

1st Midrand Cub Pack National Challenge 2025 -

Portfolio



Task 1: Discover: Activity 1/2



Activity: Cultural Artifacts – Archaeologist Badge
Date: 1-3rd term 2025
Location: Scout Hall, Sterkfontein Caves, Home
Participation: 13 cubs were able to complete their archaeologist badges.
Those who did not did not complete tasks at home or attend all meetings and outings.

Overview

The Archaeologist Badge was completed as a pack-wide project over the first three terms of 2025, aligning with the National Challenge theme "Our Heritage." The badge was introduced in the Term 1 planning meeting and formally delivered through the dedicated programme *Digging into the Past* on 26 July 2025. Supporting activities included the *Proudly South African* programme in January 2025, and a pack outing to the Cradle of Humankind (Sterkfontein Caves) on 14 June 2025. By the end of Term 3, thirteen Cubs had successfully completed all badge requirements.

Badge Requirement

Explain what "History," "Archaeology," and "Archaeologist" mean

Research a famous South African archaeologist and their discoveries

Name 10 World Heritage Sites in South Africa and choose 4 to explain their importance

List five rules archaeologists should follow at a dig or site

Visit an archaeological or rock art site and describe it

Compare two artefacts from different times to modern equivalents

How It Was Met

Introduced during *Digging into the Past*, where Cubs became "archaeologists for a day" and explored what archaeologists do.

Cubs learnt about Raymond Dart and Robert Broom and discussed their discoveries at Sterkfontein Caves.

Cubs learned about South African Heritage sites in the *Proudly South African* programme.

Discussed as part of the mock "archaeological dig" game, focusing on careful excavation, recording finds, and respecting sites.

Completed through the pack outing to the Cradle of Humankind.

Conducted during a craft activity where Cubs made a Bronze Age axe or hammer and compared it to modern tools.



Badge Requirement

Define "artefact" and name two examples still existing today

Explain when Heritage Day is and what it means

How It Was Met

Covered during the craft discussion, with Cubs identifying artefacts and explaining their modern significance.

Cubs learned about South African Heritage Day sites in the *Proudly South African* programme.



Figure 1 - Collage of photographs from our pack outing to Sterkfontein Caves





Figure 2 - Decoding hieroglyphics in the Digging up the Past programme



Figure 3 - Making our own artefacts in the Digging up the Past programme.



Participation

Thirteen Cubs completed all badge requirements by the end of Term 3. A few Cubs did not complete the badge due to absence or incomplete home tasks.

Attendance for the Cradle of Humankind outing was approximately 65%, with strong engagement throughout the badge programme.

Summary of Key Activities

Date	Activity	Location	Badge Elements Covered
18 January 2025	<i>Proudly South African</i> programme	Scout Hall	Heritage day, South African world heritage sites
14 June 2025	Pack Outing – Cradle of Humankind	Sterkfontein Caves	Site visit, heritage interpretation
26 July 2025	<i>Digging into the Past</i> Cub Programme	Scout Hall	Main badge delivery – research, excavation, artefacts

Outcomes

- The badge was fully delivered within the pack year.
- Activities were practical and engaging, combining hands-on discovery with South African heritage learning.
- The Archaeologist Badge complemented the National Challenge, deepening understanding of cultural heritage.



Task 1: Discover: Activity 2/2

Activity: Family Tree
Date: 23 August 2025
Location: Scout hall
Participation: 54% 😊

Where I Come From Programme Report

Overview

The **Where I Come From** programme, held on **23 August 2025**, introduced Cubs to the concept of **family heritage and genealogy**, encouraging them to explore their origins and understand how families are connected. The session combined creative, educational, and fun activities, guiding Cubs through games, discussion, and the creation of their own family trees as part of the *National Challenge – Family Tree* activity.

Programme Summary

The meeting began with standard pack opening procedures including the **Grand Howl**, **Cub Prayer**, and **Investiture** for new Cubs. A short talk on **heritage, genealogy, and family trees** helped Cubs understand how families are both similar and different, introducing them to the ideas of ancestry and belonging.

Cubs then completed the **Make a Family Tree** activity — drawing a tree trunk on A3 paper and adding leaves representing themselves, siblings, parents, and grandparents. The completed trees became gifts for parents or grandparents, meeting advancement requirements for both creative work and community appreciation.

While Cubs worked on their trees, a **surprise emergency scenario** was introduced to test readiness and reinforce safety awareness. This covered key topics such as knowing what to do in an accident, understanding the importance of calling for help, and knowing what to do in an emergency.





