

200 years of scouting: The story so far . . .

This timeline activity has been designed as an inter-six competition which can be completed at a weekly meeting. The quiz combines milestones of the first 100 years of the Scouting movement with historic events that took place at the same time and traces the life of a birch tree as it grew from young sapling to old age.

Each six completes their own timeline so each of the sets can be printed on different coloured paper and displayed in chronological order in different parts of the room.

There are three rounds of multiple-choice questions: centenary milestones, historical happenings and tree-mendous facts. Print the questions onto card and cut each sheet into four.

How to play

Part 1

Shuffle together the 'centenary milestones' and 'historic happenings' question cards. The question master asks each team a question in turn. If the team gets their question right they are awarded 2 points. If not, the question is opened up to the remaining teams and whoever gets the question correct wins 1 point for their team.

Once a correct answer is given, each team receives a copy of the corresponding fact to stick on their timeline – they need to fix it on the illustration with the most appropriate date. When all the question cards have been read out, each team should have 20 facts attached to their timeline.

Break for drinks/game

Part 2

Each team is given a full set of ten 'tree-mendous facts'. Teams have to decide the correct order by matching each fact with the most appropriate illustration.

The first team to finish gets 6 points, second team 4, third 2 and the fourth 1. Bonus points are awarded to each team that gets all facts in the correct order.

Question master shuffles the 'tree-mendous facts' question cards. Each question can be answered by referring to a tree fact the teams have just fixed to their timeline. In this round any member of any team can answer (hand-raise/buzzer/bell system may be needed) and those answering correctly gain 2 points for their team. If incorrect, the question is opened to other teams and 1 point awarded for the correct answer.

Points are totalled and teams ranked in order.

Take home activity: Look forward, look back . . .

Cubs choose EITHER to research their own '100 years of . . .', creating a poster featuring highlights of their chosen subject or draw a futuristic poster called 'Our new century' featuring what they think cubs will be doing and what they'll be dressed like in a hundred years time. They bring their poster to the next meeting where there is a gallery. Each member of the pack is encouraged to vote by placing a sticker next to the one they think is the best and the winner/s get the chance to tell the rest of the pack what their poster is about.

