

RAIDING

Category: Other Activities

Section: Scouts

Time: 30 mins

Location: In a large hall or outdoor area, if possible

Equipment: A map for each scout and a copy of the country logic questions

Badge References

Beavers

- ~ Skills Challenge - 7. With a team, complete at least two problem solving missions ...
- ~ Teamwork Challenge - 2. Work with other beavers .. to complete an activity together (if done in teams)

Cubs

- ~ Skills Challenge - 5. Take part in at least two problem solving activities you haven't done before ...

Scouts

- ~ Skills Challenge - 5. Take part in at least 3 activities that require a number of problem solving skills

There are no Staged activity badge requirements covered in this activity.

Each scout is given a map (page 12). Around the hall put up the pages (with the map and logic question on it) for each country.

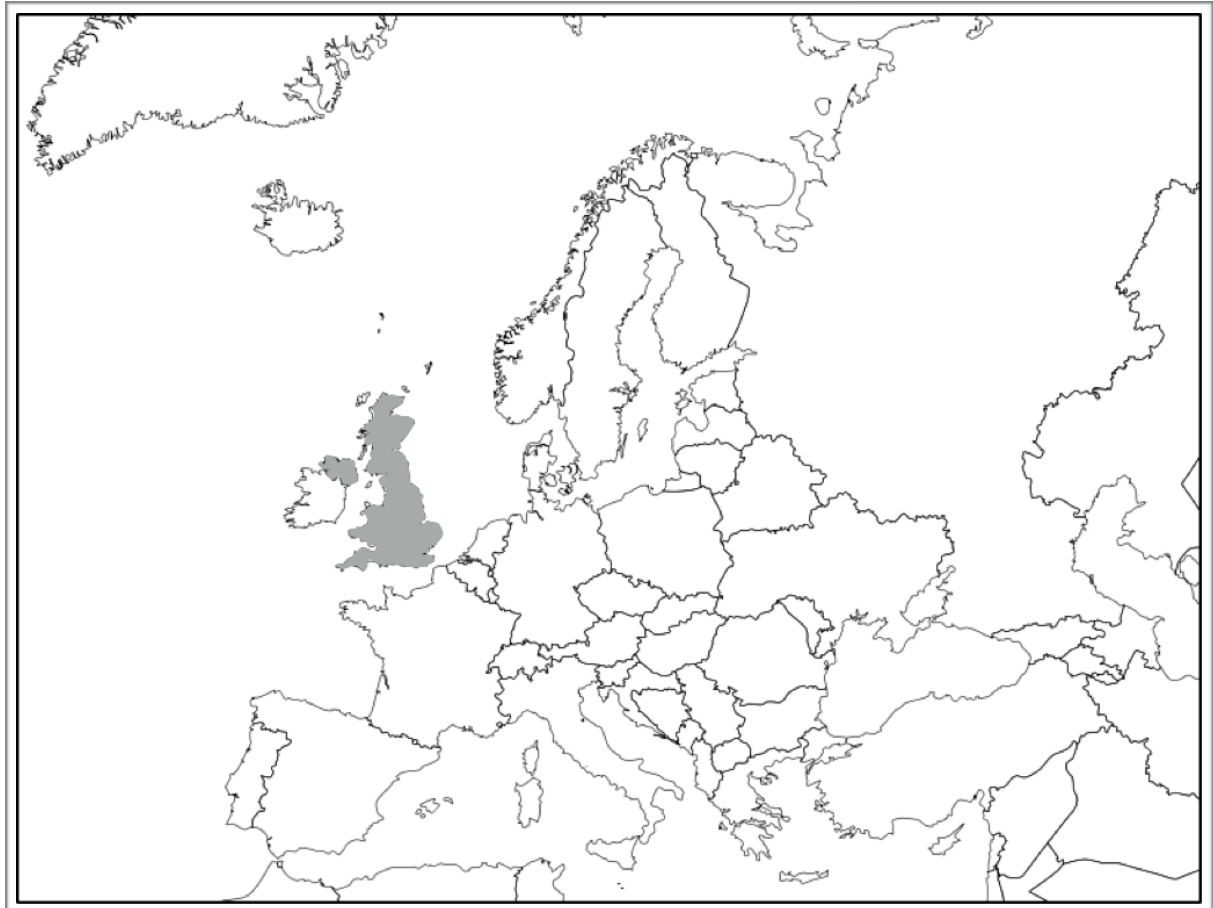
To “raid” a country they must get the question right - they have to go to the country’s sheet and answer the question and run back to a leader to check the answer. If they are right they get to colour in that country, if they are wrong they have to go back and try again or try a different country’s question.

It is highly recommended that the leader familiarises themselves with the puzzles and the solutions before running this activity.

There should be a set time for this, at the end the scouts that have raided the most countries win.

[<https://www.mathsisfun.com/puzzles/logic-puzzles-index.html>]

UNITED KINGDOM



Four Vikings (Erik, Harold, Olaf and Snorri) need to cross a river in a small boat.

The boat can only carry 100kg at a time.

Erik weighs 90kg, Harold weighs 80kg, Olaf weighs 60kg, Snorri weighs 40kg and they have 20kg of treasure.

How can they get across?

