

3 Year Programme *for Cub Scouts.*

Developed by
Stuart Leacy.

Camp Programme *Spooky*

Please make sure you have read the following carefully before using the material contained within this pack.

The ideas within this pack, are only suggestions based on the New Programme Material. They have not been endorsed by the Scout Association, and as such the Scout Association, or Stuart Leacy do not take responsibility for any liability caused by any of the ideas within this booklet. All ideas though, have been tested with a cub pack in Stevenage, and the resources have been extended to help with the delivery of the evening.

The programme plans, are not made to be comprehensive, but should go along way to fill the programme for the normal hour and half evening. Therefore care should be taken to make sure with your knowledge of the cub pack that the activities are suitable, and equipment and resources are available to fill the time allowed.

Some ideas are linked to the Programme Essentials section, and where this is the case, a page number will be found within the evening programme.

The prayers and games can be used with any other evening, but are more closely linked to the theme for that particular evening.

There are normally between 13 and 15 evening plans for each term, so therefore care will need to be taken to make sure the badge criteria is met when evening plans are missed out.

I hope you and your cubs will have as much fun using this pack, as I have with putting it together.

Activity Name : **Finding the spooks.** Length of Time : **1 hour**
Indoor / Outdoor : **Outdoor** Rough Total Cost for 24 cubs : **£1**
Type of Activity : **Game** Links :
Resources needed : **Photocopies of the resource page, one sheet needed for each six on a different colour of paper.**

Equipment needed : **Pringle tubes, 6 for each six.**

Description : **The pringle tubes are hidden around the campsite / woodland. In each pringle tube there needs to be a different piece of the equipment from the photocopied sheet.**
Cubs are told to go and find the tubes. If they find a tube with their colour in, there are allowed to bring it back to their launch pad area. If not they have to put it back where they found it.
A guide needs to be given to the cubs about the size of the area in which the pringle tubes are hidden.

Activity Name : **Making a haunted house.** Length of Time : **2 hours**
Indoor / Outdoor : **Either** Rough Total Cost for 24 cubs : **£10**
Type of Activity : **Large Six Craft** Links :
Resources needed : **PVA Glue - 1 litre per 10 Paint**
A variety of Cardboard boxes, ranging from really large to cereal packets.
Tubes of varying sizes. Different coloured paper and thin card.
4 tin foils per 10 Newspaper Black Sugar paper
Equipment needed : **Scissors Paint brushes and pots**
Glue Spreaders
Craft Knives for adult use.

Description : **Cubs will need quite a large area of space to complete this task, which they will need to put newspaper over.**
Children start off with the 2 largest boxes, and onto this put other boxes, gradually making a roof.
They then cover in PVA glue and then tin foil and use the black paper to make windows doors, etc..
Once the house has been covered with tin foil and black paper, the children then can add details such as signs, people, trap doors, secret compartments and markings.
If doing this activity, try to complete towards the start of the camp so you can make a gateway, or focal point for the rest of the camp.

Activity Name : **Ghost busting** Length of Time : **1 hour**
Indoor / Outdoor : **Outdoor** Rough Total Cost for 24 cubs : **None**
Type of Activity : **Game** Links :
Resources needed :

Equipment needed : **4 buckets**
1 piece of rope about 4 metres long
large bag of coloured plastic balls

Description : **Split the cubs into 4 teams.**
Arrange the four buckets in a very large square. These are the ghost collecting vessels. To collect a full ghost they need to have 10 balls in their bucket, of any colour.
To start with place the rope in a large circle in the centre of the square, with 8 of one colour balls for each team playing.
On the word go the first member of the team rushes to the centre picks up their colour ball and takes it back to their bucket. Tagging the next team member as he arrives back.
When all the balls have gone from the centre circle, they can steal from any of the other buckets. Once a team has ten balls, they shout out “Got it”, and game stops.

Activity Name : **Night time animal spotting.** Length of Time : **60 minutes**
Indoor / Outdoor : **Outdoor** Rough Total Cost for 24 cubs : **None**
Type of Activity : **World around us/outside** Links :
Resources needed : **None**

Equipment needed : **Torches**
Fluorescent jackets (If going off site), though one is helpful for the leader in charge to help lost cubs find leaders again.
Animal books **Telescopes / binoculars**

Description : **Take the cubs to the darkest place in the campsite, and stay there for a little while to see if there any creatures in the hedgerow or woods.**
If totally dark around stand a torch up pointing to the sky, and watch as a variety of insects and moths come down to look at the light. See if you can identify any of them by using the books.
This is a great calming down exercise, and even if you do not find anything, the cubs still seem to enjoy it.

