

Guideline for the Bronze Boomerang

A Cub Leader resource
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as a Wood Bead Project
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AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 1 – Health & First Aid

(Responsibility for Self)

a) Personal Health

- ? Explain how and why to keep your hands and nails clean.

How – they should know, Why – see next answer

- ? Explain how important it is to wash your hands after visiting the toilet

Germs - such as bacteria and viruses - can be transmitted several different ways, especially by touching toilets and similar areas. Other ways germs spread include:

- ? through contaminated water and food
- ? through droplets released during a cough or a sneeze
- ? through contaminated surfaces
- ? through a sick person's body fluids

If kids pick up germs from one of these sources, they can unknowingly become infected simply by touching their eyes, nose, or mouth. And once they're infected, it's usually just a matter of time before the whole family comes down with the same illness.

Good hand washing is your first line of defense against the spread of many illnesses - and not just meningitis, bronchiolitis, influenza, hepatitis A, and most types of infectious diarrhea can be stopped with the simple act of washing your hands. with the simple act of washing your hands.

- ? Explain/Demonstrate how to look after your teeth

(if you can't tell whether the cubs are telling you the right thing- you may have a problem)

b) Basic First Aid

- ? Put together a simple first aid kit and take it on bushwalks and outings with you.

DISCUSS, then supply a basic list of items for the kit and have the cub(s) bring it along next week.

BASIC FIRST AID KIT

Pair Latex Gloves

Conforming Gauze Bandage

Band-aids (2)

Blunt/Sharp Scissors (sm)

Triangular Bandage

Antiseptic Wipes x 2

Crepe Bandage

Tweezers

However, in real terms it may be simpler for the cubs to go and BUY a basic Kit, considering how the price of them has dropped lately.

? Show how to treat a graze or cut

Wash the injury by dabbing with a soft cloth using cold (or tepid) water, then apply a band-aid type dressing to the wound

DEMONSTRATE as above - then run as a relay style game for all to play (so you will use up a pack of band-aids - so buy the CHEAPEST copy-brand you can find)

c) Infections

? Show an understanding of how colds are spread and how to prevent them spreading

How Colds are Spread

Depending on the virus type, any or all of the following routes of transmission may be common:

- ? Touching infectious respiratory secretions on skin and on environmental surfaces and then touching the eyes or nose.
- ? Inhaling relatively large particles of respiratory secretions transported briefly in the air.
- ? Inhaling droplet nuclei: smaller infectious particles suspended in the air for long periods of time.

Prevention

Handwashing is the simplest and most effective way to keep from getting rhinovirus colds. Not touching the nose or eyes is another. Individuals with colds should always sneeze or cough into a facial tissue, and promptly throw it away. If possible, one should avoid close, prolonged exposure to persons who have colds

d) Adult Help

- ? Explain why you need adult help in case of accidents

I am not supplying an answer here, as I feel it important that the cubs think this through and come up with their own answers as to why they can't do everything themselves in case of an accident.

- ? Pass a message, including an address, from one adult to another.

You can run a RELAY style Game to do this, or run a variation with one leader inside and another outside, with a different message to be taken by a new cub on each trip.

You could also play Chinese Whispers, showing how important it is to ensure the listener has got the right details from you as well, either before or after the real message is passed.

- ? Explain how to use a mobile phone and a public phone and discuss the steps you would take to make an emergency call.

DISCUSS, then utilise free mobile to mobile call to another leader/friend. Ensure the person on the other end of the call has the list below to make the call as realistic as possible.

What happens when you call Triple Zero (000)?

- ? When you **dial 000**, your call is connected to the Telstra Emergency Call service centre
- ? You will be asked **"Police, Fire or Ambulance?"**
- ? Advise the operator of the service you require. If you are calling from a mobile or satellite phone the operator will ask for other location information
- ? Your call will immediately be transferred through to the emergency service you request, who will take details of the situation
- ? **Stay on the line**, speak clearly and answer the operator's questions
- ? You will be asked to provide details of where you are, including street number, name and nearest cross street, and locality. In rural areas it is important to give the full address and distances from landmarks and roads, not just the name of the property. If travelling on the motorways or along rural roads include details of towns or nearest exits passed through.
- ? **Don't hang up** until the operator has all the information they need, if possible you will be asked to wait for a police officer at an arranged location.

