

# Pack Holiday 1999

## Theme: “Time Travellers”

There is an accompanying set of leader notes with more information on activities, games etc.

(All times are approximate, especially on days out as traffic conditions etc. will determine how long the journey will take)

### Saturday 21<sup>st</sup> August – Time Travellers

- 4:00 p.m. Arrive and unpack. Grand Howl. Flag. Sixes.
- 5:30 p.m. Time Travellers Briefing
- 6:00 p.m. Tea.
- 7:00 p.m. Construct Time Machines. Knit Scarves. Build Time Gadgets/K-9's
- 8:30 p.m. Game:
- 9:30 p.m. Supper.
- 10:00 p.m. ‘Game’ & Exercises.
- 11:30 p.m. Wash. Bed. Lights Out

#### Wet Weather Programme

As dry programme until

- 8:30 p.m. Indoor Games
- 10:00 p.m. Indoor ‘Game’ & Exercises

#### Equipment Required

Craft materials.  
Knitting Materials.  
Games Equipment

## Saturday 21<sup>st</sup> August – Time Travellers – Leaders Notes

- 4:00 p.m. Please ensure that we have a tour of the campsite to let the cubs know where everything is and what is 'out of bounds'.
- 5:00 p.m. **Time Travellers Briefing:** Explain to the cubs (roughly) what we will be doing during the upcoming week and explain the week's theme
- 7:00 p.m. **Time Travellers:** Each six needs to work together to help build a single large 'Time Machine'. Perhaps it could be large enough for all the cubs to squeeze in when we travel through time each day.
- Each cub/six will be working on their scarves (like a Dr. Who multicoloured Time Lord scarf) throughout the week. The longest scarf at the end of the week will win a prize.
- A K-9 is the small robot dog that Dr. Who had. These can be constructed from the standard craft materials, perhaps with the addition of some simple electronics to provide flashing lights and sounds.
- Any other gadgets that the cubs think a time traveller would require can be made.
- 8:30 p.m. **Game:** See games list.
- 10:00 p.m. **Night Exercises:** The cubs will not go to sleep early on the first night anyway, so we are going to go to bed a little later. The period after supper can be spent doing energetic exercises and 'mini-games' in order to try to take some of the excess energy out of their system.

## Sunday 22<sup>nd</sup> August - Romans

7:30 a.m.	Rise. Wash. Dress. Morning Exercises.	
8:30 a.m.	Breakfast. Work Sixes.	
9:30 p.m.	Prepare pieces for Scouts Own (Hymns, songs, prayers etc).	<b>Entertainer</b>
10:15 a.m.	Scouts Own.	
10:45 a.m.	Prepare Gladiator Equipment.	
11:00 a.m.	Refreshments. Continue with Gladiator Equipment	
12:15 p.m.	Wash + Brush up.	
12:30 p.m.	Lunch. Work Sixes.	
2:00 p.m.	Gladiator Games.	
3:00 p.m.	Tuck Shop. Free Time.	
4:15 p.m.	Mosaics – Marble Floor	<b>Craftsman</b>
5:30 p.m.	Game:	
6:30 p.m.	Tea. Work Sixes.	
7:45 p.m.	Knitting Scarves	
8:00 p.m.	Toga Party. Make Togas. Traditional Roman Games.	
9:30 p.m.	Supper.	
10:00 p.m.	‘Game’ & Exercises.	
10:30 p.m.	Wash. Bed.	

### Wet Weather Programme

As dry programme until

2:00 p.m.	Indoor Gladiator Games
5:30 p.m.	Indoor Game:
10:00 p.m.	Indoor ‘Game’ & Exercises.

### Equipment Required

Scouts Own - Service Papers  
Games Equipment  
Craft Materials  
Mosaic Materials  
Knitting Materials

