

CUB SCOUT ADVENTURES

SELECTION OF PROGRAMME ADVENTURES



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TAILTEANN GAMES

Getting Started...

Plan

- Have a Pack Forum to discuss having a Sports Day.
- For this the Sixes will need to work together
- The Sixer council should be used as a co-ordinating body for it.
- The games should be all celtic games like Hurling and Gaelic football but there are more to Celtic games than just these.

Do

- The games should take all day and give everyone a chance to try out the games that they would like to go for.
- There will be a need for a body of people to keep it running so maybe invite the Patrol Leaders Council down to run it for them.
- Any team games should be based around the Sixes while at all times keeping up the strict code of the celts in fairness and equality

Review

- Have a closing ceremony for the games to mark the end fo the day. Use the ceremony as a way to review the event.
- When closing ask the Cub Scouts what they thought and if they enjoyed themselves.
- Take time in the Six to reflect on the day

Resources:

Games supplies like footballs, hurleys etc...
http://en.wikipedia.org/wiki/Tailteann_Games

Top tips:

Each Six could take responsibility for one game

Cultures developed games to keep their physical abilities at a high level. The most famous of all of these kind of games are the Olympic games of Greece. The "Land of the Celts" also had something similar to the Olympic games. They were called the "Tailteann games". They exhibited the variety of abilities in the Celtic lands and included all the lands that had Celts.



CUB SCOUTS



STORY TELLING

The Irish are famous for their story telling. Stories have been passed down through the ages from generation to generation as a way of keeping the links to Irish Heritage. The Celtic story telling is famous for its myths and legends but there is more to story telling than that. The history of families and communities have lived are retold through stories by the Celts



Getting Started...

Plan

- Talk to the Six about gathering up the stories about the Scout Group and the Locality
- Find out what are the best sources for stories from the Group or the locality
- Check what People Cards each Cub Scout could pick to do in the activity

Do

- The Six should talk to the Venture Scouts or Rover Scouts about famous camps that they remember and use this as the starting point of the story telling.
- Invite the older Sections down to tell the stories of the different events.
- The Six can then tell these stories on video. It will be a good way to see what they remember but will also document the stories.

Review

- The Six should also keep a video diary of how they got on and what stories they learnt.
- The video diary should focus on how the Six found the whole experience and the highs and lows of trying to organise it.

Resources:

Older Sections
Video Recorder
Notebook

Top tips:

Why not turn a story into a campfire sketch



CUB SCOUTS



FULACHT FIA

Getting Started...

Feasts are an important part of any culture. Feasts play an important role in bringing people together. Sharing of food is a key ingredient to a unified community. The "Land of the Celts" puts a big emphasis on sharing meals. They had many feasts and ways of feasting. A Fulacht Fia is one such example of how a way of cooking a feast brought people together.



Plan

- In the Six discuss how they could use the idea of a Fulacht Fia as a feast.
- Chat about what a Fulacht Fia is and the principle of using boiling water to cook
- They may want to try an actual "Fulacht Fia" and encourage this if they want however, the Fulacht fia was hard to do so a more easier meal and similar method might be used.

Do

- Design a menu based on locally sourced ingredients like the Celts
- Get the ingredients and cook the meal using a fulacht fia style method
- Use a conventional cooker to cook the same meal and compare the two meal and see what was better

Review

- As part of the meal, have a chat about the meal and how the Celts ate their meals.
- There may be some traditions that the Six may like to start; like saying the Promise or Law before the meal.

Resources

Large Billie Can of Water

Fire

Gammon steaks, cabbage, potatoes

Top tips

Try to do some backwoods cooking use the idea of making it into feast.

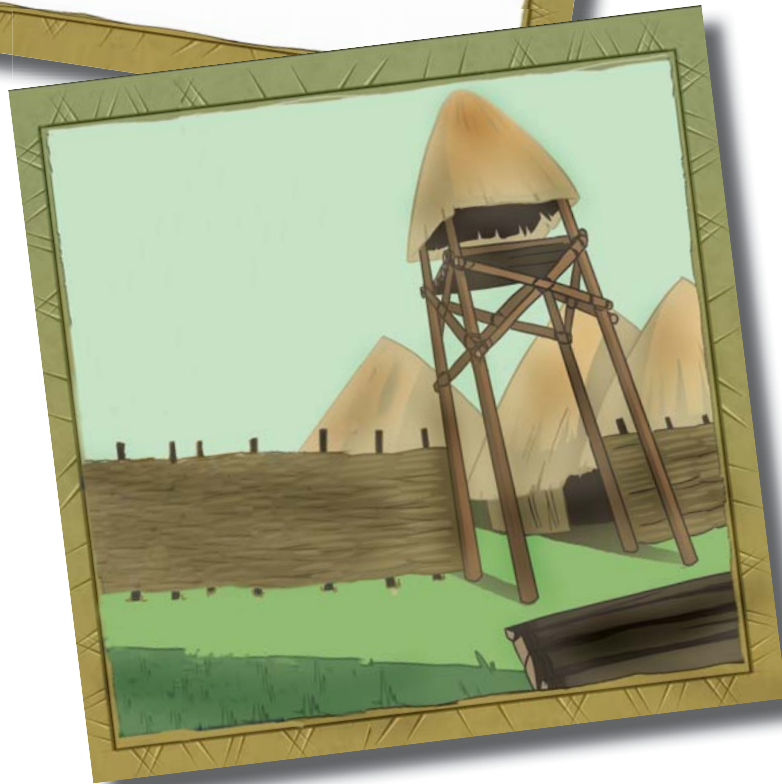


CLIB SCOUTS

BUILD A FORT



The "Celtic" theme is brilliant for getting people to work together and demonstrates that by working together we can get more done. Building Forts is a great way for Cub Scouts to learn the skill of working with others.



Getting Started...

Plan

- Find out about the different types of forts around Ireland and their uses
- What were they made of and how were they made
- Have a chat about what the Six could do to make their own fort

Do

- The Six should design a fort that they can build out of easily sourced materials
- Gather the materials for the fort and build it so that everyone can get involved and big enough to include everyone
- Build the Fort

Review

- When dismantling the fort go through how each part worked and can each person come up with an idea to make the fort better
- Also find out what each Cub Scout did and what they thought of it

Resources:

Scouting Trail
Spars and Sibal

Top Tips:

The Scale of the the Fort depends on space and materials available from Models to full scale.



CUB SCOUTS



DRUID MAGIC

The "Land of the Celts" is full of intrigue. Druids performed various ceremonies that marveled people, many looked on it as magic. Magic took many forms from ceremonies to healing medicine and general entertainment



Getting Started...

Plan

- Talk to the Six about what druids were and what magic they did
- Have a look at ancient celtic sites that Druids used for ceremonies
- Look at the importance of the sun, moon and stars and their effect on the weather and how the druids knew this
- They often used reflections and various formations of rocks to demonstrate their magic as part of ceremonies

Do

- Design and Plan an opening and closing ceremony that is linked to a particular season
- Check the position of Sun, Moon and stars in relation to the season
- Include everyone in the Ceremony

Review

- At the end of the ceremony ask the Six what they thought of it
- In the evening have a chat about what things can be done the following day to change the flag break ceremony to make it more meaningful for them.