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 2 – Safety (Responsibility for Self)

a) Buddy System

- ? Explain the Buddy System.

HAVE A GOLD level cub explain to a Bronze, and then the bronze can explain to a leader (this method covers both levels in one go).

The **buddy system** is a procedure in which two people, "the buddies", operate together as a single unit so that they are able to monitor and help each other. In adventurous or dangerous activities, where the buddies are often equals, the main benefit of the system is improved safety: each may be able to prevent the other becoming a casualty or rescue the other in a crisis. When this system is used as part of training or the induction of newcomers to an organisation, the less experienced buddy learns more quickly from close and frequent contact with the experienced buddy than when operating alone. This concept is also applicable to minimise tool setup time.

The buddy system is used in:

- ? The US armed forces, referred to by various names in each branch ("Wingmen" in the Air Force, "Battle Buddies" in the Army, "Shipmates" in the Navy)
- ? Scuba-diving, where it is called buddy-diving
- ? Firefighting, where it is called the two-in, two-out principle.
- ? and of course, Scouting

b) Home

- ? Discuss the causes of accidents at home – especially in the kitchen, bathroom and on stairways

- ? Falls account for over 40% of all home accidental injuries to children.
- ? Collisions with a person or object are the second most common cause.
- ? Swallowing, inhaling etc of an object
- ? Burns and scalds, with scalds from hot drinks being the most common cause.
- ? Suspected poisonings from medicines, household cleaners, DIY or gardening chemicals. (9/10 involve children under 5).
- ? NOTE- Most accidents happen in the lounge/living/dining room – probably reflecting where children spend most of their indoor time.

- ? The next most common places in the home for accidents to happen are: the kitchen, bedroom and stairs.
- ? There are potential hazards within every home such as hot water, household chemicals, stairs, fireplaces, matches, alcohol and sharp objects such as knives or scissors. The design of houses can also contribute to accidents. Features such as balconies, spiral or open staircases, ponds, glass doors or open plan kitchens can all increase the risk of accidents happening.

c) Road

- ? Take an adult for a walk and show that you know how to be safe on the roads.

This can be part of another activity or just as a small group during a "Boomerang session". As the requirement is to "take a walk", then do just that!

d) Water

- ? Discuss the dangers of swimming in the type of water in your area.

Many swimming accidents are due to STRONG CURRENTS. A swimming hole that is safe at low flows may be unsafe at high flows. Stop and think every time you go! Do not assume that, because it was safe last summer or last week, that it is safe now! If it looks unsafe for your skill level, DO NOT GO IN!

Do not go in if you see any tree branches or other debris in the water. Do not let peer pressure get you into a situation you cannot deal with. Each time, wade in gradually and check the current as you go. Do not jump in until you have checked both the depth AND the current first. NEVER dive in head first.

Large rivers have hidden currents below the surface - assume large rivers are NEVER safe to swim regardless of how calm they look on the surface.

PLEASE, NEVER, EVER:

- ? Dive headfirst (risks of paralysis or death)
- ? Swim alone
- ? Go barefoot (glass, sharp rocks)
- ? Stand directly under a water fall (rocks can wash over falls)
- ? Swim in upper pools of a waterfall (you could wash over falls)
- ? Climb above or alongside a waterfall (many deaths from this)

- ? Try to stand up in strong currents (feet get trapped in bottom rocks and current holds you down.) Instead, float on your back with feet downstream until current subsides.

Not everyone is swimming or playing in the water before they drown. Over 50% of those who drown were able to swim; it is easy to over estimate your ability and stamina. Sudden immersion in cold water can kill good swimmers as well as non-swimmers. Diving into shallow water and striking the bottom may result in serious spinal cord injuries, possibly with complete paralysis below the site of the injury. It is most important that children and adults understand the dangers and the measures to be taken to avoid accidents

- ? Explain the dangers of inflatable toys in open water.

Inflatable airbeds or large inflatable toys on the sea can easily be blown away. Your body weight in the water may not be enough to stop the effect of the wind. Wave and rip currents also can easily drag you where you do not want to go.

e) Bush

- ? Explain what you should do to make sure you don't get lost in the bush.

