

31May06	Space Badge	Hall / Courtyard	Leader: Baloo Duty Six: Tawny
18h00 - 18h15	Parade , inspection (need sheets, D6 - Rama), howl (Baloo), review bell ringing (Baloo)		
18h15 - 18h30	Scouts talk about Scouts , run a game	Raksha, Scouts	
	Tenderpads preparation	Rama, Baloo	
	Activity 1 - Rama	Activity 2 - Baloo	Activity 3 - Raksha
18h30 - 19h00 three ten minute rotations	Star gazing - try for Jupiter and moons, moon, Mars/Saturn (telescope) Find the Southern Cross , south	Talk about space , what is there, how big it is, things in it (two natural occurrences - comets, aurora, eclipse)	Draw the solar system (can you do it to scale?)
19h00 - 19h20	Speed Space Skits - In sixes - each group has five minutes to prepare, then in turn must do a skit of a complete space launch, from building the ship, to training astronauts, launching, moon walk, return, land, etc... The skits can be no more than five minutes! (Rama)		
19h20 - 19h30	Parade - Kub Kar rally review/badges (Rama, Raksha), badges (Raksha), closing (Baloo)		
19h30 - 20h30	Pack Council - review ceremonies, role of leadership team, try some new games		

If cloudy, build mini-planetariums with paper cups, nails, and flashlights (Rama)

If the Scouts don't show - **Game - Space Mining** - Leaders line up on both end walls, Cubs on one of the remaining two walls. Sticks spread around the floor. Cubs have to be space mining rockets, collecting ore (sticks). They may stay in space as long as they want, but only sticks that they get back to base (the wall) count. They may go out into space as many times as they want, but if they get hit while collecting they must drop any sticks collected on that trip and join the leaders. The winning Cub is the one with the most sticks at the base. (paddle pop sticks, balls - Rama)