

Creative Engagement



Thank you to all of the Leaders that have shared their exciting program ideas and activities. Please keep your wonderful ideas coming to scoutingathome@scoutsvictoria.com.au

Scouting at Home is about Cub Scouts continuing to be engaged in their program so that when we're back in our halls they're just bursting with energy and excitement to catch up with their Cub Scout friends. That's the plan!

But we know Scouting at Home take two is becoming an increasingly difficult challenge for both Cub Scouts and Leaders. We might see concentration times reducing, Cub Scouts increasingly fidgety or simply not dialling in to virtual Scouting. But what can we do?

Would the buddy system work?

Could two Cub Scouts, formed to be "buddies" work together to encourage each other to attend Cub Scouts each week? They might be involved in activities together during the program, touch bases with each other during the week and hopefully look forward to seeing their buddy at Cub Scouts next week.

How could the buddy system work in your Unit?

Cub Scout participation in their program is the key, an indicator of a successful program. Ask yourself, if I were a Cub Scout why would I want to attend the meeting? What is the one element that would keep me coming back? Is your answer FUN!?

For Cub Scouts it's FUN. Naturally our programs should be adventurous, fun, challenging and inclusive but it's the fun factor that hits the mark every time with our Cub Scouts. We know our programs are working when we see Cub Scouts laughing, interacting with each other, and wearing wide beaming smiles. This is what we need to replicate.

The first priority is to make sure we're consistently asking Cub Scouts for activity ideas. Cub Scouts will more likely participate when it's their activity ideas which will generally be fun. At some point in your meeting, perhaps in between a game, ask the Cub Scouts for activity ideas. And even if they've suggested them before think of ways to present the activity slightly differently.



Creative Night

My ideal Monster

Give the Cub Scouts 15 minutes to create their ideal monster out of Lego. Their monster can be any shape size, colour or design. The scarier the better.

Considering having the Cub Scouts build their monsters in their Patrols so they can share ideas and watch each other's progress.

Bringing the Unit together with each Cub Scout introducing their monster to the Unit. What is its name, what world does it live in and what does it eat?

Treasure Island

Ask your Cub Scouts to turn their house into Treasure Island by drawing a map of their house as the island.



Along the way the Cub Scouts have to decide what will be their precious treasure. Will it be a glistening diamond, a golden goblet or perhaps their favourite trophy!

They have to decide where on their map they will bury their precious treasure. Will it be buried in their bedroom, in their playroom or the secret cupboard under the stairs?

When the Unit comes together the Cub Scouts have to see if they can discover what treasure each has hidden.

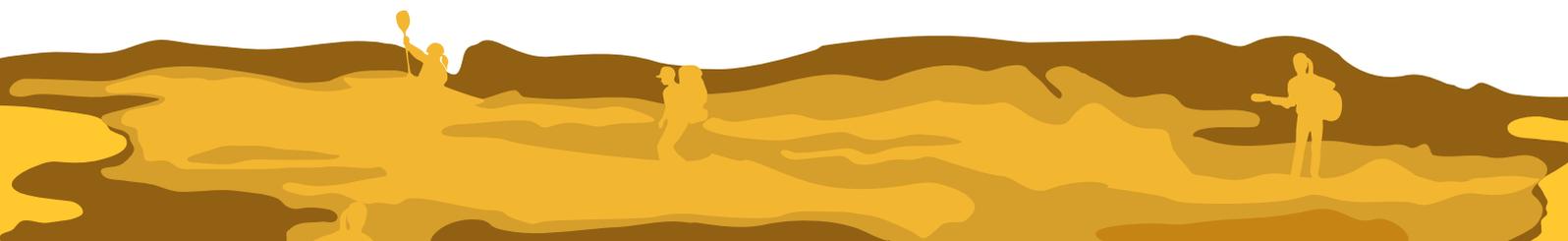
How do they find this out? The Cub Scouts can only ask the Cub Scout five questions and they can only answer "yes" or "no" with each Cub Scout asking one question at a time.

After the fifth question the Cub Scout tells the Unit what their treasure was.

The Unit Camp

The Cub Scouts need to design their next Unit Holiday campsite so each Cub Scout will need a piece of paper and a pencil.

The first Cub Scout will start the design by perhaps describing the shape of the available campsite. Will it be round, rectangular or an odd shape?



The Cub Scout Leader will then ask the next Cub Scout to take over the design of the campsite and they might suggest adding a road at the bottom with a massive tree in the middle of the campsite. All the while the Cub Scouts will be drawing as instructed.

The next Cub Scout will take over the design and so forth until all have had a go at designing the campsite.

At the end have the Cub Scouts hold up their campsites to see if they're all the same.

Will they'll be the same?

Funny Faces and Sounds

Yarns have always been an activity in our program to convey a message or as a wind down at the end of a hectic program.

For this activity you will need a story book with a couple of characters, perhaps animals. If you're good you can even make the story up as you go.

The idea is that you read the story to the Cub Scouts and as a character is mentioned they have to act out and make the sound of the character.

Ideally, run through the characters of the story and have the Cub Scouts practise their actions and noises.

For example if it's mentioned that a cow is in the story then the Cub Scouts would mimic a cow and moooo their heads off.

Or a car! The Cub Scouts might show their best PlayStation driving skills and make all sorts of strange car noises.

Encourage all of your Leaders and parents to join in as well. The Cub Scouts just love it when they see adults acting all silly.

My Ideas...

Remember to ask the Cub Scouts for program activity ideas!

Openly ask them: what is something we could create?



I Am Thankful for...

Each Cub Scout will need a piece of paper and a pencil.

Have the Cub Scouts trace the outline of one of their hands.

Then beside each finger have the Cub Scouts write down something they are thankful for.

Bucket of Cards

Each Cub Scout will need a pack of cards and a bucket or small rubbish bin.

The Cub Scouts will stand 1 metre from the bucket and on the word "GO!" see how many cards they can get in the bin in 20 seconds.

The Cub Scouts can only throw one card at a time and you can even see which Patrol managed to get the most cards in their combined buckets.

Tower of Cards

Whilst you have the cards out, how about seeing who can build the tallest structure from one pack of cards?

You could judge the outcome on an individual Cub Scout basis or accumulate the combined heights for a Patrol total.

For an added twist, rather than the Patrol Leader also building a tower would their leadership skills be enhanced if in their Patrol breakout rooms they were to circulate and offer advice to the Cub Scouts in their Patrol?

Who has the worst joke?

We are all great jokers and I bet the Cub Scouts have some great jokes.

One at a time, invite a Cub Scout to tell the Unit their best joke.

Can any Cub Scout tell a joke where no one laughs?

Or a variation

Who has the best joke?

Which Cub Scout can tell a joke that has everyone rolling on the floor in laughter?

Let's Dance!

Search out your best 70s and 80s dance CDs and have the Cub Scouts up and dancing showing off their greatest moves.

As a twist see who is the first Cub Scout to freeze when you pause the music.

You might even want to teach the Cub Scouts how to moon walk.

Plan>Do>Review>

Don't forget that the Plan>Do>Review> process helps us continuously improve. Helps plan great Scouting activities that are adventurous, fun, challenging and inclusive.

Ask the Cub Scouts for their Review> of the program as a whole or elements of the program. A few comments will suffice or a simple thumbs up or thumbs down. The important thing is that the Cub Scouts are thinking of how they can make their program even better.