IRELAND



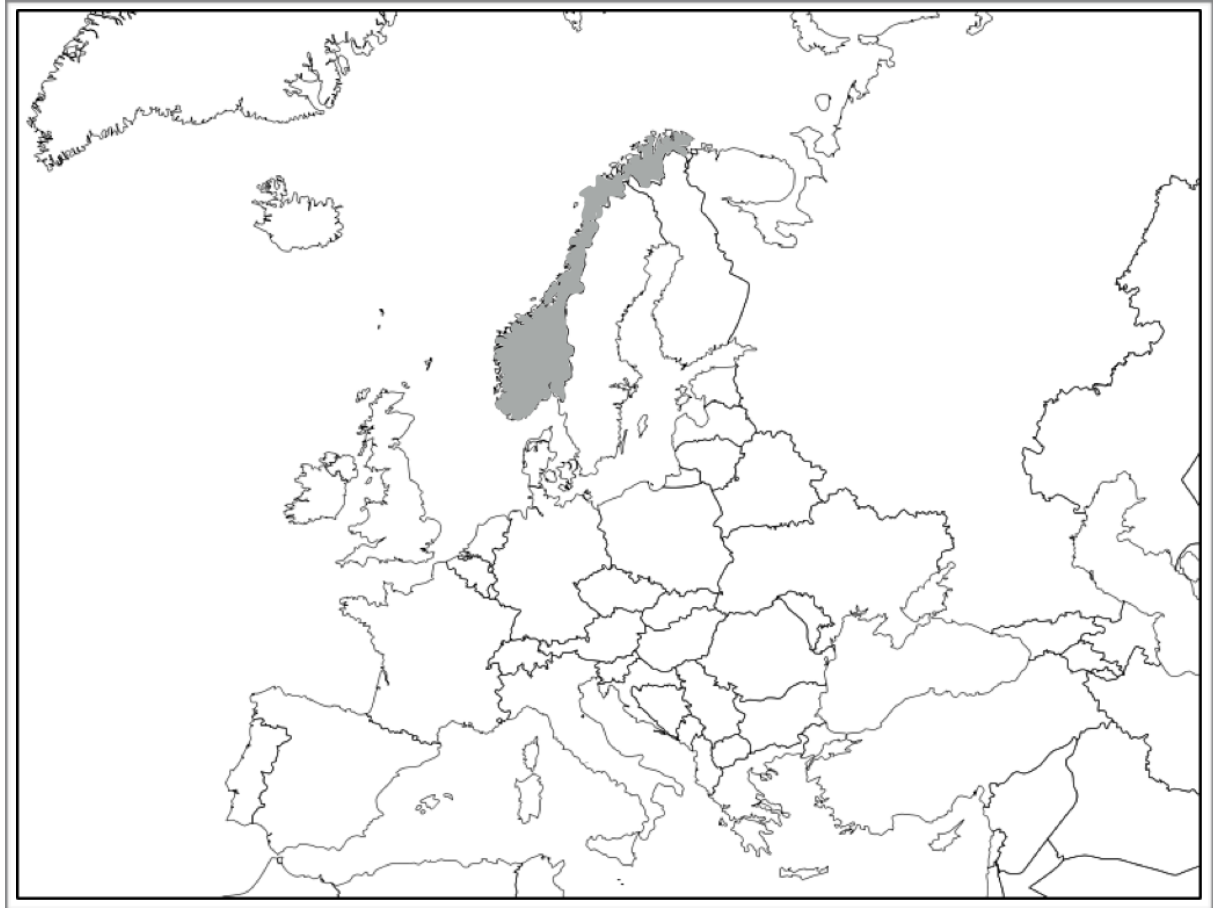
By moving only two coins how can you turn this triangle upside down.



So that it looks like this:



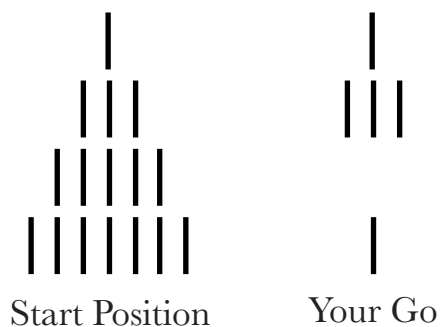
NORWAY



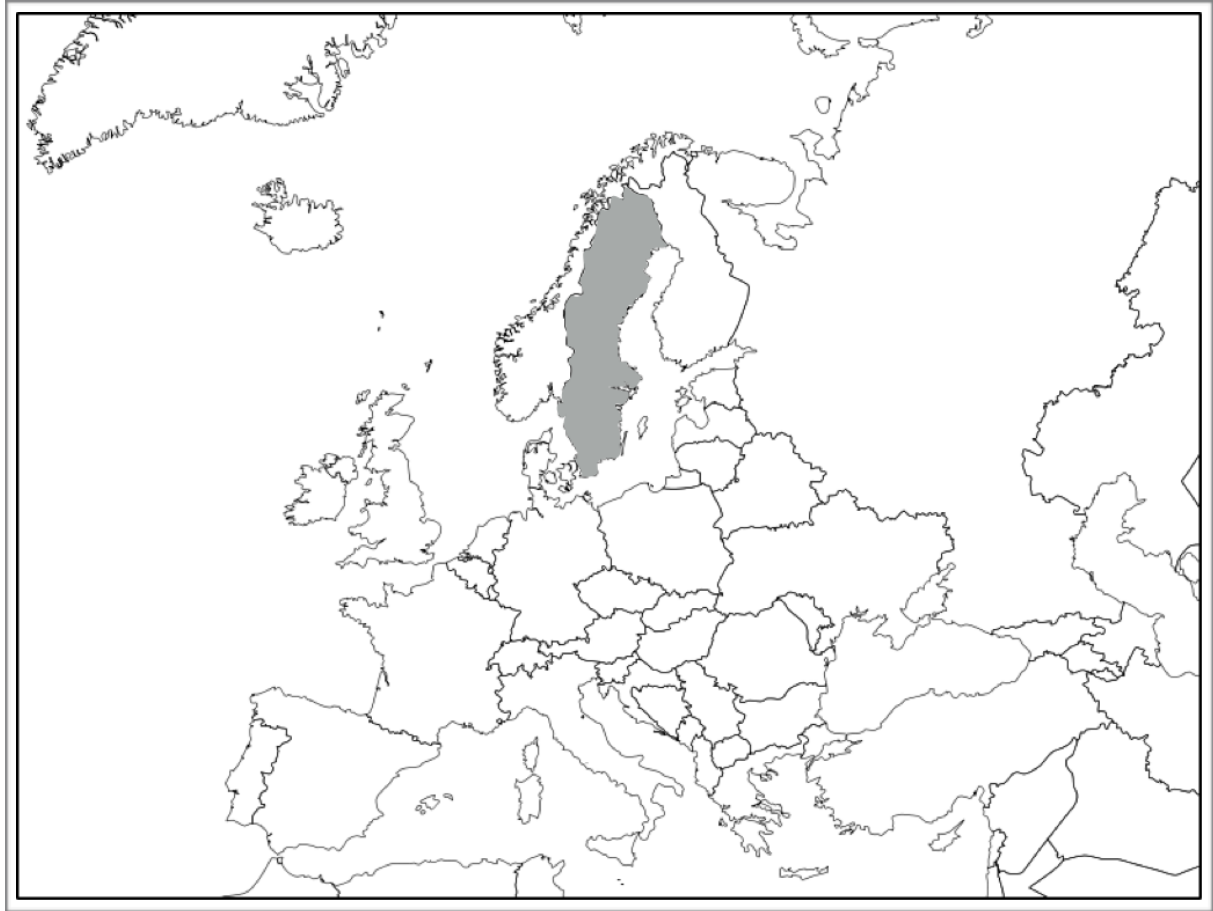
The game of “NIM” involves rows of matches laid out to make a triangle. When it's your go, you must take one or more matches away but they all must come from the same row.

