub Scout cannot give a name for the letter, or gives one starting with the wrong letter, the Cub Scout places the hands on the head, and another chance is given next time round. This game could also be done with the jungle animals, city names, flowers, etc.

CAPITAL CITIES WORD GAME

Gear required:- Sheet of paper with name of capital city in large letters

The name of a capital city is written up where all the Cub Scouts can see it and at a given signal the Cub Scouts have to write down as many words as they can make up from the letters contained within that word. The Cub Scout, or Six if desired, with the most correct words is the winner. This can also be done with the names of animals and birds.

BOWER BIRDS NEST

The Bower Bird as everyone knows is a collector of bits and pieces.

*Gear required:- 1 nest of straw/torn up paper etc.
12 different objects
Paper
24 pencils*

In this game the Pack sits round in a circle, each being a Bower Bird. A selection of 12, or later on more, articles are placed in a *nest* made of straw, ferns, torn up paper or such on a tray. The Cub Scouts are then allowed into the centre, Six by Six, and given one minute's time to carefully memorise the articles. At the end of this time the articles are removed and the Cub Scouts write down on paper the articles. The Cub Scout with the most articles written down wins. As the Cub Scouts become more proficient more articles can be added or less time given to look.

JOLLY SWAGMAN

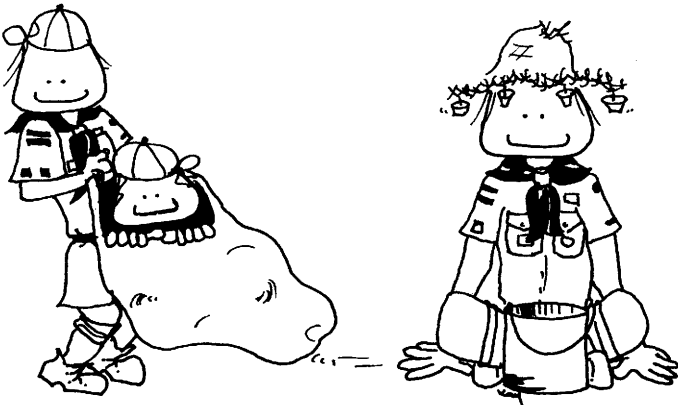
Do sing this song to prepare the atmosphere. In this game the Cub Scouts "play on" the drama of Waltzing Matilda. It would be advisable to let them sing the song first to really get into the spirit of the game, and the Leader might like to tell the Cub Scouts just how the real life swagman lives.

Gear required:- 4 sacks
4 billies

Sixes are across corners in line sitting down. In front of first Cub Scout is a sack. In centre of hall are four billies placed to allow room for a Cub Scout to sit behind each billy facing the Six.

At signal first Cub Scout (Swagman) picks up sack, runs to billy and sits down behind it, sack in lap, facing the six. As soon as the Cub Scout is sitting, second Cub Scout (Jumbuck) gets up, runs out and touches billy. As soon as, and not before, the billy is touched, the swagman jumps up and proceeds to *stuff* the jumbuck into the sack or *tucker bag*. When, and again not before, the jumbuck is all inside the bag except for head and the swagman is SITTING DOWN again, the rest of the Six run out, pick up the jumbuck and carry the jumbuck back to the corner where he gets out of the sack and sits down with the others in line. As soon as all are sitting down the swagman jumps up, picks up the billy, runs to the Six, puts the billy down in front of the swagman and all stand at the alert.

It is important to remind the Cub Scouts that each Cub Scout MUST sit down before the next move can be taken, this is the signal for the next part of the game to start. It would also be advisable too to let the Cub Scouts have a short practice in carrying a *jumbuck* before actually starting the game.



CATTLE ROUND UP

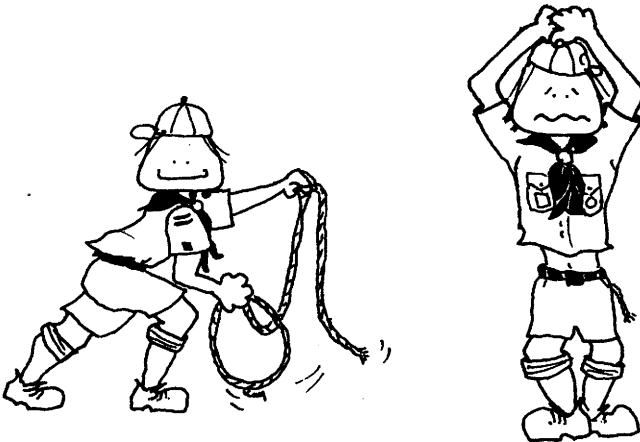
Most Cub Scouts will know about the round up of cattle for branding and/or droving to railheads, though this knowledge is probably more Americanised than anything else from television. However it would be as well to give a preamble about round up and branding before the game begins.

Gear required:- 4 lengths of rope

Each Six stands in its corner, an arms distance apart. One Cub Scout is chosen to be the jackaroo and is provided with a length of rope. At a signal runs out in front of the Six, ties a large loop with a bowline and tries to toss it (lasso) over the head of the first Cub Scout in line. This Cub Scout stands with arms over the head, hands clasped, to avoid any possibility of the rope encircling the neck. As soon as the jackaroo is successful in getting the rope over the head of the *steer* the jackaroo runs to the other end of the Six and the Cub Scout who was lassoed runs out and becomes the jackaroo. Game proceeds until all have had a turn at being a jackaroo.

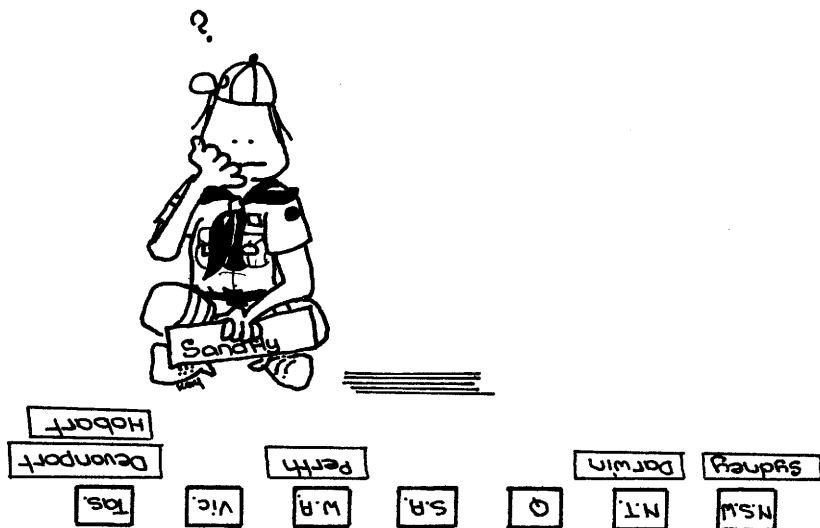
Alternative In the first variation the rope is only tied by the first Cub Scout. If desired the rope could be untied and retied by the Six roped *steer* as they become the jackaroo.

