



## W/C 09/01/12: THE CUBE

Based on the ITV TV show, split the Troop into Patrols and run each challenge in turn. Each Patrol nominates one player to take part – count how many attempts it takes to complete each challenge and add them together... The team with the lowest score at the end of the evening wins.

On the show, participants are given two lifelines – trial run (allowing them one try without risk of losing a life, but which does not count if they succeed) and simplify (making the activity simpler in some way (allowing them longer, reducing height/distance etc) – you may like to consider giving one of these to each Patrol).

Before starting, mark a 4m x 4m square on the ground (chalk/tape works, pioneering poles would be best for some games).

Time	Activity	Notes
5	<b>Welcome &amp; Opening Ceremony</b> Start the evening and explain to them what they will be doing that evening.	
10	<b>Activity: Drop Zone</b> - Stand a postal tube on the floor (secured with duct tape) - The Scout stands on a chair so their hand is approximately 1.5m above the top of the tube - The aim is to drop a table tennis ball into the tube	<b>Equipment:</b> Postal tube, duct tape, chair, table tennis ball.
10	<b>Activity: Stabilise</b> - From one corner of the marked “cube” to another, lay two lines of duct tape (one partially overlapping so the line is approx 7.5cm wide) - Stand the Scout in one corner, allowing them to position themselves to be able to walk in a straight line along the tape then blindfold the Scout with a tea towel or scarf - The aim is to walk to the other corner of the “cube” without stepping off the line.	<b>Equipment:</b> Duct tape, blindfold
10	<b>Activity: Quantity</b> - Before the meeting, stick a number of squares of duct tape on a ground sheet (somewhere between 25-30 should be about right) – leave a 50cm x 50cm space in the middle with no markings. - Before the first Scout comes up, fold the groundsheet so the markings are hidden, but the 50cm x 50cm square in the middle is accessible – ask them to stand in that gap. - Explain that when the groundsheet is unfolded they will have 30 seconds to count the markings – once the time is up, the groundsheet will be folded up (by the leaders or other Scouts who won't be participating in the same activity) again to cover them.	<b>Equipment:</b> Ground sheet with markings on (duct tape squares)
10	<b>Activity: Time Freeze</b> - Stand the Scout in the middle of the “cube”, facing the rest of the Troop - Give them a stopwatch and explain that when they are ready they should start the stopwatch, counting 10 seconds in their head and stopping the stopwatch when they think 10 seconds has passed. - Blindfold the Scout, check they know which buttons to press - The aim is stop the stopwatch within 0.25 seconds of the target time	<b>Equipment:</b> Stopwatch, blindfold
10	<b>Activity: Succession</b> - Explain to the Scout that they will be shown 10 pieces of coloured card (held up by the leaders or other Scouts who won't be participating in the same activity) - From a separate selection of card, they must recreate the pattern	<b>Equipment:</b> Coloured paper/card
10	<b>Activity: Multisphere</b> - Stand the Scout in the middle of the “cube”, next to a dixie/bucket - Spread 20 tennis balls around the “cube” and explain that when the games starts they have 30 seconds to pick all of the balls up and put them into Dixie/bucket	<b>Equipment:</b> Dixie/bucket, 20 tennis balls
10	<b>Activity: Precision</b> - Ask the Scout to stand in one corner of the “cube”	<b>Equipment:</b> Table, chair, three dixies, table tennis ball



	<ul style="list-style-type: none"> <li>- At 75cm intervals, set up three dices on different levels (we suggest the first is on a table, the second on a chair and the third on the floor).</li> <li>- The first two dices should be turned upside down, the third should be the right way up.</li> <li>- The aim is to bounce a table tennis ball on the top of both dices so that it lands in the third dice</li> </ul>	
<p><b>10</b></p>	<p><b>Activity: Invert-a-ball</b></p> <ul style="list-style-type: none"> <li>- Stand a table in the middle of the “cube” with two large mixing bowls – put the tennis balls into the bowls (with all one colour in one bowl and the other colour in the second bowl).</li> <li>- When the game starts, the Scout has 12 seconds to swap all the balls from the bowl they are in, to the other bowl.</li> </ul>	<p><b>Equipment:</b> 20 tennis balls (10 of one colour, 10 of another)</p>
<p><b>5</b></p>	<p><b>Closing Ceremony</b></p> <p>Wrap up the evening, give out any notices for next week etc.</p>	<p><b>Notices:</b> Give out any notices for the coming weeks.</p>