You win if you force the other person to take the last match. The diagram shows the game at the start and in mid-play.

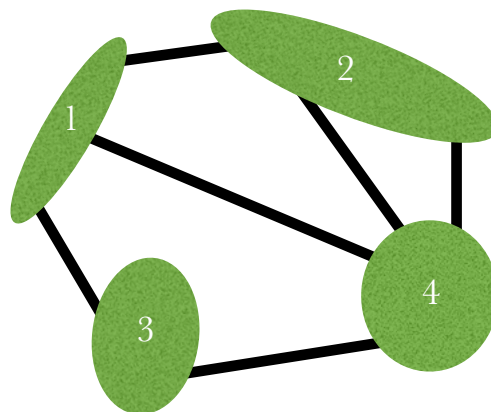
It's your go, which match(es) should you take to win the game?



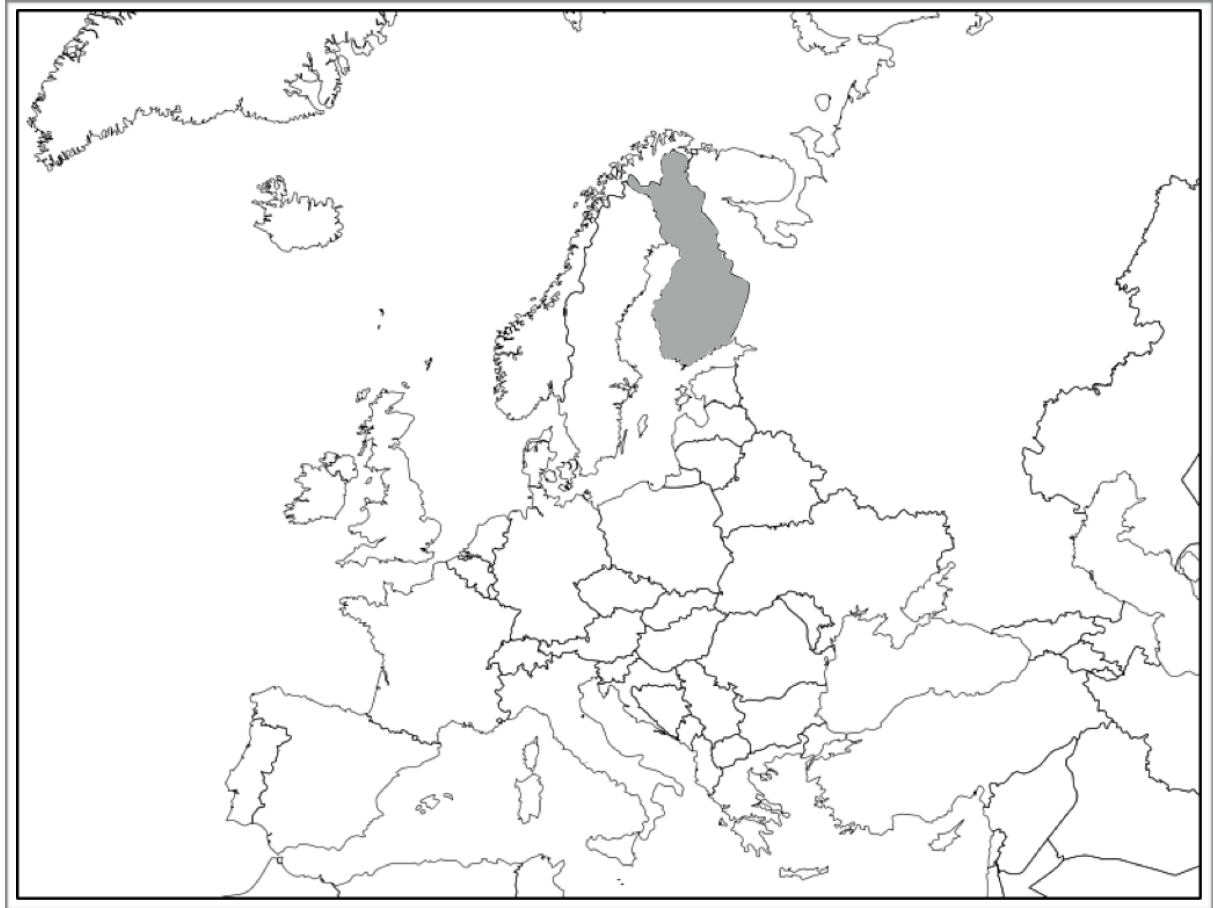
SWEDEN



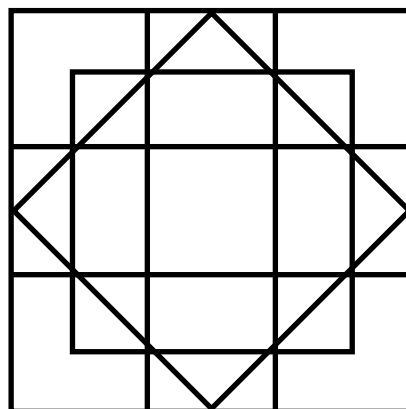
Below is a map of four islands. The islanders want to walk around all their islands with the aim to cross every bridge once and only once. Is it possible? If so where must they start and finish?



