

Pack Holiday 2000

Theme: “In the movies”

There is an accompanying set of leader notes with more information on activities, games etc.

(All times are approximate, especially on days out as traffic conditions etc. will determine how long the journey will take)

Friday 18th August – In the Movies

- 8:30 p.m. Arrive and unpack. Grand Howl. Flag. Sixes.
- 9:00 p.m. Directors Briefing and Stage setup. Tour of the studio
- 9:30 p.m. Supper
- 10:00 p.m. ‘Game’ & Exercises.
- 11:30 p.m. Wash. Bed. Lights Out

Wet Weather Programme

As dry programme until

10:00 p.m. Indoor ‘Game’ & Exercises

Equipment Required

Games Equipment

Friday 18th August – In the Movies – Leaders Notes

9:00 p.m. **Directors Briefing and Studio Tour:** Explain to the cubs (roughly) what we will be doing during the upcoming week and explain the week's theme. Please ensure that we have a tour of the campsite to let the cubs know where everything is and what is 'out of bounds'.

10:00 p.m. **Night Exercises:** The cubs will not go to sleep early on the first night anyway, so we are going to go to bed a little later. The period after supper can be spent doing energetic exercises and 'mini-games' in order to try to take some of the excess energy out of their system.

Saturday 19th August - Cowboys and Indians

7:30 a.m.	Rise. Wash. Dress. Morning Exercises.
8:30 a.m.	Breakfast. Work Sixes.
9:30 a.m.	Quick Draw Competition
10:00 a.m.	Assault Course
11:00 a.m.	Refreshments. Continue with Cowboy Equipment
12:15 p.m.	Wash + Brush up.
12:30 p.m.	Lunch. Work Sixes.
2:00 p.m.	Indians! (Archery)
3:30 p.m.	Tuck Shop. Free Time.
4:30 p.m.	Line Dancing
5:30 p.m.	Game:
6:30 p.m.	Tea. Work Sixes.
7:45 p.m.	Quick Draw II (Pictionary)
8:45 p.m.	Saloon 'Brawl' & Beer Competition
9:30 p.m.	Supper.
10:00 p.m.	'Game' & Exercises.
10:30 p.m.	Wash. Bed.

Wet Weather Programme

As dry programme until

2:00 p.m.	'Indoor Archery'
5:30 p.m.	Indoor Game:
10:00 p.m.	Indoor 'Game' & Exercises.

Equipment Required

Games Equipment
Pictionary Equipment
Dance Sheets

Saturday 19th August - Cowboys and Indians – Leaders Notes

- 9:30 a.m. **Quick Draw:** The cubs will play a round of Quick Draw games based on shooting a water pistol at various targets and making a paper 'pop gun'.
- 11:00 a.m. **Cowboy Equipment:** They can make an indian headband, totem pole, lasso, prairie tent, ranch brands. All the ideas are in the supplement books.
- 4:30 p.m. **Line Dancing:** We have a line dancing video and a set of CD's for the music.
- 7:45 p.m. **Quick Draw II:** The cubs can have a Pictionary type competition both against other sixes and against the leaders.
- 8:45 p.m. **Saloon Brawl & Beer Competition:** The cubs can make some 'ginger' beer and practise their beer sliding. They can also have a mini rodeo which can include lassos and horseshoe toss, broncho busting. Some of the 'winter warmups' can be used for the brawl.
- Games You can use:

Take a theme, p 13, Shoot the rapids
Cattle Stockade, Cattle Rustlers, Pony Express
- Misc. You can use: Indian smoke signals, indian sign language

Hello World: Red indian moccasins, make a poncho

Fun Ideas, p32 Red Indians

Best of.. Wild Wild West

Ideas Sheets, p11 Signals

Sunday 20th August - War/Disaster/Action

7:30 a.m.	Rise. Wash. Dress. Morning Exercises.
8:30 a.m.	Breakfast. Work Sixes.
9:30 p.m.	Prepare pieces for Scouts Own (Hymns, songs, prayers etc).
10:15 a.m.	Scouts Own.
10:45 a.m.	Food Rationing/History of War.
11:00 a.m.	Refreshments. Continue History of War
12:15 p.m.	Wash + Brush up.
12:30 p.m.	Lunch. Work Sixes.
2:00 p.m.	Build Shelter
3:00 p.m.	Tuck Shop. Free Time.
4:15 p.m.	“Escape from Camp”
5:30 p.m.	Game:
6:30 p.m.	Tea. Work Sixes.
7:45 p.m.	Action Movie
8:15 p.m.	Stratego
9:30 p.m.	Supper.
10:00 p.m.	‘Game’ & Exercises.
10:30 p.m.	Wash. Bed.

