

# CUB MEETING SCHEDULE : Week 1

# **Theme: Remembrance**

Date: \_\_\_\_\_

Time	Activity	Program Details	Leader Responsible
10 mins	Gathering Activity	Battleship Game (See detail planning sheet)	
5 mins	Opening Ceremony	(Details can be found in the Cub Leader's handbook)	
10 mins	Game	Get the Message to the Front Line (See detail planning sheet)	
20 mins	Theme Activity	Poppy Flower and wreath (See detail planning sheet)	
10 mins	Game	Circle Tug of War (See detail planning sheet)	
20 mins	Theme Activity	Visit with a Veteran / Peacekeeper (See detail planning sheet)	
10 mins.	Song/Story	Inter-active Story (See detail planning sheet)	
10 mins.	Six Meeting	Hidden Message	
5 mins	Spiritual Fellowship	- Recite Law/Promise - Prayer	
5 mins	Closing Ceremony	(Details can be found in the Cub Leader Handbook)	
15 mins	Leader Discussion Time	Review meeting & discuss next week's plans	

Badge Links:

Meeting Notes:



# Cub Meeting Schedule: One Week Theme: Remembrance Week 1

# **GATHERING ACTIVITY**

## **Battleship Game**

*Equipment:* none unless leaders post signs on corresponding walls

## Instructions:

Gather the Cubs together in the middle of the meeting area. Explain that they are all now soldiers on a Battleship. The leader is going to call out some commands and the Cubs must do the appropriate actions.

Stern – Run to the wall marked stern.

Bow – Run to the wall marked bow.

Starboard – Run to the right wall.

Port – Run to the left wall.

Captain Aboard – Stop running and salute. (Show them how to make a salute.)

Swab the Decks – Use an imaginary mop and mop the floor.

Man Overboard - Drop to the floor and start to swim.

Bombers – Run to the closest wall, then drop to the floor and cover their heads with their arms.

Peace – Gather in the centre of the room and make the peace symbol (first and second finger in a "V", thumb holding other fingers curled in. See diagram.)

Cubs run around the room stopping only to perform the various actions. As

the leader calls out the commands, the Cubs immediately perform the action. End the game with the command Peace. Leaders can add other suitable commands if they wish.

## GAME

# Get the Message to the Front Line Relay

## *Equipment:* two bean bags or soft balls

## Instructions:

Divide the Pack into two equal teams, each team into two lines, facing each other some distance apart. (See diagram) Give the bean bag to a Cub at one end. Each Cub throws the bean bag according to the diagram.

When the bean bag reaches the end of the line, the Cub doubles back to the front of the line, and continues the game by throwing the bean bag to the first player in the opposite half of the team.

This continues until every Cub has had a chance to run with the bean bag. First team to finish, wins.

START -





# **THEME ACTIVITY**

## **Poppy Flower Craft and Memorial Wreath**

*Equipment:* two 12 cm (5 in) squares of red paper, small piece of green paper, glue, scissors

#### Instructions:

- 1. Fold squares of red paper into quarters, then diagonally into eights, as shown.
- 2. Trace the two patterns on the two folded squares as shown, one on each square.
- 3. Cut the folded squares on the pattern lines and unfold the shapes. They will have a slight bowl shape.
- 4. Glue the smaller shape inside the larger one.
- 5. Cut a small (2 cm or 3/4 in) circle of black paper and glue it in the centre of the flower.

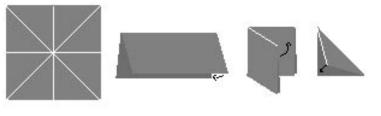
#### **Memorial Wreath**

*Equipment:* a large cardboard wreath coloured green. Add a "Thank You" sign at the top of the wreath.

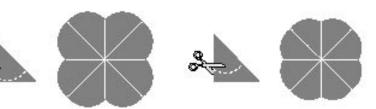
#### Instructions:

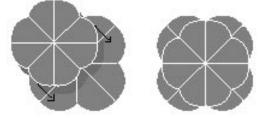
As the Cubs finish their poppy shape, either glue or staple them to the wreath.

