

27Jul05	Boomerang 7,12 - Campfires and Scouts' Own	Hall	Leader: Raksha NB Bagheera absent Duty Six: Black
18h00 - 18h10	Opening parade, inspection		
18h10 - 18h15	Promise and Law review (maybe just saying it out loud together) lead by the sixers, while in the circle		
18h15 - 18h25	<p>Game - Robots Teams of three or four. One team member is blindfolded and placed somewhere at random in the circle. Other team members give instructions to the robot. Instructions can be no more than one word at a time (he's not a very bright robot.) Instructions are given one at a time, each team takes a turn, then the next team, etc. The idea is to give the robot instructions so that s/he can reach out and touch another robot. Any robot touched is deactivated. Last robot wins.</p> <p>Interesting exercise in communication and working as a team. Might be able to run this a couple times.</p>		
	Bronze (Rama)	Silver (Rama)	Gold (Raksha)
18h25 - 18h45	<p>Skit preparation (B12 Pt 1) - review rules for presenting and watching skits - hand out skits to small groups (need skits) - practice</p>		<p>- discussion on the promise and law (B7) - preparation for their contribution to the skits (the story about colours of the rainbow - might make a friendship bracelet as we go)</p>
18h45 - 19h05	Skits and Golds' presentation		
19h05 - 19h15	<p>Scouter's Five by the lake - Golds will lead pack through the gate near storeroom to suitable spot. Cubs in a circle, have candles in bottles to provide the 'Fire' effect or use tea lights in something non-flammable inside paper bags. (Cubs could cut designs out of one side of the bag or paste paper on to the bag, so the design shows up darker instead of lighter.) (need stuff for lights) - Golds provide poem/discussion about friends in pack, friends who have left pack, value of friends, etc. - Each person contribute one thing about a friend. - Quiet moment to reflect on the people who have touched their lives. - Leader tells a short story on friendship (need story) - Golds lead Cubs back to courtyard.</p>		
19h15 - 19h25	Poison Ball - if there is time (need balls)		
19h25 - 19h30	<p>Closing parade, badges - Scubs stand on circle with leaders then appoint new Ssixers etc before Scubs conduct closing ceremony. - Danielle - Gold Boomerang; Scubs - link badge</p>		