Resources:

Flags or other Six symbols
Compass

Top tips:

Have a Scout's Own as part of the sunrise ceremony





COSTUMES AND JEWELS

Clothes tell a lot about a culture, what people believed and how wealthy they are. The "land of the Celts" is perfect for looking at costumes as they are easy to find out about and even easier to make. The Celts had a wide "wardrobe" as they also had the costumes of the people that they traded with.



Getting Started...

Plan

- The Six plan a camp that is set on a celtic theme
- They should find out about what clothes the Celts wore and how to make them
- Decide what each Cub Scout will make

Do

- Research will help the Cub Scouts to understand what they wore and what materials were used etc
- Cub Scouts source materials and make their costumes
- The clothes should be made before going on camp and wear on camp
- The link below will give some ideas of how to make it

Review

- After the camp bring the Six together with their clothes to have a look at what they thought of them
- Also look at how they stood up to the wear and tear of a camp
- They should look at what they thought of making them but also what they thought of wearing them.

Resources

<http://www.gallica.co.uk/celts/clothing2.htm>

Top tips

This could also be done on an evening during the year but is best when done outdoors.



CUB SCOUTS



Voyages of Discovery

Getting Started...

Plan

- The plan is to go on a voyage of discovery set by the Scouts
- The Six should be briefed by a Patrol Leader before they go out on it so that they will know what to bring
- They should get as many clues from the Patrol Leader as possible about the route

Do

- The Voyage of Discovery should have clues and twists en route.
- The Scouts should set it so that it is some place new for the Cub Scouts to go.
- It should be some place exciting and a challenge to get to
- There is no limit to the options of where this can be...

Review

- The Voyage should have a log of the journey.
- One of the Cub Scouts should act as a scribe to make an account of the journey.
- At the end the scribe should read back the account.
- The Six should try to turn this account into a real tale of adventure that shows their imagination

Resources

A Scout Patrol
Clues for the voyage
Something at the end to find like a castle or a hideout or a treasure

Top Tips:

The voyage could be turned into a skit/sketch for the next campfire

There is always adventure in Discovery. Curiosity of what could be around the next corner is very compelling. Any voyage into the Caribbean is bound to lead to discovery and adventure. So be prepared to be challenged and ready to follow on the voyage!



CUB SCOUTS



Telescopes

Getting Started...

Plan

- Bring along a telescope and binoculars to the activity
- Chat about the differences between the two
- Examine how they work and try to make a telescope

Do

- Design and make a telescope
- Measure how far the telescope can see and record a result
- Use an actual telescope and record how far that can see
- Also try with the naked eye to see what the farthest point is

Review

- Have a chat about how far the Six could see
- Find out what was the farthest thing that they could make out
- Ask the Six to compare the three results and to find out the positives and negatives of the three methods

Resources:

Two magnifying glasses
Two cardboard tubes of different diameters
Sticky tape

Top Tips:

This could be a useful activity to do as part of a hike...

The "Caribbean" and its many seafaring folk use telescopes in their every day lives to see dangers that are ahead. With the help of lenses these telescopes are possible.





Treasure Island

Getting Started...

Plan

- In Sixes plan an adventure where each Six hides a treasure in a certain location and draws a map of the area to show where it is
- The area will need to be mapped so that should be the first step.
- Swap maps with another Six so they can look for your treasure and you look for theirs
- Remember that each Cub Scouts should pick a challenge from the People Cards

Do

- Each member of the Six should have a job in mapping the area.
- Make sure there is a scale and a legend with each map.
- When the map is complete the Six decide where is best to hide the treasure and then mark it on the map.

Review

- During the event get the Six to map out a time line of what happened to show how they got on.
- Compare time lines to look at similarities and differences

Resources

Paper and pens for making the maps
Treasure to hide

Top Tips:

- Tales of buried pirates treasure gets the mind thinking of how to find it, but how can it be found without a map!?
- Mapping can be done in a few different ways; each Cub Scout can take a quadrant to map out or they can get each map the area and compare maps afterwards.

Treasure Island is a famous story that brings to mind adventure and discovery on exotic islands. The "Caribbean" theme is excellent for getting Cub Scouts to think about discovering things and how to find treasure. It is also very easy to get the Cub Scouts to thinking creatively about a challenge.



Desert Island



This adventure is about Survival and getting a feel for the desert Island survival stories. There is so much that can be covered but the basics of survival should be done first. The basics include getting water and knowing how to filter it and making a shelter and a fire.



Getting Started...

Plan

- In Sixes have a chat about the key elements of survival
- Find out what they would do if they were stranded on a desert Island.
- Get the Six to set a challenge for themselves to see just how good they would be if they were stranded on a desert Island.

Do

- The key thing to start with is to find a water source. Any water that has natural impurities can be easily filtered.
- They need to build a shelter to protect themselves from nature and the weather.
- After that look at lighting a fire and getting food.

Review

- Keep a log using natural materials like a slate and chalk.
- Share the log with the Six when the challenge is finished
- See how the Six got on and what they thought.

Resources:

As little as possible but some survival gear maybe handy.

Top Tips:

- Being stranded on a desert Island will bring up the ideas of doing survival in a local wooded area or any area that is away from where people live.





Island People

Generally people are identified by where they come from. People live together in communities and have unique traditions and ways of living. So, every community will be different. The "Caribbean" Land theme is about exploring how people live their lives and understanding the differences and common features between people is a worthy challenge for everyone.



Getting Started...

Plan

- The Six find out about the different cultures in the world
- Find out about the different cuisines in the local area by doing a survey of what restaurants are in the area
- Check out about those countries and what makes them unique
- Each Cub Scouts should also pick a challenge from the People cards to do

Do

- When they have found out the information have an International night
- Each Six picks one of the lands that they found out about
- They should prepare a meal and some music
- At the night the Sixes show the others what they found out and prepared

Review

- Find out what they learnt about any of these cultures
- Did they notice if they have any similar customs in their own culture

Resources:

Menus from local restaurants

Top Tips:

- There may be a need to point the Sixes in the direction of music, food, dress, customs and language. There are plenty of topics and no need to restrict the Cub Scouts to just these topics.



CUB SCOUTS



Jamaican Party

With any adventure there is always time to have celebrations. They give a chance to relax and acknowledge the achievements that have been reached.

The "Caribbean" land theme is a perfect area to celebrate as the whole feeling of the Caribbean is one of relaxation and celebration.



Getting Started...

Plan

- The Six should discuss what they think that they should do to celebrate Jamaican style.
- Plan out what the Six can do, it may be an idea for a Six to host the party and
- Invite the other Sixes to it.

Do

- Decorate the venue to the Jamaican theme having a sandy area or if not maybe with some palm trees around.
- The party should include music (Reggae is a good choice), Prepare some food and drink (tropical juice fruits),
- Play some games like beach volleyball and limbo dancing.

Review

- Have a guest book for people to sign in and leave comments
- During the clean up have a chat about how the party went
- Check out the feedback from the people who went to the party to see what they thought.

Resources

Music Player

Drinks like tropical juices,

Beach games materials like beach balls, bamboos etc..