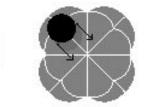
Display the wreath during the meeting.















## GAME

## **Circle Tug of War**

*Equipment:* one empty plastic pop bottle per six, one rope long enough for all members to hold onto

## Instructions:

Sixes in a circle all holding onto the rope. About five feet behind each six, place an upright pop bottle. Each six tries to pull on the rope so that one member of their six can pick up the bottle. First six to do so, wins.

## **THEME ACTIVITY**

#### Visit with a Veteran or Peacekeeper

Invite a Veteran or Peacekeeper to talk to the Cubs about their experiences.

## **INTER-ACTIVE STORY**

The original version of this document has been provided courtesy of Veterans Affairs Canada.

#### Instructions:

Certain words in the story require the Cubs to perform an action. Ask the Cubs to sit in a circle. Divide them into three groups, assigning each group the action for one word (see below). When "Peacekeeper / Peace" is read, everyone does the action. Read the story, allowing the Cubs time to do the action when they hear their word.

Canadian - Stand up and say "Oh Canada"

Soldiers – Stand up, say "Attention", and salute (Show how to salute)

War - Stand up and say "No more war!"

Peacekeeping / Peace – Everyone stand up, say "Peace" and make the Peace sign

# Canada's Role in the Wars – Past and Present

## The First World <u>War</u> (1914 – 1918)

<u>Canadian soldiers</u> fought on the battlefields of Europe in trenches filled with water, mud and rats. <u>Soldiers</u> wore masks to protect themselves against a deadly new weapon in the <u>war</u>, poison gas. Canada's greatest victory was the Battle of Vimy Ridge in France. Both French and British troops had already tried and failed to capture this important hill. But, on April 9, 1917, <u>Canadian soldiers</u> swept forward to victory through sleet, wind and snow.

## The Second World <u>War</u> (1939 – 1945)

<u>Canadian soldiers</u> saw combat in Europe, Africa and Asia for six long years. In the Battle of the Atlantic they fought German submarines to prevent the sinking of Allied ships. In Italy, and at Dieppe in France, many were wounded, died or taken prisoner. <u>Canadian soldiers</u> were in the front lines at D-Day, the great invasion that helped win the <u>war</u>. They went on to free the Netherlands. At home, <u>Canadian</u> men and women built tanks, ships, planes, guns and ammunition.





## The Korean <u>War</u> (1950 – 1953)

<u>Canadian</u> soldiers fought through heavy rain and snow alongside other United Nation forces in the mountains, swamps and rice fields. At Kapyong, <u>Canadian soldiers</u> were surrounded by North Korean troops, but they bravely held on and turned back the enemy. For this, they were awarded a special honour for bravery.

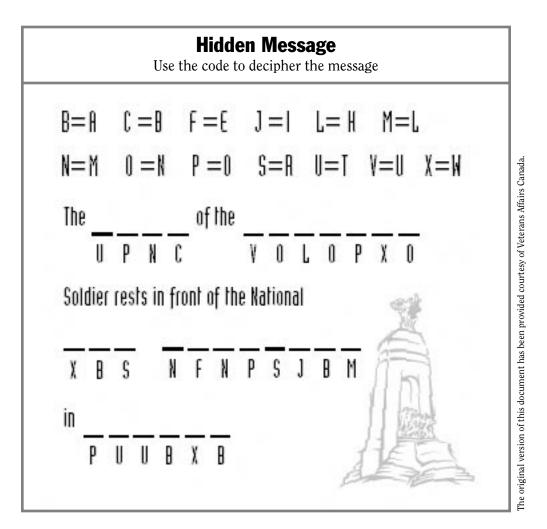
## **Peacekeeping**

After the Korean <u>war</u>, <u>Canadians</u> looked for new ways to prevent conflict. They continued to help build the <u>peace-keeping</u> forces of the United Nations, established in 1945. Since then, <u>Canadian Peacekeepers</u> have worked all over the world. They bring supplies and medical care to those in need, help rebuild war-torn areas, supervise elections and clear away land mines. Most importantly, they help to prevent the outbreak of war, keeping the <u>Peace</u>.