1. Always tell someone where you are going and when you will be back. Make sure that when you do get back you let them know so that they don't call out the cavalry.
2. Be prepared. Know where you are going, take a map, and give the details to a responsible adult who is not going with you. They can "raise the alarm" if you are not back in time. Even if you are only going for a day walk take a torch (to signal rescuers), some matches (to light a signal fire), enough food and water for at least two days, some warm clothing and a small mirror for signalling rescuers.

- ? Discuss what to do if you do get lost in the bush.

- ? As soon as you know that you are lost stop everything. If it is getting dark you are far better to set up a camp in the remaining light rather than stumbling through thick vegetation trying to find your way out. Try to build a fire to keep you warm.
- ? Try to build a shelter of some description to protect you from the elements.

- ? If you are travelling in a car and it breaks down, stay with it. There are many, many documented cases of people dying in isolated places because they have left their car. The search teams found the car but not the missing person.
- ? As soon as the sun comes up try to find an open place where you could be seen from the air. Creek beds are excellent for this if you are in thick vegetation. Search helicopters generally traverse waterways first of all when looking for missing people.
- ? Build a signal fire with lots of damp leaves to ensure that the fire produces a lot of smoke.
- ? Ration your food and water. Try to make it last as long as you can.
- ? If you are in a hot climate keep movement to a minimum especially during daylight hours.
- ? Be patient. If someone knows that you are missing help is on the way.

f) Fire

- ? Discuss the dangers that fire can cause in the home and in the bush

OUTDOORS (in the bush)

- ? Leaves and debris should be cleared from around a fireplace BEFORE lighting your fire.
- ? Overhanging branches should be avoided.
- ? Avoid stacking wood or flammable material near the fire.
- ? Ensure your fire is out before sleeping or moving on.
- ? Never leave the fire unattended.

In the home:

OPEN FIRES AND HEATERS

- ? All sources of fire and heat should be carefully watched to avoid the possibility of ignition.
- ? Overloading electric double adaptors and power boards - eg with high voltage appliances like heaters - can overheat wiring and start a fire.
- ? Do not run electrical cords under carpet or lino - they can be damaged and start a fire.

GAS HAZARDS

- ? Gas and air make an explosive mixture - make sure you are ready to light the gas stove or heater before you turn on the gas.
- ? Open doors and windows to get rid of the gas.

KITCHEN HAZARDS

- ? The kitchen is one of the most hazardous locations in your home. Stoves, ovens and electrical appliances are all potential fire hazards.
- ? Do not leave towels or washing over the stove to dry.
- ? Never leave the kitchen when using fat or cooking oil.
- ? If a frying pan fire occurs, use a damp teatowel, wooden chopping board or pot lid to smother the flame.

GARAGES/SHEDS

- ? Garages and sheds often contain fire safety hazards.
- ? Get rid of flammable rubbish, such as oily rags, and open containers of oil or solvents.
- ? Never store chemicals, such as chlorine, where they can come into contact with other chemicals.
- ? Petrol, kero and other flammable liquids must be kept in approved containers and clearly labeled.

FLAMMABLE FURNITURE

- ? Nearly all modern upholstered furniture is filled with polyurethane foam. It can very easily catch fire. If it does, the fire spread is often very rapid, and the smoke and fumes allow little time for escape.
- ? Furniture could be ignited by a cigarette or match, so be careful with all smokers' material.

? [Show what to do if you are in a fire at home.](#)

THIS CAN BE PLAYED as a game (Eg Compass Game) with extra option call – FIRE – get low and crawl to the exit.

g) **Personal**

- ? [Discuss why you should not go places by yourself.](#)

Some guideline ideas..

- Do not run errands or do favors for people, unless your parents say it is OK to do so.
- If anyone makes you feel uncomfortable, or ask you to do anything you do not approve of, you are allowed to say **NO** !
- Never accept items such as lollies, money, pictures, or any other objects from anyone.
- Never go near a car, especially if someone is inside of that car.
- Do not work, sell or distribute things for others, unless you have your parent's permission to do so.

While out Playing:

- Do not play around ponds, streams, creeks, rivers, caves or other remote areas.
- Do not play on/around electric power poles/lines, and cable TV or telephone lines.
- Do not go near railway tracks, trains etc.
- Never play in or near abandoned storage tanks or containers, refrigerators, water towers, abandoned buildings, construction equipment or hazardous areas.
- Never play with (or touch) dangerous things like matches, guns, knives, or other hazardous objects

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 3 – Ropes (Outdoor Scouting)

a) Tying Knots

? Tie a reef knot.

