

Summer Term

Year 2

Covering activity badges : Photographers Badge

1. Show that you know how to use and look after your digital camera. Show how to turn it on and off, use the zoom function, charge or replace the batteries, insert a memory card and transfer pictures from the camera to a computer or tablet.
2. Take at least five photographs of local landmarks that could be used to make a tourist leaflet.
3. Take photos while you're on a visit, Pack outing or camp. Present 10 of your best pictures to someone else after the event. You could present them in a scrapbook, on a screen, in a photo book or some other way.
4. Choose one of these activities to do:
 - Take two pictures of the same thing – one in colour and one in black and white. Compare how the effects change the way the final picture looks.
 - Using a digital camera, make a short film on a subject of your choice.
 - **Using a series of photographs, make a short animation sequence.**
 - **Take a photo of people, animals, an urban scene or a landscape. Think about the light, the positioning and setting of your photo. Explain why you composed your photo in the way that you did.**

Challenge Badge parts:

Two Outdoor activities – tracking, fire lighting and cooking

Prepare for your outdoor activities and hikes.

Learn and follow the Countryside Code.

Go on a hike or follow a trail for 1-2hrs.

☒ *It will be worth reading the section on hiking before taking the cubs on any hikes. As quoted on the pages, if you are unsure about any aspects of taking the cubs on a hike or the route plan contact your ADC, GSL or Nights Away advisor.*

☒ *Check your district's policy on going for hikes, or visiting local campsites, in or out of district, as some will require notification before a hike takes place. Also if your cub pack is quite large, it may also be worth contacting the local police station if you are going to spend a large proportion of the routes on public highways.*

☒ *Some of the evenings are made for indoor and some outdoor, with the British summer as it is, it might be worth changing some of the evenings around according to the weather. Those marked with a '*' are made for indoor use, and '^' are outdoor.*

Week 1 * Welcome back, an introduction to road safety.

Extra help and ideas can be found on :-

www.hedgehogs.gov.uk

or

www.dft.gov.uk

email dft@twoten.press.net

fax orders 0870 1226 2237 (24 hours)

Calling DFT (Mon to Fri : 8am to 6pm) on 0870 1226 236 and asking for

- *Arrive Alive (T/INF 353)*
- *Activity Book 2 (T/INF/604)*
- *Get across road safely (T/INF/804)*

GAME 1: Traffic lights.

Explain the idea behind the photographers badge.

GAME 2: The cubs have to run around the hall until the following instructions are given.

Traffic lights Children group, one standing, one kneeling and one sitting.

Pelican crossing Child make a large beak with arms.

Footbridge Children stand in pairs making a bridge.

Underpass Children crawl along on the floor.

Zebra crossing Children go down on all fours, like a zebra.

Traffic Island of _____ Children stand in groups of that number.

Normal road Children stop, look and listen, then move three paces.

As the first night back and such a serious topic when some of the term is spent out, it will need to be revisited before every trip out, though not in so much detail.

Sit the cubs in a circle and see if between them they can come up with the Green Cross Code.

Talk about where the best and worst places are to cross the road.

Activities for safe crossing of the road can be found in Activity book 2 or Get across road safely, otherwise, it is worth changing their ideas about road safety into a poster which they can take home or display around the headquarters to be used as a reminder before going out on any walk.

PRAYER 43

Week 2 * How to prepare for a hike.

GAME : This is like a dressing up relay. The cubs sit in relay teams, and laid out in front of each team are some items which they would need to put on to go on a walk on a cold day, or in the snow. The first cub has to run down the hall putting on the clothes on the way there, and then take them off on the way back. The gloves though could be made more fun, by putting all the gloves in a pile at the start of route. The cubs have to choose a pair before continuing. The clothes items they have to put on may include scarf, hat, raincoat, large boots, large jumper and gloves, etc.

Explain that different groups of items would be taken on a day hike, rather than a camp. Split the pack into four groups, and give each group a range of items, which the cubs can split into 3 piles, one for a day hike, one for camp and the last pile for things which not be needed for camp or a hike. Rather than completing practically you could always just discuss and use the sheet about what to take on a day hike. First Aid kit, maps and compass might be discussed with the cubs as items that the leader would bring, and therefore they would not.