FINLAND

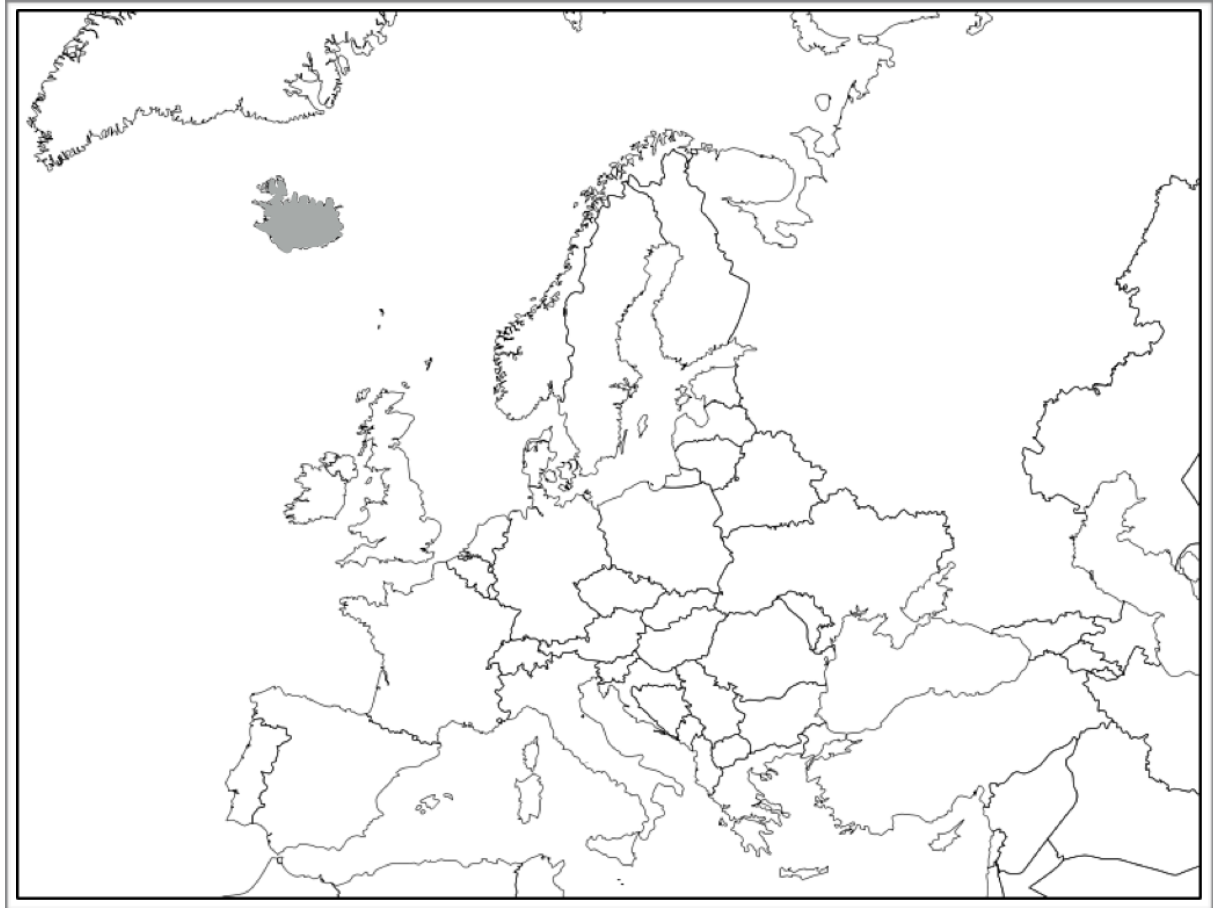


The picture below shows a pattern made up of squares:



How many squares can be found in the pattern?

ICELAND



You are at an unmarked crossroads ... One way is the City of Lies and the other way is the City of Truth.

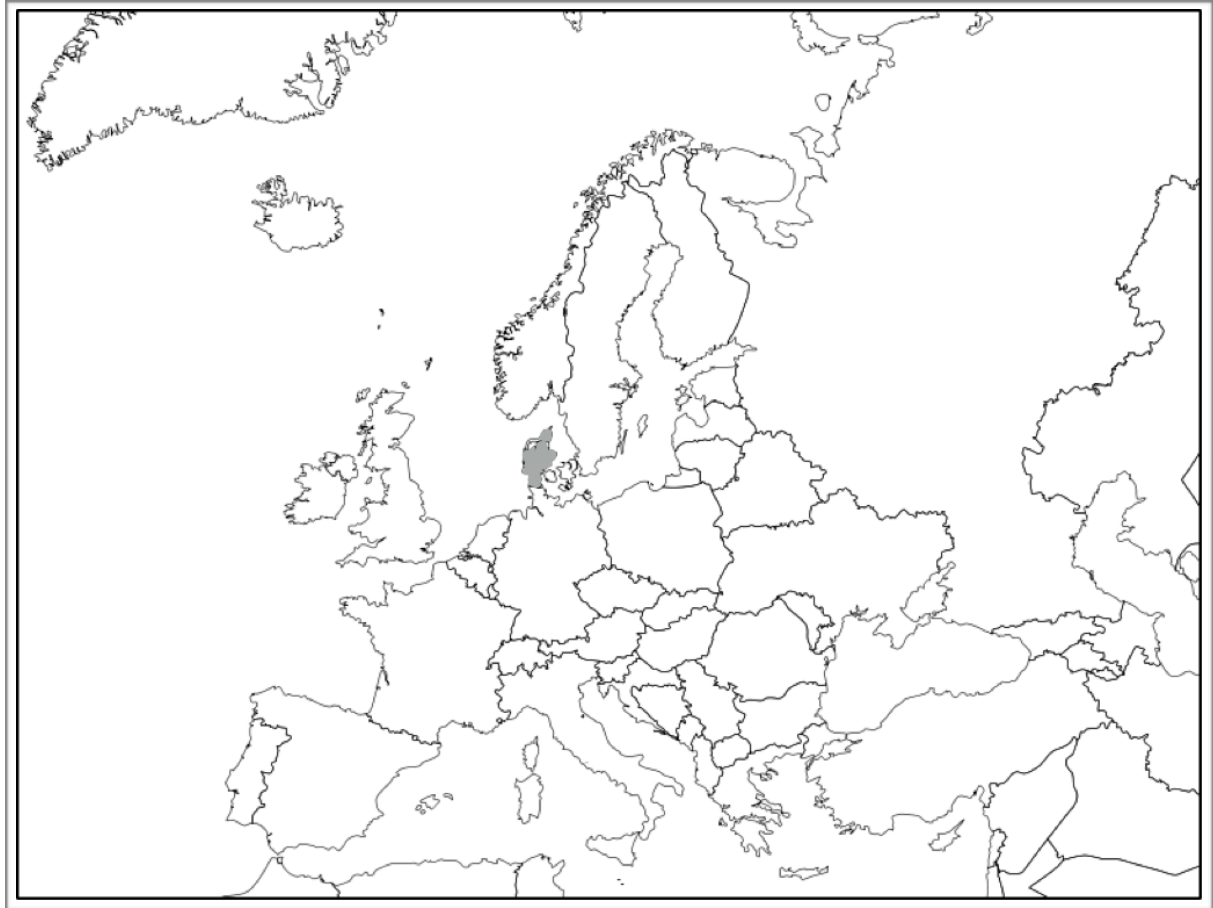
Citizens of the City of Lies always lie.