Variation In this version one Cub Scout from each Six is put out in front of *another* Six. The first Cub Scout in this Six has to tie the bowline and attempt to lasso the Cub Scout out in front who is the *steer*. This Cub Scout, being from another Six may try to avoid being lassoed by twisting the clasped hands around, but may not move the feet. If the first Cub Scout in each Six is successful the looped rope is then passed to the next person, and the Cub Scout sits down. If unsuccessful with the first throw the Cub Scout still passes the rope on and remains standing. Each



Cub Scout therefore only has one turn at throwing, and at the end of the game the Six with the most Cub Scouts sitting down wins.

Note In all games involving knot tying it must be remembered that Cub Scouts who have not learned the particular knot to be used should be allowed assistance from an older Cub Scout.



MATCH THE TOWN AND STATE

Gear required:- 4 sets of cards with each State on a card
4 sets of cards with a well known town from each State

Sixes are lined up, sitting on the floor. At the other end of the hall in front of each Six is a set of cards containing well known names of towns in Australia and names of the States. At a signal the first Cub Scout in each Six stands up, WALKS to the pile of cards, sits cross legged, chooses a TOWN card from the pile which is face downwards and matches it up to the STATE card. At the end of the game the cards are checked and the Six with the most correct ones wins.

COMPASS GAMES

COMPASS CORNERS

Gear required:- Nil

The four corners of the clubroom are given the names North, South, East and West. (As the Cub Scouts become more proficient the halfway points between these corners along the walls can be NW, NE, SW, SE.) The Cub Scouts skip or walk, or hop, around the hall and when the Leader calls out the compass point of his/her choice all have to run to that point. Last Cub Scouts there are out and the game continues until all are out except one.

PRACTICE FOR THE DRAWING

Gear required:- Chalk

Sixes in line at one end of hall. At opposite end is a piece of chalk. At signal Cub Scout 1 runs up and draws a circle, returns to place, No. 2 runs up and puts in one compass point, etc. etc. until the compass is drawn with all eight points correct.

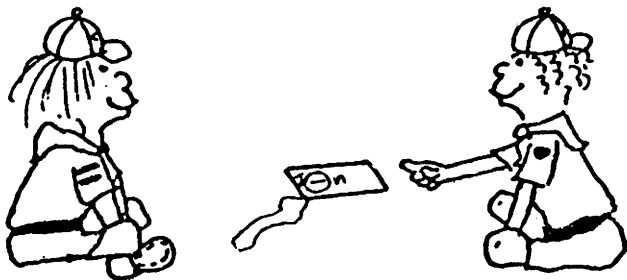
Variation Circle is already drawn and Leader calls out the point to be drawn in.

AUSTRALIAN COMPASS POINTS

Draw a large map of Australia on the floor, divide the map into compass points.

*Gear required:- Chalk
Compass*

The Pack arrange themselves around Australia and at a signal they march around the outline. The Scouter calls out a compass point and Cubs aim to run to the appropriate point, last one being *out*. As the Cubs become more proficient only North may be marked and the other points are to be worked from this.



FLAG AND ANTHEM GAMES

SAINTS OF THE AUSTRALIAN FLAG RELAY

Gear required:- 4 sets of cards as shown below

Variation:- 1 set of the prepared cards

1 set of clues

Dried peas

1. Crosses of St. George, St. Andrew and St. Patrick and one cross (blue multiplication cross on white background for confusing the Cub Scouts).
2. Cards with names of the three Saints and one with another Saint's name.
3. Six to eight cards for EACH Saint giving clues as to their identification, for instance, for St. Patrick it could be *Drove the snakes out, was born in Scotland, was a Bishop, picked up a shamrock on March 17th, planted a cross before a fire, was captured by pirates, was a shepherd.*
4. Six to eight cards with made-up remarks about a Saint who is NOT represented on the flag.

(REMEMBER Andrew was a Galilean, George a Greek!)

Arrange the four crosses in front of each Six at the other end of the hall. Sixers line up at other end of hall and at a given signal the first Cub Scout runs up, takes a card from the pile and puts it under the appropriate cross. Six with most correct cards at end of game wins.

Variation Only a set of the four crosses is supplied for each Six. Sixers line up. Leader calls out a clue regarding one of the Saints and the first Cub Scout runs up and places a dried pea or button on what he thinks is the correct flag, etc.

NATIONAL ANTHEM RELAY

Gear required:- 4 sets of cards with anthem printed on each

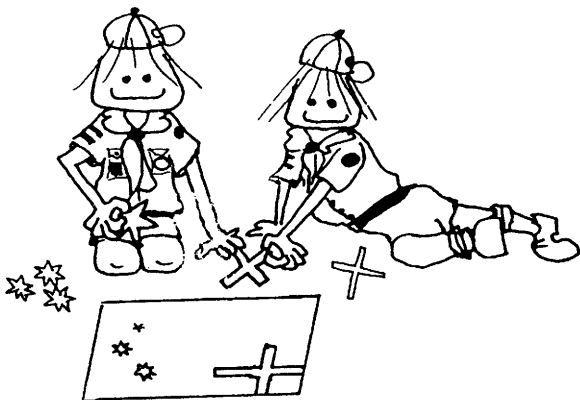
Have ready for each Six the first and third verses of the National Anthem, written or typed on card, with a separate card for each line. Cub Scouts run up in order and find the first, then second, etc. line card and place it in correct order.

AUSTRALIAN FLAG RELAY

- Gear required:-** 4 sets of the following:
- rectangle of blue cardboard
 - cross of St. Andrew
 - cross of St. George
 - cross of St. Patrick
 - Federal star
 - stars of the Southern Cross

For each Six a set is made up of 1. cardboard flag background, a rectangle painted blue. 2. Crosses of St. George, St. Andrew, St. Patrick, in the correct colours and shape. 3. Federal Star and the Stars of the Southern Cross.

These are all placed in a heap at the end of the hall in front of each Six. Sixes line up and at a signal the first Cub Scout runs up and puts ONE item of the flag on top of the flag background in the correct position. Next Cub Scout puts another, etc. If a Cub Scout runs up and sees that a mistake has been made, the Cub Scout may put it right, but cannot ADD anything else to the flag. Game ends when there are no more pieces left to place. Sixes with correct flags get points.



BALL GAMES

REMEMBER THESE? TUNNEL BALL, CAPTAIN BALL, FRENCH CRICKET, OVER AND UNDER?

CATCH THE COCONUTS

Gear required:- 4 tennis balls

Sixes in line, ball at feet of first Cub Scout. At signal first Cub Scout runs out to pre-selected spot 3-4 metres away and throws ball to second Cub Scout. First Cub Scout runs to end of Six, second Cub Scout runs out to 3-4 metre mark and throws to third Cub Scout, etc. etc. Run through until each Cub Scout has had two turns in the Six which finishes first. If a Cub Scout drops or misses a ball the ball must be returned to the thrower and thrown again until it is caught.



