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| <b>Theme:</b> | <b>Unravelling the African Spirit (Africa Scout Day)</b> |
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Date: 13/03/2020

Duty Six:

**Introduction:** *Africa Scout Day is a celebration of the African Union's (AU) recognition of Scouting's contribution to the education of young people and development of communities in Africa.*

| Time | Min | Activity  | Equipment  | Scouter |
|------|-----|---|--|---------|
|      | 05  | <b>GRAND HOWL</b><br>Flag<br>Prayer<br>Register | Totem/skin/rock<br>Flag/flag pole<br>Prayer book<br>Register |         |

*The Africa Scout Region has five zones – Eastern Africa, Central Africa, West Africa, Southern Africa and Indian Ocean.*

|  |    |  |      |  |
|--|----|--|------|--|
|  | 05 | <b>ACTIVE GAME:</b> North, South, East and West<br><br>The four sides of the playing area are marked Eastern Africa Zone, Central Africa Zone, West Africa Zone and Southern Africa Zone. When the leader calls a zone (direction), the Cubs run to the correct side of the playing area. Any Cub running in the wrong direction loses a life. Each Cub has three lives. | None |  |
|--|----|--|------|--|

*I'm sure the Cubs and Scouts from the Indian Ocean Zone enjoy many activities near the sea.*

|  |    |   |  |  |
|--|----|---|--|--|
|  | 15 | <b>REVISION GAME:</b> Compass Pictures<br><br>Each Cub is given a piece of graph/squared paper and a pencil. A leader calls out the compass directions, which the Cubs will map on their paper to complete the picture. | 1 x pencil/graph or squared paper per Cub; compass directions. |  |
|--|----|---|--|--|

*Like you, the children in Ghana also like playing games.*

|  |    |  |  |  |
|--|----|--|--|--|
|  | 10 | <b>ACTIVE GAME:</b> Pilolo (Ghana)<br><br>The object of this game is to be the first to find the hidden object and carry it over the finish line.<br><br>Imagine a treasure hunt and race in one! Designate one leader and one time-keeper; the rest of the Pack are the searchers. The searchers turn their backs as the leader hides small objects in the playing area. These can be stones, bottle tops or sticks, but they should all be the same. The timekeeper stands by the finish line. When the leader says 'go' the searchers hunt for an object. | A number of small objects like stones, bottle tops or sticks (all should be the same). |  |
|--|----|--|--|--|

| Time  | Min | Activity   | Equipment                        | Scouter |
|---|-----|--|----------------------------------|---------|
|   |     | The first to find one and carry it over the finish line wins. The timekeeper judges who crosses first.   |                                  |         |
| <i>Tales about the animals of the African bush are passed down from generation to generation.</i>       |     |  |                                  |         |
|   | 05  | <b>YARN:</b> When bat was a bird (Ndebele tale)  | Story                            |         |
| <i>Nothing unravels the spirit of Africa like the beat of the drums and the rhythm of dance.</i>        |     |  |                                  |         |
|   | 10  | <p><b>ACTIVITY:</b> Music Makers</p> <p>Create symbols and denote the sounds they mean, e.g. a star symbol means 'clap', a circle means 'stamp your feet', a triangle means 'slap your knees' and a square means 'snap your fingers'.</p> <p>Give each Six a copy of the instructions and have them compose their own music, using only the symbols.</p> <p>Have each Six display their music; the rest of the Pack will follow the 'notes' to create the music.</p> | Coloured crayons / pencil; paper |         |
| <i>From North to South, East to West Africa, football is Africa's most popular and favourite sport.</i> |     |  |                                  |         |
|   | 10  | <p><b>TEAM GAME:</b> Reverse Soccer</p> <p>The Cubs are lined-up in two teams, down both sides of the playing area. There are two goals, one at each end of the playing area and a soccer ball in the middle. Teams are numbered left to right. A number is called and the appropriate Cub from each side comes out and must heel the ball in the direction of their appointed goal. The first Cub to score gains a point for their team.</p>                        | Soccer ball                      |         |
| <i>There are many colours in the flags of Africa.</i>   |     |  |                                  |         |
|   | 10  | <p><b>MEMORY GAME:</b> Flags of Africa</p> <p>Lay out the cards in a square (4 x 4). Taking it in turns, the Cubs flip the cards over and match the flags together in pairs. The Cubs who find a match can have another turn. Continue until all the cards have been flipped over. The Cub who has matched the most cards is the winner.</p>   | Memory cards                     |         |
| <i>There are many different types of foods grown in Africa; potatoes being one of them.</i>             |     |  |                                  |         |