Citizens of the City of Truth always tell the truth.

A citizen from one of those cities (you don't know which) is at the crossroads.

What one question should you ask them to find the way to the City of Truth?

DENMARK

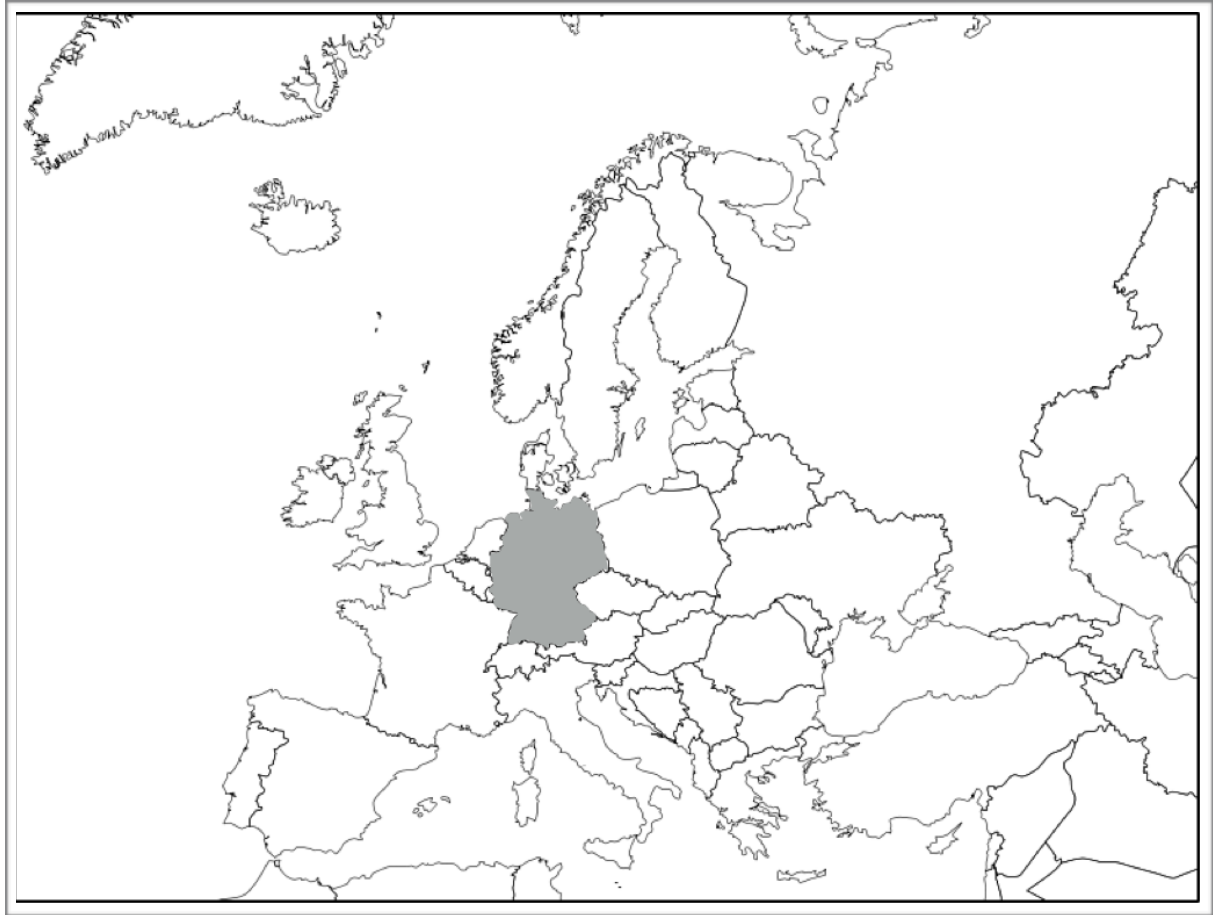


A viking wants to cross a river and take with him a fox, a goose and a bag of grain.

There is a boat that can fit himself plus either the fox, the goose or the grain.
If the fox and goose are alone on the shore, the fox will eat the goose. If the
goose and the grain are alone on the shore the, the goose will eat the grain.

How can the viking take the fox, the good and the grain across the river without
losing any?

GERMANY



You are about to leave to go sailing, but you forgot socks! You race back to your hut, but there is no light, so you can't see the colour of the socks.

Never mind, because you remember that in your sock bag there are ten white socks, ten black socks and eleven blue socks, but they are all mixed up.

What is the smallest number of socks you need to take before you can be sure you have at least one matching pair?

RUSSIA



You are given the choice of three doors. Behind one is gold, but behind the other two are goats.

After you have chosen one door, one of the other two doors is opened behind which is a goat.

Now you have the chance to switch to the other unopened door or stay at your initial choice. You will then get what is behind that door.

