

Year of Adventure 2015

cubs



COME AND JOIN THE FUN!

An exciting resource packed full of exhilarating and adventurous activities.

Cub Scout Centenery



Celebrating one hundred years of Cub Scouts...

In 1916, the section we know as Cub Scouts was formed and within its first year 30,000 young people joined. Cub Scouts has grown to over 150,000 members who enjoy fun, challenge and adventure across the UK.

In 2016 we will commemorate one hundred years of Cub Scouts with many local and national celebrations.

2015 – A Year of Adventure

Get ready for Cub Scouting's Year of Adventure!

Between the months of March and December 2015 we'll be celebrating the Year of Adventure and we want Cub Packs across the County to get involved.

This year has been designated as a warm up to the 2016 Cubs 100 birthday celebrations.

It's all about giving Cub Scouts the opportunity to enjoy the excitement, exhilaration and challenge of adventurous activities. In Humberside we have taken the national resource, enhanced it and added our own twist which will give everyone involved a chance to experience exhilarating adventure and a lasting memory for all.

The aim is to:

- Provide opportunities for Cubs to experience adventure at an appropriate level for their age and ability.
- Support you in developing the skills and confidence needed to provide adventurous activities.
- Raise awareness of the importance of Cub Scouts accessing adventurous activities as a method to aid the retention of youth members.
- Have fun!

Inside this resource you will find four optional activities for you and your Cubs to complete per month. These activities are designed to follow an adventurous theme and can be undertaken at your regular meeting places, local scout campsites, national activity centres, or by going on outings to local places of interest.

It is very important that the young people have the opportunity to choose some of the activities they would like to do. With that in mind, we challenge you to run at least two activities with an adventurous theme a month!

With your help we want as many leaders and Cub Scouts as possible to take part in the Year of Adventure.

Using this resource

For all of the activities that follow we have tried to give you local solutions, places where adventurous activities are open to you, easily accessible and not too far from your usual meeting place. Further to this we have added a Cub Baseball Cap and set of badges that you can use to reward and incentivise your cub pack to achieve the 2015 Year of Adventure.



CUB BASEBALL CAP

Designed to be worn all year round, including 2016 (more details later...); the cap forms the basis of a lasting piece of memorabilia for each Cub Scout to enjoy and work towards during 2015 & 2016.

The cap should be given at the start of the journey in 2015; it then becomes the blank template for a set of badges to be sewn and attached to that are awarded throughout 2015 and 2016. Each badge will represent a set of activities or event and once complete the badge will resemble the "CUB CAP" which was worn by cub scouts up until the 90's; giving today's cubs scout a historic element to their 2016 centenary celebrations plus a lasting piece of Scouting memorabilia for all.

2015 YEAR OF ADVENTURE BADGES

We have taken the national resource and grouped them into six badges / zones;

UP HIGH
TEAMWORK

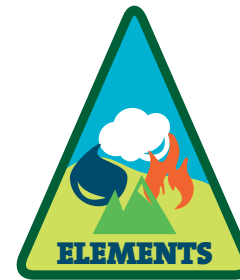
ELEMENTS
CHALLENGE 100

NATURE
IT DIGITAL

The requirements for each badge are based on the 2015 Year of Adventure resource and come with a handy record card to record each cubs progress. These badges compliment the current Cub badge system and as such do not replace any badges' they are simply another award to be given as and when each Cub completes an activity that demonstrates the particular subject matter of each badge. For example you may take your Cubs swimming and they complete 100 metres which entitles them to the "CHALLENGE" badge but you should also recognise the attainment of 100 metres for the Staged Activity Badge "Swimmer 4".

2015 Year of Adventure Badge Record

Name	Group	District



Complete one activity for each badge except "ELEMENTS" where you should complete one activity for each of AIR, WATER, FIRE & EARTH

Badge	Teamwork	Challenge 100	IT~Digital	Up High	Elements	Nature
Activity					AIR	
Activity					WATER	
Activity					FIRE	
Activity					EARTH	
Date Completed						

2016 – The Centenary

Headquarters will encourage Cubs to celebrate “Our journey of adventure in 2016” with information being released in the lead up to 2016 to help prepare leaders. Resources and highlights during 2016 will include:

CUB SCOUT CENTENARY BADGE

In October 2014, Headquarters kicked off the Centenary celebrations early with a competition for Cubs to design a badge that all members can wear throughout 2016. Out of over 7,000 entries, Amber, a Cub Scout from Nottingham, created the winning design, which was chosen by Bear Grylls.

The badge will be worn by all Cub Scouts on their uniform throughout 2016.



OUR JOURNEY RESOURCE

What is the 'Our Journey' Resource?

The 'Our Journey' resource from Headquarters will be packed full of programme ideas to help Cub Scouts celebrate and grow during the year. Cub Scouts will get the chance to have a go at adventurous activities, try something different and learn new skills. They will get the opportunity to explore the world around them and party with their friends – all delivered through an exciting themed programme.

When should we use the Our Journey Resource?

The resource will be made available on line early 2015. The idea is for Cub Packs to use the ideas in their programme throughout 2016 - the centenary year.

How can Cub Scouts get involved?

The resource provides 12 bases for the Cub Scouts to visit. The idea is that Cubs and their leaders can plan their own journey around the 12 bases. Having chosen a base to visit, the Pack is presented with four possible challenges – Cubs are asked to choose one of these to develop onto an activity for their programme. The resource will give more specific ideas and suggestions to help run the activities. The four activities at each base have been selected so that some are easier to implement than others. They continue to emphasise adventurous activities in the section.

Who runs the activities?

The activities are designed for Cub Scout Leader teams to implement as part of your celebration year. Counties, Areas and Districts may wish to support the base themes via events etc., whilst local campsites, activity teams and Scouting Active Support Units may also wish to help their local Cub Packs to make their way through the challenges.

THANKS EVENT – SUNDAY 21st FEBRUARY 2016

What is a 'Thanks Event'?

Thanks events are designed to recognise the people who have made your pack, district, area or county what it is today. Through the thanks party, we can celebrate the living history of Cub Scouting in your area. The exact nature of the event is decided locally and it can be used to recognise past leaders who have retired or used to thank existing leaders who are running Cub Scouting on a weekly basis.

When should we hold a 'Thanks Event'?

It is envisaged that the 'Thanks Party' events will be organised in the first three months of the celebration year. The events could provide some good media interest to help launch the celebration year in your local news.

Monday February 22nd is Founders Day and may make a useful link to the theme.

How Can Cub Scouts get involved?

The event can be hosted by Cub Scouts supported by leaders or parents. Cub Scouts could 'front' the event by:

- Helping to produce decorations to theme the venue
- Welcoming visitors
- Providing food and drinks
- Putting on some form of entertainment.

Who runs the event?

Thanks events can be set up any level. It could be ideal opportunity for Scout Active Support Units to get involved, or for District teams to thank people. The scale of the event will dictate the people who are used to organise the event;

- A Group event to focus on their own history could be run by a group executive
- A District event to thank all existing Cub Leaders may be run by a District team or an SAS unit
- A County may run an event to thank District teams.

Whoever puts the event together there will be an online support available which will include:

- Editable invitations and posters
- Themed catering ideas
- Ideas for activities and games
- Scoutshops Ltd will be offering a range of party supplies to help with the theme of events.



ADVENTURE CAMP – 27th – 30th MAY 2016



What is a Cub Scout Adventure Camp?

Camping is still a favourite activity for Cub Scouts so we are encouraging every Cub Pack to have a special adventure based camp sometime during the centenary year. There is no specific duration for Adventure Camps – a two day/one night event is just as valid as a week-long event. Similarly events may be under canvas or based in a centre. Whatever the format of the event, the important ingredient is adventure!

When should we hold an Adventure Camp?

It is envisaged that the Adventure Camps will take place between April and October and will therefore become the central part of the celebration year.

How can Cub Scouts get involved?

We would like every Cub Scout to have the opportunity to go on an Adventure Camp. Get your cubs to help you plan the event and what activities they would like to do whilst on camp.

Who runs an Adventure Camp?

This aspect of the Celebration Year could be the hardest for Cub Leaders to deliver, especially where leader teams are new or lack experience/confidence in taking Cub Scouts on camp. County and District teams can play a major part in ensuring that all Cub Scouts have the opportunity to go on an Adventure Camp.

- Districts can pair up Cub Packs where lack of experience is an issue in one of the teams. Why not use the opportunity to get inexperienced leaders a Nights Away permit?
- Counties and Districts may choose to organise a bigger scale event to cover this aspect of the year however, the size of the event is not the important thing here- rather the chance for everyone to take part.
- Clearly, campsites have a key role to play here and can make their local Cub leader's role easier by offering ready-made programmes to join in with.
- An online resource will be available for the Adventure Camps to give ideas and deliver support materials. There will also be an opportunity for Cub Leaders to submit stories and photographs of their camps for all to share.

100 Adventure Camp

Raywell Park 27th – 30th May 2016

Humberside's very own **Adventure Camp** for Cub Scouts

Humberside Scouts will be having their own 100 adventure camp; **this** will be a four day, three night camp full of exciting activities, events and special celebrations including a Guinness world record attempt.

As well as the many activities, experiences, fun and adventure everyone will enjoy; Cub Scouts who attend will receive an enamel badge to be worn on their "CENTENARY CAP"

PROMISE PARTY – FRIDAY 16th DECEMBER 2016

What is a 'Promise Party'?