Activity Name : **Witch Drive (Beetle Drive)** Length of Time : **1 hour**
Indoor / Outdoor : **Indoor** Rough Total Cost for 24 cubs : **None**
Type of Activity : **Game** Links :
Resources needed : **Photocopied sheets of Witch drive**

Equipment needed : **6 Dice and shakers**
Felt tips

Description : **As per beetle drive, and follow the rest of the instructions on the sheet.**

Activity Name : **Making a caldron.** Length of Time : **1 hr 30 minutes**
Indoor / Outdoor : **Indoor / Outdoor** Rough Total Cost for 24 cubs : **£5**
Type of Activity : **Messy craft** Links :
Resources needed : **Glue (PVA)** **Scrap paper**
Paper **Large balloons**
Newspaper
Paint
Equipment needed : **Paintbrushes and pots** **Pictures of the caldrons, or plastic ones.**
Glue pots and spreaders

Description : **The cubs start off by covering the balloon in paper mache until about 5 layers thick.**
This then needs to be left over night to dry.
The next day spend some time painting the large paper mache balloons to make them look like on of the caldrons. Handles can be added with string.

These do take a long time to complete, but look so effective once completed hung up.

Be careful this is a very messy activity and cubs therefore should be warned beforehand about using the PVA glue. Though most PVA glues will wash out, or rub off if on clothes or skin.

Activity Name : **Wizard radio game** Length of Time : **60 minutes**
Indoor / Outdoor : **Outdoor** Rough Total Cost for 24 cubs : **None**
Type of Activity : **Wide game** Links :
Resources needed : **paper**

Equipment needed : **Felt tips for the adults playing, one each colour.
PMR radios for each adult playing.**

Description : **One adult starts off being the wizard, and as the wizard they give out stamps on the children's sheets. Only one adult can be active at any one time. The cubs have to run around and find the adult who is the wizard and ask for a stamp. The can then run away and count to thirty before coming back for another stamp if that adult is still active.
The adults though can change wizard between each other using the PMR radios, all of course without the cubs knowing.
The cub who gets the most stamps wins the game. The game will need to stop after about 30 minutes for a count up, before then restarting.**

Activity Name : **Finding the ingredients for the spell.** Length of Time : **1 hour**
Indoor / Outdoor : **Outdoor** Rough Total Cost for 24 cubs : **£10**
Type of Activity : **Very messy** Links : **Caldrons made earlier in the camp**
Resources needed : **3 Jellies with 1 bag of flour. Mix flour into jelly whilst water still boiling hot.
Mashed potato mix 6 tins of baked beans / spaghetti
8 tins of custard 3 bags of flour
Different sweets resembling the items for the spell.**

Equipment needed : **30 marbles
10 buckets, 2 filled at based with warm water.
Access to boiling hot water.
POTS NEED TO BE ALLOWED TO COOL FOR 4 hours BEFORE PLAYING**

Description : **Fill all 8 buckets with resources including 3 buckets, one for leaves; mud; twigs.
Hide the ingredients for the spell into each of the buckets before hiding into the woods or around the campsite.
The cubs are then told they need to find the spell buckets, each of which have parts of the spell in them. They are only though allowed to carry one ingredient at a time back to their team collections caldrons where they can if they want wash their hands.
The cubs should stay in pairs, though each can only carry the ingredients, though either of the pair can take the ingredient out of the bucket and give it to their partner.
The time lasts for a certain amount of time, or until the ingredients run out.**

Activity Name : **Costume making** Length of Time : **1 hour + 30 mins**
 Indoor / Outdoor : **indoor** Rough Total Cost for 24 cubs : **£5**
 Type of Activity : **Craft making** Links : **party this evening / campfire**
 Resources needed : **cardboard boxes** **black bags** **newspaper**
sticky tape **masking tape** **bin liners**
PVA glue **paints of various colour** **carrier bags**
paper - various **silver foil** **plastic bottles**
 Equipment needed : **paint brushes and pots**
scissors
glue spreaders and pots

Description : **Allow the cubs to have time to play with the craft equipment to make their own costumes, and only intervene if required, allow the cubs to experiment. Try not to give too much adult input, but allow peer to peer support.**

Suggestions in the talk beforehand might be :-

ghost **witch** **wizard** **cat**
zombie **haunted house** **dracula**

Activity Name : **Making a spooky play with finger puppets** Length of Time : **90 minutes**
 Indoor / Outdoor : **Indoor** Rough Total Cost for 24 cubs : **£5**
 Type of Activity : **Drama / Craft** Links :
 Resources needed : **Paper** **Cardboard**
Glue **Cardboard boxes**
Cloth **Plain lolly sticks**
Paints
 Equipment needed : **Face paints** **Pencils**
Paint pots **Paint brushes**
Glue spreaders **Glue pots**

Description : **Give the cubs in groups of 3 or 4 about 60 minutes to come up with their own spooky story which they are to tell as a finger / hand puppet story. The cubs can make their own scenery to put in the background, and make their puppets using a whole range of different techniques. It might be drawn onto the hand using face paints, made out of cloth as hand puppets or made out of card on sticks. Whilst the cubs are making their characters and stories, spend the time making them a stage ready for them to perform their plays through. This is normally quite a calming exercise, and as a last morning filler can be used very successfully to release most of the adults.**