

Sixer and Second Workshop - Part 2

by Bill Milner

The last Paksak provided a framework for conducting Sixer and Second workshops — a great idea for training our future leaders. To complement the basic structure of the workshops, here is a list of some ac-

tivities that I have used or been involved with in the past. First I list the leadership skills, and then some tried-and-true activities to help get you started.

Confidence

How does a confident person dress, look, feel, and act? How does a confident person walk? Try a silly walk, a sad walk, a confident walk. An important part of being confident is being comfortable while trying new things. So try a new game — a short, simple one. Then play it again. Talk briefly about it. Was it easier to play the second time? Was it more fun when you knew how to play and when everyone was playing properly? I've used the

loop-de-loop game. Everyone stands in a circle, holding hands. The leader separates one set of hands, inserts a hula-hoop, and rejoins the Cubs. The hoop has to be passed around the circle without letting go. Try using two hoops. Try two hoops going in opposite directions.

Memory

Part of being confident is being able to remember previous events. How can you use those experiences to be more

comfortable in similar, new ones? Here's a great memory game, with simple rules — the Group Juggle. The Cubs form a circle. Start a ball with the first Cub. He throws it to another Cub across the circle. The second Cub throws to the third Cub, and so on until the ball has been once to each Cub and returns to the one who started. The only thing the Cubs have to remember is whom they throw to, and who throws to them. Easy with one ball. With two balls going, or three...

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Photo: Rod Wilson

Trust

The members of your leadership team need to trust each other, and be able to depend on each other. Why is trust important? You need to know that assigned tasks will be carried out, so that the team doesn't suffer because of a weak link. The obvious trust game is Wind in the Willows. Form a small circle with a Cub in the centre. The centre Cub closes his eyes, spins a couple times, and then yells out if he is falling backwards, forwards, left, or right. The Cub (and nearby adult) then catches the rigid Cub as he falls. Supervise carefully, swap often.

Communication

It is important the Cubs be able to give instructions by speaking clearly, and being easily understood. Ask them to line up by age without opening mouths or making any noise. Was it difficult or easy? Why? Pair them up, and blindfold one of the pair. Without touching, the second Cub has to provide her partner with instructions to get through a maze, or through a field of hazards, or to a target without incurring any penalties for touching sides, etc. More fun if the target moves a bit!

Teamwork is Important

The Cubs should understand that part of the role of a leader is to encourage teamwork and be able to lead a team. How do you get people to work together? Should you always set an example and go first? Try building a giant hand-made net strung between two poles, with bells hanging from it. The holes in the net should be a variety of sizes (don't be neat building your net!). The Cubs have to pass objects through and also get their group through various-sized holes without ringing the bells.

Rules are Important

Leaders should know the value of rules. Why do we have them? How are they made? Give the Cubs a variety of balls, poles, blindfolds, etc. and the opportunity to make up and play their own game. Do proper rules make the game easier to explain and play? Why? What if people don't follow the rules?

Responsibility

This station could be an opportunity to relax a bit after a previous very active one. Sit down, get comfortable, and talk about the specific roles and duties of a Sixer or Second.

While these vary from pack to pack, there are some fundamental similarities. What should you be doing? Be a good example, have a positive attitude, represent the interests of your six, support the leaders, and perform some pack specific duties including collecting dues, leading songs and games, leading Grand Howls, etc. At our last training day, the Cubs were provided with a pocket-sized book outlining their tasks and responsibilities, with room to fill in pack-specific stuff.

Protocol

Good leaders encourage their six to properly observe the appropriate behaviour during ceremonies. Why do you dress properly for special occasions? Here is the opportunity for a trivia or "Reach for the Top" style game, answering questions and gaining points for their team. Maybe you can practise flag raising, learn about different Grand Howls, or make up some thank-you prayers.

Leadership

How do you lead? Is leadership just asking people to follow you, or should you be respecting the abilities of the followers? Take turns playing follow the leader through a variety of obstacles. Did you lose anyone? Why? What could you do to make the game more fun for those that you left behind?

Teaching

As leaders, Sixers and Seconds may often be called upon to help teach the younger Cubs. What makes a good teacher? How do you teach a skill? In pairs, take turns being a student and a teacher. Try teaching how to make knots, but think about the technique. Stand beside the Cub so everything faces the right way. Ask questions to see if the Cub understands. Now have the Cub demonstrate the newly acquired skill.

This list is not exhaustive, and I would certainly suggest that there is too much here for one day. Try these as pack activities if you'd like. Challenge the Cubs with a building project, or engineering challenge. Share your ideas; let us all know how things work out. Good luck, and have fun! X

- Bill Milner now Scouts in Australia but keeps in touch with his Canadian friends.

Answers to the November Jungle Name Game

Looks like Bill stumped a few of you last November with his Jungle Name Game. We convinced Bill to share the correct answers, before we had Cubs lost in the Jungle forever!

1. Mowgli - the man cub (go to 2)
2. Rikki-Tikki-Tavi - mongoose (my favourite Jungle Book story!) (go to 3)
3. Ikki - porcupine (go to 7)
7. Raksha - mother wolf (go to 8)
8. Mor - peacock (go to 9)
9. Baloo - bear (go to 11)
11. Bagheera - panther (go to 14)
14. Shere Khan - tiger (go to 4)
4. Kaa - rock python (go to 5)
5. Nag - black cobra (go to 25)
25. Oo - turtle (go to 23)
23. Chuchundra - muskrat (go to 19)
19. Ferao - scarlet woodpecker (go to 18)
18. Hathi - elephant (go to 16)
16. Rama - water buffalo (go to 10)
10. Jacala - crocodile (go to 17)
17. Darzee - tailor-bird (go to 21)
21. Chil - kite (go to 22)
22. Mang - bat (go to 24)
24. Bandar-log - monkey people (go to 26)
26. Akela - leader wolf (go to 27)
27. Ta Dah!

And the correct path is 1-2-3-7-8-9-11-14-4-5-25-23-19-18-16-10-17-21-22-24-26-27

Happy Hunting!