| Time  | Min | Activity  | Equipment                                      | Scouter |
|---|-----|---|--|---------|
|   | 10  | <p><b>RELAY GAME:</b> Potato Planting</p> <p>Mark six spots about 2 meters apart for each Six. The Cubs line up in relay formation with a bucket of potatoes in front of each Six. The first Cub runs with the bucket to a marker, places one potato at the furthest spot, and returns to their Six. The next Cub runs and places a potato at the next spot until all the potatoes have been planted. The first Cub then runs with the bucket and collects the nearest potato; the second Cub collects the next one and so on until all the potatoes have been collected.</p> | Six potatoes and one bucket per Six            |         |
| <i>Cubs from all round Africa are just as proud as you are to wear their Cub uniform.</i> |     |   |  |         |
|   | 05  | <p><b>INSPECTION:</b> General Neatness</p>  | Bones  |         |
|   | 05  | <p><b>GRAND HOWL</b><br/>Flag<br/>Prayer for Africa:<br/>God bless Africa;<br/>Guard her children;<br/>Guide her leaders;<br/>And give her peace,<br/>Amen.<br/>Dismiss</p>   | Totem/skin/rock flag/flag pole words of prayer |         |

### Evaluation of a Pack Meeting :

|  | Yes | No |
|--|-----|----|
| 1. Was it fun? Did the Cubs enjoy themselves?  |     |    |
| 2. Did each Cub achieve something and make progress?                                 |     |    |
| 3. Was there a balance of work and play?   |     |    |
| 4. Was there a variety of games?   |     |    |
| 5. Did all the Scouters take part in the programme?                                  |     |    |
| 6. Was there a yarn?   |     |    |
| 7. Were the active games followed by quieter activities/games?                       |     |    |
| 8. Was the timing allowed for each activity correct?                                 |     |    |
| 9. Was there something old and something new?  |     |    |
| 10. Did the meeting start and finish on time?  |     |    |
| 11. Were most or all of the activities aimed at one of the Training Programme items? |     |    |
| <b>General Comments:</b>   |     |    |

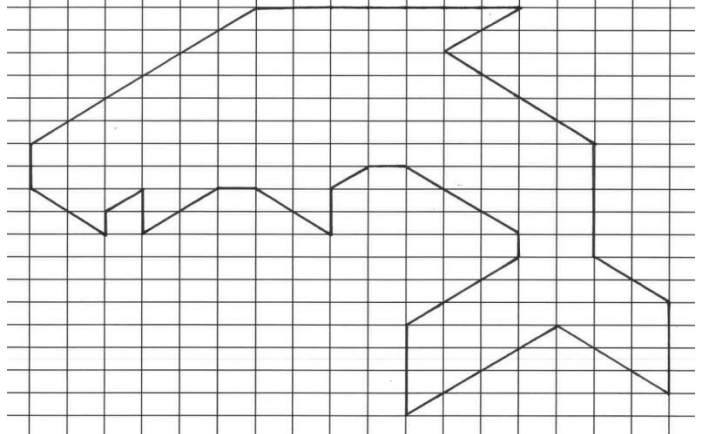
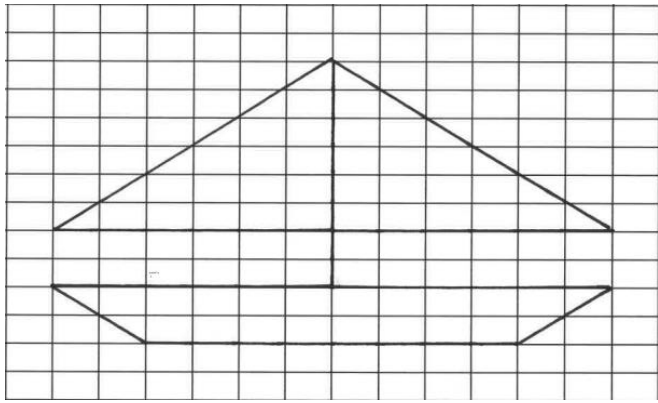
Acknowledgements:

<https://off.com>family-fun>5-backyardgames>

Amazing Music Games and Activities for Kids written by Sagari Gongala

100 Games for Cub Scouts

When Bat was a Bird and other Animal Tales from Africa told by Nick Greaves



**Sailboat**

Start near top centre of page.

Go:

South 6 squares

East 6 squares

North-West 6 squares

South-West 6 squares

East 6 squares

South 2 squares

West 6 squares

South-East 2 squares

East 8 squares

North-East 2 squares

West 6 squares.

**Dolphin**

Start in middle at the top.