Top Tips

Sometimes in the planning stage it is useful to look at something to give inspiration. For Jamaican parties why not check out a DVD called "Cool Runnings"





Backwoods Skills

This adventure is based around the way that new settlers adapted to their new surroundings and used Backwoodsman skills to survive. The land of the "Wild Frontiers" explores ways in how humans should interact with nature and follow a way of life that is in harmony with nature and their environment.



Getting Started...

Plan

- In the Sixes chat about the best shelters that you can make and how to take advantage of natural structures and supports for a shelter
- Go through what materials are best to use for the shelter and how to use them
- Set a bivvy challenge for them to make it as camouflaged as possible so that the other sixes can't find it

Do

- Bring the sixes to a wooded area that has plenty of fallen trees or materials that they can easily use for a shelter
- Everyone should be involved in building it and when it is done each six takes turns in trying to find the others shelters

Review

- To finish light a fire with each six to have a chat while it is being done about how they got on with the bivvy building
- Find out what were the high lights of the camp and if they achieved what they thought they would achieve

Resources

Fallen branches
Twigs and leaves
Survival bag for the ground

Top tips:

Make sure to follow Leave No Trace principles and not break off branches off of trees and only uses fallen material





Canoe

Getting Started...

Most civilisations has had their own version of small vessels and some still use them as a major method of travel and not just for sport. In the land of the "Wild Frontiers" the canoe is king of the waters. Test the skill of the Cub Scouts to show how good they are.



Plan

- The Sixer should chat to their six about going kayaking and if they would like to go
- If they are up for it then find out how each Cub Scout is getting on in the Adventure Skill stages for paddling
- Plan a trip to go kayaking with your six and go to a place where you can get the support you need like a Water Activity Centre

Do

- It would be good for the Sixer to keep a record of how each member is getting on in each Adventure Skill
- Each Cub Scout has the potential of being at various stages in the Adventure Skill
- The Six can go canoeing by either inviting an individual instructor through the Scout Group or someone known to them or they can go to a centre that does the skill

Review

- Have a chat when presenting the Adventure Skills badges about how they got on and how difficult they found it
- Ask them about if they want to go to the next stage and when they want to do it

Resources

<http://www.canoe.ie/>

A local contact to the Group or Individual

Top tips:

The Cub Scouts can get more information about what they have to do in the Skill from their special Adventure Skills Poster Book.



CUB SCOUTS



Elders Day

The Elders in a Tribe are always a source of Information and knowledge. They are the ones that pass on traditions and history of the community to the younger generations. The Wild Frontier held the Elders in high esteem. What about the Elders in the Cub Scouts own Community? What knowledge have they?



Getting Started...

Plan

- Talk to the Six about older people and how they are important to younger people because of their support and guidance
- Ask the Six to organise an event that brings some of the Older People they know together so, that they can impart their wisdom and knowledge
- It may be useful to bring the Elders to the planning meeting so that the ideas can be kept real and they will know what the Cub Scouts want to do

Do

- The day could be designed as a way for the Cub Scout to shadow the Elder to see what they do
- Have part of the day where the role is reversed and the Cub Scout brings the Elder around with them
- Compare an ordinary day between the Cub Scout and the Elder and look at both the Similarities and the differences

Review

- Get the older people to talk to the Cub Scouts about how they got on and to build on new friendships. Get the Cub Scouts to try and remember some of the things that they did or were told.

Resources

Maps of the local area
Local history book to help with references.
Food and drink for the afternoon

Top tips

Elders could be either Grandparents or older members of a Group like the Group Leader



CUB SCOUTS



Harvest Festival

Celebrating the harvest time is a way of saying thanks to the earth for producing the food and crops that people need. The people in the Wild Frontier had much to be thankful for and the Harvest Festival was not only a way of saying thanks to the earth but also to each other as harvesting was done at a communal level.



Getting Started...

Plan

- Discuss ways how the Six could celebrate being thankful for something that Nature provides
- The Six should make a list of the things that they get from nature and that they are thankful

Do

- Design a way to celebrate thankfulness for one or some of the things on their list
- Invite others to the event so that they will know what the Six are thankful for
- Plan the event and run it making sure that the Six keep a record of the event like a photo gallery of it

Review

- After the others have gone the Cub Scouts should do a clean up of the area and have a chat about the day
- Harvesting is about getting the fruit out of the seed that was planted
- What fruit do the Cub Scouts get from planting the seeds of friendship and sharing?

Resources:

<http://www.harvestfestivals.net/favorites.htm>
Material to build the day's celebrations.

Top tips:

The Six could look at the Irish Festival of Lughnasa





Medicine Man

The Medicine Man in the Community was seen as the person that linked the human and spiritual world and tried to heal people by getting the balance between the two worlds back in harmony. Dancing and Music were the tools of the trade for the Medicine man. Dancing and music have an effect on people, what can they do for the Six?



Getting Started...

Plan

- Have a discussion with the six about the role of the Medicine man and the importance of dancing and music for the healing of people
- Chat about how hearing music being entertained by television helps them recover when they are sick
- Chat about doing a Medicine Man dance for a campfire as a form of a sketch.

Do

- Medicine Man dances are all about letting the music control the movements
- It could be fun to try out different types of music to see what kind of dances the Cub Scouts come up with
- When they have picked their favourite dance they should do it at a campfire and invite other sixes to do something at the campfire, be it a dance, a song or a story

Review

- After the campfire sit around the dying embers and have a chat about how they got on
- Did they think it was silly or was it fun
- There could also be a discussion about what music they listen to put them in a good mood

Resources

Music player
Campfire

Top tips

Learn how to do a rain dance





Meditation

Creating space and time for oneself is a need that every human has but some times forgets to take. Whether it is a few minutes to relax or to put time into the day to help your mind to switch off. In the land of the "Wild Frontiers" the people knew this importance and created the time to just sit around to relax.



Getting Started...

Plan

- Before going on the next camp talk to the Six about the importance of creating time for oneself
- This can be in a Scout's Own or have a time in the day to relax and unwind
- Ask them about the things that they like to do to relax and if they think they should do anything in the Six on camp

Do

- Some good ideas for meditation on a camp are to create a special tent for just getting away for a few moments
- The tent is normally used on longer camps that need it more than ever
- The tent should maybe have some pictures or slogans hanging up to motivate and encourage
- It is most effective when the people that use the special tent put something in it that helps them to relax and get motivation from

Review

- When the Six comes back from camp sit around with the things that were in the Sacred Space and ask the Six what they thought of them
- It would be good if they think about the next time and what things they could add to the experience

Resources

A small tent (two to three man in size)
Posters and objects that motivate and inspire the Six

Top tips

The Six could also look at doing a Scout's Own based on giving time to reflect on things that they have seen on the camp that amazed them...