## SIX MEETING

## **Decipher the Hidden Message**

Distribute the hidden message (below) for Cubs to decipher in their sixes. Answer: Tomb; Unknown; War; Memorial; Ottawa





# CUB MEETING SCHEDULE : Week 2

# **Theme: Remembrance**

Date: \_\_\_\_\_

Time	Activity	Program Details	Leader Responsible
10 mins	Gathering Activity	Remembrance Activities (See detail planning sheet)	
5 mins	Opening Ceremony	(Details can be found in the Cub Leader's handbook)	
10 mins	Game	Flanders Field Relay (See detail planning sheet)	
30 mins	Theme Activity	Peace Cranes (See detail planning sheet)	
25 mins	Game	Prisoner's Base (See detail planning sheet)	
5 mins	Song/Story	Grand Old Duke of York (See detail planning sheet)	
10 mins.	Six Meeting	Dot to Dot	
5 mins.	Spiritual Fellowship	- Recite Law/Promise - Prayer - BP.'s Thought	
5 mins	Closing Ceremony	(Details can be found in the Cub Leader Handbook)	
15 mins	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:			

Meeting Notes:



# Cub Meeting Schedule: One Week Theme: Remembrance Week 2

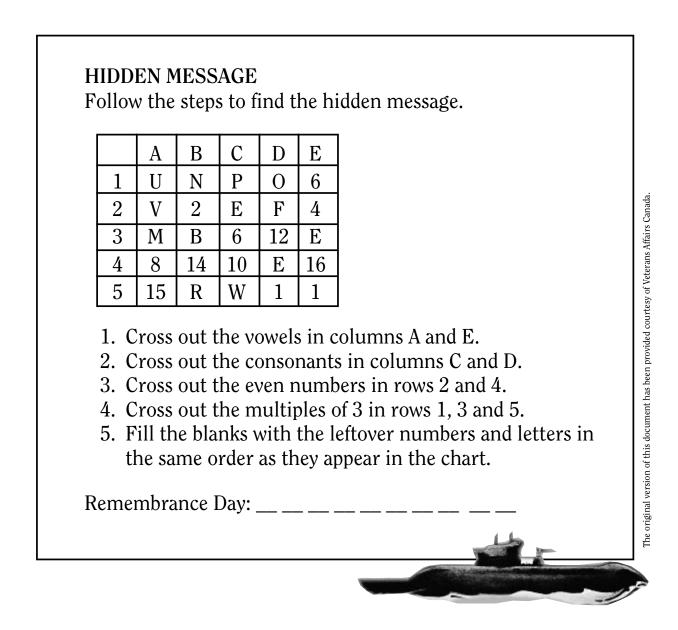
# **GATHERING ACTIVITY**

## **Remembrance Activities**

*Equipment:* copies of the Hidden Message (below) and Hidden Items page (attached), pencils

## Instructions:

Hand out the papers and pencils to the Cubs as they arrive. Collect the finished papers.





# Can you find the hidden items in this picture?



# Many Canadian women worked at maintenance and in manufacturing during the Second World War.

# GAME

# Flanders Field Relay

*Equipment:* copies (one for each six) of the poem (below) cut up line by line, placed in a container; one copy to post on the wall

# Instructions:

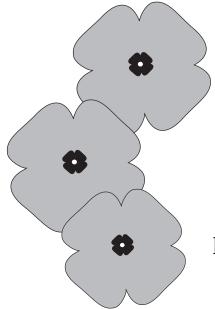
Form into relay lines in sixes at one end of the meeting area, with the poem posted at the other end. Give each six a container with the cut up poem in it.

First Cub in line reaches into the container and pulls out one line of the poem.

He/she runs up to the far wall and places the line of poetry in what they believe is the correct spot.

They then run back to their six and touch the next Cub in line. Continue until the poem is assembled correctly. First six to assemble the poem correctly, wins.

