

Superheroes



Program Notes for Leaders

Introduction

This links to badgework:

- Challenge Area: Creative

These notes relate to the **Activity Sheet for Cub Scouts Week Three**. You may choose some or all or none of these activities. You don't have to run them in order, but the order presented here is for a balanced program

Special Reminder:

Have any of your youth members not returned to Scouting in Term 2?

It's time to check on them.

Ask someone check in on them – they might be having technical issues that can be resolved.

Don't let youth members slip through!

The Program

Opening

- Welcome
- Flagbreak (?)
- Roll call – check who's on
- Any news or highlights to share (like birthdays)

Superhero Training

What the CUB SCOUTS were told on the Activity Sheet:

You'll need a space in front of your computer.
All superheroes need to be fit and healthy.
A quick warm up to get us going.

Leader Instructions

Give the Cub Scouts a series of physical instructions.

It would be great to give the Cubs a chance to share the instructions.

- Jog on the spot
- 10 star jumps
- 5 push ups etc

Guess Who?

What the Cub Scouts were told on the Activity Sheet:

Dress as your favourite superhero and we'll see if we can guess who you are!

Leader Instructions

Take it in turns to guess who each Cub Scout is dressed as.

Allow the youth members to mute and unmute themselves as needed.

Your Superpower

What the Cub Scouts were told on the Activity Sheet:

All superheroes have a superpower.
If you could have one special power, what would it be?

Leader Instructions

Ask your Cub Scouts to share what their special superpower would be.

Go-Go-Gadgets

What the Cub Scouts were told on the Activity Sheet:

Every superhero needs a special gadget that helps them save the world.
What could yours be? How would it help your super power?

Leader Instructions

Using anything around them, ask the Cub Scouts to create an imaginary gadget that would help them save the world! Give them a time limit and award prizes for the most creative, the biggest, the gadget that links to their super power.



This could be done in Sixes – using the break out rooms – and with Sixers awarding the points.

A take-away challenge could be to recreate this gadget using recycled materials in your house and send in a photo.

Faster Than A Speeding Plane

What the Cub Scouts were told on the Activity Sheet:

You'll need a piece of paper.
Are you faster than a speeding plane?
Prove it!

Leader Instructions

Ask the Cub Scouts to fold a paper plane. They will need parent support for this.
Have them practice throwing the plane around the room.
Can they throw the plane and then run and catch it at the other end?

Your Mission

What the Cub Scouts were told on the Activity Sheet:

You'll need a balloon.
Your mission, should you choose to accept it, is...
We'll tell you at Cubs!

Leader Instructions

Cub Scouts are given a mission to fulfill while the music is playing.

- Can they keep the balloon in the air?
- Can they waddle with the balloon between their knees?

The Joker's Challenge

What the Cub Scouts were told on the Activity Sheet:

You'll need your most serious face!
You are trapped and the only way to escape is to make it through without laughing.
Will you get out?

Leader Instructions

(Similar to Please give me a smile)
The Cub Scouts are trapped by the Joker and the only way to get out is with your serious face! Each Cub Scout gets one minute to do their best to make the other Cub Scouts laugh. They earn a point for everyone who laughs!

Help Other People



Week Three: Further away

What the Scouts were told on the Activity Sheet:

Scouts of all ages help other people.
People need company.
But some people are not seeing many people at the moment.
Who can you phone or Skype or Zoom to have a chat?
Grandparents ... cousins ... a friend who has moved away?

Week Three Activities Checklist

Explain that there will be a special badge at the end of "Scouting at home".
Please complete the table on their Activity Sheet – get someone to sign off the tasks.
Email or text the completed checklist to the Leaders.

Task	Done!
Superhero Training	
Guess Who?	
Your Superpower	
Go-go-gadgets	
Faster than a speeding plane	
Your mission	
The Joker's Challenge	
Help other people	

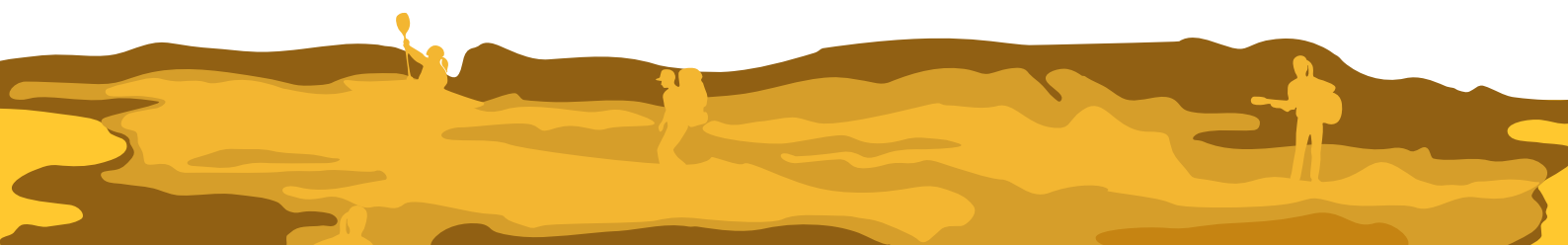
Closing

- Ask the Cub Scouts to share their favourite drawing from today.
- Badges presented virtually then mailed with a note
- Investitures (repeated later for real)
- Closing reflection by duty PL
- Flagdown?
- Till next week ...

More Notes

Preparation

Section Leaders need to:



- Choose your platform for online meetings.
- Practise it. A meeting with fellow Section Leaders? Or Section Council?
- Read up on any security issues that you need to be aware of.
- Have current contact details for all your youth members, eg preferred family email, mobile numbers.
- A shared email or text number for Scout responses and queries.
- Confirm your program with Section Council and other Leaders. Who's doing what?

An email to all families three days before your meeting:

- The date and time of the next online meeting.
- Details on how to join your meeting (eg a Zoom link and password).
- Dress code: dress as your favourite superhero
- Anything they will need to have – items are listed on the activity sheet.
- The latest activity sheet.

More prep:

- Practise the activities the Scouts will do.

On the day of your meeting:

- Open the platform 15 minutes early and admit them from the Waiting Room to chat.
- Allocate a Leader who will assist with technical support for the meeting.
- Have a great, fun meeting.

After the Meeting

- Mail badges to youth members with a short note.
- Deliver any prizes won on the night.
- Share your ideas with scoutingathome@scoutsvictoria.com.au.
- Send your images to socialmedia@scoutsvictoria.com.au.

