Cubs Space and Maps Night overview:

These worksheets should take around 1-2 hours and it’s down to you how you split it over nights, this worksheet covers:

* Navigator 1 – part 1
* Navigator 2 – part 1
* Navigator 1 – part 4
* 2 problem solving activities
* Astronomer - part 1
* Navigator 1 - part 3 / navigator 2 – part 6

Setup for the night:

* When I do it each six goes into a different corner of the room, with a adult [who’s purely there to ensure it runs smoothly, cubs should read the sheets, they can give help if the cubs get stuck]
* Hand them both document 1 and document two at the start and let them run through the activities [if you want them to stop at a certain point only give them the sheets you want them to do]
* The reason for two documents is because, well I have no idea why, but the computer wouldn’t let me only produce 1.
* When cubs get to the model part, then give them the model and the pens

Before hand Cubs should have learnt how to do 4 figure grid references.

Things you need:

* maps of your local area
* some model solar systems for your cubs to colour in and build, when I did it I used ones from Baker Ross which I found to be inexpensive and easy to use.
* Pens to colour in model
* You could get them to draw the solar system instead

Notes – on page 2 you can replace Tesco for any food selling shop that’s nearby, you may also want to change the name of the meeting place.