You cannot hear the goats from behind the doors, or in any way know which door has the gold.

Should you stay or switch when given the choice or doesn't it matter?

GREENLAND



A man is looking at a small portrait.

You ask him “Who is that in the picture?”

The man replies “Brothers and sisters, I have none, but that man’s father is my father’s son.”

What relation is the man in the picture to the man looking at it?



ANSWERS

United Kingdom - Olaf & Snorri row across and Snorri returns. Erik rows across and Olaf returns. Harold rows across with the supplies and Olaf returns. Olaf & Snorri row across again for the last time. There are some variations;

Ireland - Move the outer base two to the top;

Norway - You should take two of the three from the second row;

Sweden - Yes, start and finish at 1 and 3 ;

Finland - 24;

Iceland - Ask: "Which direction do you come from?" A citizen of the City of Lies will point to the City of Truth, as will a citizen of the City of Truth;

Denmark - 1- take goose across, 2 - farmer returns alone, 3 - take the fox across, 4 - return with goose, 5 - take cabbage across, 6 - farmer returns alone, 7 - take goose across.

Germany - 4. Although there are many socks in the bag, there are only three colours, so if you take four then you are guaranteed to have at least one matching pair.

Russia - You should switch. Your first choice had a $1/3$ chance of getting the gold. The other two doors had a chance of $2/3$ but now a goat has been revealed behind one all the $2/3$ chance is with the other door. This is known as the Monty Hall problem (<https://www.youtube.com/watch?v=7u6kFIWZOWg>)

Greenland - His son

RIDDLES

Category: Other Activities

Section: Beavers, Cubs,

Time: 30 mins

Location: Large area

Equipment: Question and answer sheet for each group

Viking riddles.

Badge References

Beavers

- ~ Skills Challenge - 7. With a team, complete at least two problem solving missions ...
- ~ Teamwork Challenge - 2. Work with other Beavers .. to complete an activity together (if done in teams)

Cubs

- ~ Skills Challenge - 5. Take part in at least two problem solving activities you haven't done before ...

Scouts

- ~ Skills Challenge - 5. Take part in at least 3 activities that require a number of problem solving skills

There are no Staged activity badge requirements covered in this activity.

RIDDLES - INSTRUCTIONS

Give each team a copy of the Riddles sheet and pictures sheet for them to match up.

If you wanted to do it as a wide game you could draw the pictures on stones (or just laminate the pictures) and hide them around an area and they have to run and find these and match them up to the riddles.

Or if you cut up all the riddles and pictures you could do it as a relay, have a pile of the pieces for each group at one end of the hall and the teams at the other they take it in turns to run up and grab one and then the rest of the team has to try and match the riddles up with the pictures.

Answers

1. Shield
2. Fire
3. The letter E
4. Map
5. River
6. Cloud
7. Arrow
8. Stars

1

I go to battle
 But cannot fight,
 I am forged by smiths,
 But I have no blade,
 I am stabbed by swords
 But I do not bleed.
 What am I?

2

I need to be fed,
 But I have no mouth,
 If you care for me
 I will keep you warm
 And give you light.
 What am I?

3

I am at the beginning of eternity,
 The end of time and space,
 The beginning of every end,
 And surround every place.
 What am I?

4

I have towns but no houses,
 Lakes but no water,
 Forests but no trees,
 And mountains but no rocks.
 What am I?

5

I can run but never walk,
 Have a mouth but never talk,
 Have a bed but never sleep,
 And have a head but never weep.
 What am I?

6

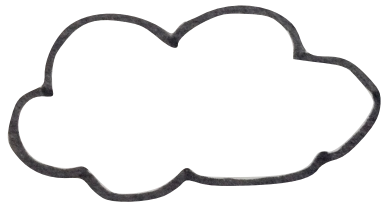
I can fly but I have no wings,
 I can cry but I have no eyes.
 Wherever I go, darkness follows me.
 What am I?

7

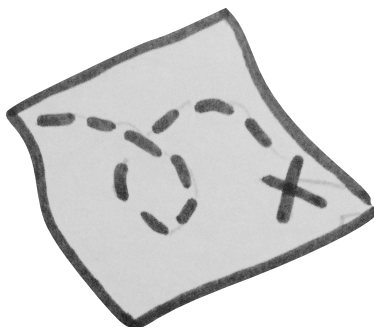
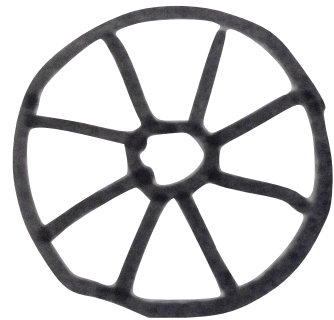
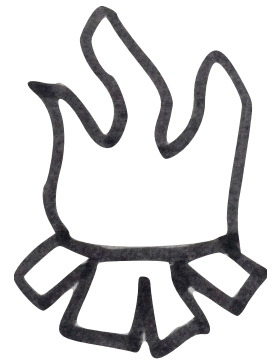
I have feather that help me fly,
 With head and body, but I am not alive.
 How far I go depends on you.
 What am I?

8

I come without being fetched at night,
 Hide away as songs as daylight strikes.
 Although I may look small,
 I am much mightier than you can imagine.
 What am I?



E



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cccc

COMPASS

Category: Other Activities

Section: Beavers, Cubs, Scouts,

Time: 5-10 mins

Location: Anywhere

Equipment: Sewing needles, strong magnet, discs of cork and a bucket of water

Make a compass using a sewing needle.

Badge References

Beavers

~ Experiment - 1. Do three experiments.... magnetism fun

Cubs

~ Scientist - Section 2. Make a simple compass...

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

Stroke the needle from the eye to the point with the magnet about 50 times.

Place the needle on the cork and float on the water.

The point of the needle should point north, check this with a compass to see how accurate it is.

RUNES - CODES

Category: Other Activities

Section: Cubs, Scouts,

Time: 15-20 mins

Location: Anywhere

Equipment: A sheet and pen or pencil each.

Decipher the messages written in runes and write your own.