A RELAY style game makes this fun

Another idea is to make a challenge or game of tying a reef knot with a partner, each using only one hand each (ie- one using their left hand and the other using their right hand).

? Tie your shoelaces

Game - Shoe races

In teams (carefully having all boomerang levels in each group) have all cubs take their shoes off and place in a line at end of hall. In turn, run to shoes – put on and tie shoelaces, and back to their team. For those who have non-shoelace shoes – have a few cords/shoelaces on hand for them to tie TWO shoelace bows (one per shoe of course)

b) Use of Knots

? Discuss how and where to use a reef knot

The Reef or Square Knot is a binding knot used to tie a rope around something to secure it. It can also be used to tie two **identical** ropes together, but the **MUST** be of the same size, material, age, and condition, or the knot **WILL** slip. For joining two ropes, a sheet bend is superior.

c) Care of Ropes

? Show you know how to look after ropes correctly

Ropes should be tied in a Hank or Chain, and stored away out of the weather (both damp and sun can damage ropes).

Avoid placing weight on the rope when stored – a rope laying on the ground should **NOT** be walked on etc either.

When running a rope over an object – be careful to avoid rubbing on a hard or sharp edge that may wear through the rope – you do not want it snapping suddenly when in use!

Hank - A looped bundle of cordage. A means of packaging rope or cords by winding it into a series of loops and tying them about the centre.



Chain - A multiple-looped means of storing a rope (usually a thicker one), by creating a loop in one end, and looping the next section of rope through it, then the next through that etc. The result looks like a chain made of rope.



Both Hank and Chain methods can be turned into a relay game.

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 4 – Outdoor Scouting

(Outdoor Scouting)

a) Compass and Navigation

? Discuss how a compass works and show you know the 4 principal points

A compass is an extremely simple device.

A **magnetic compass** (as opposed to a gyroscopic compass) consists of a small, lightweight magnet balanced on a nearly frictionless pivot point.

The magnet is generally called a **needle**. One end of the needle is often marked "N," for north, or colored in some way to indicate that it points toward north. On the surface, that's all there is to a compass.

The reason why a compass works is more interesting. It turns out that you can think of the Earth as having a gigantic bar magnet buried inside.

In order for the north end of the compass to point toward the **North Pole**, you have to assume that the buried bar magnet has its south end at the North Pole, as shown in the diagram at the right. If you think of the world this way, then you can see that the normal "opposites attract" rule of magnets would cause the north end of the compass needle to point toward the south end of the buried bar magnet. So the compass points toward the North Pole.

The 3 other principal points are South (the South Pole), East and West.

? Make a simple compass

ONE METHOD is to use a cork, a needle, and a magnet. Alternatively, a straightened paper clip and a piece of styrofoam (or foam "peanut") will work just as well – no need to glue with these, just put the wire through the foam). Stroke the magnet along the needle towards the tip several dozen times. This will magnetise the needle.

Next, GLUE the needle onto a slice of cork and allow to dry. When placed into a bowl of water, the needle will act like a compass and point to north.

(http://www.mariner.org/educationalad/ageofex/actv_one_student.php has an alternative type with a raised disc in a box)

b) Maps and Hiking

? Attend at least two outdoor outings with your Pack.

To allow a cub to achieve this, there must be enough outings on in the year!

? Dress correctly and pack your own daypack for the outings.

Wear warm enough clothing and shoes suitable for walking.

Take enough water and food to cover the entire journey/outing. Also take a raincoat/poncho in case of rain, and a jacket etc for warmth, even on a hot day.

Everyone should have a personal first aid kit as well.

c) Fire Lighting

? Demonstrate the correct way to strike a match

SEVERAL relay type games can be used for this – run to light a candle, run and light a candle then extinguish using a water pistol, light candle and carry to other end and back without it going out are three suggestions.

d) Outdoor Cooking

? Prepare and cook for yourself a damper/twist.

THIS can be easily incorporated into a Pack Holiday.

HOWEVER if one is not available, Have a Campfire evening at Cubs, and cook the damper or twist and on the same fire have the Silver level cubs cook sausages.