Figure 4 - Collage of photos of cubs making their family trees.



Task 2: Connect: Activity 1/2

Activity: Global Connections
Date: 18 October 2025
Location: 1st Bryanston Scout Hall
Participation:



Overview

The **JOTA-JOTI 2025 Morning Programme** formed part of the world's largest annual Scouting event connecting youth globally through radio and the internet. The theme for 2025, *"A World Shaped by Youth,"* encouraged Cubs to explore communication technologies, teamwork, and friendship across borders.

Cubs from various groups within the Sandton District participated in a structured rotation of six interactive bases, each lasting 30 minutes. The activities combined elements of the **Computer Interest Badge**, the **Gold Wolf requirement (GW)** to take part in a district or regional event, and the Cub ideals of curiosity, cooperation, and service.

Base 1 – Radio Communication

Cubs were introduced to **amateur radio communication**. They listened to radio operators, learned about call signs, and practiced sending short, clear messages. The activity introduced the principles of global communication, curiosity, and clarity in speech.

Base 2 – Computer Interest Badge (Part 1)

Cubs worked hands-on with computers to identify major components such as the CPU, keyboard, mouse, and printer. They learned how to start, operate, and safely shut down a computer. The focus was on practical exploration rather than theory, allowing every Cub to participate directly.

Base 3 – Computer Interest Badge (Part 2)

This session focused on **practical digital skills**. Cubs transferred files using USB drives and email, performed supervised internet searches, and created simple digital artwork such as a Cub poster or badge. These activities strengthened digital literacy and creative thinking.

A break followed, allowing Cubs to visit the tuck shop and recharge for the next rotation.

Base 4 – Computer Interest Badge (Part 3)

Cubs completed the final badge requirements, including learning about keyboard shortcuts and common commands (cut, copy, paste), reviewing internet safety principles, and discussing how computers are used in daily life. The emphasis was on safe, responsible, and purposeful computer use.



Base 5 – Battleships with Radios

Cubs played a version of **Battleships** using two-way radios. Each team sat apart and communicated their grid references verbally, building skills in clarity, accuracy, and teamwork. The game provided a fun and competitive way to reinforce the importance of clear radio communication.

Base 6 – Communication Games

The final base featured high-energy **communication-themed games** that relied on listening, message-passing, and teamwork. These activities encouraged cooperation, quick thinking, and laughter, ending the rotation cycle on a lively note.



Task 2: Connect: Activity 2/2

Activity: Cultural Comparison
Date: 20 September 2025
Location: Scout Hall
Participation: 53% ☹

Let's Take a Sho't Left Around Mzansi

Overview

The Let's Take a Sho't Left Around Mzansi programme formed part of the **National Challenge 2025 – Our Heritage**, under **Task 3: Cultural Celebrations**.

The aim of this session was to help Cubs celebrate and explore South Africa's rich cultural diversity through traditional games, crafts, and stories that highlight the spirit of unity, pride, and friendship that defines our Rainbow Nation.

This programme gave Cubs the opportunity to experience play, art, and storytelling from different South African communities, fostering national identity and appreciation for shared heritage.

Programme Summary

Cubs then took a "sho't left" around South Africa through a series of engaging, culture-based activities:

1. **Kgati (Skipping Rope Game)** – A lively start that introduced traditional Nguni and Sotho playground culture. Cubs practiced rhythm, coordination, and teamwork while learning a popular game still played in townships and rural communities today.
2. **Skop die blik** – A classic South African favourite reminding Cubs that some of the simplest games connect all children across the country.
3. **Drawing a giant South African flag with chalk** – The cubs had a great time drawing a giant South African Flag with "pavement chalk", working as a team and being able to appreciate design of the flag.
4. **Mbube Mbube (Lion and Impala Game)** – A Zulu-based circle game promoting teamwork, trust, and awareness through sound cues rather than sight. Cubs learned one of the Nguni words for "lion" and enjoyed the excitement of chase and rhythm.
5. **Standing sticks game** – A traditional game of speed, balance, and coordination using recycled sticks.
6. **Handcraft: Morabaraba Board** – Cubs created and played this ancient African strategy game. They learned its Nguni and Sotho origins and practiced planning, logic, and concentration.