The final event for the year will be a national birthday party to celebrate the centenary. We want every Cub Scout to be able to attend a party organised locally and remake their Promise at 19.16 on December 16th 2016.

When should we hold a Promise Party?

This is the only event we are putting a set date and time on. December 16th is widely seen as the official birthday of Cub Scouting in remembrance of the day back in 1916 when the section was launched.

How can Cub Scouts get involved?

We want all Cub Scouts in your area to finish the year on a high, and give you the opportunity to launch the next hundred years of Cub Scouting. What better way to do this than by throwing a party!

The parties will be the last event of the year and should focus on the section moving forward.

Who runs the event?

Parties could be held for just your own Pack or you may wish to organise an event as a District or County to celebrate together. It could take the form of a disco, an activity evening or maybe a challenge night - the possibilities are endless. The only thing we ask is that it's fun, memorable, and that everyone gets to remake their Promise!

An online resource will be available to support the events including:

- Resources to make invitations and certificates.
- Party food and games ideas
- A promise ceremony to include the remaking of the promise
- Scout shops Ltd will also be making party packs available to help to theme your event.



PROMISE PARTY

Raywell Park – Friday 16th December

2016 Humberside's very own **PROMISE PARTY** for Cub Scouts

Humberside Cub Scouts will be having their own promise party; this will be an evening full of entertainment, comedy and fun for Cubs to enjoy to round off a memorable year of adventure.

As well as the evening of fun; Cub Scouts who attend will receive an enamel badge to be worn on their "CENTENARY CAP"

March Badge: CHALLENGE 100

Run 100 metres

Description 100 metre race.

Time 30 minutes.

Equipment Large six piece puzzle
(can be bought from a local store),
bucket, water, ball, skipping rope,
paper, pen, timer.

Instructions

1. Mark out lanes and the start and finish lines, making sure that it is 100 metres in length.
2. Divide the pack into teams and line them up in their lanes.
3. Start the race!
4. The team to complete the 100 metre race first will win.

Step it up!

1. At every 25 metres, set out the following
- six piece puzzle, ball and a bucket of water
and a skipping rope.
2. Start the race!
3. At the first 25 metres they have to assemble the six piece puzzle then run to the next 25 metres and try to get a ball into a bucket of water without the ball bouncing out. At the next 25 metres get them to skip ten times before they have to finish the last 25 metres sprint.

100 metre Swim

Description 100 metre swimming relay and competition.

Time 1 hour.

Equipment Swimming pool, timer.

Instructions

1. Divide the pack into mixed ability teams and into lanes in the swimming pool.
2. Each young person is to swim 100m of the pool using front crawl or breaststroke and then 100m of back stroke. Which team can complete the swim the fastest?
3. Now to test their ability to float.

How long can they float for?

Who can tread water for 100 seconds?

Take a record of all their times and see who lasted the longest.

An alternative activity should be arranged for non-swimmers

Fundraising 4 adventure

Description Cubs choose 4 activities they would like to undertake and fund raise £100 for. Why not use this activity to plan your year of adventure.

Time 1-2 hours.

Equipment Flip board, pens, post it notes, blindfolds.

Instructions

1. Set up two empty buckets labelled fundraising and activity.
2. Brainstorm as a pack what adventurous activities and fundraising methods they would like to do.
3. Ask the Cubs to say the activities they want to do and write these on post it notes and stick on a large board/flip chart for all to see.
4. Ask the Cubs to suggest ways they could fundraise for the activities and write these on post it notes and stick on a separate large board/flip chart.
5. Put all of the fundraising and adventurous activities into the corresponding buckets folded over so the name is not visible.
6. Divide your pack into teams.
7. Ask each team to nominate a person to collect one activity and one fundraising method from both buckets.
8. Once all activities have been picked it's time to reveal the chosen adventurous activity and fundraising method.
9. As a leader you will need to use your discretion and persuasive skills if the activities mentioned are not suitable!
10. Now it's time to start fundraising. Can the pack complete the chosen challenges by the end of the year?

Tip: When fundraising please refer to FS190018 'Fundraising for local Scouting' for assistance.

100 picture challenge

Description Cubs have to create an adventure related phrase out of 100 pictures.

Time 1-2 hours.

Equipment Camera, glue, pencil, A3 card.
A3 paper, magazines, newspaper
display board, scissors, pens.

Instructions

1. Divide the pack into small teams.
2. Provide each team with a camera.
3. Ask each team to take pictures of objects in or around the meeting place, they could take pictures on a day or night hike or just take pictures within the meeting hall.

The objective is to capture and develop 100 photos to then create an adventure related word to display which can include their pack name.

For example 1st Gilwell pack abseiling, 3rd Any town pack swimming.

Tip: If you do not have access to a computer to print digital images or disposal cameras then you can use news-papers or magazines to cut out pictures.

April Badges: Nature, Up High, Elements (Earth)

Land Yachting

Description You do not need water to have fun in a yacht! A great activity to be done at a local beach or airfield.

Time 1-2 hours.

Equipment A selection of land yachts, whistle, stop watch.

Instructions

- Divide your pack into small teams as this will be easier to manage.
- Make sure the Cubs have their safety equipment on.
- Get them seated into their land yachts with their seat belts on.
- Feet are positioned on the steering bar.
- Now that they are ready, get them to position their yachts in the direction the wind is blowing in.
- Ready, set, go!

When undertaking this activity please refer to www.scouts.org.uk/a-z

Tip: Best to do this activity within large open areas of land such as some parks, beaches, airfields.

Safety

- Always wear a helmet.
- Check the weather forecasts to see how strong the wind is, if it's too much then do something different.
- Make sure you have enough space.



Walking in the hills

Description A fun and energetic activity.

Time 1-2 hours.

Equipment Leaders – rucksack, personal kit, map and map case, compass, first aid kit, survival bag, GPS. Day sack for Cubs, sunglasses, sun cream, pen and paper, bottle, lunch and snacks, water proof coat, hat.

Instructions

Within small teams organise for the Cub pack to go on a walk in the hills.

See here for where you could go <http://www.nationaltrust.org.uk/visit/activities/walking/map/>

Remember to follow the activity rules, www.scouts.org.uk/a-z

Tips: Get the team to come up with a song to help them on their way.

If your team are already use to walking get them to lead the team based on the planned route or think about pacing and distances. Look for fresh water sources and animal tracks, ask the team to be mindful of their surroundings.

Safety

- Always tell someone where you are going and when you are expected back.
- Keep your team sizes to a manageable number and follow the ratio's within POR and the activity factsheets.

Push Ball

Description Who would have thought rolling a large inflatable ball could be so much fun! This game will be sure to get your Cubs running about and having fun outside.

Time 30 minutes.

Equipment A large inflatable ball, goal posts, whistles.

Instructions

Many campsites offer pushball as an activity. Additional places to hire/borrow the ball could be local authorities youth sections, schools or commercial hire.

The aim is that two Cubs from opposing teams get inside the ball and the teams have to push the ball so that it goes into the opposing team's goal.

This activity should be played for 30 minutes with a changeover of the "ball person" every five minutes.

1. Divide the pack into two teams.
2. Ask them to set up the area so that there are two goals.
3. Make sure that all Cubs are aware of the rules and the aim of the game.
4. Let the games begin!

Safety

Risk assessment and supervision are key to this activity, make sure you have a big enough space and set out the rules before you start the games.

Sledging

Description You don't need snow to go sledging!
This a hands on and creative fun filled activity

Time 1-2 hours.

Equipment Sledges, paint, wallpaper, marker pens and strong glue.

Instructions

1. Provide each team with a ready made sledge – these could be built or sourced locally.
2. Get each team to decorate their sledges.
3. Once the sledges have been decorated and are dry, it's time to test them out.

If the Cubs are very crafty why not get them to create their own sledges.

Grass sledges are often available on campsites. Alternatively equipment can be hired from suitable companies. The course needs to be clear of hazards, both along its route and at the end, and have a gradient that will allow descent at an appropriate speed for the age team participating.

A permit is not required to undertake this activity.



Tip: Why not try sledging in the woods or parks that have a big hill?

Sledging available at
<http://raywellpark.org.uk/>

May: Teamwork, Nature

Archery

Description Become Robin hood!

Time 1.5 hours.

Equipment Bow, arrows target, safety equipment.

Instructions

- Split the young people into small teams and go through the safety briefing with them.
- Safety equipment including wrist straps should be worn.
- The targets are placed out into the area, with a line to stand behind for the young person holding the bow.
- Young people are shown how to use the bow and where to place the arrow.
- Each young person has three arrows to fire and aim to hit the target.
- Once all arrows have been fired young people are invited to see whether they hit the target and to collect their arrows.
- Scores can be kept so that the next time they participate in Archery they can see if they have improved.

Safety

Always follow the activity rules www.scouts.org.uk/a-z and make sure to follow the instructions given by the activity leader.

Venues:

Raywell Park
Riplingham Road
Raywell
HU16 5YL
countyoffice@humbersidescouts.org.uk
Tel: 01482655732

Raywell Park
<http://raywellpark.org.uk/>

Orienteering

Description An item hunting orienteering activity.

Time 1-2 hours.

Equipment Compasses, map, instruction pack, markers, pen, paper.