SHUFFLE THE EMU EGGS

Gear required:- 4 tennis balls

Each Six has a small ball and is lined up at one end of the hall. At signal first Cub Scout in each Six starts nudging the ball along until it reaches the other end of the hall, picks it up, runs back and puts it in front of No. 2 who repeats the process etc.

BUSH BALL

Gear required:- 2 soccer balls

Each Six is divided into two teams facing one another, or if preferred, one Six faces another Six. First Cub Scout in each team is 3-4 metres from the opposite number.

Cub Scout one throws ball to opposite and squats down. Opposite Cub Scout one throws to Cub Scout two in the other team and squats down. Game continues in this manner until all are squatting down except last Cub Scout to catch the ball, who remains standing holding the ball and calls Ball, at which both teams leap up to the alert and the game is over.

NOTE smallest Cub Scouts should be in front as their throwing distance would be less.



TIME TELLING GAMES

WHAT TIME IS LUNCH

Gear required:- Chalk

Variation:- 1, 2, 3 Chalk

Variation 4:- Chalk and 24 squares of cardboard (1-12 twice)

Variation 5:- 4 cardboard clocks with moveable hands

If you have not already a painted circle on the floor a chalk circle is drawn. One Cub Scout is then chosen to be 12 o'clock and stands at a given spot on the circle. The rest of the Cub Scouts sit round, but about thirty centimetres behind the circle. The Leader chooses Cub Scouts one at a time to be 3 o'clock, 6 o'clock and 9 o'clock. These Cub Scouts take up their correct positions on the circle. Then other Cub Scouts are chosen to be the numbers in between, and so the clock is made. Finally two Cub Scouts are chosen to lie down in the centre to make a long hand, and another lies down to be an hour hand.

Variation 1 The clock numbers are filled in as above. From the rest of the Cub Scouts the Leader then chooses two to act as hands and make a certain time, i.e. 20 past 9. The two chosen Cub Scouts enter the circle and lie down to form the hands. Then two more Cub Scouts and another time is chosen.

Variation 2 The clock circle is drawn on the floor and the numbers written in. The Pack is divided into two teams and they stand along the walls on either side of the hall. One team are the minutes and the other the hours. The Cub Scout Leader calls out a time and the first Cub Scout in each team races into the centre and takes up what is believed by the Cub Scout to be the correct position, lying with the feet in the centre and outstretched arms pointing to the number. Game proceeds in this way until all Cub Scouts have had a turn. Team with the most correct answers wins.

Variation 3 A clock face is drawn in front of each Six at the opposite end of the hall. A piece of chalk is put nearby each circle. At a signal the first Cub Scout in each Six runs up and stands at the alert in front of the circle. The Leader then gives a time and the Cub Scout draws in this time. If correct the Cub Scout rubs it out and returns to place with a point. If not the Cub Scout has another try, then rubs it out and returns, minus a point. Game continues until all Cub Scouts have had a turn.

Variation 4 Two fairly large circles are drawn on the floor and the Pack divided into two teams. In EACH team EACH Cub Scout is given a cardboard square with a number, 1 to 12, written on it, to hang around the neck. The Leader calls out a number and the Cub Scouts with that number have to run to their circle and stand in the correct position for

that hour. It would, of course, be necessary to indicate to the Cub Scouts before commencing the game which way the clock is facing to ensure that they realise where 12 o'clock would be. Game ends when all Cub Scouts have had a turn.

Variation 5 Each Six has a cardboard clock with moveable hands and all numbers on it, one in each corner. The Cub Scouts line up in wheel fashion in the centre of the hall, Leaders in the centre, rest of Six lined up behind. Leader calls out a time and the first Cub Scout of each Six runs to corner, moves the clock hands into the correct position and stands at the alert. After checking clock Cub Scout returns to place and the game continues.



THRIFT GAMES

DROVER'S LOST BUTTON

Drovers had to do all their own mending, buttons were very important. They didn't have time to do it badly.

Gear required:-

- 4 pieces of material*
- 4 lengths of heavy cotton*
- 4 pairs of scissors*
- 4 needles in saucers*

Sixes across their corners sitting down. In centre of hall for EACH Six is a piece of material, a length of strong thread, a pair of scissors, a needle in a saucer, and a large button.

At signal first Cub Scout runs out and threads the needle, ties a knot in the end of the thread and replaces the needle in the saucer. The Cub Scout then runs back to place. Second Cub Scout runs out and, placing the button on the material, puts the needle ONCE through the button. In order rest of Six run out one by one and each puts the needle through the button ONCE only. Game continues until all the thread is used up, and the last Cub Scout snips off the needle, replaces it in the saucer and Six in corner stand at alert.

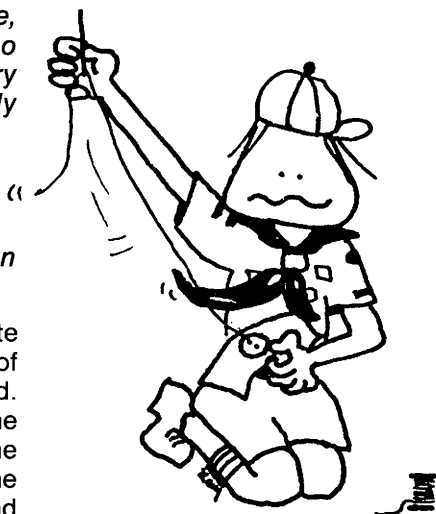
DROVER'S WIFE SEWING RELAY

Drovers when they came home, weren't there for very long, so their wives had to work very quickly to get their clothes ready to go away again.

Gear required:-

- 4 pieces of material*
- 4 needles*
- 4 reels of cotton*
- 24 buttons*

In front of each Six, at opposite ends of the hall, is a piece of material, a needle, a spool of thread. Sixers lined up and at a signal the first Cub Scout runs up, threads the needle, sews a button on the material, breaks off the cotton and returns to place. Game ends when all Cub Scouts have sewn on a button.



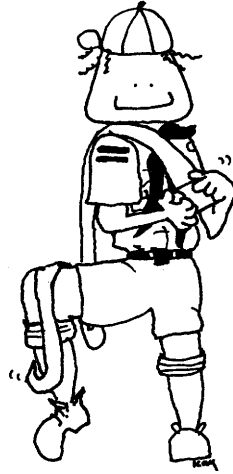
PIONEER NURSES

The Pioneer women did their own nursing and were very quick at rolling bandages.

Gear required:- 4 bandages

Sixes in line. At opposite end of hall one of the Six stands with an unrolled bandage in hand.

