

Baltimore Area
Council



Pow Wow
2012

OVERLEA H. S. NOVEMBER 3, 2012

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Welcome to the Baltimore Area Council

Baltimore Area Council, Boy Scouts of America, headquartered in Baltimore “Charm” City, serves more than 30,000 young people in Anne Arundel, Baltimore, Carroll, Howard, Harford Counties and Baltimore City. The council is among the 20 largest in the United States and is led by over 12,000 volunteers. More than 700 community organizations, representing educational, religious, non-profit, civic, and business organizations join in partnership with Baltimore Area Council by chartering over 900 Scouting units (packs, troops, teams, crews, posts and groups). The Baltimore Area Council is one of the oldest Boy Scout Council’s in America whose boards remain the same for over 99 years.



<http://www.baltimorebsa.org/>



Districts

Baltimore Area Council, Boy Scouts of America, is divided into 13 districts to better administer Scouting within geographic, specialty and cultural communities. Each is led by a team of volunteers, (district committees and commissioner staffs) with the help and encouragement of at least one full time staff member (district executive) and possibly a (district director).

Districts support the community organizations (such as churches, service clubs and veterans organizations) that charter Scouting groups, the volunteer leaders who work directly with youth members, as well as the unit volunteers who help administer the pack, team, troop, crew, and post program.

- Arrowhead District
 - Western Baltimore County, <http://www.baltimorebsa.org/arrowhead/39368>
- Carroll District
 - Carroll County, <http://www.bsacarroll.org/>
- Chesapeake District
 - Southeastern Baltimore County, <https://www.doubleknot.com/welcome-page/41535>
- Dulaney District
 - Northern Baltimore County, <http://www.baltimorebsa.org/home/44690>
- Four Rivers District
 - Northern Anne Arundel County, <http://www.crwflags.com/4rd/>
- Harford District
 - Harford County, <http://www.harfordscouting.org/>
- Hopkins District
 - Eastern Baltimore City, http://www.baltimorebsa.org/OpenRosters/View_Homepage.aspx?orgkey=994
- National Pike District
 - Howard County, <https://www.nationalpike.org/>
- Reginald F. Lewis District
 - Scoutreach, Baltimore City, <http://www.baltimorebsa.org/about-us/districts/reginald-f-lewis-district/29988>
- The Capitol District
 - Southern Anne Arundel County, <http://www.thecapitoldistrict.org/>
- Thurgood Marshall District
 - Southern and Western Baltimore City, http://www.doubleknot.com/openrosters/view_homepage.aspx?orgkey=2408

Broad Creek Memorial Scout Reservation



Broad Creek Memorial Scout Reservation (BCMSR) is the fifth largest block of undeveloped land in the Baltimore metropolitan area (after Aberdeen/Edgewater, Patuxent Wildlife Refuge, and Gunpowder and Patapsco State Parks). BCMSR contains valuable wetland habitat, important and increasingly rare large tracts of forest interior, and an even rarer old-growth hemlock stand. In 1970, the Assistant State District Forester wrote, “These areas should be left as primitive areas... without interference from man. The most impressive stand of mature hemlock

seen by this writer (in the region) can be found here.” In 1954, his predecessor wrote, “It is suggested that a 'hands-off' policy be the management.” Volunteers and professionals in the Baltimore Area Council have carefully delineated natural areas within the reservation where just such a hands-off policy has been practiced for over fifty years.

Many other Boy Scout Councils have regrettably sold camps to developers in recent years. This is not so with BCMSR. No portion of the reservation larger than nine acres has ever been sold or lost. The Council recognizes Broad Creek's value for youth education, wildlife observation, backpacking, hiking, and other challenging Boy Scout programs, and has striven to support these many uses.

Little did the camp founders know in 1948 that some sixty years later, every acre would become invaluable to the success of the overall camp program, whether that land lay in the core of



camp or in the “buffer” areas near the camp boundary. Baltimore's suburban sprawl has placed increasing pressure on all sides of BCMSR for the past several decades. Recent efforts with the Harford County Land Preservation and Federal Forest Legacy Programs will help assure that the property will remain undeveloped in the perpetuity. Broad Creek's intact 1688 acres has become one of the last locations near Baltimore where youth and adults can learn outdoor skills and enjoy a remote wilderness experience.

http://www.baltimorebsa.org/OpenRosters/View_Homepage.aspx?orgkey=2527

Leadership Resources

Pack Leadership

Qualifications for Pack Leadership:

Is at least 21 years of age, is appointed by the chartered organization and registered as an adult leader of the BSA. Is a person of good character, familiar with organization procedures, with a deep concern for the pack's success. Preferably is a member of the chartered organization, respected in the community, who shows the willingness and ability to be the Cubmaster's chief adviser.