Wet Weather Programme

As dry programme until

2:00 p.m.	Build Indoor Shelter
5:30 p.m.	Indoor Game:
10:00 p.m.	Indoor ‘Game’ & Exercises.

Equipment Required

Scouts Own - Service Papers
Games Equipment
Escape Equipment

Sunday 20th August - War/Disaster/Action – Leaders Notes

- 9:30 a.m. **Scouts Own:** The cubs can prepare items for the scouts own themselves. Ideas can be found on Ideas Sheet 33
- 10:45 a.m. **Food Rationing/History of War:** The cubs will need to find out a little information on the history of war and food rationing. They can present this information to the group at the end. A prize of extra rations will be awarded to the best. Their food should be ‘rationed’ throughout the day. Perhaps they can make a gas mask and carry it round all day.
- 2:00 p.m. **Build Shelter:** The cubs will need to construct a shelter both out of natural material and also a ‘bomb shelter’ using man-made material. They can test the shelter and see if it is waterproof and bomb proof.
- 4:15 p.m. **Escape from Camp:** A game based on the classic Great Escape film. See the Great Escape notes.
- 7:45 p.m. **Action Movie:** The cubs will need to play, design, construct the set, make a script and act out and film an Action Movie. See notes on movie jobs. We should be able to use the TV and possibly the film projector too. We could also include sound effects
- Games You can use:
- Misc. You can use:

Monday 21st August - Science Fiction

7:30 a.m. Rise. Wash. Dress. Morning Exercises.
8:00 a.m. Breakfast. Work Sixes.
9:15 a.m. Star Wars Pod Race
11:00 a.m. Refreshments.
11:15 a.m. Take off Rockets
12:15 p.m. Wash + Brush up.
12:30 p.m. Lunch. Work Sixes.
1:45 p.m. Star Wars Film
3:45 p.m. Tuck Shop & Free Time.
4:45 p.m. Star Trek Episode Design
5:30 p.m. Tea. Work Sixes.
6:45 p.m. Robot Wars
8:30 p.m. Game:
9:15 p.m. Supper.
9:30 p.m. Indoor Games
10:15 p.m. Wash. Bed.

Wet Weather Programme

As Dry Programme until

2:45 p.m. Indoor Game
8:30 p.m. Indoor Game

Equipment Required

Games Equipment

Monday 21st August - Science Fiction – Leaders Notes

- 9:15 a.m. **Star Wars Pod Race:** The cubs will need to construct their own Pod Racer and then take part in the race. E.g. a sedan chair type thing. We have the pioneering booked for the morning
- 11:15 a.m. **Rockets:** The cubs can construct several different types of rocket and also use the water rockets. Includes film canister rockets, rockets on a string, balloon rockets and water rockets
- 1:45 p.m. **Star Wars Film:** The cubs can watch the Star Wars film.
- 4:45 p.m. **Star Trek:** The cubs can design a Star Trek episode and film it along with playing out some of the comedy parts (like Galaxy Quest).
- 6:45 p.m. **Robot Wars:** The cubs can design and build a robot and then take part in the robot wars challenge. These can be both miniature robots (e.g. cotton reel, elastic band and matchsticks) although with real 'life-size' robots (e.g. a cub in a robot suit).
- Games You can use:
- Misc. You can use: Good Ideas, p22 Guided Missile Launcher

Tuesday 22nd August - Out on location

7:30 a.m. Rise. Wash. Dress.
8:15 a.m. Breakfast. Work Sixes. Prepare for Outing.
10:30 a.m. Depart for Day Out
4:30 p.m. Arrive Back at Site. Free Time.
5:30 p.m. Tea. Work Sixes.
6:45 p.m. Conintuity Quiz.
7:00 p.m. Flick book film
7:45 p.m. Game:
9:00 p.m. Supper. Wash. Bed.

Wet Weather Programme

As Dry Programme until

7:45 p.m. Indoor Game

Equipment Required

Games Equipment
Ground Sheet.