At signal first Cub Scout runs up and rolls up the bandage, which if it touches the floor must be undone and re-rolled. When the bandage is rolled the bandage holder undoes it while the Cub Scout runs back to the Six and the next Cub Scout runs up etc.



CAR SMASH UNDER THE BRIDGE

One of the problems with objects that move is they often crash. We must be ready to help where we can.

Gear required:- Nil

Sixes in corners. One Cub Scout from each Six is chosen to be the accident victim. At a signal the accident victims run around the room and at a second signal collapse somewhere on the floor. Immediately the other Cub Scouts in the Six run to their own victim and treat for shock. Correct treatment earns points, incorrect treatment and the victim is declared dead, and perhaps for a bit of fun could be solemnly carried off to victim's Six corner.

Note If the Cub Scouts forget to summon adult help they are penalised.

BUSHMAN'S TRAINING

The Bushmen had to do their own first aid, doctors were not available, so it was much less painful for them to know the correct way of treating themselves.

Gear required:- 4 sets of cards

a. steps in dressing a cut finger

b. steps in treatment of shock

c. steps in treatment of burns and scalds

1. Six line up. At opposite end of hall in front of each Six is a set of cards on which are written the five rules from the Cub Scout book on Cleaning and Dressing a Cut Finger. Cub Scouts must run up in turn

and put the cards in their correct sequence.

2. The same game, only the cards show the various rules for Treatment of Shock.
3. Same game. Cards show rules for Burns and Scalds.
4. Combination of 1, 2 and 3, or of two only of these.

As the Cub Scouts become more proficient the three sets of cards may be put together and the Cub Scouts must keep going until all cards have been used up. Heading cards showing what treatment is required would be included.

Variation The three sets of cards are put down, muddled up. Leader calls out particular injury etc. and Cub Scout must run up and arrange the appropriate set of cards, or two Cub Scouts at a time could do this.



ROAD SAFETY

THE BMX BRIGADE

BMX bike riding became a national craze very quickly, apart from being fit BMX riders have to know the road rules.

*Gear required:- 1 set of traffic lights (made from cardboard and torches)
1 police hat
1 whistle
Pedestrian crossing (perhaps a piece of canvas with lines painted on it)*

On the floor is drawn a crossroads in chalk. One Cub Scout is chosen to be a policeperson, one the traffic lights, four others are on their BMX bikes. These take up their positions in the roadways. One six is then chosen to act out the safety rules. The rest of the Pack are the judges.

The Leader tells the first Cub Scout a safety rule which the Cub Scout must act out correctly, the Pack being free to criticise after the Cub Scout has done the act. Game proceeds with other Cub Scouts taking it in turn to act out a rule. Of course the policeperson etc. will be briefed before each demonstration.

TRAINING THE POLICEPERSON

Police persons must be sure of their road rules. They are in a position where they must be right.

Gear required:- 4 sets of answers to road safety questions

Each Six is provided with a set of answers to road safety questions, put face down opposite the Six which are lined up. First Cub Scout comes out and the Leader asks a question. The Cub Scouts have to find the correct answer and put the card down face up. Six with most correct answers wins.

TRAINING THE POLICEPERSON VISUALLY

Gear required:- 4 sets of road safety pictures

Each Six is provided with a set of road safety pictures obtainable from the Road Safety Council or cut from magazines. Game proceeds as for Training the Policeperson.

BEING USEFUL

DROVER'S SPECIAL BREW

Gear required:- 4 large billies
4 small billies
4 cups and saucers
4 teaspoons
4 buckets
Chalk

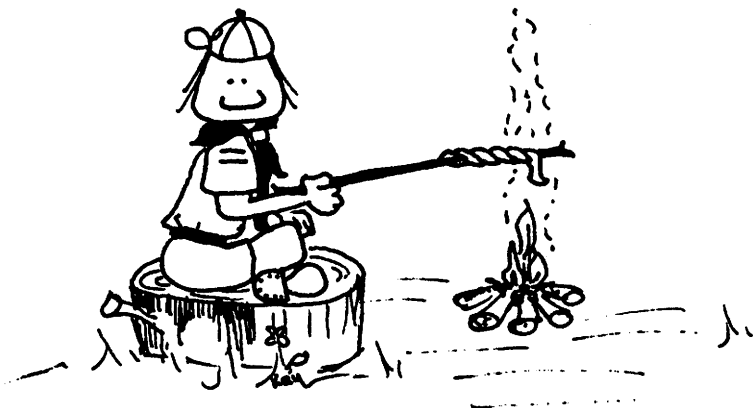
Preparations: On the floor at opposite end of clubroom to where Cub Scouts are lined up, draw in chalk a campfire.

Have bucket filled with water behind the *Go Line*.

Rest of equipment is placed halfway down the hall in front of each Six.

At signal game commences and tasks are performed in this order.

- Cub Scout 2. Collects large billy, runs to bucket, fills billy and puts on the campfire.
2. Collects little billy, runs to end, fills from large billy. Puts down.
 3. Collects cup, saucer and spoon, runs to end, puts down, pretends to add milk and sugar.
 4. Runs to end, pours "tea" from small billy into cup.
 5. Runs to end, collects cup and saucer, carries it back to Six who is sitting cross legged.
 6. Drinks "tea", places cup and saucer in front and stands up. Six at alert.

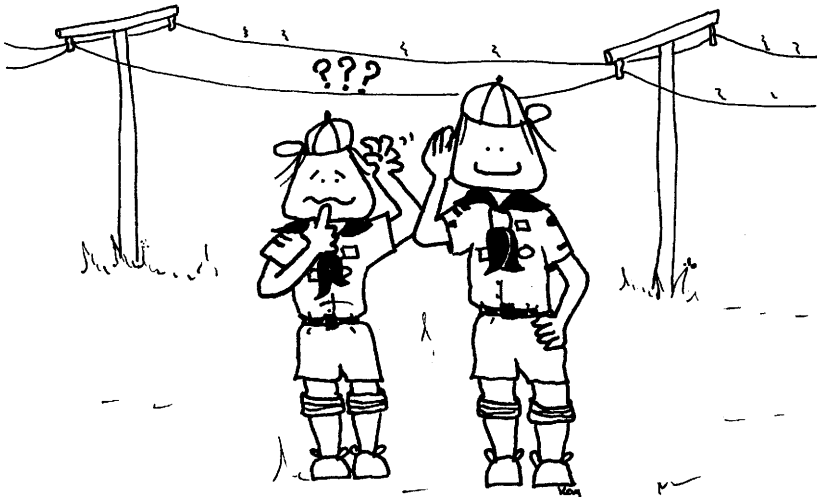


BUSH TELEGRAPH

Before the telegraph was invented most messages in the bush were sent by word of mouth. Many people could not read or write so it was very important that people listened very carefully, remembered correctly and repeated the message completely.

