

# Hooked on Scouting Knots-Canoe Game and Knot Drop Leader Resource Sheet

## Introduction

Scouting teaches lifelong skills, and what better way to show this in a recruiting activity than knot tying games! The Canoe Game is easy to play and only requires learning the square knot. Knot Drop has three different levels for flexibility of age and situation, and the optional incredibly fun tie-dyeing rope activity.

The Hooked on Scouting Canoe Game and Knot Drop Video provides visual directions and introduces you to the Fish Rope Tag. This is a fun gadget you can give to Scouts or make it a sign-up incentive (or bring a friend incentive) that holds rope for knot practice. The Rope Drop game directions are provided in a small size which you can print and laminate to hook on the Rope Tag.

#### Canoe Game

Before you start, decide if you want this game to be something you use more than once. If you do, make it from a heavy material like canvas that you can roll up and put in your leader kit. If you just want to play it once, you can print out the sheet provided as a pattern example. The directions are written assuming you are going to stamp a gameboard. You can modify based on your available materials.

#### Materials

- Game board construction materials
  - Canvas or heavy fabric.
    - Poster board works but isn't as portable.
  - Sharpie or fabric marker
  - Stamp pads 3 colors (green trees, brown path, other color)
  - Chalk piece (sketch the trail before stamping)
  - Stamps (you can make using eraser and sharp knife)
    - Tree
    - Paw or circle for main path.
    - Fish or bird trail back to camp.
- Game pieces
  - o 1 dice
  - 4 Player markers (colored stones, small objects)
  - o 15 Rope pieces
    - It should take 3 4 pieces of rope, tied with a square knot, to reach the length of the canoe.
    - Approx. 8" long
    - Secure ends (burn or with glue) to prevent unraveling.

#### **Directions**

- Make the game board as shown in the Hooked on Scouting Canoe Game and Rope Drop Video.
  - $\circ$  Fast Alternative Print the pattern on card stock. Cut out and glue the sections together, matching the duplicate section to create one canoe. (Page 5 7)
- Print out the directions and play the game! (Page 4)
- A gallon zip-lock bag is a handy Canoe Game holder. Roll the canoe around a tube to avoid creases.

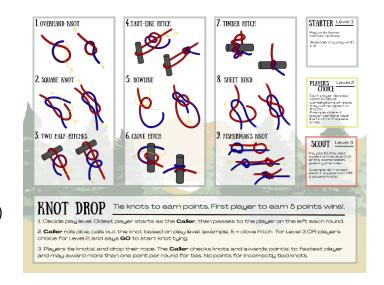
# Rope Drop with Tie Dying Rope Option

This is a great game to play regularly as well as at recruiting events. It provides game level options so that visitors who don't know how to tie knots can learn. The Rope Tag is a memorable and practical give-away or incentive for "bring a friend" events.

#### Materials

#### Rope Drop Game

- 2 dice (or you could roll one dice twice)
- Rope Drop Game Directions
  - Direction card, both poster version and postcard versions are <u>in the share</u> <u>drive.</u>
- 3-foot rope pieces per player
  - White cotton rope 3/8 " or similar (not to thin or thick)
  - Secure ends with small amount of glue to avoid unraveling.
- Rope Tie Dying
  - Sharpie markers
  - 100% alcohol in dropper bottles
- Fish Rope Tags Option
  - The Rope Drop Fish Tag (\$3/tag) was designed especially for our Hooked on Scouting campaign. To order, simply email James at <u>print3ddesignstx@gmail.com</u> and include how many Rope Drop Fish Tags





you want. He will invoice you and ship them all the way from Texas!

o Carabiners – widely available and used for attaching Rope Tag to bag or backpack.

#### Directions

- Each player needs 3 feet of rope and access to the directions.
- 2 dice
- Rope tags are helpful, but players can tie knots around objects as needed too
- Follow the directions!

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## Tie Dyed Rope

You don't have to do this, but it sure is fun.

#### Materials

- Cotton rope, 3 Foot sections
- Sharpie (or other permanent) markers
- 100% alcohol in dropper bottles
- Paper or cardboard to protect table surface recommended.

### Directions

- Divide the rope in half (tie a knot in the middle)
- Color half of the rope with the markers
- Drop alcohol on the color and it will "bleed"
- Let dry



# Game Pieces

- 1. Canoe Game Board
- Game Dice
- Game Pieces
- 4. Instruction Sheet
- Rope Pieces

# Help the Cub Master tie up the canoe!

Collect rope pieces, tie them together with a square knot, and fly or swim back to camp on the back-to-camp trail as soon as your rope is as long as the canoe.





# Rules

- 1. Pick a game piece. Start at camp.
- Take turns rolling the dice. Move on the wolf trail the number of spaces on the dice roll.
  - a. Go in the direction of the wolf print! Don't go backwards!
  - Go around the end trail loop as many times as you need to for more rope pieces.
- Pick up a piece of rope every time your piece stops at the end of your turn on a tree space.
- Tie your rope pieces together with a square knot.
- When your rope is as long as the canoe, get on the Back-to-Camp trail.



# **Back to Camp**







# How to Win

The first Cub Scout back to camp with their rope wins!

# Canoe Game Pattern







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