Instructions

1. Set out the markers, these can be flags with the equipment to play a game. Remember each team will have their own separate area.
2. Split the pack into two teams.
3. Give each team or individual a map with all the marker's locations shown, a compass, some paper and a pen.
4. Brief the Cubs that they have five minutes to plan a route to locate all the markers, and that after visiting all the markers they will have all the items to play a game. (Ideally a game with a lot of equipment e.g. cricket, monopoly, various board games).
5. Can they guess the game?
6. First team back with all their equipment wins.

Safety

When out and about at night, think about how to monitor and supervise the Cubs. If it's a small area they could work in pairs or sixes, if it's a bigger area then have a leader with each team.

Venues:

Raywell Park
Riplingham Road
Raywell
HU16 5YL
countyoffice@humbersidescouts.org.uk
Tel: 01482655732



Build a den

Description This is a fun active team building activity which uses pioneering and team working skills.

Time 1-2 hours.

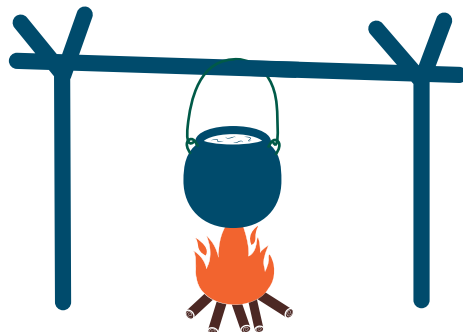
Equipment Cardboard boxes, cushions, sticks, paper, pens.

Instructions

1. Divide the pack into teams.
2. Ask them to gather items from the middle of the room.
3. Now that they have their equipment, ask the teams to plan the den they will build.
4. Each team will have to race against one another to build their den.
5. The winning team will get the luxury of picking the evening game/entertainment.

Tip: Remember the dens have to be big enough to house them along with their sleeping bags!

Step it up why not do this activity on camp where they can only use outside material such as branches, leaves, bark etc. The den will have to be their shelter for the duration of the camp. Test the shelters by pouring water on them.



Geo-caching

Description A fun Geocaching activity.

Time 1-2 hours.

Equipment GPS unit or other GPS device, free geocaching account, camera, pencil, trade items.

Instructions

This activity requires advance preparation:

You will need to search for a local park or area that has multiple geo-cache listings. It is best to do an internet search to find these locations. We would advise you to use [geocaching.com](http://www.geocaching.com/), find the co-ordinates and mark them on the maps.

<https://www.geocaching.com/>

<http://www.gagb.org.uk/>

<http://www.nationaltrust.org.uk/visit/activities/geo-caching/>

1. Divide the pack into teams.
2. Provide them with the GPS unit.
3. Teach them how to use the GPS unit.
4. The teams will then have to go off and find the hidden treasure by following the GPS device and working as a team to locate the items.
5. We would advise that as each team finds each item they add a little treasure such as a woggle or badge.
6. Once each cache has been found, mark this off on the sheets.

Tips: You should advise your cubs that items will be found in very obscure places. They may have to dig a little bit and look in containers, possibly lunch boxes.

Safety

Think about supervision and how to keep the teams in contact.

June Badges: Nature, Elements (Water, Earth)

Sea life search on a beach



Description What evidence of sea life can your Cubs spot at their local beach? This is a fun and wet activity.

Time A whole Day.

Equipment Buckets, spades disposable cameras.

Instructions

1. Divide the pack into small teams, make sure that each team has the correct supervision.
2. Set them a task to recover as many sea creatures as possible along the shore of the beach.
3. The creatures must not be tampered with or hurt in any way and must be released back at the end of the day.
4. Ask the Cubs to take pictures of the creatures.
5. Please see POR chapter 9 in regards to water activities.

For your next meeting why not ask the teams to develop a picture board of their findings using the images captured. If a beach is inaccessible then follow these instructions.

1. Set up buckets half full of water and roughly a third full of sand.
2. Place laminated sea creature cards in the buckets making sure that they are submerged under the sand, there should be enough sand so that it covers the pictures.
3. Split the pack into small teams and provide them all with the identification key cards and see how many creatures they can find and match to the key cards.

Safety

- Warn Cubs about scrambling over slippery rocks.
- Watch for tide changes to make sure you are not cut off by incoming sea.
- Wash hands after the activity.
- Take local advice about beach safety.



Tree survey

Description Local Tree Survey – Find out what type of tree it is, how tall it is and how old it is.

Time 30 – 60 minutes.

Equipment Tape measure, pencil, paper, tree identification key.

Instructions

Tree name

1. Divide the pack into pairs or three to look for clues that will help identify your tree; leaf shape, bark colour, fruit, nuts or cones, catkins, height or shape.

Use the Identification key opposite to work out the tree's name.

Tree Height

2. In the same teams, have person A stand at the bottom of the tree. Person B with the pencil steps back holding the pencil at arm's length until the Person A is the same height as the pencil in their hand.

Now the pencil = the height of Person A. Count how many pencils high the tree is. Measure the height of Person A in cms and multiply both numbers together to get the tree height.

Tree Age

3. Broadleaves - Using the tape measure, find the circumference of the tree in cms. If the tree is in woodland then divide the circumference by 1.5. If the tree is in the open, divide it by 2.5.

Conifers – Usually one set of branches grow per year on a conifer these are called whorls. By counting the sets of whorls, this calculates how many years old the tree is.

Tree survey age identification key

Girth (cm)	30	40	50	60	70	80	90	100	110
Oak or Beech	16 yrs	21 yrs	27 yrs	32 yrs	37 yrs	43 yrs	48 yrs	53 yrs	59 yrs
Sycamore	12 yrs	16 yrs	20 yrs	24 yrs	28 yrs	21 yrs	26 yrs	40 yrs	44 yrs
Holly or Yew	24 yrs	32 yrs	40 yrs	48 yrs	56 yrs	64 yrs	72 yrs	80 yrs	88 yrs
Pine or Spruce	10 yrs	13 yrs	16 yrs	19 yrs	22 yrs	26 yrs	29 yrs	32 yrs	35 yrs
Larch	15 yrs	19 yrs	24 yrs	29 yrs	33 yrs	39 yrs	43 yrs	46 yrs	-

Girth (cm)	120	130	140	150	160	170	180	190	200
Oak or Beech	64 yrs	69 yrs	74 yrs	80 yrs	85 yrs	90 yrs	96 yrs	101 yrs	106 yrs
Sycamore	48 yrs	52 yrs	56 yrs	60 yrs	64 yrs	68 yrs	72 yrs	76 yrs	80 yrs
Holly or Yew	96 yrs	104 yrs	112 yrs	120 yrs	128 yrs	136 yrs	144 yrs	152 yrs	160 yrs
Pine or Spruce	38 yrs	42 yrs	45 yrs	48 yrs	51 yrs	54 yrs	58 yrs	61 yrs	64 yrs



What's under the water?

Description An investigative activity for Cubs to find out what lurks within your local ponds and creeks.

Time 1.5 hours.

Equipment Pond life identification keys, pond dipping net trays, magnifying pots.

Instructions

You can find worksheets and other useful information here:

<http://www.opalexplorenature.org/sites/default/files/public-resources/Pond-invertebrates-spotters-guide.pdf>

1. Arrange a visit to a local pond or creek.
2. Divide the pack into teams.
3. Provide each team with the worksheets and one of each of the equipment
4. See what team can collect all the items on the sheet.
5. First, put a bit of water into the finds trays, ready for the pond creatures when caught. In turns, use a long handled net to scoop up creatures from the pond. Scrape along the bottom to get creatures which live in the mud.
6. Empty the nets into the finds tray.
7. They can then transfer their finds to magnifying pots for closer inspection.
8. At the end of the activity carefully put the animals back in the pond.

Safety

Take a look at our guidance for activities near water www.scouts.org.uk/watersafety

If you decide to venture into the water then remember there are rules and guidance for that too, go to www.scouts.org.uk/a-z and select 'swimming'.

Bug hunting

Description What life lives behind the rocks and under the woods.

Time 2 hours.

Equipment Jars, torches, bed sheet, magnifying glasses, insect identification key, pooters.

Instructions

1. Take your pack out to your local green area.
2. Introduce the equipment and how to carefully collect bugs.
3. Now let them loose to see what they can find.
Use the ID keys to find out what they have found.
4. Each team should be supervised.
5. LetsGoWild is a resource created in partnership with the Wildlife Trusts, Natural History Museum and the National Trust and can be downloaded from: http://members.scouts.org.uk/documents/LetsGoWild_Leadersncm.pdf

Tips: Insects come out at different times of day and in different weather. Set up a night time bug magnet using a white bed sheet and torches shone on it. The bugs are attracted to the light and land on the sheet waiting for identification.

Other Land & Nature activities are available see http://syactivities.atspace.com/SY_Land.htm

Safety

If bug hunting near water take a look at our guidance for activities near water www.scouts.org.uk/watersafety



July Badges: Teamwork, Elements (Water)

Snorkelling

Description Explore beneath the waters. An activity for Cubs to explore what it's like being beneath the water.

Time 1-2 hours.

Equipment Mask, fins, snorkel, sea creature objects.

Instructions

This activity will need to be pre-prepared.

To do this activity you will need an adult with an Adventurous activity permit leading this activity or an externally qualified instructor. Snorkelling can be done at your local swimming pool or you can contact local Sea Scouts.

1. Fill the pool with various sea creature objects.
2. Make sure that all the Cubs know the pool rules and regulations.
3. Know how to fit the equipment and give the Cubs a safety briefing and demonstration.
4. Practise the breathing and swimming techniques.