Gear required:- Nil

Sixes are spaced out the length of the hall, first Cub Scout close to Leader. Leader whispers a message to first Cub Scout who runs length of hall, back to second Cub Scout and whispers the message. Second Cub Scout runs round Six, back up round first Cub Scout down to third Cub Scout and passes on message. Game continues until last Cub



Scout receives the message. That Cub Scout runs to Leader, is handed a paper and pencil and writes the message down. For second turn each Cub Scout comes up one position and first Cub Scout goes to end.

SAVE THE SOLDIERS AT BATHURST

The soldiers at Bathurst are in trouble with the gold miners. It is important that the General's message gets through, but to be safe we have to go the long way round.

Gear required:- Nil

Soldiers are in circle round extreme edge of the hall. General starts anywhere in the circle by whispering a message to a Cub Scout. Cub Scout runs round outside of the circle, back to place and whispers to second Cub Scout who does the same, etc. Last Cub Scout gives message out loud to Pack, and the result is usually hilarious.

FIRST AID

BLACKSMITHS INJURY RELAY

The Blacksmith has squashed his finger between the hammer and the anvil, needs first aid.

Gear required:- 4 bandages
4 large billies of water
4 small billies of water
4 lumps of cotton wool
4 rags or old towels

Sixes line up at one end of the hall. At the other end of the hall, in front of EACH Six is placed one each of the five items listed above.

One Cub Scout is chosen from each Six to sit in front of the Six halfway between the Six and the equipment.

At a signal the LAST Cub Scout in each Six runs to end of hall, brings back the large billy and the towel to the patient and carefully washes the hands, dries them and returns both billy and towel to the other end of the hall, and runs back to place.

Working from the BACK of each Six the other Cub Scouts then do as follows:

No. 5 collects small billy and cotton wool, bathes patient's finger.

No. 3 collects bandage, bandages finger.

No. 2 checks that finger is correctly bandaged, and if it is not, reties the bandage. Takes patient to far end of hall and both run back to Six.
All stand at alert.

THE SWAGGIE'S DIRTY SHOES

Swaggies were men who roamed Australia looking for work and to look at different places, didn't often get a chance to clean their boots.

Gear required:- 4 tins boot polish
4 brushes
4 polishing rags
4 pairs of dirty shoes

Sixes in line. At opposite end of hall provide for each Six a tin of boot polish, brush, polishing rag and the dirtiest pair of shoes in the Six. First Cub Scout runs up and applies the polish to ONE shoe. Second Cub Scout applies polish to other shoe. Third Cub Scout polishes first shoe, fourth Cub Scout polishes second shoe, fifth Cub Scout collects shoes and brings them back to sixth Cub Scout at the alert.

Note Lid of polish must be replaced by EACH Cub Scout using it. Shoeless Cub Scout must tie shoes properly.

HEALTH AND HYGIENE

PROBLEMS ON THE CONVICT SHIPS

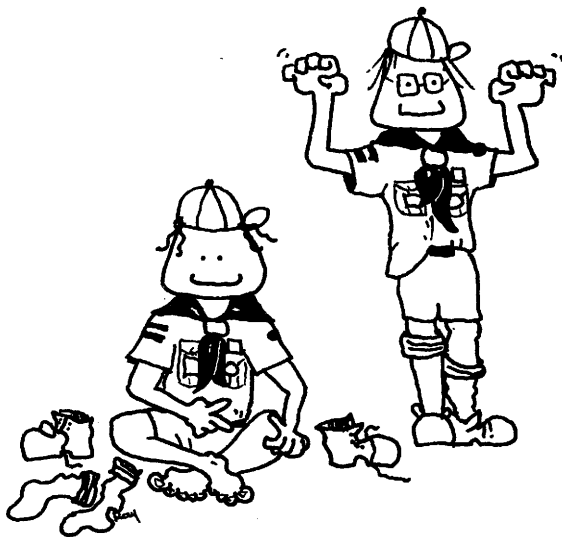
Convict ships were very unhealthy and very few people knew the correct health rules. Some on the ships did and tried to help the others to learn.

Gear required:- 4 sets of 6 cards with clues to health rules

Variation 1:- Nil

Variation 2:- 4 sets of 6 cards with clues to health rules
4 sets of 6 cards with illustrations of the answers to the clues

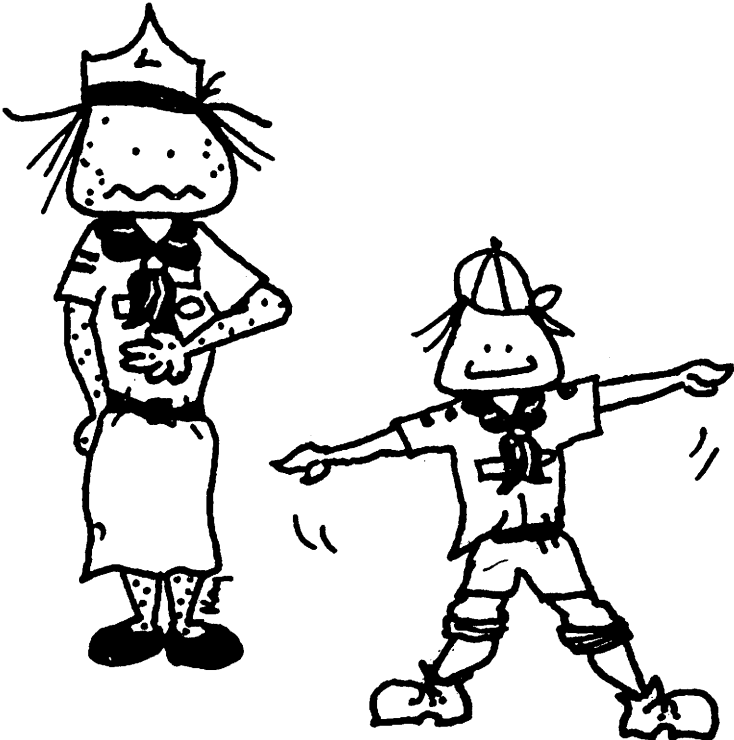
Each Six is provided with a set of cards on which are written clues to various health rules. These cards are placed face downwards, in any order, at the opposite end of the hall to where the Sixes are lined up. At a signal the first Cub Scout in each Six runs up, takes a card, reads it, and proceeds to act out the rule written there. If the Leader is satisfied the Cub Scout puts down the card face up and runs back to the Six, whereupon the next Cub Scout runs up and so on. It is better if the order of the cards in each Six is different, otherwise the quickest boy will be copied by the others.



Suggested clues: *These should be cut straight* (care of nails), *Dirt gets under them* (care of nails), *Dirty ones cause decay* (care of teeth), *Tight ones make blisters* (shoes), *If you don't do this properly you may get a chill* (nose breathing), *Germs get in your food if you don't* (care of fingernails).

