Note This programme is an outline. The detailed information packs for each activity are far too big to reproduce here and are contained in separate folders available to the leaders.

Leaders Programme Notes

There is a folder detailing the rules and layouts of all the games used during the week and spare games in the form of the small games books.

There is a folder containing a wealth of information and ideas for campfire songs, stunts & skits

There is a large folder that contains all the information required to run the activities for the week. Each activity has its own pack detailing what to do and how to do it.

Draft Programme v 1.05
### Saturday 19th

- **4:00 p.m.** Arrive. Assign rooms, stow gear and change. Grand Howl, Flag, set up, explore site. Rules of Camp
  - Activity & Games
- **6:00** Tea & chores
  - Activity & Games
- **10:30** Supper
  - Activity & Games

### Monday 21st

- **8:30** Breakfast & chores
  - Activity & Games
- **11:00** Refreshments
  - Activity & Games
- **12:30 p.m.** Lunch & chores
  - Activity & Games
- **5:30 p.m.** Tea & chores
  - Activity & Games
- **10:30** Supper
  - Activity & Games

### Sunday 20th

- **8:30** Breakfast & chores
  - Activity & Games
- **11:00** Refreshments
  - Activity & Games
- **12:30 p.m.** Lunch & chores
  - Activity & Games
- **5:30 p.m.** Tea & chores
  - Activity & Games
- **10:30** Supper
  - Activity & Games

### Tuesday 22nd

- **8:30** Breakfast & chores
  - Activity & Games
- **DAY OUT**
  - Biggleswade Bird Sanctuary 10 - 4
- **6:30 p.m.** Tea & chores
  - Activity & Games
- **10:30** Supper
  - Activity & Games
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**Wednesday 23rd**

**Friday 25th**

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**Thursday 24th**

**Saturday 26th**

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**DAY OUT**  
**Swimming**  
2 - 4
Programme

Events

Bush Tucker Trials
A Bush Tucker Trial is to be run every day to earn one of the meals. These could involve food alternatives made up to look like bugs and insects. There should be a limit imposed which needs to be passed in order to earn the meal.
Regularity: Daily
Estimated Time: 10 mins - 1 hour
Equipment Required: Alternative Foods

Strictly Cubs Dancing
The Cubs choose a track and make up a dance to that song. This is to be a one off event.
Regularity: Once
Estimated Time: 1 hour
Equipment Required: Hi-Fi, Music CDs

Who Wants To Be A Millionaire?
This can involve the use of the Kids version of the board game. The prizes will actually be sweets (use the conversion chart in the Leaders Pack).
Regularity: Once
Estimated Time: 1-2 hours
Equipment Required: Millionaire board game, sweets

Weakest Link
This will follow the TV version but will use questions taken from previous Cub Quizzes.
Regularity: Once
Estimated Time: 1-2 hours
Equipment Required: Quiz Books and Questions from the Cub Quiz, Small white boards, white board markers

Campfire Idol
This will involve a voting panel made of leaders commenting on six teams of Cubs. Each night one team will be ‘voted off’. There will be auditions held on the first night and we can filter out those who are not interested in performing. They can sing individually or as a team. This can normally be done just before supper while the cooks are preparing the supper. There will be a prize for the best team or individual.
Regularity: Nightly
Estimated Time: 15 mins - 1 hour
Equipment Required: Karaoke machine, Hi-Fi, music CDs

Deal Or No Deal
Following the TV game but we will use envelopes/boxes with different amounts in. The Cubs will be playing for minutes of free time for the whole Pack.
Regularity: Daily
Estimated Time: 15 mins - 1 hour
Equipment Required: Envelopes with numbers

Bad Lads Army
This is taking the Cubs over the Assault course with T as Sergeant Major
Regularity: Once
Estimated Time: 1 hour
Equipment Required: Assault Course

Diary Room
This will involve interviewing a Six at a time. Cubs will also get a chance to use the room on an individual basis throughout the week. They will get the chance to give their own opinions in the room on their own.
Regularity: Daily
Estimated Time: 5 mins - 1 hour
Equipment Required: Video Camera, private room, spare tapes
**Ready Steady Cook**
This will operate like the Mark Sutton. The Cubs will get to make their sandwiches for the day out but they will have limited time and must make them look pretty.
**Regularity: Tuesday & Thursday**
**Estimated Time: 30 mins - 1 hour**
**Equipment Required: Bread, butter, fillings, knives, plates, bags**

**Blind Date**
This will be a competition to have the most outrageous claims and dates
**Regularity: Once**
**Estimated Time: 30 mins - 1 hour**
**Equipment Required: none**

**What not to wear**
A panel of Cubs will give some leaders a make over
**Regularity: Once**
**Estimated Time: 30 mins - 1 hour**
**Equipment Required: clothes**

**Takeshi's Castle**
This will work similar to the TV programme where the contestants have to 'storm' a castle while being bombarded by the guards. It can be a water fight with some added elements of “It’s a knockout”.
**Regularity: Once**
**Estimated Time: 1 hour**
**Equipment Required: Water pistols, outdoor games equipment**

**Oscars**
At the end of the week awards, badges and certificates will be handed out. Each Cub has to give some, over the top, speech. There will be an overall prize to the Six that has earned the most points during that week.
**Regularity: Once**
**Estimated Time: 1 hour**
**Equipment Required: Badges, fun certificates, prizes**
Tasks

- Tasks can be set at any time on any day.

