

Cub Space Themed Meeting

Compilation from uk.rec.scouting.

Erect Space Domes

Pitch dome tents.

Cook Space Meals

Cup-a-soup on Trangias (light weight alcohol stove).

Space Walk

Compass trail with buckets (helmets) on their heads so they can only see down. After this they have to dock with a leader for their return trip - involves tying a clove hitch onto a staff being carried by leader, so no red card as you might think from the name of the activity.

Rockets Relay Game

Cubs stand in their sizes:

- Sixer standing on a launch pad ("chair").
- Count down from 10-1 then blastoff.
- "Orbit" round a planet (chair) at far end of room.
- Then come back and tag the next Cub who is now on the launch pad.

Either put the chair against the wall at the back of the team (or get the next Cub to brace the chair on launch).

Paper Rockets

Making and firing-off rockets made of a sheet of A4 paper. You need to make the launcher/s in advance out of some white plastic tubing and a large pop bottle. But take the bottle to B&Q and get the exact size, there are 2 similar sizes! You need one elbow joint, a couple of 'u' clips and bit of wood per launcher. The kids make and decorate their rockets, slide them over the tube and jump on the bottle, and they go over roofs!

Here is a version: http://www.nasa.gov/pdf/295790main_Rockets_Pop_Rocket_Launcher.pdf

See also: http://www.1stmerrickville.ca/events/paper_rockets/

Astronomy

Place pictures of the sun, planets (and their major moons) around the walls of your meeting place.

Cubs have to run around to the correct picture when asked a range of questions e.g.:

- Which planet (or planets) have a solid surface
- Which planet (or planets) don't have moons
- Which planet is closest the Sun
- Which planet takes x earth years to orbit the sun
- Where can you find the Sea of Tranquility
- Where can you find nuclear fusion?
- Which planet is primarily dark blue
- Between which planets is the asteroid belt
- etc.

Film canister rockets

Jets/Rockets/Bombs (Sweet Shop variant)

Kids put in teams and when their team name is called they run round the HQ, until you shout "back to base" or "Splashdown" etc at which point last one back to their corner is either out or moves to another team (you pick)

Last kid by themselves is the winner. For variety add:

- "Stormy weather" = they move at half speed
- "Clear skies" = back to normal speed
- "Missile lock" = they all stand still
- etc.

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Low Gravity Volleyball

Play volleyball in low gravity (i.e. with a balloon). Extra points awarded for realistic jumping and diving in low gravity style.

Staged Rocket Relay Race

A relay race to simulate staged rockets. Trailer pushed by three Cubs, carrying a pram with two Cubs carrying a small Cub. The three Cubs push the trailer until they're knackered at which point the kids with the pram leap off and push the pram until they're knackered at which point the littlest leaps out and sprints for the finish.

Human Saturn 5

A human Saturn 5 as a Six challenge. Three Cubs kneel or on all fours, two more Cubs stand on their backs or shoulders, then the littlest Cub scrambles up all of them to stick the lunar lander on the ceiling - a block of polystyrene with a lump of bluetac.

Sweet Shop Game

- Divide kids into 4 teams, each named after a sweetie, e.g. mars, snickers, bounty, topic etc.
- Each team goes to a corner of the HQ.
- When you call out the name of that sweet they start to run round the HQ and they MUST ALWAYS start running clockwise.
- When you call sweetshop they carry on running in that direction until they get "home".
- We also use the following...
 - "Change prices" = change direction
 - "Power cut" = stand still
 - "Powers back" = start running again
 - "Clearance sale" = run directly back to corner (normally they MUST continue in the circle)
- You can have as few or as many teams running as you like, often starting some while the others are running anticlockwise, so when you call "change prices" they all swap directions ... its hilarious.