Variation 1 One Six is chosen to be the actors. The rest sit across the hall. The Leader tells the first actor the health rule and the Cub Scout acts this in front of the Pack. First hand up is asked for an answer, if right another Cub Scout acts a health rule, if wrong another Cub Scout is asked the question.

Variation 2 Cards as for Problems on the Convict Ships are provided for each Six and also a set of cards illustrating the rule concerned (these can be made by cutting appropriate pictures out of magazines). Cub Scouts in Sixes lined up at other end of hall. At signal first Cub Scout runs up, chooses a clue card and then picks the picture card that should match the clue. Game proceeds as before.



HOME SAFETY AND SECURITY

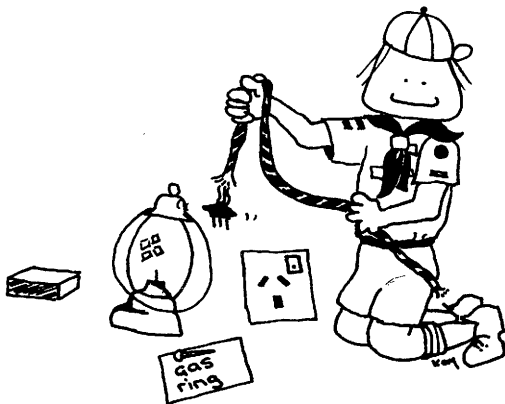
SHEARING SHED SAFETY

The shearers in the shed are fed up with careless safety habits and have decided that it is time something was done about it. Some are not sure what is and is not safe so everyone has a chance to offer their opinions.

Gear required:- Pocket knife
Electric iron
Box of matches
Length of electrical flex with plug on it
Length of electrical flex with plug on it, very frayed
A rusty nail
Piece of glass (not jagged)
A kerosene lantern
A piece of card with gas ring written on it
A piece of card with three holes in it to fit electrical plug and a switch drawn on it.

Shearers sit in a circle. In the middle of the circle are arranged the articles listed above.

Leader chooses a Cub Scout to come into circle and hands Cub Scout one of the articles. Cub Scout then proceeds to demonstrate the safety rule involved and at the same time explain what is being done. If the Cub Scout does something wrong any Cub Scout or Cub Scouts may call out **Not safe**. One of the callers is chosen to stand up, say what was done wrong and demonstrate the correct way to do it. However if the first Cub



Scout was NOT doing the wrong thing and *Not safe* was called, the caller, after explaining what the caller THOUGHT was wrong is declared *dead* and must stand up in the circle. If the first Cub Scout DID do something wrong, the Cub Scout stands in his place instead of sitting.

Note The piece of frayed flex MUST be noted by the Cub Scout to which it is given and the Cub Scout should, of course, tell the Pack that it is frayed and should not plug it into the card provided for the sound piece of flex.

THAT'S WRONG

Gear required:- Pocket knife
Electric iron
Box of matches
Length of electrical flex with plug on it
Length of electrical flex with plug on it, very frayed
A rusty nail
Piece of glass (not jagged)
A kerosene lantern
A piece of card with gas ring written on it
A piece of card with three holes in it to fit electrical plug and a switch drawn on it

Cub Scouts sit in Sixes in a circle. Articles as for Shearing Shed are arranged in centre. Leader picks one up and demonstrates with it, doing it either correctly or incorrectly. If correct Cub Scout sits quite still, if incorrect Cub Scouts leap up yelling *That's wrong*. Leader chooses first to leap up to explain what was wrong. If the explanation is correct Six gets a point, if incorrect Leader says so and Pack calls out again *That's wrong*. Game resumes.

WANDERING ACTORS

Actors wandered all over the countryside, putting on a show for just one night. Some were good and some were bad.

Gear required:- Nil.

One Six is chosen to be actors and each is briefed by the Leader as to what to do. Some are to demonstrate a test correctly, some incorrectly. Rest of pack sit in half circle. One by one the actors demonstrate their rule. If correct Cub Scouts are asked to applaud by cheering. If however the Cub Scout acts out an incorrect rule the Leader says *Boo*.

First Cub Scout to stand up answers the questions as to what was wrong.

Note Do not discourage a bit of *ham* acting in this game, it can be a good guide as to Cub Scouts' playacting ability.

BUSH CHILDREN KNOW

Children in the bush had to know the rules, often they were alone all day while their parents worked out on the land.

*Gear required:- Pocket knife
Broken glass
Rusty nail
Kerosene lamp
Matches
Drawing of fire*

Cub Scouts in circle standing up. Articles are spread round just inside the circle. At a signal Cub Scouts march round the circle chanting:

*We are Bush Children, we're not fools,
We all know the safety rules*

As they reach the word *rules* the Cub Scouts stop smartly, no pushing of course. The Cub Scouts who are standing nearest to the various articles pick them up and one Cub Scout is chosen to demonstrate the safety rule as in the other games. Articles are then replaced and at a signal Cub Scouts move off again. Game continues until all rules have been demonstrated.

WHATEVER DID I DO WRONG?

*Gear required:- Bandage and knife
Bandage and piece of broken glass
Paper bag and band aids
Bandage and rusty nail
Frayed electrical flex*

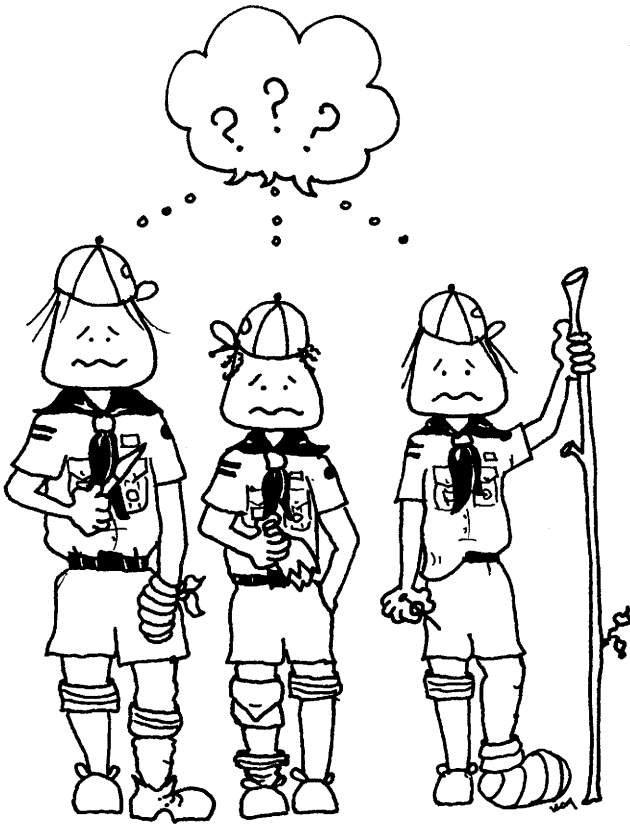
Pack sits in a semi circle. A few Cub Scouts have ALREADY been chosen by the Leader to go into another room or outside and have been bandaged up. One by one they enter as follows.