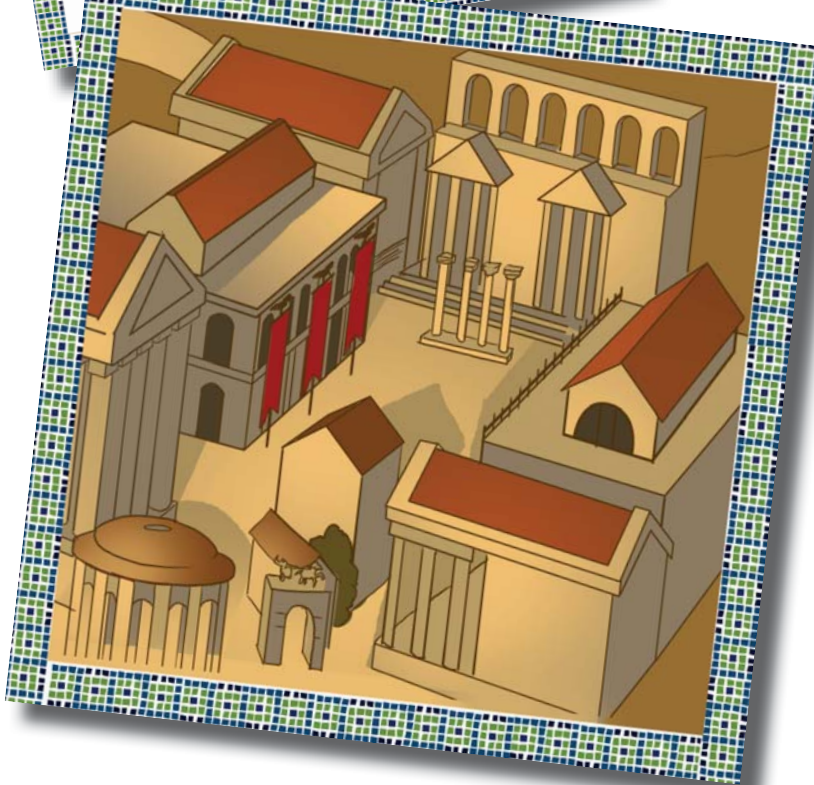




THE FORUM

Getting Started...

The cornerstone in the Roman Republic was the Forum. This was the place to discuss the issues that people had and what could be done about these issues. It was also where people could share ideas about how to do new things. In the Land of Ancient Rome giving people a chance to have their say led to people representing them in bigger meetings. There are also Forums in Scouting.



Plan

- If the six aren't familiar with it already there is a need to chat to them about having their say and how this process works
- This will all start at the Six level and in their corners.
- They should also know about the Sixer Council and then being heard at a Group level in the Scout Group.

Do

- At the start of the year the six should gather in their corner and the Sixer should lead a chat about how they are to do things and how to have their say heard.
- All the activities are based on the Six working together and listening together and using the Sixer to bring up issues to the full pack through the Sixer and the Sixer Council.
- The Sixers should also have a meeting with the Patrol Leaders and Venture and Rovers representatives regularly to chat about stuff in the group like what they can do together.

Review

- Have a Pack Forum to chat about how people got on
- Each member should be given a chance to say what they thought of the Forum and how they are finding communicating with each other
- Emphasis should be put on the positives but also deal with any issues

Resources

Check out www.scouts.ie for further information on Youth Fora and Youth Involvement

Top tips

Only when the Cub Scouts are comfortable with getting involved and having their say and listening to other should they get involved at Group Level

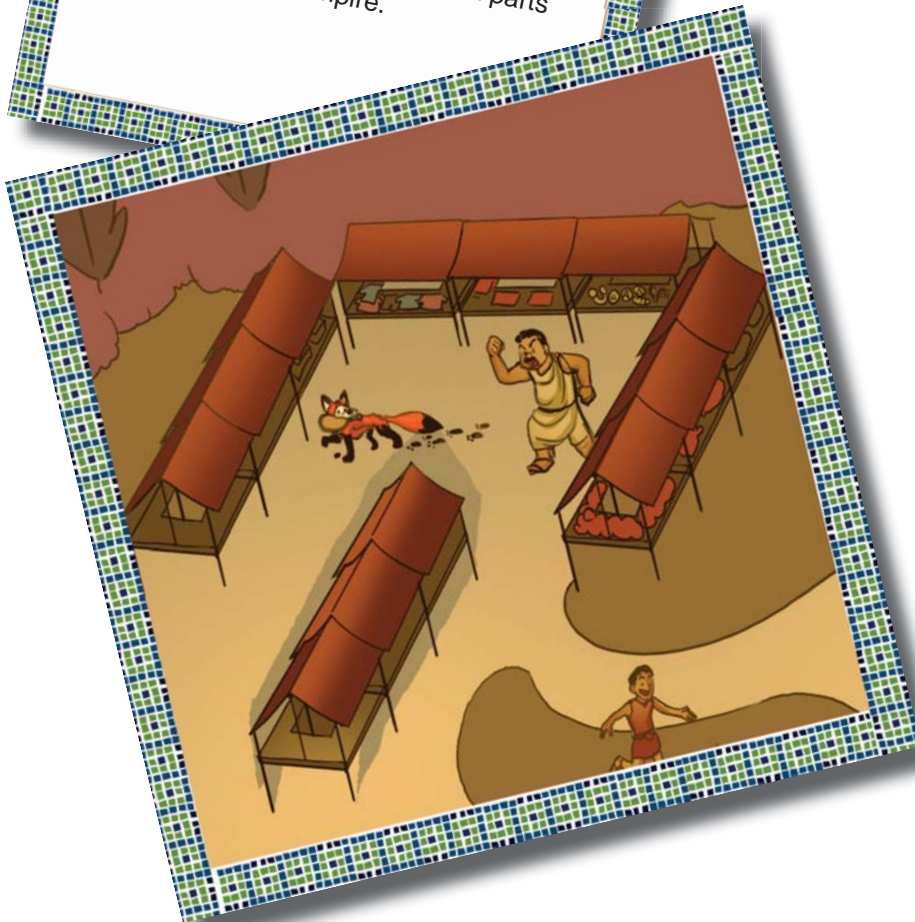


CUB SCOUTS



ROMAN MARKETS

"All roads lead to Rome" Rome was the centre of Trade. People came from all over the Empire to trade their wares. The Roman currency gave a value to each product brought to the market place. The Market place is thought to be one of the world's first shopping centres. It is hard to imagine the range that the market place had with all the goods from different parts of empire.



Getting Started...

Plan

- Chat to the Six about the countries that they think were in the Roman Empire and the food and products from this area
- Plan a night with the other sixes where they have a Roman Market place and each Six picks a country in the Empire to represent and organises the food from these countries

Do

- Stalls are set up by the Sixers in a market place in the Scout Den
- Each Six takes one stall and sets up their things ranging from Food they ate as well as some crafts they had that country
- When people come in they try to sell them things and see can they sell everything
- They can use special notes printed up as the currency and set their own prices to put a value tag on things.