Figure 5 - Photo collage of the cubs drawing a giant South African Flag





Figure 6 - Photo collage of cubs playing the different South African games they learned including Morabaraba, Kgati, Mbube Mbube and Standing Sticks



Task 3: Action: Activity 1/2

Activity: Creative Expression
Date: 8 November 2025
Location: Scout Hall
Participation: 70% 😊

Ndebele Art Programme Report

Overview

The Ndebele Art programme, held on 8 November 2025, celebrated one of South Africa's most vibrant cultural art forms. Inspired by the life and work of Dr Esther Mahlangu, the Cubs explored the traditions, colours, and geometric patterns of Ndebele design through storytelling and hands-on art. The programme combined cultural education, creativity, and teamwork, while linking strongly to the National Challenge Task 3: Creative Expression.

Programme Summary

The core educational activity was a visual storytelling yarn about Esther Mahlangu, told with projected photographs to enhance engagement. Cubs learned how she brought traditional Ndebele art to international recognition, including painting a BMW with traditional patterns. This story promoted cultural pride, creativity, and appreciation of South Africa's artistic heritage.

Visual Storytelling Script: 'Gogo Esther's Colours'

Slide / Picture 1: A traditional Ndebele painted house

Cubs, look at this picture. What do you see? Bright colours? Black outlines? Triangles and diamonds? This is Ndebele art — a way of painting that tells stories about family, pride, and community. Our yarn tonight is about someone who made these colours famous around the whole world.

Slide / Picture 2: Young girl + Ndebele wall

Long ago, in a village in Mpumalanga, a young girl named Esther Nikwambi Mahlangu watched her mother and grandmother paint their home like this. They used white walls, black lines, and colours that shone like the sunrise. One day, her grandmother put a small brush in her hand and said: 'Now you try.'

Slide / Picture 3: Close-up of Ndebele patterns

Esther tried... and she was brilliant. Her triangles lined up neatly. Her colours were bold. Her diamonds were sharp and clear. People soon said, 'This girl has a gift.'

Slide / Picture 4: Esther Mahlangu painting a wall

As she grew older, she painted bigger walls... whole houses... even giant murals. Every line she drew carried the pride of her culture. Cubs, imagine painting something so carefully that it becomes your language!

Slide / Picture 5: BMW car outline or photograph of a BMW 525i

Then one day something unbelievable happened. A company called BMW — all the way in Germany — invited her to join their famous Art Car project. They pushed out a brand-new BMW 525i... But Esther didn't see a car. She saw a huge, shiny canvas.

Slide / Picture 6: BMW Art Car by Esther Mahlangu

Esther dipped her brush into bright colours and began to paint. Triangles marched along the doors. Diamonds danced on the bonnet. Bold black lines held everything together like the bones of the design. When she finished, the whole workshop went quiet. No one had ever seen something so bold, so proudly African. She had made history — the first woman to paint a BMW Art Car, and the first Art Car in traditional African design.

Slide / Picture 7: Esther Mahlangu later in life

Even today, Gogo Esther keeps painting — murals, buildings, even a BMW 7-Series interior. When people ask her why she still paints, she says: 'I want the world to see Ndebele colours.'

Slide / Picture 8: Ndebele patterns + empty space

Cubs, tonight when you draw your patterns — your diamonds, triangles, and bright colours — remember the lesson from Gogo Esther: Your culture is a story. Your art lets the world hear it. And



