

SEARCHLIGHTS

A great game for dark nights, offering quick and safe target practice for Cubs

SUITABLE FOR **CUBS**

1 Take the Pack outside and separate them into pairs. Give them one torch between them.

2 You then need to line one pair outside the Scout building and nominate a feature on the outside (the smaller the better) – an air vent or a door handle, for example. Make sure they know what feature

you mean – it's worth shining your torch on it.

3 Then give the instructions 'Ready, Steady, LIGHT' and time how long it takes each Cub to locate the item in their torch beam.

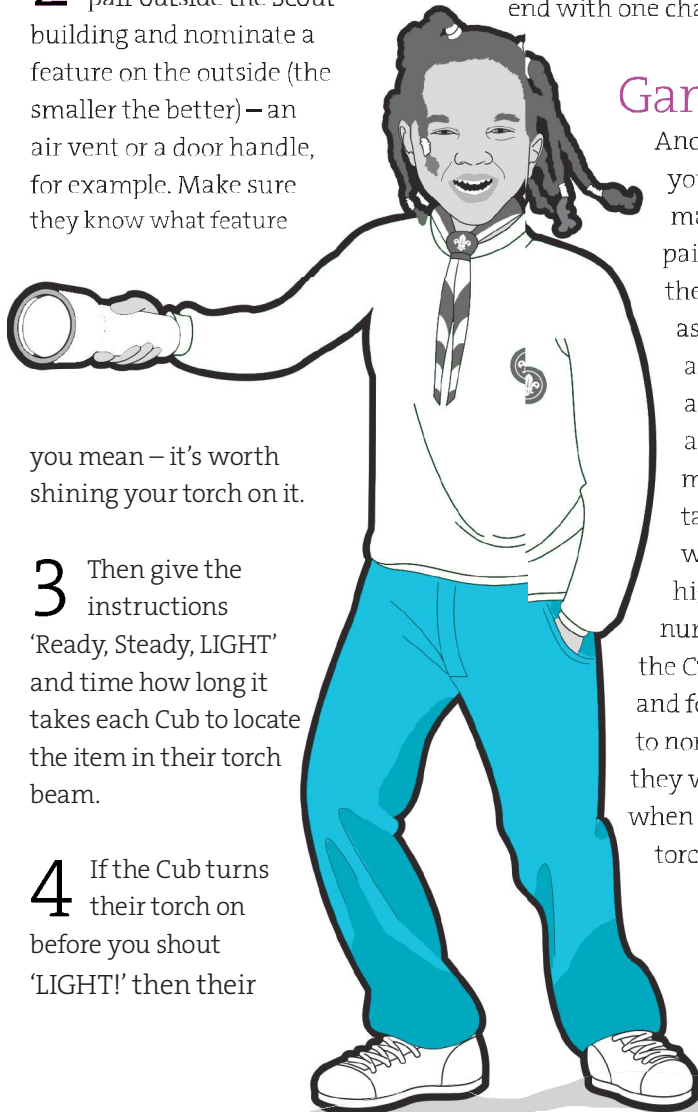
4 If the Cub turns their torch on before you shout 'LIGHT!' then their

turn is forfeited. If the Cub lights the chosen item immediately the next Cub has to do the same to beat them.

5 The competition is run as a knockout tournament so should end with one champion.

Game Two

Another element you can add is a target made from card and painted white, about the same circumference as a dustbin lid, and with numbers around the edge and a bullseye in the middle. Hang the target on the wall and with your own torch highlight the different numbers. In this game the Cub has three goes and for each go they have to nominate the number they will attempt to hit when they turn their torch on.



TIME NEEDED
15-20 minutes
(initially)

THIS ACTIVITY LINKS WITH THE FOLLOWING BADGES



Teamwork



Team Leader

OUTCOMES

Cubs will develop hand-eye coordination. They will understand the utility of torches at night. They will learn to target and also to patiently wait to 'shoot'.

OTHER SECTIONS FOR SCOUTS

This game is all about hand-eye coordination and target practice. To increase the challenge for older sections, you could always book an archery or air rifle session at a local outdoor activity centre.

ALTERNATIVE ACTIVITY

Morse Code is a classic activity to conduct with flashlights. Give your Scouts a copy of the Morse Code Training Aid (available to download at scouts.org.uk/pol – search 'Morse Code') to help decode the messages. Split the group in half, sending each half to opposite ends of your meeting place (inside or out). Give the Scouts at one end a message and get them to send it using their flashlight; the receiving team then have to decipher the message. Trying this at night outside will really test your young people's Scouting skills!