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 5 – Our Cub Scout Traditions

(Scouting aims and principles)

a) **The Jungle Books**

? Talk about the main characters in the Jungle Books and what their names are

Mowgli - Lost by his parents in the Indian jungle during a tiger attack, a human baby is adopted by the wolves Mother (Raksha) and Father Wolf, who call him Mowgli the Frog because of his furlessness.

Mowgli grows up with the pack, hunting with his brother wolves.

Bagheera - (the black panther) befriends Mowgli, partly because Mowgli, being a human, has the power of dominion over beasts: Bagheera cannot withstand Mowgli's gaze. Also, as Bagheera often mentions, he was "raised in the King's cages at Oodeypore" from a cub, and thus knows the ways of man.

Baloo - the bear, teacher of the wolf cubs, has the thankless task of educating Mowgli in The Law of the Jungle.

Shere Khan - the tiger demands that they give him the baby but the wolves refuse. Shere Khan continues to regard Mowgli as fair game, but eventually Mowgli finds a weapon he can use against the tiger — fire.

Akela - is chief of the Seeonee wolf pack and presides over the pack's council meetings. It is at such a meeting that the pack adopts the human cub Mowgli as one of its own and Akela becomes one of Mowgli's mentors.

? Tell the story of how Mowgli came to be in the Jungle

HIRE THE VIDEO of Jungle Book and have a movie evening.

The following week, have the Bronze Cubs talk about the above items.

OR Have them read the first story in The Jungle Book (available at the Guttenberg Press website as a legal & free download.

OR tell a yarn that covers the story, and then have the cubs tell it back to you in basic form the next week(s).

b) Scouting History

? Tell who founded Scouting and where/when it began.

LORD Baden Powell, England, 1907

A little of his history would not go astray here, but many alternate resources provide his life story.

? Find out when Scouting started in Australia and in your Group.

1908 in Aust, and 25th September 1958 in Picnic Point.

? When is BP's birthday and what do we call this special day?

FOUNDERS DAY – BP was born on 22nd February, 1857, in London. His father was a clergyman and a professor at Oxford, well known as a distinguished scientist. B.-P.'s mother was the daughter of another scientist, Admiral William Smyth.

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 6 – Symbols of Australia

(Growing awareness of local community)

a) Flags

? Show you know the composition of the Australian Flag

PRINT OFF an outline picture of the Flag (eg - Pg 3.2 / 4 in Cub Pgm Resource Book) and cut into several sections/parts – have the cubs colour it in correctly and stick it together correctly.

b) Emblems

? Tell your leader two places where you would see the Australian Coat of Arms



Federal Parliament, Courts, and documents.

Certain (authorised) educational documents.

NB. It is NOT available for public usage.

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 7 – Promise and Law

(Values of Scouting)

(NOTE: This part of the Boomerang should be done LAST, so that the Cub has had time to work on and understand the Promise and Law while achieving the other parts.)

a) Duty to God

- ? Write a prayer and read it to your pack

Have a pack prayer-book that someone can take home each week to write a prayer in (and draw a pic to match it). Those doing this section thus can do it as "their turn", without it being an odd thing to include in the Pack Closing.

b) Promise and Law

- ? Talk to your leader about how you do your best to live up to your Cub Scout Promise and Law
 - ? At home
 - ? At school
 - ? In the pack

It is probably best to remind the cub(s) of this section a week or two before testing to give them a chance to think about their answers properly beforehand.

There are many games to help the cubs remember the law and promise. For example, you can run a relay where the cubs each come up and quote the Cub Law, or come up and say their promise.

Alternately, as a circle game, throw a ball randomly around the circle to the Cubs, and each Cub says one word of the Law/promise as they catch the ball.

c) Service

- ? Do a good turn for someone at home and tell your leader about it.

Both section's (b) & (c) Should to be done individually with a leader, rather than in a group, but can be done as a discussion with all cubs, so even the older cubs are reminded of this part of their promise.

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 8 – Fitness

(Pursuits and Interests and Responsibility for Self)

a) Ball Skills

- ? Throw a ball 5 metres to someone else and catch it on return 4 times
- ? Dribble a ball for a distance of 10 metres

b) Athletic Skills

- ? Run 100 metres as quickly as you can

c) Strength & Stamina

- ? Skip 10 times without stopping

You could line the cubs up in Boomerang groups and just “test” each item, but there is no fun in that, and they are there to have fun. This Basic evening’s program covers all three boomerang levels, and could be turned into a mini-olympics type evening or any other theme that suits your program needs.