Badge References

Beavers

- ~ Communicator - 4. Spell your name in Morse code or using pictures and symbols.
- ~ Communicator - 5. Try to work out a simple message given to you in Morse code ... or using pictures and symbols.
- ~ Skills Challenge - 7. With a team, complete at least two problem solving missions ...

Cubs

- ~ Communicator - 5. Choose 3 of these activities to do... Writing 3 simple messages using codes.
- ~ Skills Challenge - 5. Take part in at least two problem solving activities you haven't done before ...

Scouts

- ~ Skills Challenge - 5. Take part in at least 3 activities that require a number of problem solving skills

There are no Staged activity badge requirements covered in this activity.

RUNES - CODES

A	B	C	D	E	F	G	H	I	J	K	L	M
ᚠ	ᚢ	ᚦ	ᚨ	ᚱ	ᚴ	ᚷ	ᚹ	ᚻ	ᚾ	ᚿ	ᛀ	ᛁ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ᚡ	ᚣ	ᚤ	ᚥ	ᚷ	ᚹ	ᚺ	ᚻ	ᚾ	ᚿ	ᛀ	ᛁ	ᛂ

Using the table above translate the following message into English:

ᚾ ᚻ ᚿ ᚻ ᚡ ᚷ ᚱ ᚱ ᚦ ᚱ ᚱ ᚱ ᚺ ᚹ ᚱ ᚻ ᚱ ᚡ ᚣ ᚺ

ᚱ ᚦ ᚾ ᚱ ᚱ ᚣ ᚷ ᚡ ᚹ

Now write your name in runes below.

VOYAGES

Category: Other Activities

Section: Cubs, Scouts,

Time: 15-20 mins

Location: Anywhere

Equipment: A sheet and pen or pencil each

Practice using the 4 and 8 points of the compass.

Badge References

Staged

- ~ Navigator 1 - 3. Learn the 4 cardinal points of the compass
- ~ Navigator 2 - 6. Learn the 8 points of the compass and use them in an activity

There are no Beavers, Cubs or Scouts Activity, Challenge badge requirements covered in this activity.

VOYAGES - INSTRUCTIONS

For this activity the Scouts should roughly know the points of the compass.

There are two work sheets in this activity “Voyages (4)” is for the 4 points of the compass (N, E, S, W) and “Voyages (8)” is for the 8 points of the compass (N, NE, E, SE, S, SW, W, NW).

For both you start in the corners and follow the instruction, writing down the letters you land on, and it will spell out a Viking God or place.

Answers Voyages (4)

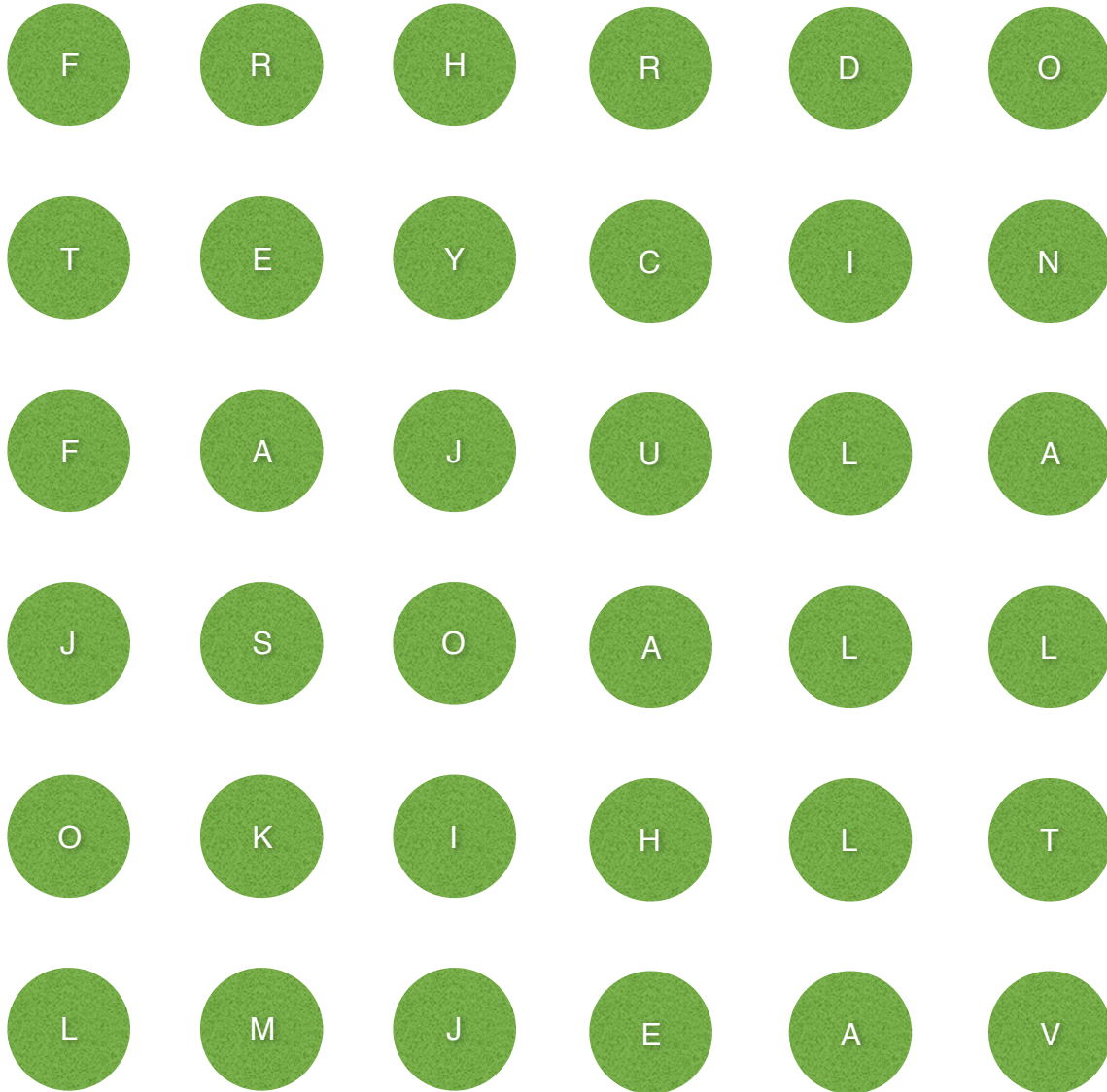
1. Loki - Trickster and God of mischief
2. Odin - The ruler of the Gods
3. Freyja - Goddess of love and battle
4. Valhalla - Viking heaven

