

# Spring Term Year 1

## Covering activity badges : Communicator Badge

1. Get someone to give you directions or instructions to do something. Check that you have understood. Then follow the directions or instructions.
2. Get someone you know to give you a call. Write down what they say, making sure that you have all the main details.
3. Show you can send emails and text messages. You could also show how to use a mobile phone or a tablet to send a message to someone.
4. Introduce yourself to an adult who helps out with your Pack. Talk to them for two minutes about your life, school or hobbies.
5. Choose **three** of these activities to do:
  - Report on a local event, either past or present. It could be written for something like a newsletter or recorded so people can listen to it.
  - Make contact with another Pack. Send them videos, letters or emails for whatever length of time your leader suggests.
  - Find out how people with a visual or hearing impairment communicate. You might learn about Braille, Makaton or British Sign Language. Learn a simple phrase in one of the ways you have learned.
  - Tell a story about an experience you've shared with your leaders and other Cubs. Make sure that you communicate clearly and that everyone is following the story.
  - Hold a simple conversation in another language.
  - Write three simple messages using codes, ciphers, invisible ink or semaphore. Try to work out three similar messages given to you.
  - Get an adult or Young Leader to give you a message. Remember it and repeat it back to them 10 minutes later.
6. Take part in Jamboree On The Air (JOTA) or Jamboree On The Internet (JOTI).

## Challenge Badge parts:

Game played by Cubs in a different country.

Learn how to make a 999 phone call.

Plan and carry out the project with your Pack, sharing the learning from the activity with others.

## Week 1

Back to cubs, games nights and introduction to the communicator badge.

GAME 1: Relay game, looking at moving up and down the hall in different ways each time. This could be played where each time, all the children go in the same way. Or a number and action could be called, such as number 1, walk; number 2, hop; number 3, jump; number 4, crab walk; etc.....

Explain the idea behind the communicator badge.

GAME 2: Label the walls, hear, see, smell, and touch. Though taste could be used. Then say different scenarios, and children run to the side of the room, which they think is most used. This could be used for things like, listening to music, choosing a chocolate, choosing a favourite crisp flavour, making a model using lego, etc.....

This could be made more into a game by making the children, complete some instruction whilst moving around. Such as walk three steps, then jump, walk three steps then jump, until a whistle is blown. Then stop, listen to the scenarios, before then running to the side they think. Some scenarios may well have more than one answer. May be last there or if they get the answer wrong could be out, or lose a life, if you wish to get a winner.

PRAYER 1.

## Week 2

Communicating with morse code and semaphore (Comm 1f)

GAME : Beans, Beans, Beans from [www.teachingideas.co.uk](http://www.teachingideas.co.uk). Following instructions.

Using the sheets for morse code and semaphore the children will have a go at trying to send a message down the length of the room with semaphore and across the table with morse code. The morse code group will first need to make using batteries, wire and bulbs the morse code sender. The semaphore group will need to make their own semaphore flags using paper and sticks.

PRAYER 2.

## Week 3

Code making and breaking (Comm 1f)

GAME : The children will have to identify pairs of cards which go together. Formed in a relay style of 4 teams, the cards will be spread over the floor. The first child goes up from each team and turns over pairs of cards until they get a pair, turning them back over if not. They then run back with it. Next member goes. The team with the most wins.

The children will have three bases. One base will be making code wheels and writing their own codes, the second base will be writing messages in secret forms, such as lemon juice and wax/paint, the third base will be trying to solve the codes.

Lemon juice writing, write the message with fresh lemon juice, using a cocktail stick. Once message has been written, bake in oven for a short amount of time, until paper browns, though lemon juice area will not.

Wax / paint, cubs to write the message with the white wax crayon or candle. Once written the message can be shown by painting over with a thin water based paint. Will need to dilute ready mix paint to about 30% to 70% water.

PRAYER 3.

Week 4

Phone Calls (Comm 2 , 5, 3)

GAME : Story with Numbers. Sit all the cubs in a circle, giving the numbers out between 0 and 9, as these are the numbers found on the dial of a telephone, not using the numbers 2 or 4. Though you may need to use less numbers with smaller packs. Then start telling a story, when the children hear their number, they have to stand up, run around the circle, and sit back in their place. A story can be found in games section.

One group will be going out to make a phone call back to the headquarters. The second group will be taking down a message from someone they know, making sure that they have all the relevant details. The third group will be making emergency phone calls to show that they could make a emergency call, and know what to tell the operator.

PRAYER 4

Week 5

To understand how the visually impaired or blind people can cope.

GAME : Blind Trail. Lay out some chairs around the hall. Blindfold one child and ask another child to guide them just by speaking around the course, without touching the chairs. To make it more into a game, get the children to have a race, or time the children, and see who is the quickest.

During the evening the children are going to understand how the system of braille started, by whom etc.. and be able to make their own name in braille using card and counters, so that at night, they know which bedroom door is theirs even if there is no light. Also they will be able to feel and identify some items in a bag.

GAME : Identifying things in a bag. Have some objects in a bag. The children one a time feel the bag, and see if they can identify the items inside.

PRAYER 5.

Week 6

Finding out about three electrical versions of communication.

GAME : Kim's Game. Place some objects on a tray. The children have 2 minutes to look at them. The tray is then covered up, and then children have to write as many as they can down. 20 objects is quite a good number, or 10 objects, with a property for each, such as a silver key, a red pencil, a left handed pair of scissors etc.. The children get one point for both the object and the property.