Day Hike Items	Camping Items	Other items
rucksack	sleeping bag	fizzy drink
sweets	reading book	tie
20p	teddy bear	tinned food
waterproof	wellingtons	computer game
pencil and paper	roll mat	swimming goggles
coat	carrier bags	flippers
jumper	torch	Christmas cracker
water container	batteries	chocolate
shoes (hiking boots)	bath towel	biscuits

PRAYER 44

Week 3 * What is a map and find different symbols on map.

GAME : Play game with pairing off the different symbols with what they are. The domino sheets should be printed out and cut out in separate squares. They should then be left at the far end of the room, either turned over or face up. The cubs should be split into teams, the cubs then as in a relay, run up and choose two cards, which if they are the same are allowed to take them back. If not they put them back down. A leader will need to be at the end to check the pairs. Each team could have their own set, or it could be just one set, which they all choose from.

Give out a map to every 3 cubs. Preferably it would be better if it was a map of the local area, with bits on it the cubs will recognise, such as schools, cub headquarters, town centre, parks etc. Give the cubs about 5 minutes just to look at the map and study the features they want to look at, and use adults to encourage this. Then stop the cubs and ask them to describe some of the symbols they used within the game and explain what they show. You could now give out the bingo cards again, and the cubs have to spot all the symbols on the bingo card on the map. They could get more points if they can spot the symbol more than once. Or you could just say a symbol, and the cubs have to use the key to find out what the symbol looks like, and then find a location on the map. You need to make sure though with this method there are more than one occurrence for each symbol, so the cubs can help each other to find one each.

About 15 minutes before the end of the activity time, give out the Body Overall sheets, so as the cubs can keep track of the details over the coming week.

PRAYER 45

Week 4 * Finding the route between 2 places.

Dole Fruit website www.dole5aday.com - a variety of fruit and vegetable activities.

GAME : This is a game all about fruit and vegetables, which should help the cubs understand which is which. Label each corner of the room, green, yellow, brown and red, and the centre of the room for all other colours. The leader in charge calls out the name of a fruit or vegetable and the cubs run to the corner of the room for the colour the item is. You need to remind the cubs it is the colour of the skin we are looking at, not the insides. As the cubs become better at the introduce other commands such as :-

Fruit Jelly	The cubs have to wobble as if they were a jelly
Number Fruit Salad	The cubs have to sit in groups of the that number.
Fruit slices	The cubs have lie down flat on the floor.
Fruit squash	The cubs have to curl up as squashed as possible.
Fruit smoothie	The cubs say "I'm cool."

PRAYER 46

Week 5 ^ Building a fire to cook a hot drink

This night does not need that much explaining. Apart from an equipment list, and a few safety rules to discuss with the cubs and other leaders/ helpers before they start. Much of the information about fire lighting can be found in the Nights Away book.

Equipment list per a six or cooking group :

Matches (To be held be leader), billycan, string, water container (optional), clean bucket filled with fresh water, hot chocolate powder, spoons, cups, newspaper (optional).

Safety rules :

- ☒ All loose clothing such a group scarves need to be removed or tucked in.
- ☒ All long hair needs to be tied back.
- ☒ All cooking groups or sixes should have one adult, once the fire has been lit, plus one spare adult for the pack.
- ☒ Each fire needs to have a clean fire bucket, filled with fresh water.
- ☒ Every adult present needs to know about what to do with a scald or burn.
(Run under cold running water for at least ten minutes, or until tingling sensation has gone away. If area affected is larger than a ten pence, it would be suggested child goes to have it checked out. If cold water tap is a long way away, use fire buckets for initial treatment. DO NOT remove any clothing from a burn, as this has created a natural infection barrier, allow the hospital to do this.)
- ☒ Cubs are only allowed to place wood on the burning fire with their adults permission.
- ☒ Cubs are not allowed to throw items onto the fire.
- ☒ Fires should be at least 3 metres / 9 foot away from each other.
- ☒ Cubs should not run around fire area, or jump over fires however small. The fire area may be a well defined area, as cubs will want to run around the woods to collect wood.

From all the safety rules above, it may seem that fire lighting is a risky business, but handled carefully in a controlled way, it is a very enjoyable night for all cubs.