Activity – Skipping (Section c- Strength and Stamina)

If it is possible to have enough ropes for each cub to have one, have a “contest” to see who can skip the longest, monitoring each cubs achievement according to the level they are attempting. Then – all to attempt skipping backwards – only the Silver’s need to actually achieve this (and the Gold should already be able to from their silver attempt)

However, if that is not possible, then set up a relay style race, over say 40 Metres. – The additional requirements for Silver – skip backwards, and Gold – skip for 2 minutes – will then have to be done as a stand-alone activity/contest.

Activity – Running (Bronze – section b – Athletic Skills)

A simple 100M distance race for all

Activity – Olympic Jumps

1 – Standing broad jump (Silver – section b – Athletic Skills)

2 – Hop/Skip/Jump (Gold – section b – Athletic Skills)

Game – Throw/Catch relay (covers Bronze – ball skills)

In teams of at least 5, set up relay distance of 10M. First cub dribbles a (soccer?) ball to the far end. He/she then throws it back to the front person in the remaining line, who throws it back and sits quickly, The next

person is thrown the ball - and so on, to the last person. The solo cub then dribble the ball back to the starting point, and the 2nd cub takes a turn doing the same (1st thrower goes to end of the line). First team to finish, lined up in a single line wins.

Game - Kick and Catch (covers Gold - Ball Skills)

1st cub starts at opposite end of relay field - 20M from the rest of the team- #1 throws the ball (soccer or football) to the first in the team line who kicks it back to the thrower (kick can be any style they like - accuracy is more important than style). Once the ball is "caught", the 2nd cub runs to the far end to become the thrower, while the 1st runs to the end of the line. All take a turn, and game ends with 1st cub standing at front of the line and all others lined up behind him/her (last person should have caught/got the ball and be holding it while at the end of the line).

Game - French Cricket (covers Silver - ball skills (pt b))

Basic french cricket (or Rounders if preferred), except all get to stay in for at least 5 HITS, and ALL cubs must get to have a turn in bat.

Gold activity - throw/catch (covers last of Gold- Ball Skills)

Over 15M - have the gold level cubs throw and catch a ball 6 times each.

AUSTRALIAN CUB SCOUT BRONZE BOOMERANG REQUIREMENTS

Part 9 – People and Cultures

(Growing Awareness of the Wider World)

a) Indigenous Australians

- ? Find out about one of the traditional owners in your area/State/Territory and something about how they lived before European settlement.

The original inhabitants of the area now known as Bankstown and the Sydney coastal area were the Aboriginal people known as the Eora. Their land bordered the Dharawal and the Darung people. The Aboriginal people strongly resisted European settlement until a number of their leaders were killed or imprisoned in 1816. An epidemic at about the same time severely reduced the Aboriginal populations, from which time resistance ceased.

Reference websites:

<http://www.cityofsydney.nsw.gov.au/barani/themes/theme1.htm>

<http://www.atmitchell.com/journeys/social/indigenous/eora/>

International Cultures

- ? List as many cultural/ethnic groups living in your community (eg at School, church or in your Pack).

This will of course vary from pack to pack (etc) and from year to year, but is easy enough for any cub to do.

See the Gold section for a suggested international night that covers all three levels.

b) Scouting

- ? Find out something about each of the five Sections in Scouts Australia, either in your own group or in the District.

Joeys – 6-7 yrs old

Cubs – 8-10 yrs old

Scouts – 11-14 Yrs old

Venturers – 15-17 yrs old

Rovers – 18-26 yrs old

Half an hour on the internet will give any cub the chance to browse for this type of information.

Try - www.scouts.com.au
www.scouts.asn.au
www.nsw.scouts.com.au
www.southmetscouts.com

One Bronze cub could be asked each week/month to research for this test, and to present their findings to the pack the following week.

? Take part in an activity with a different section.

THE EASIEST thing to do is simply arrange a combined activity with either the Joey or Scout section. Just have a chat with the leader from one of the sections at your Group Council.