Answers Voyages (8)

1. Thor - God of thunder and battle
2. Asgard - It was believed this is where the Gods lived
3. Baldur - God of beauty and peace
4. Heimdall - Heroic son of Odin

VOYAGES SHEET (4)

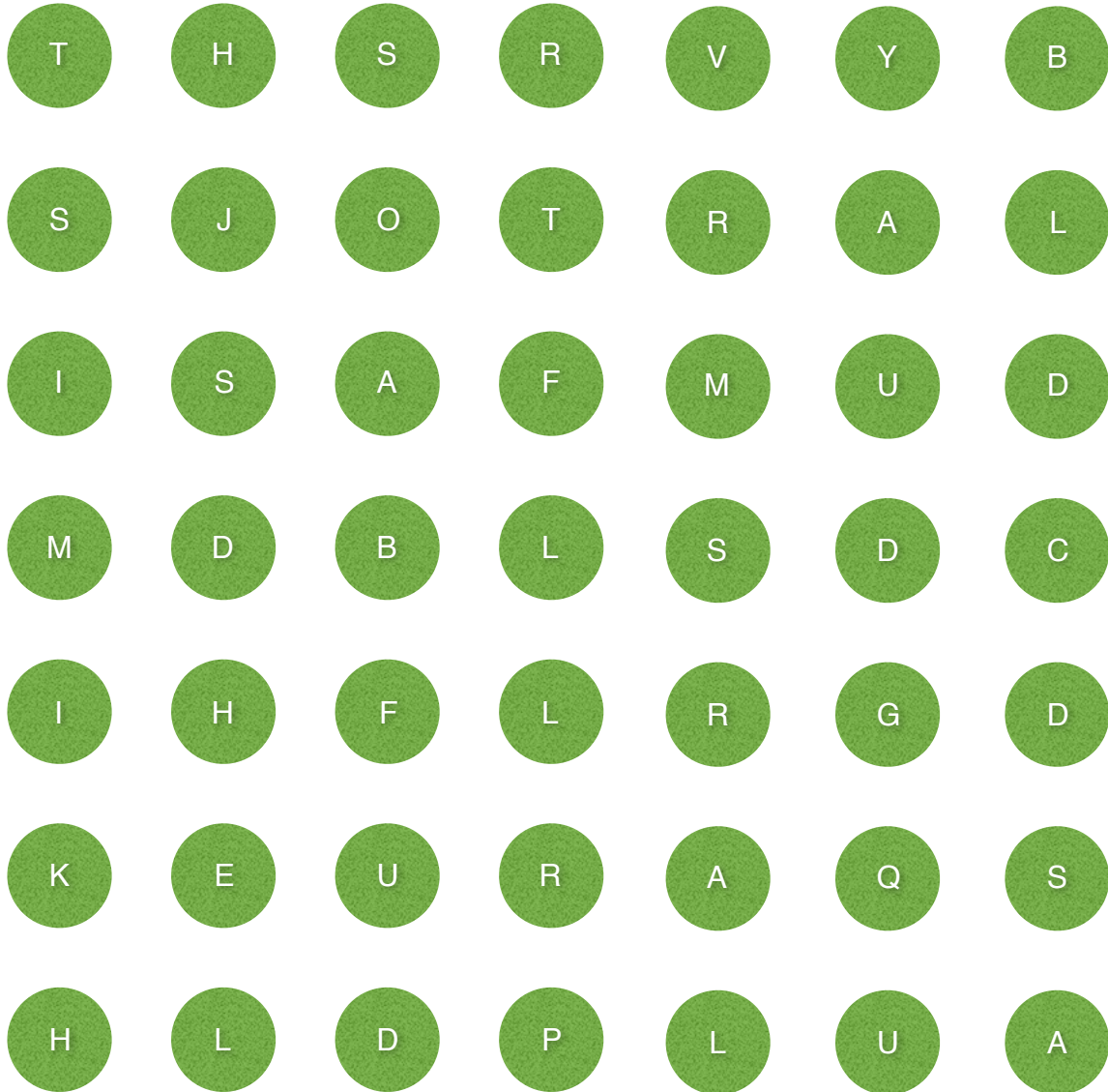
Follow the directions given and write down the letters you land on, in the end it will spell a viking God or place.



1. Start on “L” in the bottom left corner, then go: North, East, East
2. Start on “O” in the top right corner, then go: West, South, East
3. Start on “F” in the top left corner, then go: East, South, East, South, West
4. Start on “V” in the bottom right corner, then go: West, North, West, North, East, North, East,

VOYAGES (8)

Follow the directions given and write down the letters you land on, in the end it will spell a viking God or place.



1. Start on “T” in the top left corner, then go: E, SE, NE,
2. Start on “A” in the bottom right corner, then go: N, NW, SW, N, NE,
3. Start on “B” in the top right corner, then go: SW, E, S, S, W, NW,
4. Start on “H” in the bottom left corner, then go: NE, NW, N, E, NE, SE, S,

OUTDOOR ACTIVITIES

Category: Other Activities

If you have people with permits other Viking activities I recommend are:

- Axe throwing
- Sailing
- Rafting
- Bell boating

Badge References

Beavers

~ Adventure challenge - 1. Try two adventurous activities

Cubs

~ Water activities - Option 2. Take part in two of these activities: ... rafting.

~ Adventure challenge - 1. Take part in two different adventurous activities...

Scouts

~ Adventure challenge - 1. Take part in 4 different adventurous activities ...

Staged

~ Nautical Skills 1 - 1. Take part in a water activity taster session...

~ Nautical Skills 2 - 1. Take part in a water activity taster session for at least one hour...

~ Nautical Skills 3 - 1. Take part in at least two one-hour taster sessions...

~ Time on water 1