

# THE MOST BORING MONTH OF THE YEAR!

(make it fun with activities for all sections)



from Leader files and the Program Builder CD-ROM

It's deep in the winter, a long way from the fun of Christmas, and summer is too far off to contemplate. It's cold, it's icy, it's snowy, and everything you do seems like a chore.

It's February – the most boring month of the year! But it doesn't have to be. We searched and searched to find some of the most interesting and fun winter activities for you and your section to enjoy (they are even better when it's cold!).

## BRRR is for Beavers

### Snow Tag

Materials: open field in the winter  
What to do: You need a little time to set up a field for this game which is played in an open area. Trample paths about one metre wide in the

snow outlining a rectangle approximately 30 metres x 20 metres. Trample another set of paths forming an "X" across the open area between the main paths. The object of the game is for IT to chase and tag the other Beavers along the paths. Any Beavers who are tagged or who go outside the path are out of the game.

### Growing Icicles

Materials: open tin can (adult supervision) a hammer, a nail, string and water

What to do: Use the hammer and nail to make a small hole in the bottom of the can. Punch two holes in the side at the top of the can to hang it with string. During a frosty evening, fill the can with water and hang it outside. (Try coloured water.) An icicle should 'grow' from the can's bottom. The size of the icicle will depend on the size of the hole and the temperature. If the weather is cold enough, the water may freeze in the can, making it bulge.

### Exploring an Icy Landscape

Materials: None

What to do: Take your Beavers for a hike along a lakeshore or the edge of a river. Talk about ice and snow and how it makes the area look so very different from how it looks at other times of the year. Try to find some animal and bird tracks to identify. Notice how it can be quite difficult to see where the land ends and the ice begins. Talk about how fish and frogs are surviving winter under the ice and waiting for spring to come. It's a great opportunity to talk about safety on the ice with your Beavers. Warn them never to walk on ice without adult permission and supervision. Explain how dangerous it is to fall into icy cold water, and how important it is to get warm and dry immediately if it does happen. If it is frozen solid and you know it is safe to use, go for a walk on the ice. Slide on the clear spots. Or, simply go out into the yard at your meeting place and play a game in the snow.

Ok, we have two oranges and a lot of snow. Any ideas?



Photo: Bill Kowalczyk

## C-C-C Cold Cubs

*Indoor Olympics (when it's just too cold to go outside)*

The indoor Olympics is a takeoff on the regular Olympics with a little improvisation.

1. Shot Put: Like the regular event, only use a balloon instead of a steel ball.
2. Javelin: Heave a pole, which is actually a straw.
3. Footrace: Organize a footrace, but teams must have their legs tied together when standing side by side. Then the individual teams try to run.
4. Licorice Dash: Take a long piece of candy licorice and place a marshmallow on the end. The first one to eat up the licorice and reach the marshmallow wins.
5. 20-Yard Dash: Line up each group for a relay race. Have the contestants carry an egg in a teaspoon, with their arms extended. The first person in each line runs 10 yards, and back to the next person in line. The first team that finishes, wins. Hint: Hard boil the eggs.
6. 50-Yard Slash: Each team of two players has a roll of toilet paper unrolled the length of the hall. One end of the roll is held by a teammate, while all of the other teammates line up at the starting line with a pair of blunt scissors

each. At a signal, they start cutting down the centre of the strip. The first one to slash to the end, wins.

7. Hammer Throw: Make hammers by using blown up paper bags attached to a yard of string. Give each player a turn to see who can throw the hammer the farthest.
8. Long Glum: The player who can keep from smiling the longest, while all others cheer and laugh, wins.
9. Slipper Throw: Have the players lie flat on their backs and, using both feet, throw slippers over their heads.
10. 20-Foot Dash: Have the relay runners roll lemons or hard-boiled eggs with a stick down the course and back, and tag the next player in line.
11. Standing Broad Grin: The width of the grins is measured by judges. The widest one wins.
12. Discus Throwers: Each contestant throws a paper pie plate from a chalk-line.