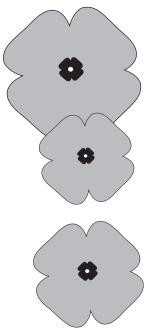
# **In Flanders fields**



In Flanders fields the poppies blow Between the crosses, row on row, That mark our place; and in the sky The larks, still bravely singing, fly Scarce heard amid the guns below.

We are the Dead. Short days ago We lived, felt dawn, saw sunset glow, Loved, and were loved, and now we lie

In Flanders Fields. Take up our quarrel with the foe: To you from failing hands we throw The torch; be yours to hold it high. If ye break faith with us who die We shall not sleep, though poppies grow In Flanders Fields.



John McCrae, a Canadian Army Doctor, wrote this poem to remember his friend who died in the First World War. We still wear the poppy each November.



# THEME ACTIVITY

## **Peace Cranes**

Equipment: white paper cut into 20 cm squares

## Instructions:

Work slowly, doing one fold at a time. Follow the directions and illustrations closely.

# **Preliminary Fold:**

Fold a square of paper in half diagonally to form a triangle.

Fold in half again to form a second triangle.

Lift top triangle until perpendicular to bottom one. ①

Push down upper tip and squash it flat. (2,3)

Turn over paper and repeat first two steps.

## Bird Base:

Turn the top flaps of a preliminary fold into centre.

Unfold flaps; fold down top and unfold. (2)

Hold down bottom layers and grasp bottom corner of top layer of paper.

Gently pull toward top of model until edges come together at centre. Smooth down fold. (4),(5)

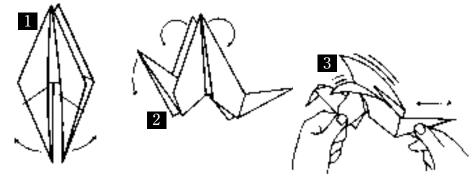
Turn over and repeat steps on back. 6

# Flapping Bird

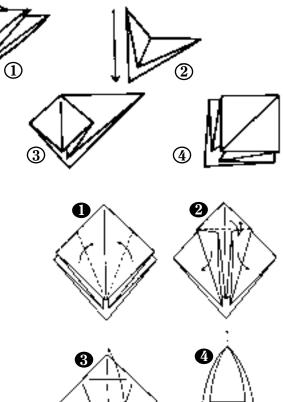
Pull up left bottom flap of bird base in a reverse fold. Make a slightly lower reverse fold as a tail on right.

Make head with reverse fold and gently roll down wings. 2

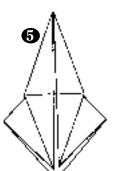
Hold bird under front of wings. Pull tail to make wings flap. 3

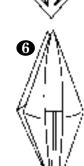














# GAME

# **Prisoner's Base**

Equipment: one bean bag

# Instructions:

Mark off meeting area as shown in diagram.

Divide Cubs into two teams. Identify the teams with pinnies around their arms or in some other fashion. The object of the game is to try to hit one of the other team so making him/her a prisoner. Team that makes all the opposing team prisoners wins.

B Team A Team ","		B Team	A Team	prison
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## Rules:

- 1. The game starts when the bean bag is thrown into the centre by a leader.
- 2. For the bean bag to be "live" it must be caught before thrown. It may not be picked up off the ground and thrown straight away.
- 3. On being hit a Cub goes into the opposing team's "prison".
- 4. Either team may grab for the bean bag in the opposite court, but feet must remain on their own side.
- 5. Once a team gets a prisoner, if he gets the bean bag, and providing he follows rule #3, he may throw it back over the heads of the opposing team to his own team, who, if they catch it, may throw it straight away to tag an opponent. If there are two prisoners, they may throw the bean bag to each other before throwing to their own team.
- 6. A direct catch of the bean bag does not constitute a tag, and may be directly thrown back at the opposing team to tag one of them. However, in this case, it may only touch the hands, not any other part of the body.

# **ACTION SONG**

# Grand Old Duke of York

Tune: A-Hunting We Will Go

The grand old Duke of York

He had ten thousand men.