AUSTRALIAN CUB SCOUT
BRONZE BOOMERANG REQUIREMENTS
Part 10 – Scientific Discovery
(The World Around Us)

Complete any TWO of the following

a) Biology

? Plant a seed in cotton wool. Keep it moist and watch what happens

You will need (for each cub):

? a plastic disposable cup or bowl

? cotton wool

? about 10 wheat seeds

What to do

Write the cubs' name on the edge of the bowl

Cover the bottom of the bowl/cup with cotton wool.

Place wheat seeds in the bowl. It helps if you place the seeds with their grooved side upwards.

Wet the cotton wool and take the bowl home. At home put in a light place. Keep the seeds moist — you could cover the bowl with clear plastic wrap to prevent the seeds from drying out.

Within four or five days, the seeds should begin to grow.

Observe the seeds growing for a few more days.

Mustard and Cress seeds are even better, as the cubs can then trim the sprouts and have them on a sandwich when they have grown enough.

b) Geology

? Identify five different rocks and tell where you found them

One site that will make it easier for cubs to identify their rocks is

<http://tinyurl.com/gkb7p>

c) **Physics**

? Explain the composition of air

99.998% of our air consists of

Nitrogen (78.084%)

Oxygen (20.947%)

Argon (0.934%)

Carbon Dioxide (0.033%)

The Remaining .002% is made up of

Neon, Helium, Krypton, Sulfur dioxide, Methane, Hydrogen, Nitrous Oxide, Xenon, Ozone, Nitrogen dioxide & Iodine, plus a tiny trace of Carbon monoxide & Ammonia

? Perform an Experiment that shows how oxygen can be used up

WHERE DID THE AIR GO?

You will need –

- A Small candle (a tea candle is often the best for this)
- A drink glass
- Small plate or deep saucer
- A milk bottle lid
- 3 small nails, screws or similar
- Matches/lighter

Instructions –

1. Place about 1cm of water into the plate
2. Place the candle on the bottle-top, in the middle (candle should be clear of the water)
3. Place the 3 nails/screws equally around the candle in the water. The glass will go upside down supported by the screws. (this allows the water to flow in/out and avoids any risk of a vacuum forming inside the glass).
4. Light the candle.
5. Place the glass over the candle, with the open end sealed by being under the water.
6. Observe the results!

Explanation:

Air is made up of many different gasses, however 99% is only 2 gasses – being Nitrogen (78%) and Oxygen (21%).

How do we prove there is actually oxygen in the air? – We know that one of the things that fire needs to sustain itself is oxygen. If we remove the oxygen, the fire will go out. In this experiment we isolate the candle from the atmosphere using the glass. If there is oxygen in the air the candle will keep burning. However, if that oxygen gets used up, the flame should go out.

So we should observe the flame being extinguished. This is due to the oxygen in the glass being consumed by the flame, making the volume of air inside the glass less. This oxygen must be replaced by something, or else we would have a partial vacuum. Thus the water is “sucked up” into the glass, replacing the oxygen that was burnt.

d) Estimation

- ? Measure your foot and hand.
- ? Using this knowledge, estimate
 - ? the width of your hall,
 - ? the height of a Cub Scout in your Pack

You will Need:

- a ruler
- your scout hall
- A cub scout

Instructions –

1. Using the ruler, measure the length of your hand in Centimetres
2. Using your hand, count how many “hands” tall one of the other cubs is.
3. Using the known length of your hand, work out how high the cub is.
4. Using the ruler again, measure the length of your foot in Centimetres
5. Using your foot, count how many “feet” wide the hall is.
6. Using the known length of your foot, work out how wide the hall is.

Explanation – Often it is not possible to accurately measure distances. For instance, the rulers we use are usually only 30cm long, but we want to measure something much larger, and that is why we estimate.

This task demonstrated one method of estimating. It uses an object of known length (hand or foot) to estimate something much larger than that object.

A common use of this method is during a hike. The hiker counts how many paces they have taken to estimate how far they have traveled. Another is the odometer in a car, which in simple terms, works by counting how many times the car wheels have turned to estimate the distance the car has travelled.

AUSTRALIAN CUB SCOUT
BRONZE BOOMERANG REQUIREMENTS

Part 11 – The Natural Environment

(The World Around us)

a) Recycling

- ? Name four things that can be recycled and how recycling helps the environment.