See for more information www.scouts.org.uk/a-z



Safety

Don't forget to follow the rules at www.scouts.org.uk/a-z and select snorkelling.

Useful link:

<http://www.divingacademy.co.uk/index.htm>

Raft building

Description An activity to test the Cubs knot and pioneering skills to keep them afloat.

Time 1-2 hours.

Equipment pioneering poles 2 metres long, pioneering poles 1.5 metres long, plastic water drums, Sisal/rope, paddles, buoyancy aids.

Instructions

1. Lay the staves on the ground in the shape of a rectangular grid.
2. Adjust the spaces between the staves so that the drums are a snug fit when they are laid on their sides.
3. Using sisal, lash the staves together with square lashings.
4. Hold each drum in place with two lengths of sisal tied as follows:
5. Start with a round turn and two half hitches on one of the side staves.
6. Pass the sisal over and around the drum and take two turns round the stave at the other side.
7. Pass the sisal under and around the drum and make it off on the stave you started on.

If you don't want to test the raft with the Cub scouts the raft could be floated with a teddy bear placed on it.

Possible activity location:

Hesley Wood Activity Centre
White Lane
Chapelton
Sheffield
S35 2YH

enquiry@hesleywood.org.uk
Tel: 0114 246 7912

Safety

If you plan to float the rafts then you'll need to follow the rules at www.scouts.org.uk/a-z and select 'traditional rafting'.

Canoeing

Description A starter for Cubs getting onto the water in one of the most popular water activities.

Time 1 – 2 hours.

Equipment Canoe, paddles, trainers (that may get wet) spare set of clothes, towel, buoyancy aids, helmets.

Instructions

This activity can be done on class C waters.

Many canoeing areas will have canoe rental companies or you could hire equipment or ask around to see if you have any district or county owned canoes.

1. Put the Cubs in groups in two or three.
2. Ask them to explore the canoes and then test out sitting in the canoe on dry land.
3. Once confident they can have a go in the water.
4. Once they get a bit more stable they could play games or competitions.

See for more information see www.scouts.org.uk/a-z

Safety

- Make sure you've got safety cover in place. Visit www.scouts.org.uk/a-z and select 'canoeing'.
- Go when it's warm.
- Always wear a buoyancy aid and helmet.
- Brief the Cubs before and debrief after the activity.
- Make it fun.
- On returning home, Cubs should take a bath or shower after being in canal or river water – see: <https://members.scouts.org.uk/factsheets/FS120629.pdf>



Canoeing and Kayaking sessions for all.

Kingston Kyak Club

Albert Avenue, Hull,

Contact Dave Lowthorpe 01482 877250

Contact **David Walton, ACC Activities** 01405 760597 or visit our website at www.humbersidescouys.org.uk for further information

Keep that ball up

Description This is a fun, wet and exhilarating canoeing activity that will keep you Cubs entertained for ages.

Time 1 day.

Equipment Canoes, whistle, buoyancy aids, soft large ball, paddles, helmets.

Instructions

This activity should be done on the water.

1. Make sure that all safety procedures are adhered to.
2. Set up all the canoes so they are ready to go.
3. Divide the pack into teams of two.
4. Pair each team off.
5. Each team steps into their canoe.
6. Let each team know that they start off with 100 points each.
7. Every time the ball hits the water the losing team will lose 20 points.
8. They will now have 120 seconds to keep the ball in the air.

Aim of the game is to keep your 100 points. So don't drop the ball!

Please see below the canoeing information on the website for more information before undertaking this activity:

<http://members.scouts.org.uk/supportresources/12/canoeing?moduleID=24&cat=419,26,407,351>www.scouts.org.uk/a-z

Other water activities are available
see www.humbersidescouys.org.uk

Safety

- Make sure you've got safety cover in place www.scouts.org.uk/a-z and select canoeing, go when it's warm.
- Always wear a buoyancy aid and helmet, Brief the Cubs before and debrief after the activity. Make it fun.
- On returning home, Cubs should take a bath or shower after being in canal or river water, see: <https://members.scouts.org.uk/factsheets/FS120629.pdf>

August Badges: Up High, Elements (Air)

RAF day visit

Description Day visit to an RAF centre where Cubs can investigate, learn and have fun.

Time 2 hours.

Equipment N/A.

Instructions

- There are two RAF museums here in the UK which will allow you to visit and experience the wonders of aircrafts FREE of charge.
- Visit <http://www.rafmuseum.org.uk/> to plan your visit.
- Advise the pack that you will be taking them to the RAF museum and that they will get to learn about the different types of aircrafts and what they were used for and how they were used.
- Organise transport – to and from the museum.
- Request parental consent (as this will be a meeting outside of the usual meeting place). Remember to do an InTouch form and risk assessment.

You could also visit the following:

- South Yorkshire Air Museum, Doncaster
- City Of Norwich Aviation Museum, Norfolk
- Dumfries & Galloway Aviation Museum, Scotland
- Duxford (Imperial War Museum), Cambridgeshire
- Farnborough Air Sciences Trust, Hampshire
- Fleet Air Arm Museum, Somerset
- Norfolk and Suffolk Aviation Museum, Suffolk
- Nottingham East Midlands Airport Aeropark, Nottinghamshire
- RAF Museum Hendon, London
- Yorkshire Air Museum North Yorkshire

Safety

Check your ratios and supervision and plan for alternatives.

Hold a bird of prey

Description Holding a bird of prey is a nerve racking thought for some.

Time 1-2 hours.

Equipment N/A.

Instructions

- Advise the pack that you will be taking them to a falconry centre or that someone will be coming into the meeting to show them different species of birds and to hold them.
- Organise transport links – to and from the falconry if necessary.
- Request parental consent (if this will be a meeting outside of the original meeting place).
- Cubs will be able to experience holding many different kinds of birds, vultures, eagles, Hawks and owls.
- They will also get to understand their feeding habits and general knowledge of the birds. They will be able to see the birds fly and learn how their body has been designed to help them in flight.

There are many falconries in the UK, below are a list of just a few:

<http://www.falconry-uk.org>

<http://www.falconrycentre.co.uk/>

<http://www.northsidefalconry.co.uk/>

Tip: Check that none of your Cubs have allergies which may be triggered by the birds.

Make a kite

Description	Make a kite is a fun and easy craft activity, perfect for a weekly meeting.
Time	1 -1.5 hours.
Equipment	Clear sticky tape, white paper, felt tip pens, ruler, scissors, string, bin liner, dry cleaning bag, dowel rods.

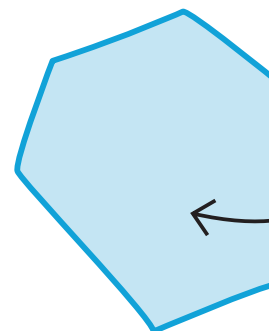
Instructions

Divide the pack into small teams.

Ask them to follow the instructions and diagrams below.

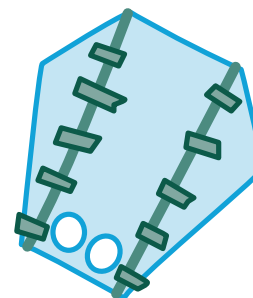
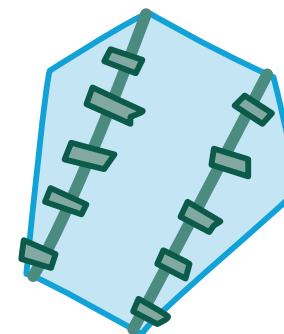
1. Cut and open out the plastic dustbin liner to the shape in the picture (see attachment).
2. Cut the garden canes to fit down the edges of the kite and tape them into position.
3. Carefully cut the two air holes.
4. Add plenty of sticky tape over the corners of the wings to strengthen them and pierce a small hole in each one.
5. Cut a length of string one and a half times the width of the kite, tie a small loop in the middle of the string and attach each end to the two small holes you made in the wings.
6. Attach the ball of string to the loop.
7. Try flying the kite!

What to do



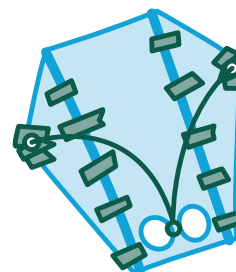
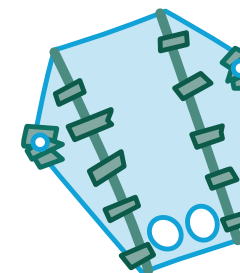
1 Cut and open out the bin liner, then cut to the shape shown.

2 Cut the dowel rods to fit down the edges of the kite and tape them into position, as shown.



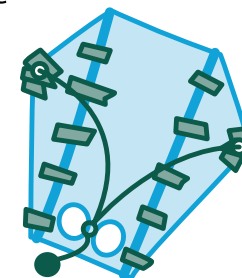
3 Carefully cut two air holes at the bottom of the kite, as shown.

4 Add plenty of sticky tape over the corners of the wings to strengthen them and pierce a small hole in each one.



5 Cut a length of string one and a half times the width of the kite, tie a small loop in the middle of the string and attach each end to the two small holes you made in the wings.

6 Attach the ball of string to the loop and your kite is ready to fly.



Rocket away

Description Create your own rocket with this creative and messy activity.

Time 1-2 hours.