Review

- Have a chat to the six during the clean up to see how everyone got on and how much they sold and money they made
- Talk about what they should do with the money. They might like to give it to a Charity

Resources

A Map of the countries in the Roman Empire
Internet to look up the countries that they pick
Goods from those countries
Tables to form the market place

Top tips

Try to use Fair Trade products to show the importance of fairness to those that grow the food
Stalls can be food, crafts and entertainment

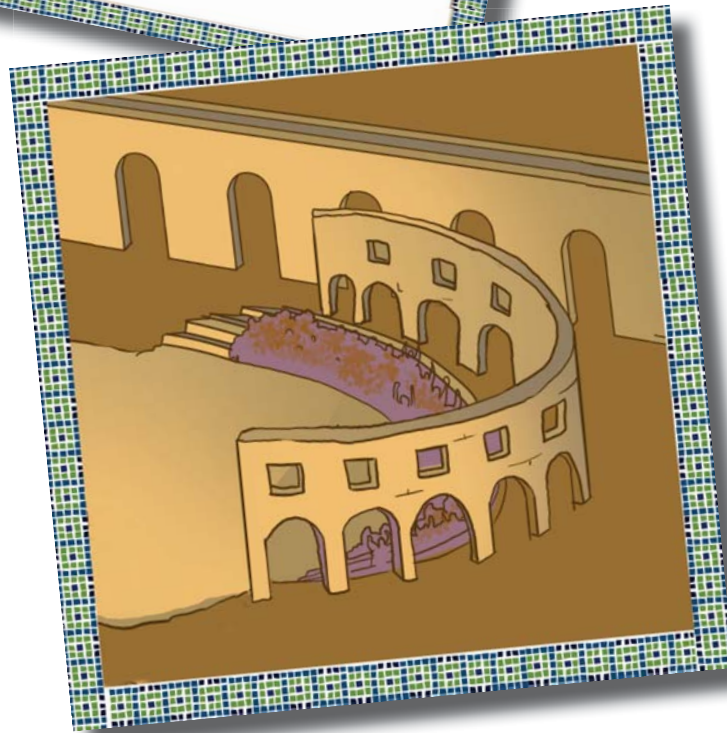




AQUEDUCTS

Getting Started...

Ancient Rome saw huge structures built that stretched for miles. The lack of clean water due to the rivers being contaminated urged the Romans to build Aqueducts. All this to carry water. Was this a small achievement or a major development? Try it!



Plan

- Find out what the Six know about transporting water
- What do they know about the many water pipes used to transport the water that goes to their house
- Set them the challenge of transporting water from two points using pipes that are off the ground but not held by people
- Ask them what People Cards they could use for this challenge

Do

- The challenge is achieved by the Six gathering the equipment and using duck tape to join the pipes together
- The availability of the pipes will dictate how far they can transport the water
- The six may also decide to use this water piping system to supply water to their campsite instead of regular trips to the taps

Review

- Gather around the end of the Water system and have a drink of the water that was transported
- Have a chat about how difficult it was. What could be done

Resources

Wavin piping (As much as can be got)
Duck Tape
Water...

Top tips

This can be a messy activity due to the water but in the interests of not wasting water only use small amounts of water to test the pipes.



GLADIATORS



Every Society has its own form of relaxation and enjoyment. Rome was no different and this is what the Gladiators in the places like the Colosseum did. In Ancient Rome the Gladiators became Heros to the ordinary people because of the things that they could do and the strength that they had. How difficult was it to be a Gladiator and how much work would it take?



Getting Started...

Plan

- The challenge should be about health and fitness
- Look into what makes a healthy body and what preparation is needed
- The Six should come up with a fitness plan to help them develop to the needs of each Cub Scout

Do

- Have a full day of activities planned like a Sports Day
- This should include Gladiator skills of strength and fitness to test the body and mind
- The activities need to be achievable but also a challenge for the Cub Scouts to do

Review

- The sixes should review their fitness plan and say what they found easy and hard
- What would they do differently the next time they do it
- Check to make sure that each Cub Scout reached their challenge on the People Cards

Resources

Exercise plan
Obstacle Course

Comments

Have a meeting with the Patrol Leaders from the Scout Section so that they can set a challenge for the Cub Scouts to do.

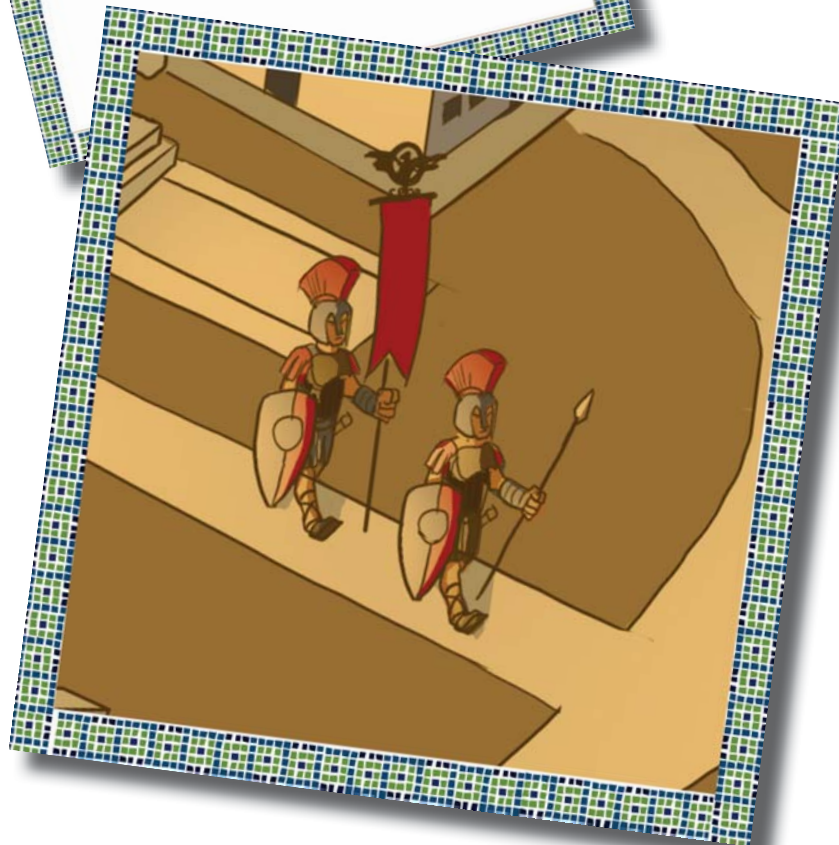


CUB SCOUTS

LEGIONNAIRES CAMP



The Roman Army was made up of Legions that were highly trained and organised. They were also equipped with the most innovative gear. In the land of Ancient Rome the legionnaires had to be well trained in both discipline and in fitness. Each Legion also had their own identity with a particular standard and motto



Getting Started...

Plan

- The six should have a talk about the Roman legions and how they worked so well
- They should try to focus on the Team aspect and the fitness of them to work hard
- Ask them how they could develop a Legion attitude in the Six that will help them work together and look out for each other
- This should lead to a camp based on the theme of Roman Legionnaire training

Do

- The camp should be all about the six working together and going through challenges
- To get into the mode for it each member in the six should have their Roman costumes
- The training normally consisted of Physical and Marching training that could be an Obstacle course and a hike with gear, weapons training involved making shields and wooden swords and practise skills with each other and finally tactics of working together that can be done through a set of team challenges and puzzles

Review

- Have an army council meeting to discuss how the training went.
- See how good the training was by have a battle against another six on some of the training challenges
- Find out what each Cub Scout thought at the end

Resources

<http://www.roman-empire.net/army/army.html>

Camping Equipment

Top tips

Why not develop their six identity a bit more with maybe a motto or standard?



CUB SCOUTS



ROMAN BATHS

Getting Started...

Plan

- In the Sixes discuss plans about what could be done at a trip to the swimming pool
- The Sixer should then bring those ideas to a Sixer Council so that all the ideas are brought together to form a plan for a trip to a swimming pool
- Chat to the Six about Personal Hygiene and cleanliness
- Can they do any challenges from the People Cards?