Metals - all types

PET bottle and most other plastics

Paper and Cardboard

Glass (but usually not window glass)

- ? Make something from recycled materials

Suggestions

- ? A tin-can and string intercom
- ? A Terrarium using a large PET bottle, a fern etc and some soil. (cut the bottle at the top of the straight sides, install the contents and then seal using glue - you will need the cap ON the bottle too)

b) Pollution

- ? Help to clean up litter in your local area

EASY -participate in Clean Up Australia Day

- ? Explain how the litter can harm the natural environment

Small and large animals, both on land and in water can choke on plastics and other rubbish. Other effects can be the inability of animals to live in their usual habitat because the insects etc they feed on can no longer live where they should.

An example might be that a pond area becomes so polluted with litter that tadpoles can no longer live and feed in it, thus stopping the frogs from developing and living there.

Excessive litter (especially heavy items and plastics etc) can also stop plants from growing, which may not be noticed for a long time after it starts to be a problem.

c) Habitat Destruction

? Find out what native creatures live in your local area

For our Area

- Diamond Pythons (in the trees along the river)
- Possums (everywhere)
- Kookaburras

? Discuss how their habitats can be destroyed.

Housing, pollution, flooding, fire, excessive noise can all destroy or damage their habitat.

AUSTRALIAN CUB SCOUT
BRONZE BOOMERANG REQUIREMENTS
Part 12 – Self Expression
(Creativity)

Complete any TWO of the following

a) Performing Arts

? Perform in a mime, skit or play with other members of your pack

Giving the cubs a week or more notice, advise them that the pack is going to have a concert for the pack. They can select what they want to perform.

Alternatively, arrange for the concert to be for the parents, and hold a cub version of a Gang Show.

b) Visual Arts

? Create a poster, painting, drawing or collage

ASK the cubs to create a poster inviting others to come along to try out Cubs – maybe they could be used for you next publicity day!

c) Creative Writing

? Write a poem or short story

A SHORT story (or even a poem) could be written about a recent outing, and submitted to your group's newsletter, so the others sections know what you are doing, while at the same time achieving the badge-work item.

d) Music

? Sing a song or play a musical instrument for your pack

The Performing Arts and Music sections can be addressed by running a talent-quest along the lines of shows like Australian I dol. Give the cubs a month's notice, and have heats over a few weeks. At the end of the term, run the finals and invite Parents etc (or the Joeys?) to watch. Provide certificates of participation if you are able to, as the cubs usually enjoy having a memento like that. Alternatively, have someone video all the performances and make a DVD of them all for each cub to have a copy (you will need to sort out any "filming rights" within your group if you decide to use this option).

**AUSTRALIAN CUB SCOUT
BRONZE BOOMERANG REQUIREMENTS**

Part 13 – Handcraft

(Creativity)

a) Make an item from one of the following materials

? wood

? metal

? fibres

? clay

THERE ARE so many craft ideas elsewhere and on the internet, that I will not attempt to list ideas here.

HOWEVER, a good time to cover this item is while making an item for Mothers Day, Fathers Day or Christmas.

One idea that we have used in the past is to make timber cars to race on Founder's Day. Look up Pinewood Derby on the internet for details.

Another thing you could try making is a Sock Monkey - see the internet for them as well (eg <http://lennytaylor.freeyellow.com/Monkey.htm> or <http://breezeb.tripod.com/crafts/sockmonkey.html>)

CUB SCOUT PACK

BRONZE BOOMERANG REQUIREMENTS

Part 14 – Your Community (Growing Awareness of Local Community)

a) Home

- ? Show you know how to keep your clothes, toys and equipment tidy
- ? Talk to your leaders about how you do this

Despite all the cubs best intentions, I think a quick check with the cub's parents would help before marking this as passed.

b) Local Community

- ? Show you know where the main features are in your local area, such as
 - ? The nearest bus stop to home and to the scout hall
 - ? The safest route to the shops from home

This has to be a local knowledge thing, and will vary from cub to cub, even within the same pack. I would personally include getting to the train and the local police station (assuming these are reasonably close to their home or hall) on the list of features that the cub should be aware of.

For Picnic Point – the nearest bus stop is at the top of the hill.

No, the nearest McD's does not count – even though they probably know where it is!

c) Local Organisations

- ? Does your community have a local newspaper or Community newsletter? If so, what is it called?

Our own local newspaper is "The Canterbury-Bankstown Torch", It will vary for other areas of course.