## Sunday 22<sup>nd</sup> August – Romans – Leaders Notes

- 9:30 a.m.      **Scouts Own:** As part of their **Entertainers** badge, each six needs to plan and prepare a short piece for Scouts Own. This will involve writing some prayers, choosing (and leading) some songs and possibly even a short 'play'.
- Chil'ly Akela to organise*
- 10:45 a.m.      **Gladiator Equipment:** In the afternoon we will be having various 'Gladiator Games'. The cubs need to prepare some of the costumes and equipment they will be using later. Items to construct include;
- Chariots  
Weapons & Shields, Nets, Helmets, Armour, Sandals etc.
- 2:00 p.m.      **Gladiator Games:** This will follow some of the original Roman coliseum games along with the more modern Gladiators T.V. programme games. They will include;
- Chariot Racing, 'Roman Gladiator' games, 'T.V. Gladiator' competition
- 4:15 p.m.      **Mosaic Floor:** As part of their **Craftsman** badge they will construct a marble floor. Using the different coloured tiles they will 'stick' a patterned mosaic onto one of the blank tiles.
- Mr T to organise.*
- 5:30 p.m.      **Game:– Anicent Britons**
- 8:30 p.m.      **Toga Party:** Each cub will need a large sheet/towel to construct their toga. Details are on the camp notes. The Toga party will consist of traditional roman games along with 'standard' board games (details in notes). We could also have a musical theme to the party, perhaps with the cubs performing a play or similar that they have prepared earlier.

## **Monday 23<sup>rd</sup> August - Prehistoric**

7:30 a.m.	Rise. Wash. Dress.	
8:15 a.m.	Breakfast. Work Sixes. Grand Howl. Flag.	
9:30 a.m.	Collecting Firewood. Preparing Fire.	
11:00 a.m.	Refreshments.	
11:15 a.m.	Preparing Dinosaur 'Burgers' and other foodstuffs.	
12:30 p.m.	Cooking on open fire.	
2:00 p.m.	Cave Paintings (using hand/stick).	<b>Artist</b>
3:00 p.m.	Game:	
4:00 p.m.	Flintstones – Cartoon Characters/Play	<b>Entertainer &amp; Artist</b>
5:30 p.m.	Tea. Work Sixes.	
6:45 p.m.	Free Time.	
7:15 p.m.	Dyeing Cloth	
7:45 p.m.	Making a Sundial/Methods of navigation/positioning.	<b>Astronomer</b>
8:15 p.m.	Game:	
9:30 p.m.	Supper.	
9:45 p.m.	'Game' & Exercises.	
10:15 p.m.	Wash. Bed.	

### **Wet Weather Programme**

As Dry programme until

8:15 p.m.	Indoor Game
9:45 p.m.	Indoor 'Game' & Exercises

### **Equipment Required**

Cooking Equipment  
Craft Materials  
Painting & Dyeing Materials  
Games Equipment

## Monday 23<sup>rd</sup> August – Prehistoric – Leaders Notes

- 9:30 a.m.      **Collecting Firewood:** The cubs will need to start collecting their firewood and preparing their fire in plenty of time to cook at midday. They will need sufficient kindling and graded material to last for several hours. During this time they can learn about methods of fire lighting.
- 11:15 a.m.      **Preparing Foodstuffs:** The cubs will need to prepare the food that they will be cooking on the open fire. These will include;
- Dinosaur Burgers
- The fire will need to be lit before 12:00*
- 12:30 p.m.      **Open Fire Cooking:** The cubs will be cooking on the open fire themselves if possible.
- 2:00 p.m.      **Cave Paintings:** As part of their **Artist** badge they will make some cave paintings. They can choose to use either their hands, a 'stick' brush or a 'hair' brush. A cave wall can be simulated by using a large piece of cardboard that has been crumpled up and then flattened out again. Colours to be used are red, brown, orange, black and yellow.
- 3:00 p.m.      **Game:** See Notes.
- 4:00 p.m.      **Flintstones:** As part of their **Artist & Entertainer** badge they will produce a play based on the Flintstone type fantasy world of prehistoric times. They could invent ways of making modern day life work with just the 'tools' available at that time. They will also create and produce a short comic strip of their own choosing.
- 7:15 p.m.      **Dyeing Cloth:** The cubs can have a go at dyeing a piece of fabric using the dyes provided.
- 7:45 p.m.      **Sundials/Navigation:** As part of their **Astronomer** badge they can construct a sundial. They will also learn several different methods of navigation and position finding. Details of constructing the sundial can be found in the accompanying camp notes.
- Baggy to organise*
- 8:15 p.m.      **Game:** See Notes