### *Indoor Snowball Fight*

Materials: lots of sheets of newspaper, at least two per player, two large garbage bags

What to do: Each player makes two crumpled newspaper snowballs. Two teams line up facing each other about four metres apart. Leaders have

garbage bags to pick up those that go past the line without hitting anyone. Cubs who get hit should drop out and help clean up the snowballs. A catch is not a hit, and players can throw those back at the opponents. The game is played until one team is eliminated or all snowballs have gone past players. In the latter case, the team with the most players left is the winner.

### *Winter Mouse Nests*

Materials: a film canister for each Cub, gelatin (or dry jelly powder) with water, a wooded area or field in the winter

What to do: Get your Cubs to fill their film canister halfway with gelatin (or jelly powder) and water; secure the lid. This canister now represents a small mouse. Each Cub must find a well-insulated place in the field or forest to build a nest where her "mouse" can sleep without getting too cold. Be sure that they mark the spot so they can find it again later! Check the containers in about an hour. If the water is frozen, a little mouse probably would be, too!

### **S-S-Slippy, Slidy Scouts**

#### *Crossing the Ice Relay*

Materials: water soluble dye for marking snow

What to do: Form up teams for a relay. In front of each team mark the ice floes in the snow using water soluble

Hope we're on the winning end.



Photo: Marie Paluka





Photo: Marc Bourret

## How many Cubs does it take to build a snowman?

dye, or food colouring in water. (Tip: use hot water, as the water freezes in the bottles.) Make some of the ice floes close together and others far apart, requiring longer jumps. The course can be as long as you want. Inform the teams that their ship is stuck in the ice, and the closest shore can only be reached by crossing the ice floes. On a signal, the first Scout jumps from ice floe to ice floe to the shore. Once safe on shore, he/she waves for the second one to try. The first team across the ice is the winner. If any player touches the water, he/she goes back and starts again.

### *How Cold Is It??*

Materials: thermometers, to demonstrate the insulating properties of snow

What to do: Bury thermometers one foot beneath the snow, two feet below the snow and three feet below, making sure that they don't touch the ground. Leave one thermometer on top of the snow. Check the temperatures periodically to study different temperatures at different levels of snow insulation. This test will show that snow is a good insulator.

### *Ice Wall*

Materials: One 25' rope, one awkward object such as a chair, the side of a house (the wall should be about 10' high; windows can't be used)

What to do: The object is to get the entire team plus the awkward object up the imaginary ice wall and onto the roof. Possible Solution: Build a pyramid of people against the wall. The top Scouts should take the rope up as a safety line; use it to pull the awkward object up. The youth can then scramble up and over each other.

Leadership: How was the leader chosen? Did the leader provide control to the end or was he replaced? What style of leadership was shown (delegation, leader did all, forceful, persuasive, other)? Planning: How was the plan chosen (by discussion and vote, dictatorship, trying different suggestions, other)? Performance: How was

the plan carried out (everyone participating, completed, led by leader)? Was the goal accomplished? Were the restrictions observed completely? Could the goal have been achieved more efficiently and effectively?

### *Klondike Snowshoe Hustle*

Each Klondike miner raced against his neighbour to stake the best ground. The race started when he unloaded his supplies on the Pacific coast, and continued over the Chilkoot Pass, down the Yukon River, and along the Klondike River creek beds. The snowshoe hustle can be used to help your group appreciate the difficulty of racing in winter clothing while carrying a pack.

Materials: coloured trail tape, snowshoes

What to do: Set up two short courses (100 m) that snake along a forest trail. (Two courses allow separate patrols to run the race simultaneously.) Both tracks should be marked with coloured flagging tape every 10 m. Tell your 'miners' that they must race against the clock along the course, touching each coloured flag before returning to their team and tagging the next person in line. If the entire team gets through the course in 10 minutes, each member gets a gold nugget (gold-coloured rock).