1. Cub Scout with hand bandaged and knife in hand says *I was carving a ship today and this is what I did (used knife towards Cub Scout). Whatever did I do wrong?* First Cub Scout with hand up tells him.
2. Cub Scout with knee bandaged, and carrying a piece of glass. *I dropped a bottle the other day and today I fell on it. Whatever did I do wrong?* First Cub Scout with hand up tells him.
3. Cub Scout with paper bag over hair and band-aids across eyebrows (take care not to catch the hairs in the plaster). *Yesterday I struck a match like this and now I look like this. Whatever did I do wrong?*
4. Cub Scout with foot bandaged up. *Yesterday I stood on this (showing a rusty nail) and went on playing all day. Whatever did I do wrong?*

5. Cub Scout with piece of frayed flex enters and lies down, hands by side. *Yesterday I plugged this into a switch and now I'm dead. Whatever did I do wrong?*

As each Cub Scout finishes the demonstration and BEFORE the next one enters first Cub Scout to put up hand and answer the question correctly gets a point.

Note In some cases, especially 5., there could be two or even more things the Cub Scout did wrong, so several Cub Scouts could be chosen to give ONE answer each.



NATURE

AUSTRALIAN FLORA AND FAUNA

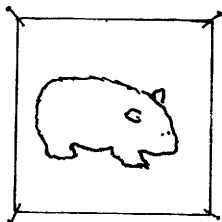
Flora are our flowers and plants.

Fauna our animals

Gear required:- Nil

Each corner of the hall is given a destination. One is animals, one birds, one flowers and one fish. The Cub Scouts skip round the hall freely until the Leader calls out a name, such as Koala. The Cub Scouts must then run to the appropriate corner and the last one to reach it is out.

Variation There are limitless uses to which this form of game can be put. The most popular of course is Compass points, but it could be used for tests, such as having one corner Home Safety, one Road Safety, one Health Rules and one First Aid. Leader calls out a test and the Cub Scouts run to the corner most appropriate to that test, i.e. *lie the patient down flat* would be First Aid, etc.



MATCH THE FLORA AND FAUNA

The botanist off the 'Endeavour' is having a lovely time with all the new flora and fauna in Australia. The rest of the crew do not understand so he is trying to help them learn.

Gear required:- 4 sets of cards with 12 pictures or drawings of flora and fauna

4 sets of cards with 12 names of flora and fauna printed on them

Provide for each Six a set of cards with pictures of birds, fish, trees, flowers, insects etc. on them, and another set of cards with the said trees etc.

Turn both sets face down in front of Six at one end of the hall. Sixes line up at either end of hall. First Cub Scout runs out, chooses a picture card and matches its name to it. Game continues until all cards are used.

Variation 1:- 4 sets of 12 birds
 4 sets of 12 flowers
 4 sets of 12 trees
 4 sets of 12 animals
 4 sets of 12 insects

Variation 2:- 4 sets of the following:-

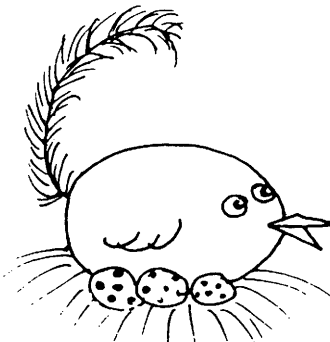
a.	b.
trees	leaves
birds	nest and/or eggs
fish	water
animals	their shelter
etc.	

Variation 3:- 1 large set of cards from game and variation 1 and 2.

Variation 1. Provide for each Six set of birds, trees etc. , about 12 of each and only use one particular set at a time, i.e. one week trees, one week birds, etc.

Variation 2. Provide sets of cards to match up bird with its nest of eggs, tree with its flower or nut, flower with its leaf, etc. If you are industrious each Six could have such a set. If not give each Six a DIFFERENT set to match up in the game.

Variation 3. CIRCLE MATCHING Provide for the Pack a set of large cards as for Game 1, 2 or 3. All cards are placed in the centre of a circle, a cross drawn on the floor at one point inside the circle, and at a signal Cub Scouts march round singing some favourite song or chant. At end of song Cub Scout nearest the cross comes out, selects a card and matches it up. Game continues in this manner until all cards are used.



BROTHERHOOD

SCOUTING TRAIL

Gear required:- *List of questions*
Chalk
Blackboard or paper

Variation:- *4 sheets of paper*
Coloured pencils

First draw up a list of questions about the Scout Group, ie. a person from 8 to 9½ joins the ... (Cub Scout Pack). After Cub Scouts a person goes up to the ... (Scout Troop). Bring in Venturers, Rovers, Leaders, Group Committees, etc.

Test the Cub Scouts on these questions by asking them generally in rock circle, and anything they are unsure about tell them.

Demonstrate to the Cub Scouts on a blackboard, or by drawing in colour on card or paper, the *Scouting Trail* with the latter going from Cub Scouts to Leader.

Variation Cub Scouts in Sixers in corners, each Six is provided with a large sheet of butcher's paper and some coloured pencils. These are placed a few feet away towards the centre of the room.

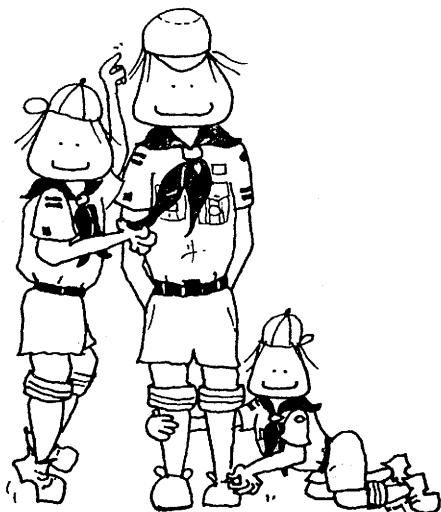
At a signal the first Cub Scout in each Six runs out and draws at the bottom of the paper the beginning of the Scouting Trail (Cub Scouts). In order then the other Cub Scouts draw in, and name, Scouts, Venturers, Rovers, Leaders, and the last Cub Scout heads it *Scouting Ladder*.

SCRUFFY ACTORS

Actors know how important it is to have the correct appearance for the parts they play. These actors are appearing as scruffy, they wonder if the bush people knew any better.

Gear required:- *Nil*

One Six is chosen to be the actors, or else two Cub Scouts from each Six. They are told by Leader to put on one part of uniform incorrectly, i.e. garters wrong way, scarf inside out, woggle upside down etc.