- At least one task must be set early ONE morning.

- There is an extensive list of tasks on the flashcards in the Leaders Pack.

- Completion of tasks will earn each six some points as well as a reward (see the reward list in the Leaders Pack) such as choice of game, free time.

Task - Pitch a tent
Cubs are to pitch and strike a tent correctly. This will follow a short training session on how to do things. At the end they will have a competition.
Estimated Time: 1 hour
Equipment Required: tent, mallets, pegs etc

Task - Firelighting
Cubs are to light a fire and make a hot drink. This will follow a short training session on how to do things. At the end they will have a competition.
Estimated Time: 1 hour
Equipment Required: Water, firelighting materials, campfire circle, cups, teabags, spoons, gloves, metal containers

Task – Orienteering
Cubs are to complete an orienteering course. This will follow a short training session on how to do things. At the end they will have a competition.
Estimated Time: 1 hour
Equipment Required: Compasses, maps

Task – Tracking Signs
Cubs are to complete a tracking sign trail. This will follow a short training session on how to do things. At the end they will have a competition by following another Sixes trail.
Estimated Time: 1 hour
Equipment Required: Tracking sign sheets

Task – Pioneering
Cubs are to complete a pioneering project. This will follow a short training session on how to do things. At the end they will have a competition.
Estimated Time: 1 hour
Equipment Required: Pioneering sheets, ropes, spars, gloves

Task – Shelter Building
Cubs are to construct a shelter. This will follow a short training session on how to do things. At the end they will have a competition.
Estimated Time: 1 hour
Equipment Required: Natural materials, shelter sheets

Estimated Time: 3 hours
Equipment Required: water, rucksacks, first aid kit

Estimated Time: 1 hour
Equipment Required: Compasses, maps

Estimated Time: 1 hour
Equipment Required: Tracking sign sheets

Estimated Time: 1 hour
Equipment Required: Pioneering sheets, ropes, spars, gloves

Estimated Time: 1 hour
Equipment Required: Natural materials, shelter sheets
**Task – Bird Spotting**
The Cubs will learn how to spot different birds. They will then go out and see which ones they can find.
*Estimated Time: 1 hour*
*Equipment Required: Bird books and recognition sheets, binoculars*

**Task – Butterflies**
The Cubs will learn how to spot different butterflies and learn about their life cycle. They will then go out and see which ones they can find.
*Estimated Time: 1 hour*
*Equipment Required: Butterfly books and recognition sheets, binoculars, life cycle sheets*

**Task – Trees & Bark Rubbing**
The Cubs will learn how to spot different trees from their shape, leaves etc. They will then go out and see which ones they can find.
*Estimated Time: 1 hour*
*Equipment Required: Tree books and recognition sheets, crayons, paper*

**Task – Insect Life**
The Cubs will learn how to spot different insects. They will then go out and see which ones they can find.
*Estimated Time: 1 hour*
*Equipment Required: Insect books and sheets, magnifying glasses, plastic boxes*

**Days Out**

**Day Trip Out – Biggleswade Bird Sanctuary**
The Cubs will go on a day trip out to Biggleswade Bird Sanctuary
*Estimated Time: Tuesday*
*Equipment Required: Packed Lunch*

**Day Trip Out - Swimming**
The Cubs will go on a day trip out to the Swimming Pool
*Estimated Time: Thursday*
*Equipment Required: Swimming costumes, towels, bags*
**Naturalist Badge**
The Cub Scout must complete three of these six activities.

1. Make a survey of a hedgerow or wild area. Be able to identify at least six species of wild flowers, grasses or ferns.

2. Keep a record of birds they have spotted over one week. Be able to identify at least six wild birds.

3. Make a survey of a pond, river, stream or seashore. Be able to identify some of the animals, insects or plant life they find.

4. Explore the insect life of a particular area. Be able to identify some of the types of insect they find.

5. Identify six different trees or shrubs from their leaves, shape, fruit or nuts and make a bark rubbing.

6. Identify six butterflies and/or moths and talk to a Leader about their life cycle.

**Adventure Badge**
The Cub Scout must complete these four activities.

1. Know how to prepare for a one-day expedition to the countryside (e.g. correct clothing, footwear, First Aid kit and food).

2. Take part in two outdoor expeditions or journeys with other Cub Scouts.

3. Under adult supervision build and light a fire or use a stove and then make a hot drink.

4. Find their way along a route of at least one kilometre using one of the following methods:
   - compass
   - map
   - landmarks
   - tracking signs.

**Outdoor Challenge**
To complete this Challenge, Cub Scouts should:

- Take part in at least one residential experience (preferably camping) with a minimum of two nights away. The two nights do not need to be ‘two in a row’.

- Learn a new skill and use it, for example, backwoods cooking, use of a compass.

- Take part in three new outdoor activities that they have not done before, for example, shelter building, tracking, pioneering, archery, skiing, abseiling.