**Tuesday 24<sup>th</sup> August - Futuristic**

7:30 a.m.	Rise. Wash. Dress. Morning Exercises.	
8:00 a.m.	Breakfast. Work Sixes.	
9:15 a.m.	Astronomy Badge 2 & 4	<b>Astronomer</b>
11:00 a.m.	Refreshments.	
11:15 a.m.	Space Shuttle. Model of Solar System	<b>Astronomer</b>
12:15 p.m.	Wash + Brush up.	
12:30 p.m.	Lunch. Work Sixes.	
1:45 p.m.	Futuristic Adverts and Cybernames.	<b>Entertainer</b>
2:15 p.m.	Flip Books	<b>Astronomer</b>
2:45 p.m.	Game:	
3:45 p.m.	Tuck Shop & Free Time.	
4:45 p.m.	Knitting.	
5:00 p.m.	Quadrants + Sundials	<b>Astronomer</b>
5:30 p.m.	Tea. Work Sixes.	
6:45 p.m.	Time Travellers Gift Shop - Mini-Market	<b>Artist &amp; Craftsman</b>
8:30 p.m.	Game:	
9:15 p.m.	Supper.	
9:30 p.m.	Observing Moon & Stars.	<b>Astronomer</b>
10:15 p.m.	Wash. Bed.	

**Wet Weather Programme**

As Dry Programme until

2:45 p.m.	Indoor Game
8:30 p.m.	Indoor Game
9:30 p.m.	'Pinhole' Constellations

**Equipment Required**

Games Equipment  
Astronomy Materials  
Knitting Materials

## Tuesday 24<sup>th</sup> August – Futuristic – Leaders Notes

9:15 a.m.      **Astronomy Badge:** The cubs will be completing part 2 & 4 of the **Astronomer** badge. Using the available information packs/books/sheets they will find information on two items of their choice. They will then present this information to the other cubs. During this time they will also learn about certain aspects of astronomy.

*Baggy to organise*

11:15 a.m.      **Solar System/Space Shuttle:** As part of their **Astronomer** badge they will construct a model of the solar system and a model space shuttle. Details of how to do this can be found in the accompanying notes.

1:45 p.m.      **Adverts/Cybernames:** As part of their **Entertainer** badge the cubs will try to predict what Advertisements will be like in the future. They may decide to pick a product and produce an advertisement for this future product, either as a poster or as a short T.V. play. In addition they will learn how to find their own Cybernames. Details can be found in the accompanying notes.

*Mrs Akela to organise*

2:15 p.m.      **Flip Books:** As part of their **Astronomer** badge the cubs can produce Astronomy flip books on various topics from the sheets provided.

2:45 p.m.      **Game:- Take Off**

6:45 p.m.      **Mini-Market:** The Mini-market will operate as before. Goods will cover all the different timescales that we will move through during the week. Details of how it will operate and ideas on goods to make can be found in the Mini-market notes.

8:30 p.m.      **Game:** See Notes.

9:30 p.m.      **Observing Moon/Stars:** To complete their **Astronomer** badge the cubs will need to observe the moon and be able to recognise three constellations. We will be observing outside, hopefully with the use of a telescope. If bad weather occurs we can use a 'projector' and pinhole sheets to help them learn about constellations. Details can be found in the accompanying notes.

*Baggy to organise*



## Wednesday 25<sup>th</sup> August - Tudors

7:30 a.m. Rise. Wash. Dress.  
8:15 a.m. Breakfast. Work Sixes. Prepare for Outing.  
10:30 a.m. Depart for Day Out - Swimming, Meal, Mill.  
4:30 p.m. Arrive Back at Site. Free Time.  
5:30 p.m. Tea. Work Sixes.  
6:45 p.m. Knitting.  
7:00 p.m. Calligraphy. **Artist**  
7:45 p.m. Game:  
9:00 p.m. Supper. Wash. Bed.

### Wet Weather Programme

As Dry Programme until

7:45 p.m. Indoor Game

### Equipment Required

Games Equipment  
Swimming Costumes + Towels + Large Bag.  
Ground Sheet.  
Calligraphy Equipment

## Wednesday 25<sup>th</sup> August – Tudors – Leaders Notes

- 7:00 p.m.      **Calligraphy:** As part of their **Artist** badge the cubs will attempt some calligraphy. Various styles can be applied, related to the weeks theme. See the style sheet/book for examples of Roman, Tudor, Futuristic writing. This idea could be extended to include things such as Viking Runes. The styles could be attempted with felts or black brush strokes.
- 7:45 p.m.      **Game: - Protect The King**

## **Thursday 26<sup>th</sup> August – 20<sup>th</sup> Century**

7:30 a.m.	Rise. Wash. Dress. Morning Exercises.	
8:15 a.m.	Breakfast. Work Sixes.	
10:00 a.m.	Depart for Day Out – Shuttleworth.	
4:30 p.m.	Arrive Back. Free Time.	
6:30 p.m.	Tea. Work Sixes.	
7:00 p.m.	Construct Kites, Gliders & Rockets.	<b>Astronomer &amp; Craftsman</b>
8:15 p.m.	Flying Display & Air Competition.	
9:00 p.m.	Game:	
10:0 p.m.	Supper.	
10:15 p.m.	'Game' & Exercises.	
10:30 p.m.	Wash. Bed.	