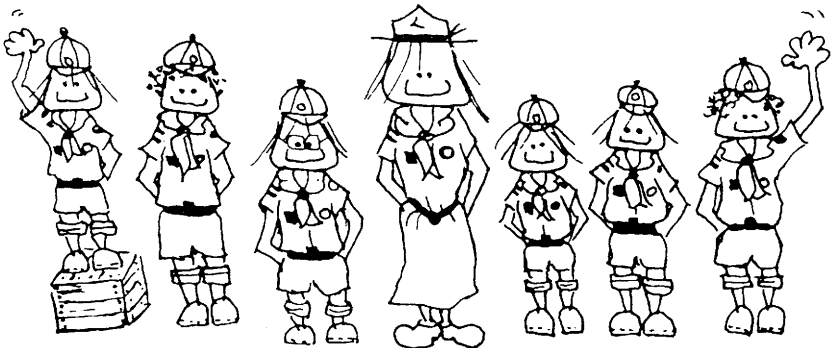


GROWING THE SCOUT TREE

Gear required:- Nil

Cub Scouts in a circle sitting down. First Six are chosen to be the GROUP branch of the tree. They have to enter the circle one at a time and name themselves (Cub Scouts, Venturers, Rovers, Leaders, Parents). They join together to make one lone branch. The next Six do the same, forming another Group branch, and so do the other two Sixes. When this is done it is pointed out to the Cub Scouts that there are now four branches, but they are all separate, so what can be done. The Cub Scouts will suggest joining together, and when this is done it can be pointed out that by joining together all these branches we have made one strong branch, which is our District, and if we had more boys we could make stronger and stronger branches to make Area, States and Countries. This demonstration should only be attempted about once a year, and will be useful to have just before a District Rally etc. to get firmly into the Cub Scouts' minds the fact that a District function is a getting together of part of the great family of Scouting.

Is there any dissension in the Pack? If there should ever arise such an occasion try this simple activity. Put the Cub Scouts in a circle. In the centre draw the outline of a canoe and have three Cub Scouts sit in it facing one way and pretending to row. Ask the Cub Scouts quietly and without any drama *If this was a real boat, which way would it go?* The Cub Scouts will answer. Then get three Cub Scouts to join the others in the boat, but facing the other way. They too row. Leader then asks quietly *Now which way would the boat go.* The Cub Scouts will probably rather scornfully answer that it will stand still (or is it sit still?). Point out then that a Cub Pack is the same. If everyone pulls one way it will move all the time, if we pull in opposite ways, it will stop, or sink.



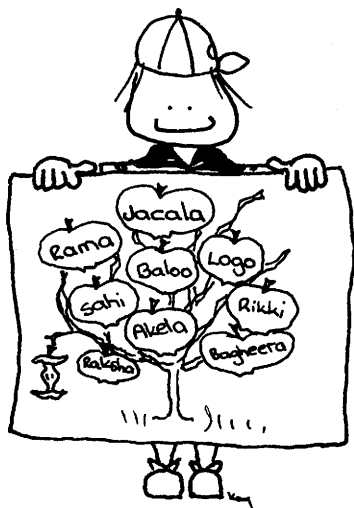
SCOUTING TREE

Gear required:- large sheet of paper
Felt tipped pen

Variation:- 24 sheets of paper
24 crayons

First ensure that the Cub Scouts are aware of which Group, District and/or Area they belong to. Dwell on the fact that we are, or should be, one big happy family. Remind them that Scouting is like a tree, with different branches all joined together to make a mighty, strong tree. Explain to them briefly that the Area Commissioner, District Commissioner and Group Leader are all like fathers, with a very large family to care for. They can understand this approach and take pleasure in recognising these people when they meet them. Incidentally, remember you younger Leaders, that the Commissioners should NEVER be spoken of with awe, or the Cub Scouts admonished to behave because a COMMISSIONER will be coming, or present at a function. These people should ALWAYS present themselves as a father figure to the small Cub Scout and it is a joy to see a young Cub Scout chatting easily and in a friendly manner to our Leaders.

NOW ... on a large sheet of paper draw a tree outline and mark in the branches, explain these to the Cub Scouts, if they can let them help you to fill in the names of the other Groups in their Districts. DO NOT go further than Area as they will only become muddled. But as they wear a District badge, and SHOULD meet their District Commissioner on some



occasions, it is as well to make some mention of these.

Variation: Provide each Cub Scout with a large sheet of butcher's paper. First let them draw a tree, then ask them to put in the Branches that make up their Group. Just for fun now let them make their tree an apple tree, and on it draw in some apples, each with the name of a Group Leader on it. We HOPE that the Group will be sufficiently close-knit for the Cub Scouts to KNOW these names.





INDEX

NAUTICAL (KNOTTING) GAMES

Harpooning	6
Head of the river	6
Sea rescue	5
Surf rescue	7

COUNTRYSIDE GAMES

Alphabet circle	20
Bass and Flinders	13
Bobbies and bushies	10
Boomerang hut	14
Bower bird's nest	20
Bush animals relay	14
Bush birds relay	14
Capital cities word game	20
Cattle round up	22
Cattle thieves	17
Crocodile crawl	12
Crossing the Blue Mountains	18
Crossing the river	15
Dingo stealth	11
Drover's dilemma	16
Eureka Stockade	15
Gold rush	19
Jolly swagman	21
Kangaroo hop	17
Kangaroo hunt	15
Kangaroo tail	19
Match the town and State	23
Mix and match	11
Ned Kelly hunt	12
Our harbour	13
Parcel post	8
Pass the billy round	16
Pass the boomerang	12
Sheep shearing relay	10
Skin the wallaby	19
Wallaby hunt	13
Water carrier	9

COMPASS GAMES

Australian compass points	24
Compass corners	24
Practice for the drawing	24

FLAG AND ANTHEM GAMES

Australian flag relay	26
National anthem relay	25
Saints of the Australian flag relay	25

BALL GAMES

Bush ball	28
Catch the coconuts	27
Shuffle the emu eggs	27

TIME TELLING GAMES

What time is lunch (with 5 variations)	29/30
---	-------

THRIFT GAMES

Bushman's training	32
Car smash under the bridge	32
Drover's lost button	31
Drover's wife sewing relay	31
Pioneer nurses	32

ROAD SAFETY

The BMX brigade	34
Training the policeperson	34
Training the policeperson (visually)	34

BEING USEFUL

Bush telegraph	36
Drover's special brew	35
Save the soldiers at Bathurst	36

FIRST AID

Blacksmith's injury relay	37
The swaggie's dirty shoes	37

HEALTH AND HYGIENE

Problems on the convict ships (with variations) ...	38/39
--	-------

HOME SAFETY AND SECURITY

Bush children know	42
Shearing shed safety	40
That's wrong	41
Wandering actors	41
Whatever did I do wrong	42

NATURE

Australian flora and fauna	44
Match the flora and fauna (with variations)	44/45

BROTHERHOOD

Growing the Scout tree	47
Scouting trail	46
Scouting tree	48
Scruffy actors	46