Equipment Plastic bottle, paper, card, sellotape, scissors, vinegar, baking soda, spoon, clingfilm, launcher, balloon, pen, rubber band

Instructions

1. Roll a piece of thick paper or cardboard into a cone shape, cut the bottom so that it's even, and tape it to the bottom of the bottle.
2. Cut four triangles out of thin cardboard, bend little tabs into the sides, and attach them around the neck of the bottle (which will be pointing down).
3. Fill the bottle about 1/4 of the way with white vinegar.
4. Put six table spoonful of baking soda on to a square bit of cling film, fold and twist the film to secure the powder.
5. Cut a piece of balloon so that it fits over the mouth and covers the whole neck of the bottle.
6. With a marker, draw a dot in the centre of the balloon. Poke a tiny hole in the centre of the dot with a pin. Carefully put the baking soda film inside the bottle.
7. Centre the balloon over the mouth of the rocket and secure it around the neck with the rubber band. The dot will help you make sure the hole is centred. When the rocket launches, the hole will allow the fuel to come out.
8. Place the rocket on the launcher or stand it up on its fins.

And there you have it....Blast off!



September Badges: Up High, Teamwork

Crate stacking

Description Crate stacking is a great challenge With the aim of building the highest tower without it toppling!

Time 1.2 hours.

Equipment A ladder (for safety), crates, safety hats, safety rope, climbing harness.

Instructions

1. Provide the pack with a safety briefing and instructions before they begin.
2. Split the pack into teams of six. The leader should also be included as they will be managing the belaying process.
3. Now in the small teams one young person will start climbing and stacking the crates, with the help of their team members. How far can they go!
4. Each member of the team will have a role as some will be passing the crates to the young person climbing to the top, other will be making sure that the surrounding area is clear and other will be helping to direct the young person climbing.

Tip there are lots of rules regarding crate stacking, please check the guidelines at www.scouts.org.uk/a-z

Safety

Follow the specific rules, as identified by the activity provider. This will be directly associated with the risk assessment.

climbing

Description Climbing will test even the most daring of people. How confident are the Cubs and how high can they climb?

Time 1.5 hours.

Equipment climbing harnesses, helmets, belaying, equipment.

Instructions

1. Provide the pack with a safety briefing and instructions before they begin.
2. Show the Cubs how to put on the climbing harness and to adjust the helmet. (You may need to assist them).
3. Now they can begin climbing!

Step it up!

When the Cubs have got the hang of it, introduce various games such as elimination! Whereby the Cubs need to climb to the top but certain holds are eliminated so they cannot hold onto them.

Tips: What did they think they did well? What did they learn? What was the hardest bit and why?

If you do not have a permit then why not see if someone within your district or county has one? If not why don't you try this activity at one of your local or national activity centres.

Safety

Follow the rules at www.scouts.org.uk/a-z

For climbing wall centres see:
<https://www.thebmc.co.uk/>

Zip wire challenge

Description A fun Zip wire activity with a twist!

Time 2 hours.

Equipment Stop watch.

Instructions

1. Divide the pack into two teams.
2. Ask each team to make up their own jibberish word that they will shout out when going down the zip wire.
3. Get them to practice shouting it for as long as possible without taking a breath.
4. Now it's time to get on the zipwire!
5. Time each Cub going on the zipwire, the Cubs that shout their team's word for the longest time without taking a breath win!

Safety

Follow the rules at scouts.org.uk/por (Rule 9.41 Aerial Runways)

Make sure you brief the pack that they'll be going up high and flying through the trees or across a field. Have plenty of adults on hand to encourage and support the teams.

Raywell Park, cmelton campsite and primrose hill can help with these activities. Please see our website at www.humbersidescouts.org.uk for contact details.

Abseiling

Description An iconic adventurous activity which test anyone's wits. Learn how to move your way down from a high plinth.

Time 1.5 hours.

Equipment Sturdy shoes which cover toes, T-shirts shoulders, trousers.

Instructions

This activity must be instructed by a person who holds an Adventurous Activity permit.

Take the resting pulse or heart rate of each Cub before going to the abseil.

Then take the heart rate of each person once they have completed the abseil. Whose heart rate didn't change? Whose rose dramatically?

Safety

Follow the rules at www.scouts.org.uk/a-z and select 'abseiling'.

Making this happen...

This activity is best done at a local or national campsite, as they will have the necessary equipment and facilities already established.

If you do not have a permit then why not see if someone within your district or county has one?

Or use a recognised Climbing centre, see The British Mountaineering Council website: www.thebmc.co.uk



October Badges: IT-Digital, Teamwork

Make your own compass

Description Creative activity and making a compass will help you navigate when you're next out exploring.

Time 1/2 hours.

Equipment Sewing needle, plastic bottle top, small magnet, clear sticky tape, small shallow dish, water, knife.

Instructions

1. Each Cub magnetises the needle by stroking the needle with one end of the magnet roughly 40 times from top to bottom.
2. Once the needle has been magnetised, ask the Cubs to attach the needle using the clear sticky tape to the bottle cap (cap facing upwards).
3. Float the bottle cap in a dish of water. The water will allow the bottle cap to rotate. Let it rotate until the north pole of the needle points towards the magnetic north pole.
4. And there you have it, they have created a compass!
5. Ask the Cubs to test their compass with a manufactured compass and see if there are any discrepancies.

Making new friends

Description A fun way to use technology to communicate with fellow scouts!

Time One day.

Equipment Pen, paper, table, various communication technology.

October is the month for JOTI and JOTA jamboree on the air and Jamboree on the internet. This is a great activity to help you and the Cubs to get involved.

www.world-jotajoti.info

Instructions

1. Divide the pack into teams.
2. On a table lay out a selection of countries printed on paper.
3. One by one in their sixes they have to decide on which country they would like to contact fellow aged scouts.
4. Once chosen, back in their teams they have to decide which method of communication they would like to use.
5. Provide them with a selection of different methods available to them i.e. email, Skype, phone, radio (JOTA)
6. What would they say to Cubs in other countries? What questions would they ask?

Radio wide game

Description This activity will have the Cubs out and about finding hidden treasures communicating over mobile phones or radios.

Time 1 hour.

Equipment Radio or a mobile phone.

First plan a treasure hunt activity within your local area. This could be identifying local points of interest or providing questions within a walking radius of your meeting place.

The leader in charge should be 'central control'

Instructions

1. Divide the pack into small teams, each team needs to work with an adult.
2. Provide each team with a method of communication and a call sign.
3. Advise the teams that they have to find x amount of landmarks within x amount of time.
4. Provide each team with the first clue.
5. Each team will have to radio/text/call to provide their answer to the central control.
6. Once the correct answer is given the next clue will be provided.
7. The first team that identifies all the landmarks correctly and makes it make to the base on time wins!

Tip: Every minutes late deduct 5 points

Making energy

Description Power a light bulb with just lemons!
This is a cheap and easy activity that will amaze the Cubs and have them telling all their friends!

Time 1½ hours.

Equipment 4 lemons, 4 flat head nail, 4 pieces of copper, 5 alligator clip wires, A small light with positive and negative connectors.

Instructions

1. Divide the pack into small teams and provide them with the equipment.
2. Ask them to roll and squeeze the lemons, this helps to release the juice inside
3. Now ask them to push one flat headed nail and one piece of copper into each lemon.
4. Connect the ends of one wire to a nail in one lemon and then to a piece of copper in another lemon. Do this with all four lemons until they all connected.
5. There should be one nail and one piece of copper unattached.
6. Ask each team to connect the piece of copper wire and the unattached nail to the positive and negative connections of the light.

And there you have it....Let there be light!

Leaders should be available to supervise this activity closely.

Other IT & Technology activities are available see www.sy-activities.org.uk

November Badges: Elements (Fire)

S'mores

Description Test your camp cooking skills with a fun tasty treat for a camp night.

Time 1 hour.

Equipment Kebab sticks, plain biscuits, chocolate, marshmallows, wet wipes, paper plates.

Instructions

Pre-preparation

1. Set up bowls with each ingredient.
2. Soak the kebab sticks in water for at least two hours before use.
3. Ask each Cub should put a piece of chocolate about two thirds the size of the biscuit onto one biscuit.
4. Toast a marshmallow on a stick over a fire. When it is lightly toasted, even starting to sag quickly put the marshmallow on the chocolate and put the second biscuit on the top and press together as this helps the chocolate to melt
5. Now your Cubs can enjoy some s'mores.

Tip: Brief the Cubs on the safety rules when around a campfire and hygiene rules when cleaning.

Glow stick prize challenge

Description A treasure hunt activity with a glow stick twist!

Time 1.5 hours.

Equipment Stop watch, 36 glow sticks.

Instructions

1. Hide the glow sticks in an open space and bury a single letter of the six letter prize word next to it.
2. Split the pack into teams.
3. Tell each team they have to find six glow sticks of a certain colour (you decide) and all the letters to make up the prize word.
4. The first team to return with all six glow sticks and the prize word wins!