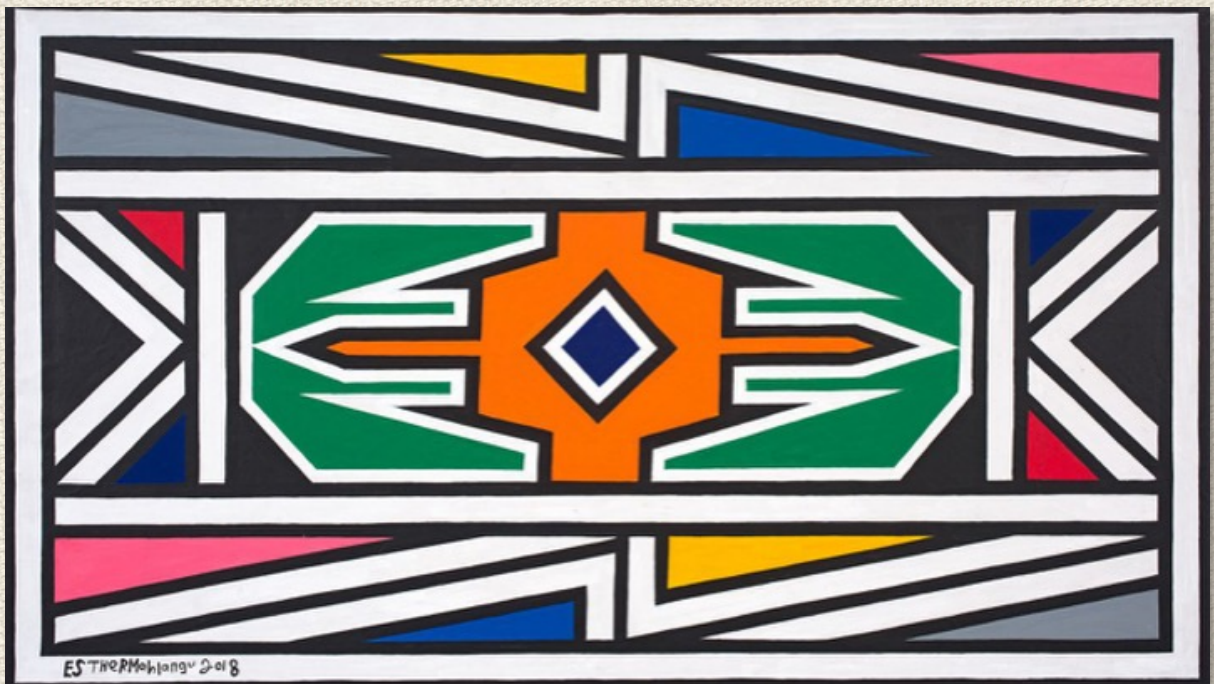








Figure 7 - Slides from the presentation on Esther Mahlangu

The highlight of the session was the hands-on **Ndebele Art Project**, where Cubs painted reusable shopping bags using bright Ndebele patterns. This activity fulfilled several badge and advancement requirements:

- **National Challenge Task 3 – Creative Expression**
- **Silver Wolf 32 – Cultural Activity**
- **Silver Wolf 26 – Make a Gift**
- **Artist Badge Requirement 5 – Create an Original Artwork**

Cubs displayed creativity and precision while applying the characteristic geometric motifs and colours of Ndebele art. The finished bags became both art pieces and meaningful gifts for family members.





Figure 8 - Cubs working on their Ndebele art Shopping Bags



Task 2: Connect: Activity 2/2

Activity: Cultural celebrations
Date: 15 March 2025
Location: Scout Hall
Participation: 74% 😊

We Are Better Together Programme

Overview

The **We Are Better Together** programme, part of the **National Challenge 2025 – Our Heritage**, was presented around **Africa Scout Day (13 March 2025)**.

The purpose of this session was to help Cubs understand friendship, cooperation, and unity through African play, storytelling, and creativity. The programme promoted the values of **Ubuntu**, inclusion, and cultural curiosity, showing Cubs that even across languages and borders, we can work and play together.

Programme Summary

Cubs were introduced to the theme *"Imagine Africa as a giant playground"* — where children from every country play together despite differences.

The activities that followed encouraged teamwork, expression, and appreciation of African culture:

1. **Steam Release – African Style Football**

Cubs were divided into two teams to play soccer using a **beanbag** as the ball, with chairs as goals. This fast-paced game introduced fair play and adaptability while representing a sport shared across the continent.

2. **Activity – Left Handshake**

Cubs formed two lines and passed each other using the **Scout left handshake**, learning that this traditional gesture of trust and peace unites Scouts worldwide.

3. **Active Game – Find a Friend**

Cubs each received a card with the word "hello" in an African language and had to find their partner with the matching greeting. This activity taught the diversity of African languages and promoted listening and cultural curiosity.

4. **Playacting – Meeting New Friends**

Sixes created short **mimes** showing how they might communicate in a country where no one speaks the same language. The exercise encouraged creativity and non-verbal communication, demonstrating how friendliness transcends words.

5. **Yarn – *The Cloud-Eating Giant***

A moral story about a lonely giant who learns that true friendship comes from **giving and caring**. The tale's lesson—"Friendship begins by giving without expecting in return"—framed the evening's learning theme beautifully.

6. **Active Game – *Anpe* (Ghanaian Game)**

A lively partner game involving jumping, clapping, and footwork. Cubs practiced rhythm, agility, and concentration while enjoying a traditional West African children's game.

7. **Handcraft – Maasai Collar Necklace**

Cubs created colourful necklaces using **paper plates, crayons, and scissors**, inspired by the



Maasai culture of East Africa. This activity expressed creativity and highlighted cultural pride through art.



Figure 9 - Cubs taking part in the activities of the Better Together Africa Day Programme