- ☒ You may as leaders want to complete your own risk assessment before fire lighting.

PRAYER 47

Week 6 ^

Going for a walk for 1 hour around local community using landmarks.

The very first part of the evening needs to be used to explain to the cubs the features on the map, there are going to need to look for. This might be Public Houses, churches or telephones, according to the distance between each one. If there are not many that close to the headquarters, then it might need to be a sequence, such as church, phone box and then public house. Allow each six in turn work out the next part of the route.

Leave the HQ at the start of the evening, making sure that have told GSL where you are walking, and you have the correct ratios, and have contact information for each youngster an adult. See information at the start of the section.

Make sure that as many cubs as possible have a camera, or buy some group digital cameras. (These can be easily bought second hand.)

Explain to the cubs that we are going to be going on a hike to look at the different landscapes / landmarks they can see. Explain that they need to be careful when walking, and that they are to remember their week on Road Safety. Also they need to be careful to make sure they are safe before taking a photograph. Whilst on the walk stop at different locations to allow the cubs to take the pictures of the different landscape or landmarks. You can also ask the older cubs to use their knowledge of map reading learnt over the last few weeks to lead the group. Downloading the pictures can be completed at cubs if you have enough computers, or the cubs can complete the activity at home, bringing in the leaflet once they have completed it.

PRAYER 48

Week 7*

To make an animation with a digital camera.

GAME : This game is based on the fact that animation is the basis for computer games. There are two games that you can play easily.

PACMAN, which is cat and mouse where the cubs stand in a grid with their arms out touching the person to each side. On the word "change" they turn 90 degrees and touch the new hands. Whilst this is happening, a child (cat) is chasing another child (mouse.) Children are not allowed to duck underneath joined hands. If you wish you could dress the PACMAN up with a bright hat, and the mouse with a monster hat.

Or

SPACE INVADERS : One or two children, according to numbers are blindfolded and are at the front of the room. The rest of the children stand in straight lines. On the word go, the child at the front of the room gets to through soft balls at the children at the back. If the ball touches a child, then they are out and sit down, or sit out to the side. The balls are then given back to the thrower. If you wish to add a little extra once the children get good, then the children could walk side to side, and slowly forward. Once they are within 2 metres the children throwing it allowed to remove blindfold.

Tonight will need quite a large amount of resources to allow the cubs to enjoy making the animations. Using plasticine is the normal way of making animations, though this method is very time consuming, and the cubs therefore can become despondent with the outcome. Other techniques can be to use paper, and change them very similar to the technique of producing flick book. Remember which ever system is used, the simpler the design / project, the better the outcome will be. The better animations will have more photos, which will possible by having less detail.

If you are lucky then you will be able to complete the task on Tablets or laptops at Cubs, if not the cubs will need to take their cameras home with the pictures to complete the work at home.

PRAYER 49

Week 8 * Country Code

GAME : This game is based around what would happen if you left the gate open on an animal field. A circle is marked out of about 2 metres, which one six is placed into. They have 50 rolled up balls of paper, or plastic balls. They are the ones who have left the gate open and have let the animals escape, which they do by throwing the balls out. The other sixes are the farmers and they have to get the balls back into the circle. When the whistle goes every one stops, and the amount of animals in the field is counted. The winners are the ones with the lowest number of animals in the field. As discussion needs to happen with the cubs after the game how important it is to shut all gates.

Really this has been an old idea, which has been around far too long, but seems to get over the facts of the country code really well. Discuss with cubs the country code rules, and why each one is needed. Then get the cubs to draw a poster to advertise as many of the country code rules as they can. It has to be said this is a great evening to have as a standby in case of inclement weather, as all you need for the evening is paper and colours.

PRAYER 50

Week 9 ^ Tracking

This would normally be an outside activity, but at a push could be completed inside. The best way to complete, within a 90 minute pack evening would be for a couple of adults to go and lay a small trail, maybe in two different directions, whilst the cubs were taught about the tracking signs were, and what they looked like, see resource.

If adult help is short, then it might be best to show all the cubs the tracking signs, and then one group goes out and lays a trail whilst the others draw them into a poster. Then the drawing group goes out and follows the first trail. Whilst out they lay a second trail, which then the second group follows.