Tip: laminate the letter to stop the paper going soggy

Fire paper boats

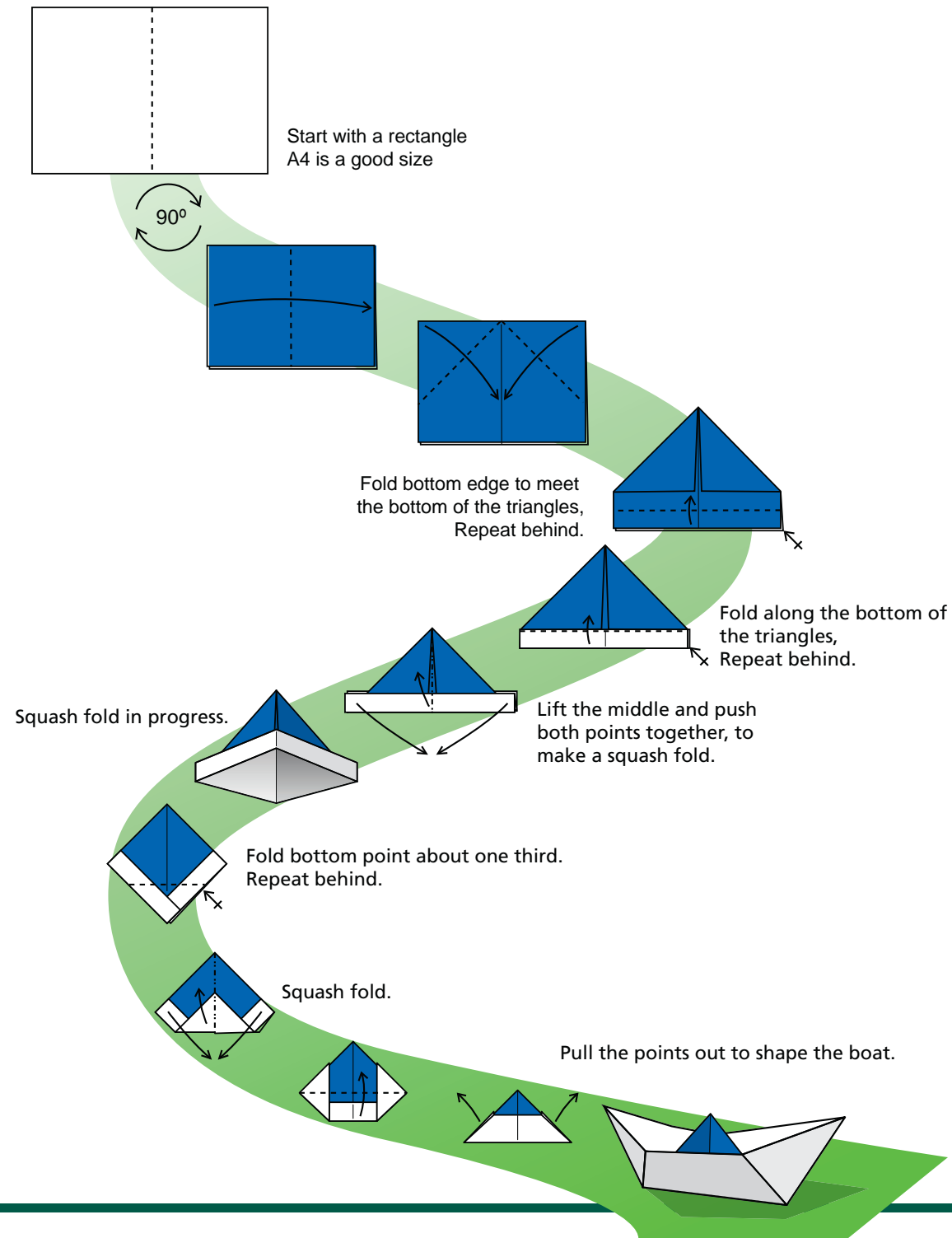
Description Be creative with these fire paper boats. Perfect for a weekly meeting.

Time 1.5 hours.

Equipment Clear sticky tape, coloured paper, colouring pencils, scissors, tea lights, matches.

Instructions

1. Divide the pack into small teams and provide them with the equipment.
2. Print out the instructions and provide each team with these. Let's see which team can finish first.
3. Once completed pop the light tea light candles inside and set these out on your local river, stream or even beach.
4. Remember that you will have to have a responsible adult to retrieve them from the other side.





Fireworks display

Description Take the Cubs out and marvel in the beauty of the firework lights.

Time 1-2 hours.

Equipment Warm clothes, gloves, hats wellies

Instructions

As a pack take the Cubs to a local fireworks display.

Remember to follow the InTouch process and ratio rules when taking Cubs away from their normal meeting place.

You could even organise a group or district display.

Safety

The regulations for running a firework display can be found on the Health and Safety Executive and The Royal Society for the Prevention of Accidents websites.

December Badges: Elements (Earth), Nature

Making a Volcano

Description An exciting and creative activity exploring learning how volcanoes erupt!

Time 30 minutes

Equipment Sand, vinegar, red food Colouring, sodium bicarbonate, small plastic pot, teaspoon.

Instructions

1. Divide the pack into teams.
2. Provide them all with the equipment.
3. Now ask them to make their volcanoes.
4. Ask each team to put a small plastic pot in the centre of a bowl and fill the bowl with sand to the top of the pot creating a volcano shape.
5. Now put vinegar and red food colour into the plastic pot.
6. Add a teaspoon of sodium bicarbonate.
7. Now stand back and watch the volcano erupt!

Tips: Ask the teams to discuss why volcanoes exist and what they are.

Explain to them that a volcano is a mountain with a pool of molten rock below the surface. If a volcano is active, from time to time the molten rock and the gases that lie beneath will sometimes erupt, cause lava and gases to be realised.

Vegetarian banquet

Description This is a great activity to get the Cubs' mouths watering and get them using their imagination.

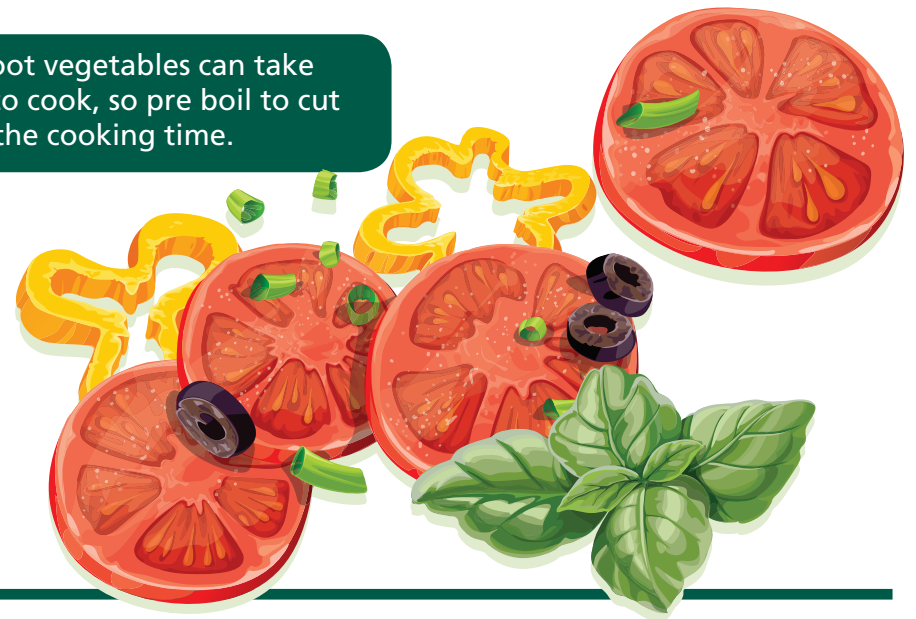
Time 1 hour.

Equipment Use underground produce such as carrots, parsnips, potatoes and swede

Instructions

1. Divide the Cubs into teams.
2. Provide the Cubs with a selection of food that is grown underground and above ground.
3. They have just 10mins to select the items they believe are grown underground.
4. Once the correct ingredients have been sorted they now have to make a meal out of the underground items for their parents.
5. Each team serves their meal to their parents at the end of the meeting.

Tip: Root vegetables can take while to cook, so pre boil to cut down the cooking time.



Plastic dinosaur hunt

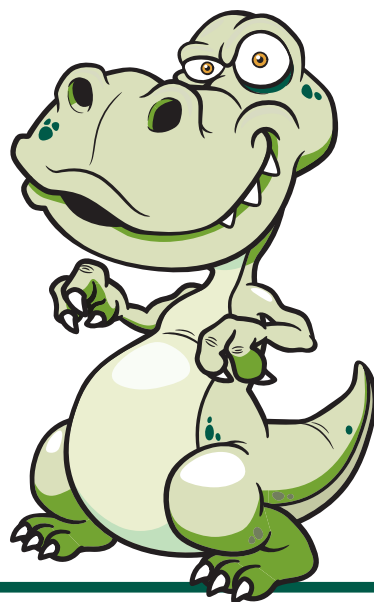
Description An investigating activity that will give the Cubs a chance to gain hands on excavation experience, uncovering dinosaurs.

Time 1 hour

Equipment Plaster of Paris, balloons, spoon, water, mini plastic dinosaurs.

Instructions

1. Divide the pack into teams.
2. Ask them to create their dinosaur eggs by mixing the ingredients together and then setting their dinosaur inside the mixture.
3. Cut off the neck of the balloons and spoon the mixture into the balloons.
4. Tie the ends of the balloon with string or a rubber band and hang up to dry for 30 minutes.
5. Once the eggs are hard, release them from the balloon.
6. On a flat hard surface ask the Cubs to break open the eggs to reveal the dinosaurs?
7. What else have they noticed? They should see the imprint of the dinosaurs. They have made a fossil!



Explore down under

Description Visit a local caving site or tunnel to start exploring the great treasures of underground.

