

Jungle Name Hunt

by Bill Milner

One evening we ran a Jungle Book theme and I did a Jungle Name Hunt that went over very well. We teamed older Cubs with younger Cubs. Each pair had a sheet with 21 names on it. They had to fill in the animals next to the correct names — Akela, Bagheera, Baloo, Bandar-log, Chil, Chuchundra, Darzee, Ferao, Hathi, Ikki, Jacala, Kaa, Mang, Mor, Mowgli, Nag, Oo, Raksha, Rama, Rikki-tikki-tavi, and Shere Khan.

Questions (known as Stops) were printed on separate pages and we stuck them up inside and outside the hall in no particular order. As time started running out, we gave clues and hints to both the location of the questions and a few correct answers. This activity ran 30 minutes with some Cubs not finishing.

Warning, there are dead ends (i.e. #30 where all the answers are wrong)! If a pair finds themselves at a dead end they will have to back up to the step before and try again. The answer they tried the first time was wrong. It is possible to go a couple stops before hitting a dead end.

A few groups got hopelessly lost and had to be “untangled” from the maze. Leaders, keep the correct path and answers handy!

By the end of this activity, the Cubs had discovered what animal many of the characters in the Jungle Book are, including some fairly obscure ones. They burned off lots of energy and a great time was had by all.

You could use larger groups, time the groups to identify a winner, have a prize for groups that finish first, etc. Twelve groups can move through 30 stops in about thirty minutes. Feel free to adapt the game to suit your Cub pack. (Look for this article on Scouts Canada’s web site, under *The November 2006 Leader Magazine* for easy reproduction of all the Stops.)

Ready, Set, Go!

Start at Stop 1. The only correct statement is the first one, and you’ll go to Stop 2. If you end up at 29 or 30 you’ll find yourself with three wrong answers. Go back to Stop 1 and try again. X

— Bill Milner is a transplanted Canadian living and working in Australia. He still enjoys being a Cub leader with the LBG Endeavor Cub Pack in Canberra and occasionally shares his ideas with us.

STOP 1

If Mowgli is the man cub go to 2
If Kaa is a monkey go to 30
If Kaa is a crow go to 29

STOP 6

If Kaa is a jackal go to 30
If Rama is an elephant go to 12
If Hathi is a water buffalo go to 15

STOP 2

If Chil is a wren go to 28
If Mang is a fish go to 29
If Rikki-tikki-tavi is a mongoose go to 3

STOP 7

If Raksha is the mother wolf go to 8
If Raksha is a bat go to 6
If Hathi is the mother wolf go to 12

STOP 3

If Matkah is a porcupine go to 28
If Rikki-tikki-tavi is a porcupine go to 6
If Ikki is a porcupine go to 7

STOP 8

If Mor is a peacock go to 9
If Mor is a wren go to 28
If Mor is a deer go to 30

STOP 4

If Mowgli is a python go to 29
If Kaa is a rock python go to 5
If Rama is a python go to 12

STOP 9

If Baloo is a bear go to 11
If Baloo is a panther go to 28
If Bagheera is a bear go to 12

STOP 5

If Oo is a monkey go to 30
If Nag is a black cobra go to 25
If Tabaqui is a wolf go to 12

STOP 10

If Jacala is a crocodile go to 17
If Jacala is a porcupine go to 13
If Jacala is a bullfrog go to 28

STOP 11

If Hathhi is a panther go to 12
If Bagheera is a panther
go to 14
If Bagheera is a lion go to 20

STOP 18

If Hathhi is a water buffalo
go to 15
If Hathhi is an elephant go to 16
If Thuu is a monkey go to 29

STOP 25

If Oo is a horse go to 28
If Oo is a turtle go to 23
If Oo is a crow go to 20

STOP 12

If Akela is a bear go to 15
If Raksha is a monkey go to 13
If Jacala is a python go to 6

STOP 19

If Nag is a swallow go to 28
If Mor is a pelican go to 30
If Ferao is a scarlet
woodpecker go to 18

STOP 26

If Akela is the leader wolf go to 27
If Akela is the mother wolf go to 20
If Raksha is the father wolf go to 28

STOP 13

If Rama is a lion go to 6
If Rama is a wolf go to 12
If Rama is a goat go to 28

STOP 20

If Chil is a cobra go to 15
If Kaa is a cobra go to 28
If Mysa is a cobra go to 30

STOP 27

You are done!
Congratulations!

STOP 14

If Shere Khan is a lion go to 13
If Shere Khan is a tiger go to 4
If the Banderlog are rats
go to 29

STOP 21

If Chil is a kite go to 22
If Chil is a wren go to 30
If Chil is a bat go to 29

STOP 28

If Phao is a fish go to 20
If the Bander-log are rats
go to 30
If Mang is an owl go to 29

STOP 15

If Rama is a bear go to 6
If Raksha is a tiger go to 12
If Mysa is a cobra
go to 29

STOP 22

If Mang is a bat go to 24
If Mang is a crow go to 30
If Chuchundra is a lion
go to 29

STOP 29

If Dahinda is a crocodile
go to 28
If Jacala is a bullfrog go to 20
If Kim is a beaver go to 30

STOP 16

If Mowgli is a wolf go to 13
If Rama is a water buffalo
go to 10
If Akela is a panther go to 28

STOP 23

If Chuchundra is a bullfrog
go to 6
If Matkah is a mosquito go to 29
If Chuchundra is a muskrat
go to 19

STOP 30

If Kaa is a crocodile go to 28
If Raksha is a python go to 29
If Akela is a bear go to 20

STOP 17

If Darzee is a tailor-bird
go to 21
If Darzee is a lark go to 30
If Mor is a bullfrog go to 20

STOP 24

If the Bandar-log are the
monkey people go to 26
If Mysa is a bullfrog go to 15
If Akela is a bear go to 13

Note: To make the cards easier
to play with, enlarge these two
pages on a photocopier before
cutting them out.

Enjoy the game!