### **Wet Weather Programme**

As Dry Programme until

7:45 p.m.	Indoor Flying Display
8:30 p.m.	Indoor Game
9:45 p.m.	Indoor 'Game' & Exercises

### **Equipment Required**

Craft Materials  
Flyers, Gliders, Kites & Rockets  
Games Materials

## Thursday 26<sup>th</sup> August – 20<sup>th</sup> Century – Leaders Notes

7:00 p.m.      **Flight Construction:** As part of their **Craftsman** badge the cubs will attempt to construct a working model to a high standard and use origami to construct 'paper' aeroplanes. During this time we will construct one of a variety of kites, a glider, 'paper' aeroplanes and a working rocket. Details on how to construct these and the materials required can be found in the accompanying notes and the books.

*Mr Akela to organise*

8:15 p.m.      **Aerial Display:** The aerial display could include an acrobatic competition, an 'obstacle course' for the aeroplanes as well as simple competitions for range, height, speed etc. For ideas and more details see the books or the accompanying notes.

9:00 p.m.      **Game:- Armada**

## Friday 27<sup>th</sup> August - Vikings

8:30 a.m.	Rise. Wash.	
9:15 a.m.	Breakfast. Work Sixes.	
10:00 a.m.	Build Scale Longboat Model	<b>Craftsman</b>
11:00 a.m.	Refreshments.	
11:15 a.m.	Build Large Longboats. Game: "Viking Raiders"	
12:45 p.m.	Lunch. Work Sixes.	
2:00 p.m.	Make Viking Equipment.	
3:00 pm.	Game:	
4:00 p.m.	Kit Inspection.	
4:30 p.m.	Free Time	
5:30 p.m.	Tea. Work Sixes.	
6:45 p.m.	Knitting Scarves.	
7:00 p.m.	Prepare Campfire Stunts/Songs.	<b>Entertainer</b>
8:00 p.m.	Campfire. Burn Longboats.	
9:30 p.m.	Supper.	
9:45 p.m.	Exercises. Wash. Bed.	

### Wet Weather Programme.

As dry programme until

3:00 p.m.	Indoor Game
8:00 p.m.	Indoor Campfire
9:45 p.m.	Exercises

### Equipment Required

Craft Materials  
Knitting Materials  
Campfire Materials  
Games Equipment

## Friday 27<sup>th</sup> August – Vikings – Leaders Notes

- 10:00 a.m.      **Scale Model:** The **Craftsman** badge will give the cubs a chance to construct a scale model to a high standard. Using various materials the cubs will attempt to build an accurate model of a viking longboat. The accompanying notes, books and leaders example can give them the ideas that they require.
- 11:15 a.m.      **Large Longboats:** The sixes will construct a large model of a longboat. They will then decorate their ship and use it in a game.
- 2:00 p.m.        **Viking Equipment:** The cubs can construct some of the Viking models that they have not previously covered in the mini-market.
- 3:00 p.m.        **Game:** See Notes.
- 4:00 p.m.        **Kit Inspection:** Kit inspection will be taken today in order to clear up the majority of problems before we leave tomorrow.
- 7:00 p.m.        **Prepare Campfire Songs/Stunts:** As part of their Entertainer badge, each six are required to prepare and plan a sequence of songs and campfire stunts. Ideas can be drawn from the song and stunt list or from the leaders.
- 8:00 p.m.        **Campfire:** During the campfire, each six is required to stand up and lead the campfire songs that they have chosen, and to perform their stunts.

**Saturday 28<sup>th</sup> August**

7:30 a.m.      Rise. Wash. Dress. Grand Howl. Flag.

8:15 a.m.      Breakfast. Work Sixes.

9:15 a.m.      Prepare to Strike Camp. Refreshments. Strike Camp.

12:00 p.m.     Leave for Dagenham.

**Wet Weather Programme.**

As Above

**Equipment Required**

None

**Saturday 28<sup>th</sup> August – Leaders Notes**