Time Allow a day to undertake this activity

Equipment Make sure that all your Cubs have the following Wellies, fleece/jumper, a change of clothes, towel.

Instructions

- Caving is a fun adventure for young people.
- There are a few manmade systems made from pipes around the UK which can offer great experiences of small dark spaces.
- Below you will find information for a few caving companies where you can take your young people.
- Caving must be run by a cave permit holder or a professional qualified person, full details are available at www.scouts.org.uk/a-z.

Safety

Caves are confined spaces and so always wear a helmet to protect your head. Warm and waterproof clothing will help make this a more enjoyable experience for all involved. Before you go why not try out some artificial or homemade cave systems to get used to the dark and small spaces.

www.scouts.org.uk/a-z and select 'caving'.



Elements

Visit to Magna

Visit the Air, Earth, Water and Fire pavilions at MAGNA www.visitmagna.co.uk

Hold an Elements Evening

AIR – Paper aeroplanes
EARTH – Planting
WATER – Water Slide
FIRE – Backwoods Twists

National Coal Mining Museum

Visit the NCM museum, invest a few cubs underground or hold a grand howl?

<https://www.ncm.org.uk/>

Visit Doncaster Airport

Plane spotting, behind the scenes tour.

<http://www.robinhoodairport.com/>

Visit the Vulcan Bomber

See a genuine Vulcan Bomber in person

<http://www.vulcantothesky.org>

City Beaches in the Summer

<http://www.active.com/>



Teamwork

Stage a Mini Olympics

Compete in teams / sixes against other members of your pack or other packs.

Try mini type Olympics, Javelin throw - straws

Team Building Games

Try a night of team building activities. Some corporate or business games work just as well with Young People

<http://www.active.com/parenting-and-family/articles/10-fun-team-building-activities-for-kids>

Drama Night

Put on a play or show, give everyone jobs and roles so that everyone takes part

Build a Tall Tower

Using marshmallows and cocktail sticks challenge each six to build the tallest tower



Challenge 100

Scavenger Hunt

Mammoth scavenger hunt with over 100 items to collect

Fundraise for a local charity

Doesn't have to involve money it could be 100 items for a local food bank, 100 recyclable tin cans, Sponsored 100 scout promises....

English Institute of Sport

Race round the track, swim, take part in lots of sports <https://www.sivltd.com/eiss>



Nature

Visit a Nature Reserve

Look at the Yorkshire Wildlife Trust website and find a nature reserve near you www.ywt.org.uk

Bug Hunt

Send you cubs off with test tubes and jars and ask them to collect as many insects and species as possible. Be warned you might end up with some peculiar items such as "roadkill"

Bird Spotting

Plan a visit to Old Moor Wetlands
<http://www.rspb.org.uk/>

Visit a Local Farm

<http://wigfieldfarm.blogspot.co.uk/>

Cannon Hall

<http://www.cannonhallfarm.co.uk/>



IT~Digital

Produce a mini calendar

Ask cubs to take digital photographs of activities and events and make into a Calendar to fundraise for your group

Think U Know?

Speak to the Safeguarding Team at the County office about running a cyber safety night.

Visit a local college or Newspaper

Ask a local college, university or newspaper for a visit, see how they use IT day to day.



Up High

Visit Xscape

Try the trampoline park or sky ride at Xscape
www.xscape.co.uk

Climbing

Go climbing at an indoor centre such as Rock City in Hull or the Sheffield Climbing Centre
www.awesomewalls.co.uk

Visit a Trig Point

Find the highest trig point near you and combining a bit of map work make a visit of it

Yorkshire Air Museum

Have a day out and visit Yorkshire's very own air museum
<http://www.yorkshireairmuseum.org/>

National Space Centre

The ultimate high up adventure. Space!
<http://www.spacecentre.co.uk/>

Abbreviated Guide to Activity Permits.

This is not a replacement for the main resources but a pointer as to where to find the full information

Rule 9.7 Adventurous Activities Permit Scheme

- a. These rules apply to the following activities: (*in which anyone under 18 is participating*)
- ☐ hill walking and off road cycling (in Terrain One and Two);
 - ☐ climbing and abseiling (except bouldering);
 - ☐ caving;
 - ☐ snowsports (in Terrain One and Two); (except artificial slopes and nursery slopes);
 - ☐ water activities as defined in Rule 9.45 (except swimming);
 - ☐ Hovercrafting.

(Rule 9.8 applies where all participants are over 18)

Activity Permit List from:-

www.scoutbase.org.uk/library/hqdocs/facts/pdfs/fs120100.pdf

This is a list of all the adventurous activity permits that it is possible to gain. Each type of permit can be further tailored through restrictions as required and competence allows.

Activity	Personal	Leadership	Supervisory
Bell Boating B1	✗	✓	✓
Bell Boating B2 +	✗	✓	✓
Canoeing B1	✓	✓	✓
Canoeing B2	✓	✓	✓
Canoeing B3	✓	✓	✓
Canoeing A	✓	✓	✓
Caving - No Vertical Pitches	✓	✓	✗
Caving with Ladders	✓	✓	✗
Caving with SRT	✓	✓	✗
Climbing and Abseiling (Single Pitch) Top Rope	✓	✓	✓
Climbing and Abseiling (Single Pitch) Lead Climbing	✓	✓	✓
Climbing and Abseiling (Multi Pitch)	✓	✓	✗
Dinghy Sailing B1	✓	✓	✓
Dinghy Sailing B2	✓	✓	✓
Dinghy Sailing B3	✓	✓	✓
Dinghy Sailing A	✓	✓	✓
Dragon Boating B1	✗	✓	✓
Dragon Boating B2 +	✗	✓	✓
Hillwalking T1 Summer	✓	✓	✓
Hillwalking T2 Summer	✓	✓	✓
Hillwalking T1 Winter	✓	✓	✓
Hillwalking T2 Winter	✓	✓	✓

Activities

v2
Sept 2010

Full list of FactSheets:-

www.scoutbase.org.uk/library/hqdocs/facts/

FactFiles at:-

www.scoutbase.org.uk/ps/activities/factfile.php

Activity	Personal	Leadership	Supervisory
Hovercrafting (Land)	✓	✓	✓
Hovercrafting (Water) C	✓	✓	✓
Hovercrafting (Water) B1	✓	✓	✓
Hovercrafting (Water) B2	✓	✓	✓
Ice Climbing	✓	✓	✓
Kayaking B1	✓	✓	✓
Kayaking B2	✓	✓	✓
Kayaking B3	✓	✓	✓
Kayaking A	✓	✓	✓
Kite Surfing B1	✓	✓	✓
Kite Surfing B2	✓	✓	✓
Kite Surfing B3	✓	✓	✓
Kite Surfing A	✓	✓	✓
Motor Cruising C	✗	✓	✗
Motor Cruising B1	✗	✓	✗
Motor Cruising B2	✗	✓	✗
Motor Cruising B3	✗	✓	✗
Motor Cruising A	✗	✓	✗
Mountain Biking T1 Summer	✓	✓	✓
Mountain Biking T2 Summer	✓	✓	✓
Mountain Biking T1 Winter	✓	✓	✓
Mountain Biking T2 Winter	✓	✓	✓
Narrow Boating C	✗	✓	✗
Narrow Boating B1	✗	✓	✗
Narrow Boating B2 +	✗	✓	✗
Offshore Sailing B1	✗	✓	✗
Offshore Sailing B2	✗	✓	✗
Offshore Sailing B3	✗	✓	✗
Offshore Sailing A	✗	✓	✗
Personal Watercraft (Jet Ski) C	✓	✓	✓
Personal Watercraft (Jet Ski) B1	✓	✓	✓
Personal Watercraft (Jet Ski) B2	✓	✓	✓
Personal Watercraft (Jet Ski) B3	✓	✓	✓
Personal Watercraft (Jet Ski) A	✓	✓	✓

Types of Permit

There are three types of permit available. These are:

- ☐ **Personal** – Allows a young person (under 18) to take part with others who hold a personal permit.
- ☐ **Leadership** – Allows the permit holder to lead a single group. Group sizes are described in the activity specific factsheets.
- ☐ **Supervisory** – Allows the permit holder to remotely supervise more than one group. The number of Groups and the proximity of the Supervisor are described in the activity specific factsheets.

Activity	Personal	Leadership	Supervisory
Power Boating C	✓	✓	✓
Power Boating B1	✓	✓	✓
Power Boating B2	✓	✓	✓
Power Boating B3	✓	✓	✓
Power Boating A	✓	✓	✓
Pulling B1	✓	✓	✓
Pulling B2 +	✓	✓	✓
Rafting (Traditional) B1	✓	✓	✓
Rafting (Traditional) B2 +	✓	✓	✓
Rowing and Sculling	✓	✓	✓
Scuba Diving Sheltered Water	✓	✓	✗
Scuba Diving Open Water	✓	✓	✗
Skating On Piste	✓	✓	✓
Skating Off Piste Terrain 1	✓	✓	✓
Skating Off Piste Terrain 2	✓	✓	✓
Snorkelling Sheltered Water	✓	✓	✗
Snorkelling Open Water	✓	✓	✗
Snowboarding On Piste	✓	✓	✓
Snowboarding Off Piste Terrain 1	✓	✓	✓
Snowboarding Off Piste Terrain 2	✓	✓	✓
Water Skiing C	✗	✓	✗
Water Skiing B1	✗	✓	✗
Water Skiing B2 +	✗	✓	✗
White Water Rafting	✗	✓	✗
Wind Surfing B1	✓	✓	✓
Wind Surfing B2	✓	✓	✓
Wind Surfing B3	✓	✓	✓
Wind Surfing A	✓	✓	✓

Use of Professional Centre & Instructors

Leaders may be receiving emails from Companies & Organisations offering Activities, Holidays and Expeditions; whatever the source of these mailings the County Scout Council does not recommend or endorse any of these Companies & Organisations. If Leaders are interested and wish to take up an offer it is their responsibility to ensure that they comply with all the Scout Rules regarding the use of outside bodies.