He marched them up the hill (Everyone stands up)

And marched them down again (Everyone sits down) And when you're up, you're up (Everyone stands up) And when you're down, you're down. (Everyone sits down)

And when you're only halfway up (Everyone stands halfway up)

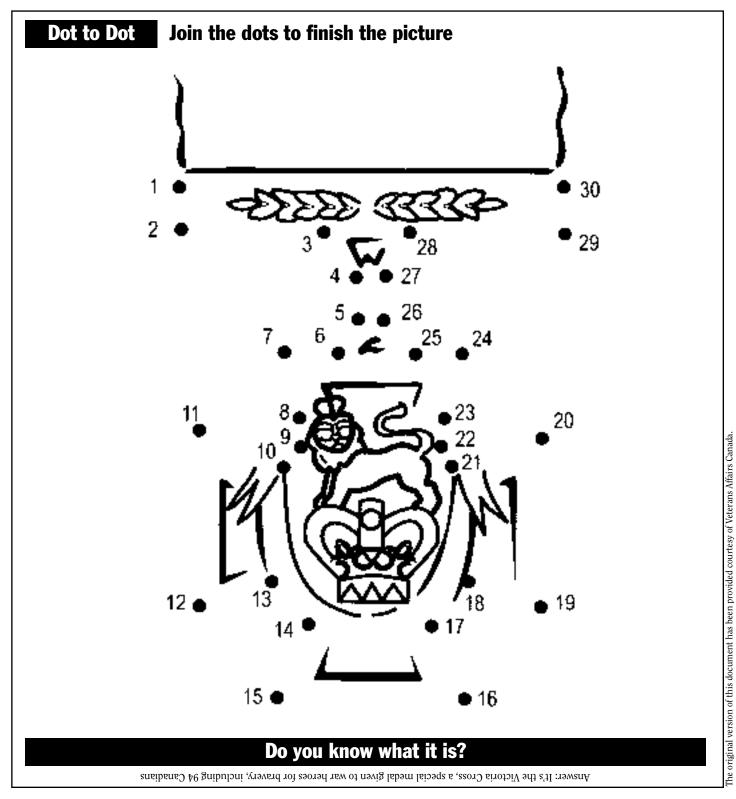
You're neither up nor down. (Everyone stands up and sits down quickly.)



# SIX MEETING

# Dot to Dot

Distribute the Mystery picture (below) for the Cubs to complete in their six.



February 2005

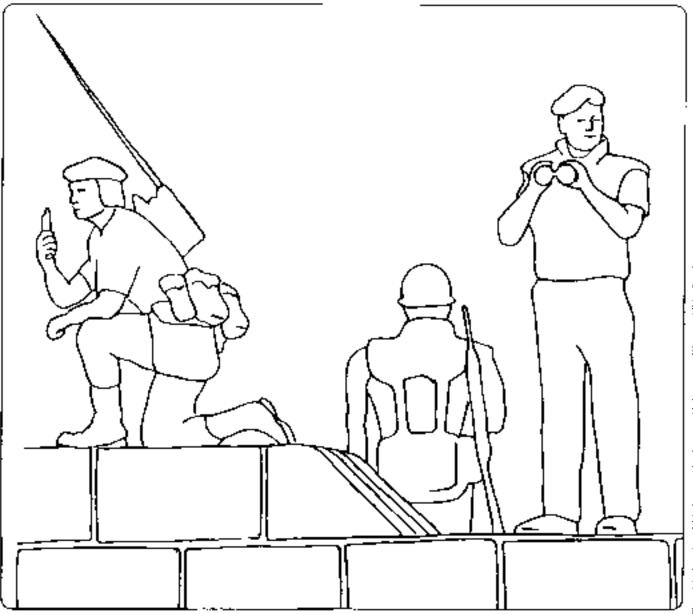


# **CLOSING CEREMONY**

## B.-P.'s Thought

"Let us go forth from here fully determined that we will develop among ourselves and our youth, a comradeship through the worldwide spirit of the Scout brotherhood, so that we may help to develop peace and happiness in the world and goodwill among men."

B.-P. at the First World Jamboree, 1920



The Peacekeeping Monument in Ottawa is the first monument in the world dedicated to peacekeeping.