Do

- The trip to the swimming pool should be organised in a way that gives the Cub Scouts a chance to test their swimming abilities, learn about Water Safety but then also to show how to have fun around the water
- Test the abilities in races and different types of swimming styles, water safety can be done by games around the pool that bring in good water safety behaviour and fun in the water can be done by playing games like Water polo and other games

Review

- Outside the swimming pool have a chat about the day while everyone grabs a drink to avoid dehydration
- Chat about what they thought of it and what were the best parts and what they'd like to change

Resources

<http://www.iws.ie/>

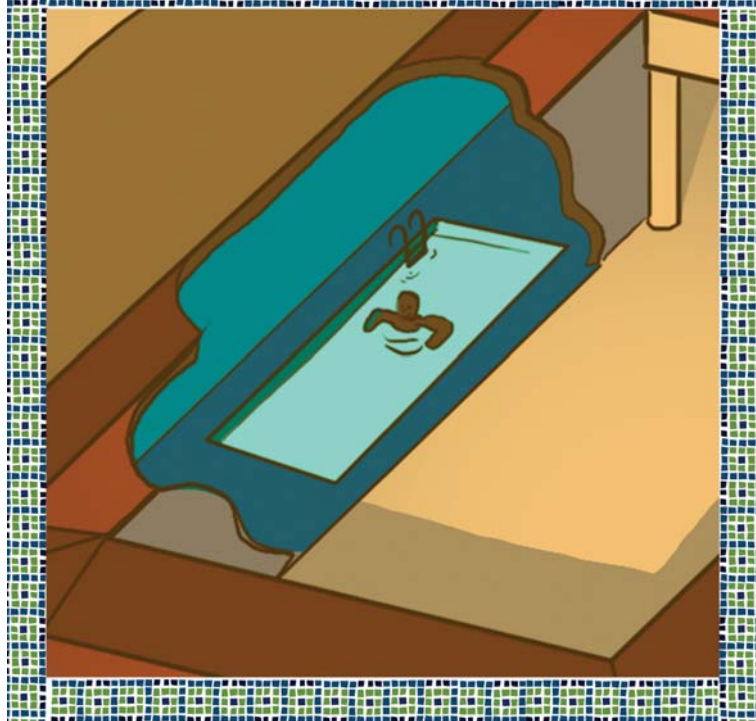
Swimming pool

Equipment for games and stopwatch for races

Top tips

It is good to remind the Cub Scouts about the importance of having showers before and after swimming and about good hygiene.

Roman baths were part of the day-to-day life in Ancient Rome. The local bath complex was also a gathering point and served a very useful community and social function. In the Land of Ancient Rome people could relax, keep clean and keep up with the latest news



CUB SCOUTS



WIND MILLS

Getting Started...

Plan

- With the Six visit a local Wind Turbine to see how it works
- Have a chat about what energy they use and if any of them know if they get their electricity from Wind Power
- Ask if they know about any Wind turbines close to them
- Look at the possibility of making their own wind turbine and what they could use

Do

- In the Six visit a local wind turbine and find out about how it works
- Get ideas about how to make a simple wind turbine and check the designs
- Build the wind turbines based on the designs and test it

Review

- While testing the wind turbine have a discussion about how it is working and the main use of the wind
- Ask them what they thought of it and see if they have any suggestions to make it better

Resources

A local Wind turbine or wind farm

Top tips

Check out adverse effects of wind on nature or on man made things

A windmill is a machine which converts the energy of wind using rotational motion by means of adjustable vanes called sails. They replaced animal power in a number of cases. The "Medieval Times" used this wind power to produce the energy to make things or make things work but that has given inspiration to modern Wind Turbines that produce energy for electricity.





KINGS COURT

The Court has always been a place where people discussed and debated different topics to find the best solution to a problem. The King was at the centre and acted as a Chairperson to the debate. In "Medieval Times" the King had to make a choice in the end of the debate. This is also the case when people debate as each person needs to make up their own mind.



Getting Started...

Plan

- The Six should have a chat with the other Sixes in the Pack about having a debate and between them decide on what they would like to debate on
- They should also decide on what guidelines the debate should follow and how many are to debate
- Each Six should try to focus on an element of the People card's to use in the debate

Do

- Each Six should prepare an arugment for the debate and each member should have a turn speaking
- A suitable venue and occasion should be organised to have the debate
- They will need to deliver the arugment in the public forum and allow for cross examining of both theirs and others arguments

Review

- The final moments of the debate should be about what the Cub Scouts thought of the debate and how they thought it went
- They should look at the structure used and the topics picked

Resources:

An agreed topic for covnersation
A venue to seat participants and specators

Top tips:

Invite a Toastmaster to give advice on what they could do



KNIGHT TRAINING



The Characteristic symbol of the Medieval times has to be the Knights. They had an oath to protect others a code of living that they followed very strictly. A code was not too different from the Promise and Law



Getting Started...

Plan

- Chat to the Six about the life of Knights and how they lived by a strict code of living to uphold certain values
- Look at the Promise and Law and the parts it plays as Scouting's code of living
- Ask the Six to put the Promise and Law into their own words

Do

- On the camp have a simple programme so that it will allow the Cub Scouts to show their code of living in their own way
- The Cub Scouts need to have the space to show their code in their own way
- See can they follow the code throughout the camp. It would be good to have a few occasions where they can revisit the code to see how they are getting on.

Review

- At the end of the camp chat to the Six about the camp and what they thought of it
- When they have given their thoughts about it see how different their code is from the Scouting Promise and Law
- See can any of the differences be brought into their regular activities.

Resources

List of the Six's code
Camp with all the trimmings...

Top tips:

Why not do some random acts of kindness like the knights?!



CUB SCOUTS



DOCTORS

Medics in the Middle Ages had a lot of different illnesses to deal with. Explorations to new lands often brought back new illnesses and then of course there was the Black Death/Plague. Doctors worked hard to find things that helped to cure the sick and huge progress was made in this area in the Medieval times



Getting Started...

Plan

- The Six need to look into doing some first aid training
- Find out what things they know or remember from doing it before
- Do they remember some of the basics first aid that they have done before
- Try to get them to plan a scenario for another Six and that Six does likewise

Do

- The Scenario should get the Six working together to solve the first aid problem
- Each Scenario should have objectives that the others need to reach
- It may take one or two test sessions where they try some of the things that come up
- The scenario should be some what a surprise when it happens

Review

- Have a meeting with the other Six to chat about the scenarios and how they got on
- How did they find them and could they do them in a real life situation

Resources

First Aid Kit
Scenarios from each Six

Top tips:

Hygiene when treating others is an important message to get across





BOOK PRINTING

Johannes Gutenberg transformed the educated world with the invention of the printing press. It made the spread of books easier due to the availability of books. In "the Medieval Times" printing made it easier to share thoughts and opinions. Printing houses helped educate people, see can it help spread the ideas and opinions of the Cub Scouts.



Getting Started...

Plan

- There are a few ways for the Six to do printing, have a chat to them about printing and how it works.
- Do they know about the history of printing etc...
- They should try to organise to print something to tell people about what they do and what things they have planned.
- Let them decide whether to go for a poster or newsletter.

