

SIX QUESTIONS IN SIXES

YOU WILL NEED:

- a chair

INSTRUCTIONS:

1. Ask one of the Cubs to sit on the chair and think of their favourite thing they have done in Scouting so far. Once they've thought of this, they should keep quiet, holding it in their mind.
2. Meanwhile, ask the other Cubs to guess which activity their fellow Cub is thinking about. To gather clues, they can only ask six questions. For example, they could ask whether the activity will

take place indoors or outdoors, or if it involves teamwork or individual work. To make things more fun, the nominated Cub can only answer 'yes' or 'no'. If they haven't guessed after asking all six questions, the nominated Cub can tell them outright.

3. Keep a record of the activities the Cubs enjoyed. Use these to springboard your programme planning.



Teamwork
Challenge
Award

SNOWBALL FIGHT

YOU WILL NEED:

- paper
- pens

INSTRUCTIONS:

1. Ask your Cubs to write down or draw a picture of an activity they would really like to try.
2. Next, ask them to scrunch up their idea into the smallest paper snowball they can possibly scrunch.
3. Let the snowball fight commence!

4. After a few minutes of snowball throwing, stop the group in their tracks. Ask them to pick up the snowball closest to them, taking it in turns to read out the ideas on the paper.
5. Note down their ideas, and use them in your future programme planning.



Teamwork
Challenge
Award

DREAM CAMP

YOU WILL NEED:

- a phone or other recording device (optional)
- pens
- flipchart paper

INSTRUCTIONS:

1. Explain to the Cubs that they are going to be dreaming up their ideal theme for their next camp. If they could pick any theme, what would they choose?
2. Sit the Cubs in their Sixes, and ask the Sixer to write everybody's ideas onto the flipchart paper.
3. Once everybody has had a chance to contribute their own idea, the group should then vote for their favourite as a Six.

4. Next they should record a short video, or create a short sketch to perform in front of the rest of the Pack. In this video/sketch, they should explore the ideal theme they have picked for camp. What might that camp look like? How would it be different from any camps you have previously organised?
5. Once you have the feedback from the Cubs, you can start planning your next camp, drawing on their preferences and ideas. To get a broader idea of what they might enjoy, use the flipchart paper with all of their initial ideas, rather than just focusing on their final sketches.



Artist Activity Badge



Entertainer Activity Badge



Teamwork Challenge Award



Our Skills Challenge Award



Digital Citizen Staged Activity Badge

LEGO FACES

YOU WILL NEED:

- Lego
- paper
- pens

INSTRUCTIONS:

1. After you have completed an activity, lay out three pieces of paper in front of your Cub Pack. One piece of paper should have a happy face drawn on it, one should have a neutral face, and one should have a sad face.
2. Before they go home, give each Cub a piece of Lego and ask them to place it on the piece of paper that represents how they feel about the activity you have just tried.
3. The paper with the tallest tower represents the majority.

DRAW YOUR LEADER

YOU WILL NEED:

- a large roll of plain paper
- pens

INSTRUCTIONS:

1. Lie down on the large piece of paper, and ask the Cubs to take it in turns to draw an outline around you.
2. As they do this, ask them to think about what makes a good leader. What qualities might a person need in order to lead a group fairly and kindly? What qualities might they need in order to make decisions on behalf of the group?
3. In the outline of your silhouette, the Cubs should write down their ideas. Encourage them to be creative and honest, explaining that there are no 'wrong' answers. If they like, they can draw pictures to better illustrate what they mean, or use a mix of words and pictures.
4. Once they have finished, have a discussion about what qualities they chose to draw and write about. Discuss what these qualities might look like, and explain why they are equally as important in a Sixer as they are in a Cub Section Leader.



Artist
Activity Badge

NEXT STEPS

Now that your Cubs have shared their thoughts and opinions with you, remember to incorporate their ideas when you next plan your programme. Once you've done so, spread the news and make sure that your young people are aware of how and where their ideas have been included. This will boost their confidence and make them feel included and listened to.