

Week 1			
Time	Activity	Equipment	Leader & Cub
7.30	Roll, Subs & Prayer,		
7.40	Nature Corners (C1)	Spring, Summer, Autumn, Winter Cards	
7.55	The World Around Us (SP4, SO1, I5) Respect for Nature (SP2, SO1, I5)	Felt tips Large Paper Divide into four groups	
8.35	Flower Bingo (I5)	Bingo Sheet and Cards	
8.50	Prayer & Announcements		
<i>Announcements:</i>			
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Week 2			
Time	Activity	Equipment	Leader
7.30	Roll, Subs & Prayer		
7.40	Exhaustion Game (C5)	Divide into groups	
7.55	Beliefs (SP1) Exploring My Beliefs (SP3)	Worksheet, Log Books, Pens	
8.35	Pancakes	Pancakes, Butter, Jam, Syrup	
8.50	Prayer & Announcements		
<i>Announcements:</i>			
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Week 3			
Time	Activity	Equipment	Leader
7.30	Roll, Subs & Prayer		
7.40	Emotion Corners (C1)	Smiley Corner Cards	
7.55	My Emotions (E1) Others Feelings (E2) Others Emotions (E3) Show Feelings (E4)	Speech Bubbles, Worksheets, Photographs, Cellotape, Log Books, Smiley Faces, Pens, Pencils	
8. 35	Caterpillar Hop Game (C5)		
8.50	Prayer & Announcements		
<i>Announcements:</i>			
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Caterpillar Hop Game

Form teams of equal size, with five to seven players on each team (3 also works). Have Cubs think up one-syllable names for their teams. Then line teams up next to each other behind a starting line.

Instruct team members to place hands on the shoulders of the team members in front of them and race to a finish line according to the following rules of movement: The first person in line may hop one step forward. Continue down the line until the last person in line hops one step forward. After the last person hops, he or she must shout the team name. Then the whole team may hop one step forward at the same time. Repeat this process to move the caterpillar along. Players must keep their hands on the shoulders of the team members in front of them at all times during the race. Players may move forward only by hopping one step forward with both feet at once. If a team member breaks any of the above rules, it must return to the starting line and begin again.

Week 4			
Time	Activity	Equipment	Leader
7.30	Roll, Subs & Prayer		
7.40	Human Knot (C5)		
7.55	Life Challenges (E5) Personal Belief (E6) My Potential (E7)	Worksheets, Log Books, Pens, Cellotape	
8.20	Singing for Concert	Song sheets	
8.35	I went to Camp (C1)		
8.50	Prayer & Announcements		
<p><i>Announcements:</i></p> <ul style="list-style-type: none"> - Give out notes for Old People's Home 			

Human Knot

Ask a group of ten or thirteen people to form a tight circle. Have each person extend both hands into the centre, and grasp the hand of two different people. When this is completed, the group must then untangle the knot they have created. Physical hand-to-hand contact may not be broken to untangle the knot. Grips may change and palms may pivot on one another, but contact must be maintained. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle.

I went to Camp

The players sit round in a circle. The leader will begin the game by saying something like, "I went to camp and I took an Axe". The next player along then has to choose an item and say "I went to camp and I took a [whatever they choose]". The leader then will tell them that they can or cannot come to camp. Play continues for a set time or until everyone knows the secret. In this case, "The Secret" is that the item the player is going to bring has to begin with the same letter as their name; otherwise they cannot come to camp.

Variations: The secret could be made more difficult. For example, the first letter of the name of the person sitting to your left and so on.

Week 5			
Time	Activity	Equipment	Leader
7.30	Roll, Subs & Prayer, Check returns for Old People's Home		
7.40	SWAMP (C5)	SWAMP pages, Large Felt Tips	
7.55	Diet (PH1) Keeping Clean (PH2) Lifestyle (PH3) My Body (PH4) Differences (PH5) Staying Safe (PH6) What Harms Me (PH7)	Large Worksheets, Pens, Cellotape,	
8.20	Singing for Concert	Song sheets	
8.40	What am I?		
8.50	Prayer & Announcements		
<p><i>Announcements:</i></p> <ul style="list-style-type: none"> - <i>Reminder about notes for Old People's Home</i> 			

SWAMP

Divide the group into teams of 4 to 6. Give each team a large piece of paper and a pen. Each letter in the word SWAMP stands for another word that describes something in nature:

S Stars

W Weather

A Animals

M Minerals

P Plants

On 'Go', each team writes down as many words as it can think of that relate to the words STARS. The only stipulation is this: They must be able to see what they write.

What am I?

The players sit in a circle. One player goes outside the room and the others decide what that player will be (e.g. a postman) when they come back. When the player returns and stands in the middle each player in the circle will mention something they will need for their job (e.g. a bike, good shoes, van...). If the person in the middle manages to go all the way around the circle without guessing what they are they must go out again. If they guess correctly another player goes out .

Week 6			
Time	Activity	Equipment	Leader
7.30	Roll, Subs & Prayer Check returns for Old People's Home		
7.40	Heads I Win! (C5)	Football	Gustie
7.55	What I Stand For (CH2) Justice (CH6) Personal Visions (CH7)	Worksheets, Log Books, Pens, Cellotape	
8.20	Singing for Concert	Song sheets	
8.40	Minefield		
8.50	Prayer & Announcements		
<p><i>Announcements:</i></p> <ul style="list-style-type: none"> - <i>Final details about Old People's Home</i> - 			

Heads I Win!

The players are divided into two teams and each team has a ball. The game starts by throwing the ball high into the air. The idea of the game is to prevent the ball from hitting the ground. No player may touch the ball more than twice in a row. When the ball hits the ground that team is out and the other team score a point. Play continues for a set time and the team with the highest score wins.

Minefield

The majority of the hall (except for two ends) is designated as a minefield. Anybody stepping in the minefield is blown up and must sit out the game. The players are divided into teams, and each team is given the same amount of materials (e.g. a few chairs, a table, rope, stave, some objects to transfer). The idea of the game is for the players to cooperate as a team to get their objects across to the other side of the minefield, using only what they have been given, in the shortest possible time (only the chairs and tables may touch the minefield, any other objects touching it are lost)

Notes: The basic premise is to use the chairs as stepping stones. If you give them too many chairs the game is too easy. There should certainly be less chairs than players in the team. The tables should ideally be used as a fixed stop-off point. To make the game harder, give them more awkward objects to carry.

Week 7			
Time	Activity	Equipment	Leader
7.30	Roll, Subs & Prayer		
7.40	Leave for Old People's Home	Song sheets	
8.50	Prayer & Announcements		
<i>Announcements:</i>			
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Week 8			
Time	Activity	Equipment	Leader
7.30	Roll, Subs & Prayer		
7.40	Easter Party and Games	Egg Hunt, Rabbit Tails, Easter Corners, Party Food	
8.50	Prayer & Announcements		
<p><i>Announcements:</i></p> <ul style="list-style-type: none"> - <i>Happy Easter everyone, enjoy</i> 			