In particular, FS120086 Commercially Led Activities Index <http://members.scouts.org.uk/factsheets/FS120086.pdf> and Rule 9.9 Use of Professional Centres and Instructors www.scouts.org.uk/documents/por/2011updates/Chap_09_2011.pdf

- a) When professional instructors or leaders from outside the Movement are engaged for caving, climbing, trekking or watersport activities in the United Kingdom, they may be subject to the Adventure Activity Licensing Regulations 1996.
- b) The Association's Leader concerned must check if a licence is required and, if appropriate, that a licence is held.
- c) When professional instructors from outside the Movement are engaged for any adventurous activity not subject to the Adventure Activity Licensing Regulations 1996, they must be qualified to the level recommended for the activity by the appropriate National Governing Body, Government Agency or other body recognised by Headquarters.
- d) It is the responsibility of the Association's Leader concerned to check that the qualifications are held.
- e) Before entering into any agreement for the provision of such services which includes an indemnity clause (i.e. where it is assumed that the hirer will be responsible for damage, injury, or loss), the agreement must be referred to the Scout Information Centre.
- f) The Leader concerned must also satisfy himself that the person providing the instruction or leadership is adequately insured.
- g) When using professional centres or instructors overseas a Leader must satisfy themselves that the standards are comparable to those in the UK.

Even when Rule 9.9 and FS120086 are satisfied the Leader is responsible for complying with all the other Activity Rules. In Particular:-

- Rule 9.1 Activity Rules – Application
- Rule 9.2 Preparations
- Rule 9.3 InTouch
- Rule 9.4 Risk Assessment
- Rule 9.5 Emergency Procedure
- Rule 9.32 Party Size
- Rule 9.43 Life Jackets and Buoyancy Aids
- Rule 9.44 Classification of Waters
- Rule 9.49 Activities near the Water
- Rule 9.50 Activities on the Water
- Rule 9.55 Nights Away Permit Scheme
- Rule 9.56 Nights Away Responsibilities
- Rule 9.57 Nights Away Permits
- Rule 9.58 Renewal, Restriction, Suspension or Withdrawal of Nights Away Permits
- Rule 9.60 Beaver Scouts and Cub Scouts Nights Away
- Rule 9.61 Scout, Explorer Scout or Scout Network Nights Away
- Rule 9.62 Family Nights Away
- Rule 9.64 Visits Abroad
- Rule 9.65 Visits to the United Kingdom
- Rule 9.74 Hitch Hiking
- Rule 9.76 Joint Activities or Joint Use of facilities with other Youth Organisations
- Rule 9.77 Other Activities

2015

January						
Wk	Mo	Tu	We	Th	Fr	Sa
1			1	2	3	4
2	5	6	7	8	9	11
3	12	13	14	15	16	17
4	19	20	21	22	23	24
5	26	27	28	29	30	31

February						
Wk	Mo	Tu	We	Th	Fr	Sa
5						1
6	2	3	4	5	6	7
7	9	10	11	12	13	14
8	16	17	18	19	20	21
9	23	24	25	26	27	28

March						
Wk	Mo	Tu	We	Th	Fr	Sa
9						1
10	2	3	4	5	6	7
11	9	10	11	12	13	14
12	16	17	18	19	20	21
13	23	24	25	26	27	28
14	30	31				

January						
Wk	Mo	Tu	We	Th	Fr	Sa
53					1	2
1	4	5	6	7	8	9
2	11	12	13	14	15	16
3	18	19	20	21	22	23
4	25	26	27	28	29	30

February						
Wk	Mo	Tu	We	Th	Fr	Sa
5	1	2	3	4	5	6
6	8	9	10	11	12	13
7	15	16	17	18	19	20
8	22	23	24	25	26	27
9	29					

March						
Wk	Mo	Tu	We	Th	Fr	Sa
9		1	2	3	4	5
10	7	8	9	10	11	12
11	14	15	16	17	18	19
12	21	22	23	24	25	26
13	28	29	30	31		

April						
Wk	Mo	Tu	We	Th	Fr	Sa
14			1	2	3	4
15	6	7	8	9	10	11
16	13	14	15	16	17	18
17	20	21	22	23	24	25
18	27	28	29	30		

May						
Wk	Mo	Tu	We	Th	Fr	Sa
18					1	2
19	4	5	6	7	8	9
20	11	12	13	14	15	16
21	18	19	20	21	22	23
22	25	26	27	28	29	30

June						
Wk	Mo	Tu	We	Th	Fr	Sa
23	1	2	3	4	5	6
24	8	9	10	11	12	13
25	15	16	17	18	19	20
26	22	23	24	25	26	27
27	29	30				

April						
Wk	Mo	Tu	We	Th	Fr	Sa
13					1	2
14	4	5	6	7	8	9
15	11	12	13	14	15	16
16	18	19	20	21	22	23
17	25	26	27	28	29	30

May						
Wk	Mo	Tu	We	Th	Fr	Sa
17						1
18	2	3	4	5	6	7
19	9	10	11	12	13	14
20	16	17	18	19	20	21
21	23	24	25	26	27	28
22	30	31				

June						
Wk	Mo	Tu	We	Th	Fr	Sa
22				1	2	3
23	6	7	8	9	10	11
24	13	14	15	16	17	18
25	20	21	22	23	24	25
26	27	28	29	30		

July						
Wk	Mo	Tu	We	Th	Fr	Sa
27			1	2	3	4
28	6	7	8	9	10	11
29	13	14	15	16	17	18
30	20	21	22	23	24	25
31	27	28	29	30	31	

August						
Wk	Mo	Tu	We	Th	Fr	Sa
31						1
32	3	4	5	6	7	8
33	10	11	12	13	14	15
34	17	18	19	20	21	22
35	24	25	26	27	28	29
36	31					

September						
Wk	Mo	Tu	We	Th	Fr	Sa
36		1	2	3	4	5
37	7	8	9	10	11	12
38	14	15	16	17	18	19
39	21	22	23	24	25	26
40	28	29	30			

July						
Wk	Mo	Tu	We	Th	Fr	Sa
26					1	2
27	4	5	6	7	8	9
28	11	12	13	14	15	16
29	18	19	20	21	22	23
30	25	26	27	28	29	30

August						
Wk	Mo	Tu	We	Th	Fr	Sa
31	1	2	3	4	5	6
32	8	9	10	11	12	13
33	15	16	17	18	19	20
34	22	23	24	25	26	27
35	29	30	31			

September						
Wk	Mo	Tu	We	Th	Fr	Sa
35				1	2	3
36	5	6	7	8	9	10
37	12	13	14	15	16	17
38	19	20	21	22	23	24
39	26	27	28	29	30	

October						
Wk	Mo	Tu	We	Th	Fr	Sa
40				1	2	3
41	5	6	7	8	9	10
42	12	13	14	15	16	17
43	19	20	21	22	23	24
44	26	27	28	29	30	31

November						
Wk	Mo	Tu	We	Th	Fr	Sa
44						1
45	2	3	4	5	6	7
46	9	10	11	12	13	14
47	16	17	18	19	20	21
48	23	24	25	26	27	28
49	30					

December						
Wk	Mo	Tu	We	Th	Fr	Sa
49		1	2	3	4	5
50	7	8	9	10	11	12
51	14	15	16	17	18	19
52	21	22	23	24	25	26
53	28	29	30	31		

October						
Wk	Mo	Tu	We	Th	Fr	Sa
39						1
40	3	4	5	6	7	8
41	10	11	12	13	14	15
42	17	18	19	20	21	22
43	24	25	26	27	28	29
44	31					

November						
Wk	Mo	Tu	We	Th	Fr	Sa
44		1	2	3	4	5
45	7	8	9	10	11	12
46	14	15	16	17	18	19
47	21	22	23	24	25	26
48	28	29	30			

December						
Wk	Mo	Tu	We	Th	Fr	Sa
48				1	2	3
49	5	6	7	8	9	10
50	12	13	14	15	16	17
51	19	20	21	22	23	24
52	26	27	28	29	30	31

Bank holidays 2015 (UK)

1st January New Year's Day
3rd April Good Friday
6th April Easter Monday

4th May Early May Bank Holiday
25th May Spring Bank Holiday
31st August August Bank Holiday

25th December Christmas Day
26th December Boxing Day
28th December Substitute Day

Bank holidays 2016 (UK)

1st January New Year's Day
25th March Good Friday
28th March Easter Monday

2nd May Early May Bank Holiday
30th May Spring Bank Holiday
29th August August Bank Holiday

25th December Christmas Day
26th December Boxing Day
27th December Substitute Day



cubs

www.humbersidescouts.org.uk/cubcentenary2016

County Office: Raywell Park, Raywell, East Yorkshire, HU16 5YL 01482 655732 | countyoffice@humbersidescouts.org.uk



Humberside