When doing tracking, it is not a good idea to become too complicated, but to keep the signs down to just a handful. It is also a good idea to try and complete the activity on a camp site, thus allowing the cubs or adults more flexibility to lay the trail, and less chance of the route being altered or destroyed.

If you want this to be an indoor activity then you need a variety of used or art matches. Allow the cubs to make an A4 poster to show the tracking signs. The poster needs to be card, making it strong enough to hold the matchsticks, a cereal packet front is quite good for this. There is also a maze game for the cubs to have a go at. All they have to do is start from A and see if they find out the order in which the letters go around the maze.

PRAYER 51

Week 10 * Show you understand the different parts of a camera and how you download a picture.

GAME : This game is called freeze frame, as this is what happens when the picture is taken. The children run around, preferably in a large space. Once the words "freeze frame" the cubs have to get into the pose that is called. Some examples would be :

- A person taking a dog for a walk.
- A group of 3 athletes about to start a 100m race.
- 4 people sitting on a bench in the park.
- 5 people sitting in a car, with a driver in the front.
- Two people feeding 2 ducks.
- 4 people watching a singer perform.

Have available some old cameras for the children to get hold and look at. Also they can use these to practise putting in batteries and SD card. If they have a chance they could also show an adult a couple at a time how to download a picture from the camera. (Be careful some children will not be used to the system you are using, as theirs at home might be completely different.)

Whilst a group at a time is working with the actual cameras, have the rest of the children labelling a printed out version of a camera. Naming as many parts as they can.

You should also tonight have enough time to allow the cubs to feed back to an adult about their leaflet from a few weeks ago, or their scrapbook.

PRAYER 52

Week 11 ^ Photo Treasure Hunt

This is very hard to write for a particular area, as I my treasure hunts start at the front entrance to the headquarters in a circular route. When organising a treasure hunt, it is a good idea to also take some photographs from strange angles, then see if the cubs can work out from where you took them from. Apart from that remember the cubs will take about an hour to complete a 1 mile route, if there enough clues. Do not forget to send out two adults with each group, and try to limit groups to around 6. An example treasure hunt can be found in the resources section.

PRAYER 53

Week 12 ^* Thinking about the light, and how it has an impact on the photo taken.

GAME :

Take a photo of people, animals, an urban scene or a landscape. Think about the light, the positioning and setting of your photo. Explain why you composed your photo in the way that you did.

PRAYER 54

Week 13 ^ Introduction to the Cyclist Badge.

Ask the cubs the previous week, to bring in bikes this week. This will also need to include a helmet, and preferably fluorescent jackets. Make sure that you have the correct outside ratio for this event, and have ridden the route, prior to going on it with the cubs. The adults should be spaced out evenly between the cubs, and have an adult at the front and one at the back. It might be that you decide to meet in a different location to allow for a better route to be used.

Bits to be covered from the Cyclist Badge are:

- Show that you can mount and dismount your bike properly.
- Show how to keep your bicycle in a roadworthy condition. Why is it important?
- Explain why it's important to use lights and reflective clothing.
- Go for a short ride in a safe place to show an adult that you can ride safely and confidently.

Remember the detail is a short ride, and therefore time needs to be spent before you go discussing the safety aspects and making sure the cubs are confident riding their bikes. Another activity could be arranged, if you have a lot of the cubs who are not confident at riding.

Week 14 ^* Superstar Challenge

This is an evening where the cubs can compete in a range of tasks, where they have not had a chance to practise beforehand, and is not something where the cub can be good through experience. It is a good idea to make each activity the same amount of time, and have the same number of activities as there are cubs, with rough one adult to every three activities. Some examples might be :-

How many felt tips or crayons can be put on the correct colour.

How many wooden blocks can be built on top of one another.

How many times can you fold a sheet of newspaper.

How many mapping signs can be paired with their name.

How many cards can be sorted into order 1,2,3,4, etc to 10. Then 1,2,3, etc.

How many items in picture can be found beginning with the letter ____.

How many used matchsticks can be made into squares.

How many words to do with cubs can be found in a wordsearch.

How much water can be taken from one cup to another using a spoon.

PRAYER 55

Week 15 ^* End of term party, and badge presentations.