Tuesday 22nd August - Out on location – Leaders Notes

6:45 p.m. **Continuity Test:** The cubs will be quizzed on the days events and will have to recall facts and details and spot the things that changed during the day. A small prize to be given for the highest scoring.

7:00 p.m. **Flick Book:** The cubs need to design their own short animation and construct a flick book

Games You can use:

Misc. You can use:

Wednesday 23rd August - Murder Mystery

7:30 a.m.	Rise. Wash. Dress. Morning Exercises.
8:15 a.m.	Breakfast. Work Sixes.
10:00 a.m.	Setting the scene Murder Mystery Intro
11:00 a.m.	Refreshments
11:15 a.m.	Act I
12:15 p.m.	Wash & Brush up
12:30 p.m.	Lunch. Work Sixes.
1:45 p.m.	Cluedo Interactive Game
2:30 p.m.	Act II
3:30 p.m.	Free Time.
4:30 p.m.	Act III
5:30 p.m.	Game:
6:30 p.m.	Tea. Work Sixes.
8:15 p.m.	Final Act Whodunnit
9:00 p.m.	Game:
10:00 p.m.	Supper.
10:15 p.m.	'Game' & Exercises.
10:30 p.m.	Wash. Bed.

Wet Weather Programme

As Dry Programme until

5:30 p.m. Indoor Game

9:00 p.m. Indoor Game

Equipment Required

Games Materials

Wednesday 23rd August - Murder Mystery – Leaders Notes

All Day

Murder Mystery: A murder mystery them will run through the whole day. Events can include the use of fingerprint material, setting up a detective agency, clue hunting, using secret codes and materials as well as disguises.

The Cluedo game can run along the theme of the Pirate Theme game as in 100 New Games & Ideas, p7. We could also have a system where each player draws a piece of paper detailing a weapon, a place and a person and they must try to murder that person with that weapon throughout the day.

Games

You can use:

Misc.

You can use:

Thursday 24th August - Comedy

8:30 a.m.	Rise. Wash.
9:15 a.m.	Breakfast. Work Sixes.
10:00 a.m.	Custard Pie/Water Fight
11:00 a.m.	Refreshments.
11:15 a.m.	Stand Up! & Movie acts
12:45 p.m.	Lunch. Work Sixes.
2:00 p.m.	It's a knockout!
4:00 p.m.	Kit Inspection.
4:30 p.m.	Free Time
5:30 p.m.	Tea. Work Sixes.
6:45 p.m.	Stand Up!
7:00 p.m.	Prepare Campfire Stunts/Songs.
8:00 p.m.	Campfire.
9:30 p.m.	Supper.
9:45 p.m.	Exercises. Wash. Bed.

Wet Weather Programme.

As dry programme until

3:00 p.m.	Indoor Game
8:00 p.m.	Indoor Campfire
9:45 p.m.	Exercises

Equipment Required

It's a knockout equipment
Campfire Materials
Games Equipment

Thursday 24th August - Comedy – Leaders Notes

- 10:00 a.m. **Custard Pie/Water Fight:** We will have a custard pie and water fight (weather permitting). The cubs can wear newspaper shirts for the water fight to see if they have been hit or not.
- 11:15 a.m. **Stand Up!:** The cubs will have a short Stand Up competition in preparation for tonight. In addition we can re-enact some of the funny movies. Scripts can be found in the notes.
- 2:00 p.m. **Its A Knockout!:** The cubs will have a competition based on various bases. See the Its A Knockout book for details.
- 6:45 p.m. **Stand Up!:** There are plenty of jokes in the notes and material
- 7:00 p.m. **Prepare Campfire Songs/Stunts:** As part of their Entertainer badge, each six are required to prepare and plan a sequence of songs and campfire stunts. Ideas can be drawn from the song and stunt list or from the leaders.
- 8:00 p.m. **Campfire:** During the campfire, each six is required to stand up and lead the campfire songs that they have chosen, and to perform their stunts.
- Games You can use:
- Misc. You can use:

Friday 25th August - Cut!

7:30 a.m. Rise. Wash. Dress. Grand Howl. Flag.
8:15 a.m. Breakfast. Work Sixes.
9:15 a.m. Prepare to Strike Camp. Refreshments. Strike Camp.
12:00 p.m. Leave for Dagenham.

Wet Weather Programme.

As Above

Equipment Required

None