

Duty Six:

Approx Time	Activity Description	Equipment Required	Leaders
4:30	Inspection: Paws & Claws Opening Ceremony	Nil	
4:40	<b>Bad Egg</b> One player  is chosen as the 'bad egg' and turns their back to the other players. 'Bad Egg' then asks the others to each name something from a particular group (for example, each player is to name a colour, or a sports team, etc). Once each player has answered, the 'Bad Egg' throws a tennis ball over their shoulder, and shouts out one of the answers that had been given by the other players. All players, except Bad Egg, run in different directions and the person whose answer was shouted out has to run after the ball, and calls 'stop' when they retrieve it.  On hearing 'stop' all players, including the one who went after the ball, remain stationary. All players, except the one with the ball, stand with their legs apart. The player with the ball then attempts to roll it under the legs of one of the other players. If successful, that player becomes 'Bad Egg'. If unsuccessful, the player who retrieved the ball becomes 'Bad Egg'.	Ball	
5:00	<b>Family Shields</b> Each cub to design a family shield	Shields pencils	
5:20	<b>Silent Ball</b> Silent ball is a children's game in which a ball is thrown from player to player while everyone remains silent The game requires only a single ball; . Once play begins all players must remain silent or else they are "out" and must sit down. Play continues until only a single player remains, who is then declared the winner. Player are "out" and must sit down if they •talk, whisper, or otherwise make a sound; •move to catch a throw; •fail to catch a reasonable throw; or •throw the ball to the teacher. •no hard throws. There may be variations and additions to these rules. For example, if players who are sitting down, because they are "out", are able to catch a throw, then they may re-enter the play. If the ball is tossed inaccurately or in an aggressive manner, then the person who threw the ball is "out" (and, in some adaptations, the thrower is "out" if the receiver merely fails to catch the ball). This is usually mitigated by only allowing underhanded throws. Other adaptations include disallowing players from returning the ball to the players from whom they have immediately received it (except in cases where only two players remain in the game) and	Ball	

imposing time limits on how long players may hold the ball before being required to pass it.

5:30

### **Red Rover**

Red Rover (also known as Bullrush, Forcing the City Gates and Octopus Tag)

The game is played between two imaginary lines, usually around thirty feet apart. Each team lines up along one of these lines, and the game starts when the first team (usually called the "East" or "South" team, although this does not relate to the actual relative location of the teams) calls out, "Red rover, red rover, send [name of player on opposite team] right over."

The immediate goal for the person called is to run to the other line and break the chain (formed by the linking of hands). If the person called fails to break the chain, this player joins the team which called "Red rover". However, if the player successfully breaks the chain, this player may select either of the two "links" broken by the successful run, and send them to join the team that had been called out. The other team then calls out "Red rover" for a player on the first team, and play continues.

When only one player is left on a team, they must try and break through a link. If they do not succeed, the opposing team wins. Otherwise, they are able to get a player back for their team.

5:40

### **Taste Honey cake, Oat cookies and Yorkshire puddings**

Discuss scouts in united kingdom

Bowls and forks

5:50

### **Passports**

### **Closing Ceremony**

Section Ages Controlled by Activities Introduced 2008  
Membership[36] 2009  
Membership [1]  
Beaver Scouts 6–8 Group  
Emphasis on having fun. 1986  
Cub Scouts 8–10½ Group  
Introduction to Scoutcraft and activities.  
Scouts 10½–14 Group Further development of Scouting skills. 1907  
Explorer Scouts 14–18 District  
Emphasis on personal challenge and adventure. 2003 30,422 31,948  
Scout Network 18–25  
County/Area More flexible with greater personal choice. 2003

programme in all Sections but can add more aeronautical or nautical emphasis depending on the branch, with some Group branches being recognised by the Royal Air Force or Royal Navy.

On my honour, I promise that I will do my best,  
To do my duty to God and to the Queen,  
To help other people,  
And to keep the Scout Law.

### The Scout Law

- 1.A Scout is to be trusted.
- 2.A Scout is loyal.
- 3.A Scout is friendly and considerate.
- 4.A Scout belongs to the worldwide family of Scouts.
- 5.A Scout has courage in all difficulties.
- 6.A Scout makes good use of time and is careful of possessions and property.
- 7.A Scout has self-respect and respect for others.

The Scout Motto

Be Prepared.

Some Scout Groups belong to separate branches called Air Scouts and Sea Scouts. Both branches follow the core

History of Scouting element –  
Lord Baden-Powell, Brownsea  
Island etc