### *Build a Winter Shelter*

Supply each patrol with the directions below and enough equipment to make a shelter. On a signal, each patrol must construct a shelter large enough for everyone to sit or lie down under.

Materials: variety of tarps, ropes, bungee cords, pegs, hammers, and poles. A location with trees will make it more interesting. A 3 m x 4 m tarp will serve a small patrol.

What to do: Making a lean-to or emergency shelter with a tarp is an essential camping skill for Scouts to master. Here are directions for three basic styles of tarps; the slant roof, the A-frame and the one-point shelter. The slant roof, as the name implies, slopes at an angle to protect against rain and wind. Tie each corner to a tree, making

the high end more than two metres off the ground and the back end less than one metre high. Set the low end toward prevailing weather. That way you'll stay dry if it rains. Place a fire or a stove at the high end to keep smoke out of your tarp. To make an A-frame, drape the tarp over a cord tied between two trees and stake out its four corners in tent-like fashion. If there are no trees available, crisscrossed branches or canoe paddles will provide a stand. Make a one-point shelter simply by tying a line around a tree about two metres high, running it out to the ground. Anchor one corner of the tarp to where the cord is staked to the ground. Tie its opposite corner to the upper part of the cord. Pull down the other two corners tightly to make the shelter opening.

#### *Toboggan Relay Race*

**Materials:** toboggans (one per patrol). Markers indicate the course.

**What to do:** Set up a course, including some turns and a hill. Form into patrols. On a signal, one Scout is harnessed to the toboggan, and the second Scout jumps on. The Scout must pull the toboggan around the course and back to the starting line. Then the Scout who had the ride, jumps into the toboggan harness and takes Scout #3 around the course. Keep switching until everyone has pulled the toboggan and had a ride. First patrol to finish sits down. **Variation:** Make it more difficult by doing the course on snowshoes or skis.

#### *Winter Hike Day - Hunting*

**Materials:** large area with fresh fallen snow

**What to do:** Two players start from the middle of the playing area. Five minutes later, the rest start to follow their tracks. Before the two hunted players leave, they stamp out an impression of their boots in the snow. The hunted are not allowed to follow any other human tracks. If they approach a pathway where other people have been, they must turn off in another direction. But, they can walk along the top of walls, on downed trees, on each other's tracks, and use any other ruse they can. Both have to be caught, by a two-handed touch, for hunters to win. For the hunted to win, they have to avoid capture for an agreed-upon time, and get back to the starting point. **Option:** everyone wears snowshoes. It makes it harder to move quickly in the snow.



**...and don't forget the mug of hot chocolate afterwards!**

#### *Snow Sculptures*

**Materials:** materials to make sculptures, buckets, shovels, shaping and cutting tools

**What to do:** Working in patrols, fashion a rough framework over which snow slush is packed and shaped. Good subjects are animals, buildings, human figures, ships, cars and natural scenery. Award points for originality, humour, appearance, balance and artistry of carving.

With these fun activities for wintry outdoor days, you and your group will have no trouble keeping warm. Don't forget the mug of hot chocolate afterwards. X

– *Containing an extensive library of over 1700 craft, game and activity ideas, including JUMPSTARTS, the Program Builder CD-ROM is available at every Scout Shop for only \$2.99.*

Photo: Bill Kowalchuk



## Scouting's Mission

The mission of Scouting is to contribute to the education of young people, through a value system based on the Scout Promise and Law, to help build a better world where people are self-fulfilled as individuals and play a constructive role in society.

## Énoncé de Mission du scoutisme



La mission du scoutisme consiste à contribuer au développement des jeunes afin de leur permettre d'atteindre leur plein potentiel physique, intellectuel, social et spirituel en tant qu'individus, citoyens et membres de la collectivité sur les plans local, national et international par l'application de nos principes et pratiques.