

Duty Six:

Approx Time	Activity Description	Equipment Required
	<p>Grand Howl</p> <p>*Shadow Tag A true game of honesty! Just like in regular tag, one Cub will be “it” and will try to tag another Cub, who then becomes “it.” Unlike real tag, no one touches each other. Instead only shadows touch shadows! When ‘it’s shadow tags another Cub’s shadow they shout ‘Tag ____, you’re it’ and the game continues.</p>	Flag Nil
	<p>*Guess the Shadow String up a sheet with a bright light facing it. One Six go behind the sheet and the rest of the Cubs have to guess who is standing between the light and the sheet by the shadow they are casting. Each Cub tries to alter their shadow to make guessing difficult, such as standing closer to the light to make their shadow taller, crouching or extending limbs at odd angles.</p>	Sheet, rope, bright light
	<p>Shadow Dancing One person is chosen as the Leader. Everyone dances while the music is playing, trying to shadow/mirror the movements that the Leader is dancing. When it stops everyone must freeze, trying to be in exactly the same pose as the Leader.</p>	
	<p>*Shadow Drawing – line up a series of items on a pieces of paper. Shine a bright light from an angle and trace over the shadows to create a picture using the silhouettes.</p>	Paper, pencil, light/lamp/torch/sun
	<p>Or</p> <p>Shadow Art Use charcoal to draw a partner in black and white. How can you use shading and shadows to make the picture look more realistic?</p>	Paper, charcoal
	<p>Or</p> <p>Shadow Puppets Cut out shapes from cardboard and use split pins to join them at bending points. Attach skewers as rods to move the puppet. Create and tell a story using your puppet characters. You could also try making shadow puppets just using shapes made by your hands.</p>	Cardboard, scissors, split pins, skewers, sticky tape
	<p>Or</p> <p>Sundial Create a sundial to take home and finish making. https://www.generationgenius.com/activities/earths-orbit-and-rotation-activity-for-kids/</p>	Paper plate, straw, scissors, tape, pencils
	<p>Spotlight Play outside in a safe space to run around in in the semi-dark. Or play inside the hall with the lights turned off/down. One person is the Seeker and counts backwards from 30 blindfolded or with eyes closed while everyone else runs to hide. When the Seeker gets to zero they come looking for everyone else with their torch on. To be tagged by the Seeker they will spot you with the torch and say your name. To play as a wide game, allocate a ‘jail’ space where people go when they are tagged and can be rescued by others who have not yet been tagged.</p>	Torch

* Can be played outside