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| **Activity** | **Description** | **Preparation/ equipment** | **@home challenge award section** <https://www.berkshirescouts.org.uk/cubshome/> | **Time** |
| Arrival | Welcome the Cubs – usual format |  |  | 5 mins |
| Lockdown Battleships | [Click here for a pdf of the Battleships template.](https://d.docs.live.net/6819ccc51000b36d/Documents/Lockdown%20Battleships%20Template.pdf)   * A picture containing clock    Description automatically generatedCubs take turns to torpedo a square – identified by simple two-character co-ordinates - horizontal then vertical e.g. B7 * Cubs mark off each square as it is torpedoed. * Invite catastrophic sound-effects and acting from the Cub as each of their ships is sunk * Who will be the 'Admiral Afloat' as the last few torpedoes are fired?   Unlike the traditional 2-player game, not really practical to track each time you ‘Hit’ an opponent’s ship.  A fun way to instil that map co-ordinates are always expressed as horizontal then vertical: 'you go along the hallway before you go up the stairs' | Email the template to all Cubs in advance – each Cub prints the sheet and positions their fleet before the meeting (as guided on the sheet) | A bit of fun…. while ‘Learning New Skills’ | 30 - 40 mins |
| Local Maps | Visit [www.bing.com/maps](http://www.bing.com/maps) and search for your local area and share your computer screen  Start by showing the ‘aerial view’.   * Move the cursor to point to some of your local landmarks and ask the Cubs what they think they are e.g the Scout hut, their school(s), the river, a motorway junction, a car-park…..   Change to the Ordnance Survey view.   * Point out the name of your local town/village and zoom in/out to a familiar area * Point out how the map is divided up into squares with blue lines. * Explain how the top is always ‘North’. * Show the two-digit numbers intermittently along horizontal and vertical lines – moving the map if needed. * Explain how these help identify different locations on the map - demonstrate the basics of the 4-figure grid reference (referring back to the Battleships grid principles from earlier). * Discuss some of the other main symbols/features on the map as relevant for your local area e.g. train station, golf course, church, different road colours, lake, beach – you can adjust the level/duration of discussion depending on the time available and experience. | Best to plan ahead - review your maps and select your landmarks and questions in advance. | ‘Learning New Skills’ | 15mins |
| Close | Encourage the Cubs to look at some more maps with their parents/carers – whether on the computer or paper. |  |  | 5mins |

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