During the night the cubs will firstly learn about the three different methods of communicating electronically, and then have a go at using them to send a message. Using the laptop to send an email, (Though laptop not connected to internet, and email to dead end user), using a mobile phone to make a call to give some-one a message which they will have remembered for 15 minutes. Also to use an answering machine to make their own message, and then to use one to get the message from. During the night they will also have the chance to use books to write up about one of these devices, drawing pictures of all three as a diagram with labelled parts and buttons they should press. Maybe even make a how to poster.

PRAYER 2.

Week 7

Receive and Give instructions.

GAME : Captains Coming

During the evening the children will learn how to give and receive instructions. They will start off with trying to draw or write the instructions to make a glass of squash using bottle of squash, water and glass. They will also try and guide some-one through a maze using only left right, forward and backward. Have equipment to allow children to try out instructions.

PRAYER 6.

## Week 8

### Finding out how to cope with Deafness

GAME : Silent Bucketball. The children need to be divided into two teams, each team needs a bucket on a chair. Two children, one from each team start in the middle, where the ball is thrown into the air, and caught by one side. The rules then follow the same as basketball. 1 point is scored if the cub can hit the bucket with the ball. 3 points are given if the ball lands in the bucket.

Look at the problems you would have if you were deaf, and the other skills that were used when playing the last game. Think about how sensitive our hearing is, and how accurate can we hear sounds. Is it possible to hear a pin drop from a long way away. Could you work out which child let go of a pin if you were in the middle of a circle, and then pin was dropped.

Move on after a few goes to game below.

GAME : Stealing the Keys. The children sit in a circle, with one blind-folded child sitting in the middle with a bunch of keys. One of the children from the circle is chosen. They have to stand up and go once around the circle, and back through their gap to try and pick up the keys, and then sit back in their gap. The child in the centre has three goes to point at the child who is moving around the circle. To make the game move faster have a race between two or three children to get the keys and get back to their own seat.

Start to look at Makaton sign language, and how you pronounce letters and words using just your fingers. Have a go at saying their name in sign language, and maybe some simple sentences, or commands.

PRAYER 5.

## Week 9

### Finding out about the work of a charity

GAME : Explain to the children that they need to be careful, and only walk when the lights are out. Place some objects around the room, before the evening starts. Give the children a card with the name of the item on it. The children are sitting down, when the lights go off they see if they can find the item on their card. It might be worth telling the children to look around the room carefully before turning the lights out and before you give the cards out.

*Global Zone , Caring and Community Zone, Creative Zone*

Ask the children to think about some of the ways they could help other children who could not see or hear. Get them to start thinking about raising some money, and the ways that they could do this. This will need some research beforehand, to decide the charity you wish to complete with the cubs, or could be a variety of charities that you wish the cubs to then choose from. The cubs then to design ideas as posters, once decided as a group.

PRAYER 7

Week 10

### Speaking and listening night

GAME : I went shopping..... This is a well known game, where the children have to say “I went shopping and I bought a .....” Then night cub then has to say “I went shopping and I bought a *the first item* and then one of their own.” This happens until the first person who cannot remember the list.

During the night the cubs will need to tell a story about something nice which has happened to them. The rest of the pack needs to listen. The cub who told the story, then needs to choose a name out of a bag, and the leader asks that cub a question about the story the cub has just told. This rotates around a variety of cubs telling their own stories.

GAME : Story with Numbers. Sit all the cubs in a circle, giving the numbers out between 1 and 9, not using the numbers 2 or 4. Then start telling a story, when the children hear their number, they have to stand up, run around the circle, and sit back in their place. You could retell the story from a few weeks ago, but could always make up your own.

After the second game, give each child a copy of a famous fairy story, the children then in groups practise reading the story, before then recording each of the stories onto tape.

OR  
Following up an event which has happened at cubs allow the cubs in groups to report back the story as if they were making a radio report. See if a radio presenter would be prepared to come and speak with the children about how to make a radio report.

PRAYER 5

Week 11

To use simple amateur radio sets to hold a conversation.

GAME 1 : Beans, Beans, Beans from [www.teachingideas.co.uk](http://www.teachingideas.co.uk). Following instructions.

During the evening take part in some activities using lego. Where one group cannot see the other group. They have to explain over the radios the pattern built up in front of them. The teams then swap over. Other games which can be played with, is a game of noughts and crosses. The pack is split into three teams, one group is nought, one crosses, and the other group the recorders. All groups need radios, and a copy of the board, and pens. Rotate around so that each group has chance to play each role.

GAME 2: Chinese whisper. Children to pass message around the circle. This is to learn that unless they speak clearly on the radio, messages can be lost.

PRAYER 2

Week 12

A visiting speaker who can speak a foreign language.

GAME : A version of captains coming in a foreign language. A list is provided as a resource.

Find some-one who is allowed to come into cubs and who is able to speak another language. See if the children by the end of the night are able to say their names, ask for things in a mock up shop and cope with some basic numbers, or colours.

Have a game of cards, where there are pictures, and the children have to race and try and match up the english, foreign and picture card as a set.

PRAYER 8.

Week 13

Charity night and presentations.

GAME : Optional, according to the theme for the night, one of the games already played could be used again.

From the discussion with the children earlier on in the term, have a go at trying to raise some money for the charity. Having it on the last night will also allow the parents arriving for the badge presentations to become involved in some way, even if it is just there when the total is announced. Towards the end of the evening present the badges.

*TRIPS*  
or  
*VISITORS*

Trips can be arranged to a radio station, or maybe have someone visiting from a radio station, amateur radio, or a deaf or blind person from the community or the charity you are raising money for.