Go:

East 5 squares

South-West 2 squares

South-East 4 squares

South 5 squares

South-East 2 squares

South 4 squares

North-West 3 squares

South-West 4 squares

North 4 squares

North-East 3 squares

North 1 squares

North-West 3 squares

West 1 square

South-West 1 square

South 2 squares

North-West 2 squares

West 1 square

South-West 2 squares

North 2 squares

South-West 1 square

South 1 square

North-West 2 squares

North 2 squares

North-East 6 squares

East 2 squares

**Yarn:** When bat was a bird

The ancient ones tell us that, in the beginning, Lulwane the bat had his place with the bird people. All used to admire him for his beauty and especially for the colour of his plumage, which was varied and shone like burnished metal in the African sunlight. But for those that admired him – and there were many – few could be said to have liked Lulwane, for his greed and selfishness were common knowledge.

Lulwane would never share his feeding grounds with others when food was scarce in the land. He would deliberately leave his roost in the trees long before first light, while the other creatures of the bush were still asleep, so that they would never see the direction in which he went.

Then came the Great Drought.

The months passed and no rain fell to cool the parched earth or swell the hard seeds and fruit of the bush. The pools and pans received no water and, as the merciless sun shone down with no respite, they began to dry up.

Starvation threatened to spread throughout the land, but Lulwane remained sleek and fat, while the others became thin and haggard. Eventually, the other animals drove Lulwane away because of his greed and selfishness.

Lulwane found a cave, and used it as both his home and his hideaway. If anything, he became even more secretive in his movements. Earlier and earlier each night he would begin his forays in search of food, flying swiftly to his destination, and stopping nowhere else, for he no longer wished to meet with his former friends. Longer and longer he would fly around during the hours of darkness, and his eyesight became as keen as that of the owl, who sees by night. During the day, Lulwane would hide away in the darkest recesses of his cave so that the sun could not hurt his sensitive eyes. He would sleep away the daylight hours.

Yet even though he had all the food he could eat, he could find no water, and what use is food without water to drink? A little dew fell at night-time, but dew was difficult to collect before it fell from the leaves to soak into the parched soil. All the beasts and birds were in a sorry state, even the well-fed Lulwane.

But among the animal people there was a tribe that was smarter than the others. This was the tribe of the Gundwane, the rats. The rats also had nimble hands. They were not afraid to work hard, and were known to be driven by their thirst. And so it was that the rat people had banded together to make a smooth, rounded basin in the dry river bed. They pounded the shape of a basin with their small hands, and they lined it with clay from some of the bigger water holes, those that had not dried to the hardness of rock. Now they were able to catch the life-giving dew that fell each night; rather than seeping away, the liquid now slipped down the sides of the clay-lined basin and gathered in a pool. Each dawn saw a crystal-clear liquid in sufficient quantity that all could slake their thirst. And all the animals of the bush showered the Gundwane with praises for their clever invention.

Now Lulwane would come to the dew pool each night to slake his thirst, and he would drink in the dark and share the water with the Gundwane, who were also creatures of the night. As time passed, he became more like the rat people, both in appearance and sound, and mingled with them unnoticed at the water's edge.

'Now,' said Lulwane, 'I will leave my people for good and become like the rat. Who among the bird people could have provided water to quench the thirst of all the many animals of the bush? For sure the Gundwane have the brains to surpass all others!'

But, in some ways, old habits die hard. With the coming of each new day, the Gundwane returned to their holes in the ground and slept away the hours of daylight. This Lulwane could not do, for he knew nothing about holes in the ground, and he continued to retire to his cave when the first light of day reached the horizon. As the rocky recesses had no bough to perch on, he learnt to cling to the roof of the cave and sleep suspended upside down, and he sleeps in this way to this very day.

As time passed, Lulwane the bat lost the colours of his splendid plumage. No longer did his feathers shine in the sunlight and, starved of sunlight, they withered and failed to grow. Instead, to protect himself from the cold of the dark caves, he grew a cover of warm, grey fur. His wings were reduced to webbed skin, and his beak disappeared to form the snout of today's bat.

But still Lulwane flies with speed and great agility, just as Sedhlu, the honeyguide, does. So who can possibly deny that Lulwane the bat was once one of the bird people?



Tanzania



Seychelles



Comores



Namibia



Zambia



Botswana



Guinea



Togo



Chad



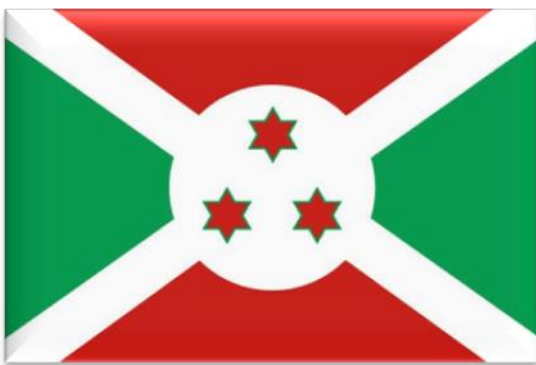
Cameroon



Uganda



Benin



Burundi



Cape Verde



Swaziland



Mauritius