Do

- The first thing they need to do is decide what message they want to give and do a design of what they want
- They need to draft it together and make it as simple and as easy to read
- After they check the draft the next step is to print off the final copy
- Finally distributing the print outs will get their message out there

Review

- When passing around the newsletter keep an eye on peoples' reactions and what they say
- Talk to the other members of the Six to find out what reactions they got to the newsletter.
- They should survey the readers and bring in any changes to the next edition

Resources:

http://en.wikipedia.org/wiki/Johannes_Gutenberg

Top tips:

Try making a potato block print set where the letters are cut into the potato.



CUB SCOUTS



JESTERS

Getting Started...

Plan

- See can the Six put together a circus show for a parents night
- They should work with the others Sixes through a Pack Forum to plan the night
- They should plan different tricks that each Cub Scout can do and also some circus style food for people
- See can the Cub Scouts pick tricks that are linked the the People Cards

Do

- Jesters party pieces include juggling, music, clowning around and posing riddles
- They will need to spend a bit of time practising the tricks before the performance
- This is a chance for the Cub Scouts to show off campfire sketches
- The food can include pop corn, chip and dips, hot dogs and what ever food they want to provide the parents with.

Review

- During the clean up chat about the night and the skills that they learnt
- Let the parents comment on what they thought as well,
- Give the Cub Scouts the chance to talk about what they enjoyed

Resources

<http://en.wikipedia.org/wiki/Jester>

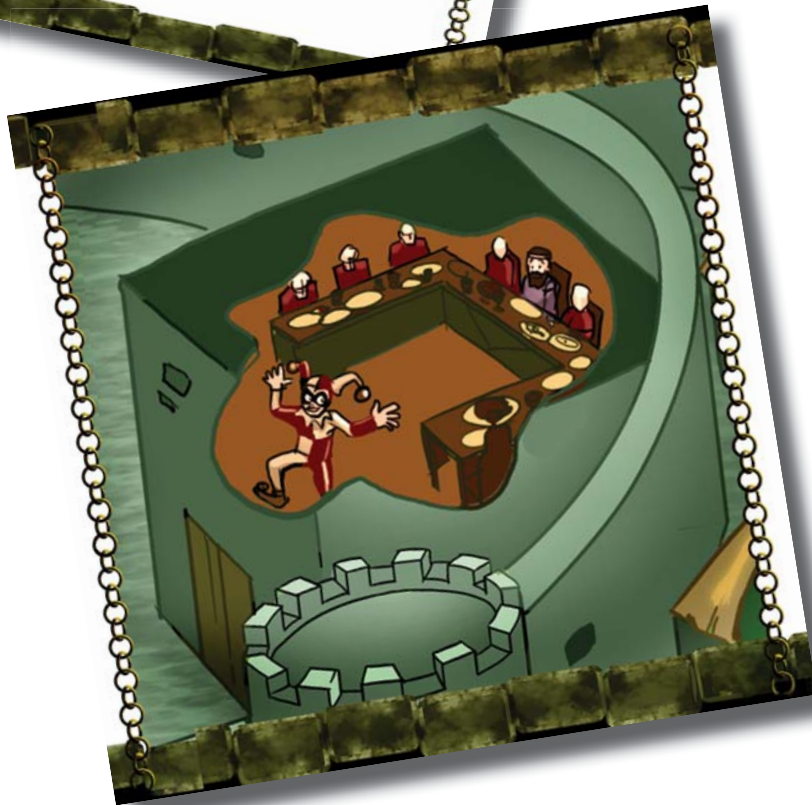
Juggling balls, Instruments and other props

Food like Pop corn, chips and dips and drinks (Tea & Coffee)

Top tips:

Soap the Joker could be an idea for a fundraiser

The Court jesters were members of the royal court staff. The Jester were often catalysts for social change. The Jesters were given freedoms granted to no one else. They could answer back to anyone in authority and make jest of almost anyone or anything without fear of punishment.



CUB SCOUTS



Desert Irrigation

Getting Started...

Plan

- Chat to the Six about deserts that they have heard about
- Check out if they know of anything that grows in a desert
- Ask the Six to try to see the impact of water on a garden

Do

- Run an experiment where the Six try to grow some water cress in a tray
- Water half of the seeds and leave the other half alone
- Check the tray regularly and see if they can notice any changes
- Record what they see and compare the two halves

Review

- After a few weeks of watering the plants see how they are getting on and have a chat about it
- Did they notice any difference between the two patches
- Did anything happen with the seeds that they did not expect

Resources

Seeding tray
Water cress seeds
Water
Notebook and pencil

Top tips

There are many ways of irrigating crops just remember not to waste water for no reason.

Also have a look at the film "Waterworld" to see a situation where water is more precious than gold

All living thing needs water. No one understands that more than someone living in a desert. The Egyptians were masters at growing plants in the desert and through a collection of knowing the flooding plains of the Nile and Man made irrigation they grew enough to feed their people. The "Land of the Nile" will help in understanding how to grow plants in difficult conditions.





Egyptian Medjay

Getting Started...

Plan

- There should be a Code of Conduct for the full Cub Scout Pack that the Pack Forum agree on
- To prepare for this there should be a Sixer's Council to discuss how each Six can give their suggestions.
- The Sixer's Council set up the Cub Pack Forum using the points that the different Sixes brought up and discuss them

Do

- The Code of Conduct should be tailored for each Pack and what they see as the needs.
- The Cub Scouts need to talk about what they see as good conduct and as bad conduct.
- They should talk about what should be done if someone uses bad conduct.
- When they have finished draw up the list and give everyone a copy and put one up in the Hall.

Review

- Do a review of the code after a year to see what the Cub Scouts thought and what they think needs to be changed in the code.
- Ask did they need to use the Code and if it was effective.

Resources

List of suggestions from Cub Scouts

Top tips:

Everyone has a say in it and everyone has to agree on the Code for it to work

Every Civilisation has a group of people that has held it's important things and people safe. These people have to be strong of body and of mind to face all eventualities. The Egyptian Medjay are famous for their discipline, order and dedication to their duty. The values that they had can also be brought into Scouting



CLUB SCOUTS



Farming

Getting Started...

The goal of farming was to work collectively as a community to grow and harvest crops that could be grown in mass such as wheat, corn and other cash crops. In the "Land of the Nile" the Egyptians used the crops to make things like Bread and Porridge.



Plan

- The Six should have a chat about what things they could grow and then what they could make from it.
- Some of the Cub Scouts may have grown things already so try to find out what they know how to grow and share the knowledge between them.
- As always, the Cub Scouts should pick People Cards to do a challenge from

Do

- Pick a type of crop to grow from seed. Try to pick one that is easy to grow in the Irish Climate
- Prepare the ground for the seeds, dig a small furrow and remove any weeds
- Plant the seeds and water them and care for them
- Dig them up when they are ready

Review

- Wash them and try to cook them or just eat them raw if they are suitable to do so
- Find out what the Six would do differently the next time.

Resources

A small patch of land near the Scout Den
Seeds like carrots or strawberries

Top tips

Build a mini greenhouse to grow more exotic plants.





Pharaohs

Getting Started...

