



Jumpstart to GROWTH

Suggested Registration Event Activities

For Beaver Age Youth

Beaver Beach Ball Game

For this cooperative game you'll need one beach ball or balloon for every two children. Form into pairs, and give each group a beach ball. Ask your Beaver pairs to move around the room carrying the ball between them, but without using their hands. Challenge them to try as many different kinds of hands-free ball carrying techniques possible. Examples might include: head to head, side to side, belly to belly, and elbow to elbow.

Too easy? Add some obstacles such as walking along a rope on the floor, hopping from spot to spot, or climbing over a bench. For safety sake, have Keeo stay close by in case someone trips.

Beaver Gone Fishing

Gather heavy paper or card stock, scissors, paper punches and string for this game. Using a fish stencil about 15 cm long (prepare this beforehand), your Beavers trace a fish onto card stock. Each child cuts out a fish shape and, with a paper punch, punches a hole in the head.

Line up a row of chairs (one chair for two children), and attach one end of a three metre length of string to each. Stretch out the string to each child, who threads the loose end of the string through the hole in his or her fish, and slides the fish up the string to the chair.

The child returns to the loose end of the string and, on a signal, jiggles his or her line to make the fish move towards them.

How many children can land their fish? Leaders or Keeo should stand near the chairs in case a fisherman pulls too hard on a line and pulls over a chair.

Beaver Recycling Super Hero Tag

Page 6 of the *Climate Change Resource Book*.

For Cub Age Youth

Cub Palm Game Craft

For each youth collect two large screw-on bottle tops (at least 4 cm across); clear Saran Wrap; glue; tape; and ten round metal B-Bs (available at hardware stores). You'll also need a circular punch that punches out a round hole no bigger than 3 mm (available in stationary stores).

Cut out a small, round picture from a cardboard cereal box, post card or even photograph. Punch five small holes in the picture, then glue the picture into the screw-on bottle cap. (See diagram)

Put in five B-Bs and cover the top with clear, clingy Saran Wrap. Tape the Saran Wrap tightly over the top so the B-Bs can't escape, then play the game by trying to get one B-B resting in each hole. Great fun!

Kub Kar Races

Bring in a few Kub Kars already made, and hold a mini Kub Kar race. Youth of all ages (even adults!) always enjoy racing cars, whether it's pushing them or allowing them to race down a track. The following ways to play with Kub Kars will guarantee no one is bored.

Kub Kar Curling

Use a variety of coloured tape to make different circles on the floor. Cubs push their Kar from a starting line to see who can come closest to the centre.

Kub Kar Bowling

Set up a number of empty 500 ml pop bottles on the floor. Cubs push their Kar from a starting line to see how many pop bottles they can knock down.

Kub Kar Obstacle Course

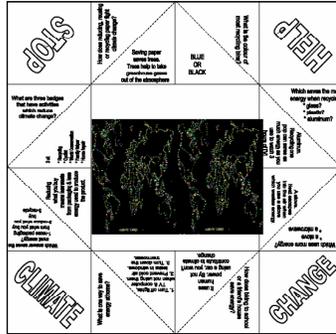
Place a number of pop bottles to weave around, and other obstacles to go over or under. Cubs guide their Kars by attaching a string to the front of the Kar.

Kub Kar Tunnels

Collect old shoeboxes; cut out a section at each end large enough for a Kar to pass through. See if the Cubs can shoot their Kars through the tunnels.

Cub & Scout Climate Change Cootie Catchers

Pages 56 & 57 from the *Climate Change Book*



For Scout Age Youth

Scout Symbol Reading Relay

Maps and map reading have always been an important part of Scout programming. Hold this patrol relay race after a brief discussion about map symbols. You will need one pencil and map per patrol, as well as an identical master map.

On the master map, circle different map symbols that the Scouts have learned to identify (e.g. church, bridge, hospital, swamp, etc.). Then number each symbol in succession.

In relay fashion, Scouts run to opposite ends of the meeting room where the master map is placed. Here they must locate symbol #1 on the master map, identify what and where it is (to themselves), then return to their patrol map and circle the exact same spot. The next Scout then runs to the meeting room's opposite end, locates #2, then returns and places a circle on that spot. The game continues until all circled symbols on the master map have been transferred to the patrol's map. ACCURACY is important.

Scout A-Frame Tower Race

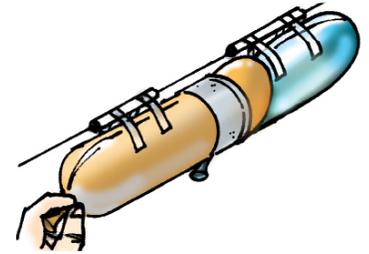
Pick the fastest A-frame card tower builders in your team and race with other teams to see which team can make the most towers in three minutes.

Here's the hitch: other team members must bring individual cards only to the builders from a central pot holding all the cards. Another team member might be responsible for coaching or watching the clock. This activity will entail lots of communication. Expect a real adrenaline rush!

Scout Two-Stage Balloon Rockets

You'll need two, long balloons for each rocket (round ones don't work); fishing line; one plastic straw; Styrofoam cup; masking tape; and scissors.

1. Cut the plastic straw in half and thread both onto the fishing line.
2. Stretch the line snugly across an open space and secure both ends. Be sure it's high enough to pass underneath.
3. Cut the cup in half.
4. Inflate one balloon to about 3/4 full, and hold the nozzle. Slip the cup ring over the balloon. Have someone inflate the second balloon and then slip the front end of this one through the cup ring on the first balloon (see diagram). As the second balloon is inflated, it will pinch off the nozzle of the first one, holding it in place. (This may take some practice.)
5. Place the balloons at one end of the fishing line, and tape each balloon to a straw.



Blast Off!

Stage a rocket countdown and release the second balloon; the escaping air will drive both balloons forward. When the rear balloon runs out, the front one will kick in and surge forward. Which rocket can go the farthest?

For All Sections

One Minute Nature Bag

Fill a bag with a variety of nature objects and make a master list. Invite youth one at a time to put their hands into the bag and feel all the objects for one minute. Beavers can try to remember 5 items; Cubs and Scouts write down as many objects as they remember. Then dump out the bag and show the objects one by one. Everyone keeps their own score as the item is shown.

It also provides an opportunity to discuss the item. (i.e. this is a burr. Does anyone know what plant it comes from? This is a maple leaf. Name something that we like to eat that comes from a maple tree.)