

3HH CUBS - NEVIS & SNOWDON – PARENTS COPY
CUB AUTUMN 11 PROGRAMME & OTHER DATES,
ASTRONOMY THEME
ASTRONOMY ACTIVITY BADGE & CREATIVE CHALLENGE BADGE

	DATE	THEME	COMMENTS / NOTES
Sept	12 & 14	Welcome Back – games and new sixes	Wend away
	19 & 21	Code of conduct and firelighting	
	28 & 30	Designing a spaceship	
Oct	Sat 1	Ian Goddard Challenge	
	Sat 1 – Sun 2	District Cub Sleepover after IGC	
	Sun 2	Church Parade, St James’s Church, 11am	HARVEST FESTIVAL all welcome, contributions for homeless charity
	3 & 5	Making spaceships	
	10 & 12	Making planets, moons and sun. Start collage on wall	
	19	Joint Night Swimming at Hampton Open Air Pool	No Cubs on Monday 17 th Akela Jon Away
	24 & 26	Half Term Visit to the Gang Show starring 3HH cubs	Fiona to arrange Akela Jon Away
Nov	31 & 2	Moon & satellite night	
	Sun 6	Church Parade, St James’s Church, 9.15-10.30am	
	7 & 9	Making more things for the collage and display.	
	14 & 16	Make stars and aliens for the collage	
	18	District Cub Swimming Gala	Parental help required please
	21 & 23	Star gazing / Kandersteg Showcase	
	25	Hampton Hill Lighting Up Parade	Parental help required please Bring own noise and tinsel!!
	28 & 30	Advent calendars Christingle practice for prayer readers	Akela Wend away
Dec	Sun 4	Christingle, St James’s Church, 9.15-10.30am	Cubs reading intercessions, volunteers required!
	5	Joint night PARTY & take home everything!	No Cubs on Wednesday
	TBC	Beaver Xmas Sleepover?	TBC
Jan	16 & 18	Welcome Back – games and new sixes	

Astronomer Activity Badge

To gain this badge, Cub Scouts must complete the following:

1. Make a model or draw a simple diagram of the solar system.
2. Explain the difference between a planet and a star.
3. Identify three constellations.
4. Find out about and present some information on the two of the following: planets, comets, the northern lights, the sun, eclipses, meteorites, black holes, the moon, light years, space exploration or any other space-related subject.
5. Observe the moon, if possible using binoculars or a telescope. Describe some of its features.
6. Know how to locate and identify the pole star. Know how explorers used it to navigate and plot courses.



Creative Challenge

Cub Scouts should complete three of the following:

1. Create and then read or perform a prayer, reading or sketch for a service, about the Promise. This should include why the Promise is important to them or how they have used the Promise to help other people. This could be done individually or in a small group.
2. Plan and perform a musical performance, play or sketch.
3. Create two new games for the Pack.
4. Design and make something, for example, a bird house, model or kite.
5. Create something using information technology, for example a birthday card, party invitation, or poster.
6. Make a creative presentation about an aspect of Cub Scouting. This could be in the form of a video, photos or posters. It could show the activities you enjoy doing, a Cub camp, or be used for recruiting new members.
7. Write a poem or short story on a subject of your choice.
8. Design and make something using pioneering skills, this could be a raft or a scaled down model of a bridge.
9. Take part in a problem-solving activity that requires creative thinking. This could be an incident hike or a code-breaking activity at camp.