Plan

- The Six should have a chat about Justice and Injustice and find out what they know.
- They will need to find out about what things are happening locally.
- This would be a good opportunity to invite a Garda to talk to the Six or maybe a visit to the Garda Station.

Do

- The Six go on a visit to the Garda Station.
- They should go with a list of things that they want to find out about and also questions as to what they can do to help fight injustice.
- They can also get the Garda to help them launch a campaign for justice for a suitable cause.

Review

- After the campaign invite the Community Garda down to chat about how they got on and what they learnt from it.
- They should be looking at how difficult it is to fight for justice and what changes they saw happening.

Resources

<http://www.afri.ie/>
A Community Garda

Top tips

The Sixers could organise a training day for them to be better Leaders and fairer in what they are doing.

The most powerful person in Land of the Nile was the pharaoh. The pharaoh was the political and religious leader of the Egyptian people, holding the titles: 'Lord of the Two Lands' and 'High Priest of Every Temple'. As a Leader it is important to know the difference between right and wrong and above all to be fair. To do this the Leader has to be aware of what is going on.

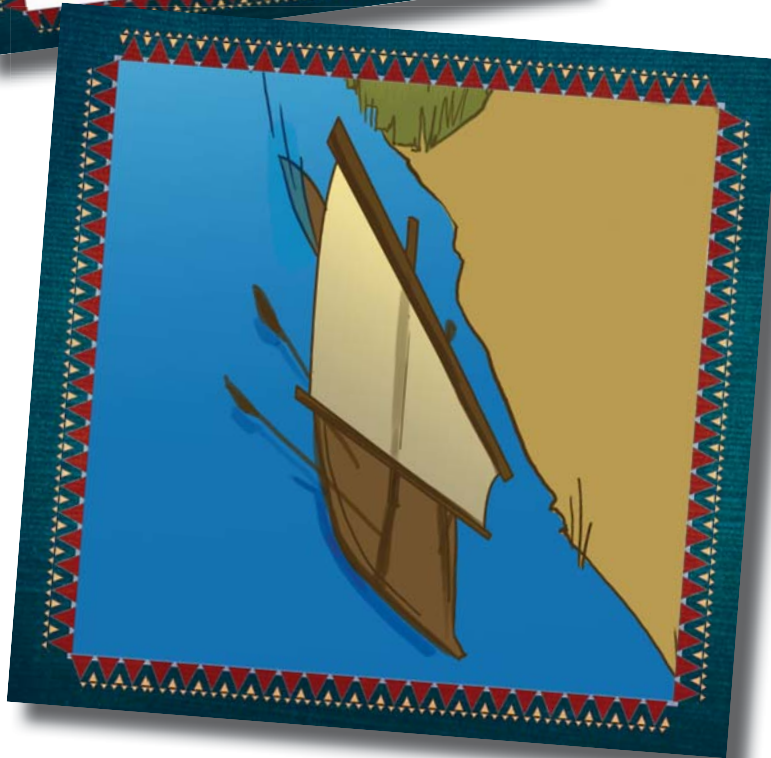




River Boats

Getting Started...

Transportation on water is one of the oldest methods of travel. Be it on sea, river or lake people have used all types of crafts to get them from one place to another. In the "land of the Nile" the Egyptians used the river Nile for all their major transporting needs. The boats brought people between the two lands of the Nile (Upper and Lower) and it also supplied its towns with food and materials.



Plan

- The Six have the chance of doing water activities, they have the choice between sailing, rowing or paddling.
- They should have a chat about what they could do it.
- They may also like to try to build a raft for themselves
- Remind the Cub Scouts to choose People Cards to do a challenge

Do

- Raft building is an easy thing to do but there is a bit of science involved so look for suitable designs
- Test the raft in shallow water first before getting on it.
- Make sure to wear Personal Flotation devices.

Review

- When bringing the raft back out of the water find out what the Six thought of it
- What were the flaws in their design and what could they do the next time
- Try to find out if everyone enjoyed it.

Resources

Top tips

Always make sure that any activity done on or near water is done with care and safety.
would be the easiest from them to do and how

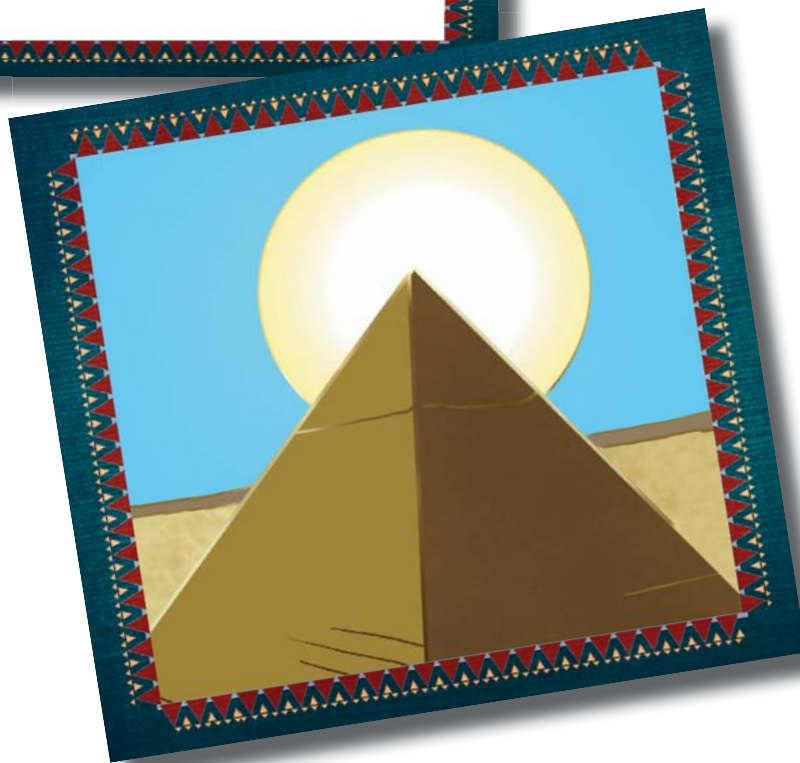


Pyramids



Getting Started...

The Pyramids are famous all over the world for their characteristic design and for the sheer size of their structure. In the "Land of the Nile" the Pyramids were much more than just a big structure. Inside there was an intrinsic maze to the burial chamber of a Pharaoh that took years to design.



Plan

- The Six should link up with a lodge in the Beaver Scout Section so that the Six can plan a maze for the Lodge
- It would be advisable for the Six to go to the Beaver Scout meeting
- Find out what kind of things in a maze the Beaver Scouts would not like to have so that they can be avoided.
- Remember for each Cub Scout to choose a People card to do a challenge from

Do

- The Six need to plan out the maze on paper first and then build it.
- It can be as easy or as difficult as the Cub Scouts want to build it.
- The easiest way of building the maze is to use pegs and sisal to make the passageways following a design that the Cub Scouts come up with.

Review

- Chat with the Lodge on how they got on and how easy or hard the Beaver Scouts found it.
- Try to find out how the Cub Scouts found working with Beaver Scouts and how they could do things differently the next time.

Resources

<http://www.astrolog.org/labyrnth/lifesize.htm>

Pegs and Mallets

Sisal

Top tips:

There are lots of mazes built in the country, why not visit one of these to see how the Six get on themselves.



CUB SCOUTS