If residing in this country but not a citizen of the United States, agrees to abide by the Scout Oath and Law, to respect and obey the laws of the United States of America, and to subscribe to the BSA statement of religious principle.

Pack Committee Chairman

The pack committee chair's job is to

- Maintain a close relationship with the chartered organization representative, keeping this key person informed of the needs of the pack that must be brought to the attention of the organization or the district.
- Report to the chartered organization to cultivate harmonious relations.
- Confer with the Cubmaster on policy matters relating to Cub Scouting and the chartered organization.
- Supervise pack committee operation by
 - Calling and presiding at pack leaders' meetings.
 - Assigning duties to committee members.
 - Planning for pack charter review, roundup, and re-registration.
 - Approving bills before payment by the pack treasurer.
- Conduct the annual pack program planning conference and pack leaders' meetings.
- Complete pack committee Fast Start Training and Basic Leader Training for the position.
- Ask the committee to assist with recommendations for Cubmaster, assistant Cubmasters, Tiger Cub Den leaders, Cub Scout den leaders, and Webelos den leaders, as needed.
- Recognize the need for more dens, and see that new dens are formed as needed.
- Work with the chartered organization representative to provide adequate and safe facilities for pack meetings.
- Cooperate with the Cubmaster on council-approved money-earning projects so the pack can earn money for materials and equipment.
- Manage finances through adequate financial records.
- Maintain adequate pack records and take care of pack property.
- If the Cubmaster is unable to serve, assume active direction of the pack until a successor is recruited and registered.





- Appoint a committee member or other registered adult to be responsible for Youth Protection training.
- Provide a training program for adult family members.
- Develop and maintain strong pack-troop relationships, sharing with the troop committee the need for graduations into the troop.
- Work closely with the unit commissioner and other pack and troop leaders in bringing about a smooth transition of Webelos Scouts into the troop.
- Help bring families together at joint activities for Webelos dens (or packs) and Boy Scout troops.
- Support the policies of the BSA.

Pack Committee

Every pack is under the supervision of a pack committee. This committee consists of a minimum of three members.

Obviously, with a committee of three, members must assume responsibility for more areas of service than with a committee of seven or more, where the responsibilities can be divided among the members.

Although packs can and do operate with a minimum of three committee members, experience has shown that a larger committee generally ensures a stronger, more stable pack and is better able to perform all the required functions to ensure a successful pack program. It is also a way of involving more pack families in meaningful service to the pack.



Regardless of the size of the pack committee, these responsibilities must be performed:

- Make recommendations to the chartered organization for final approval of pack leadership.
- Recruit the Cubmaster and one or more assistant Cubmasters, with the chartered organization's approval.
- Provide adequate and safe facilities for pack meetings.
- Coordinate the pack's program and the chartered organization's program through the chartered organization representative.
- Help with pack charter renewal.
- Help stimulate the interest of adult family members through proper programming.
- Supervise finances and equipment.
- Work closely with the Cubmaster.
- Ensure that all Tiger Cubs, Cub Scouts, and Webelos Scouts receive a year-round, quality program.
- Complete pack committee Fast Start Training and Basic Leader Training for the position.
- Conduct, with the help of the Cubmaster, periodic training for parents and guardians.
- Cooperate with other Scouting units.
- Support the policies of the BSA.

A strong pack committee will have individual members assigned to such areas as record keeping and correspondence, finances, advancement, training, public relations, and membership and re-registration. The pack committee chair decides how the responsibilities should be divided and gives committee members assignments. Here are details of the various pack committee functions.



Pack Secretary

- Keep informed of all Cub Scouting literature, materials, records, and forms to help leaders function effectively. Help new den leaders by telling them what resources are available.
- Acquaint den leaders with the contents of the Pack Record Book so that they will know how to supply the information that should be recorded there.
- Maintain up-to-date information on membership, leadership, attendance, and advancement in the Pack Record Book.
- Maintain an inventory of pack property.
- Handle correspondence for the pack. This may include writing letters of appreciation and requests for reservations, or ordering supplies through the local council service center.
- Keep notes on business conducted at pack leaders' meetings. Record only key items such as things needing follow-up or items for the history of the pack.
- Notify leaders of pack leaders' meetings and other activities.
- Provide den leaders with records and forms for meetings.

Pack Treasurer

- Help the pack committee and Cubmaster establish a sound financial program for the pack with a pack budget plan.
- Open or maintain a bank account in the pack's name and arrange for all transactions to be signed by any two of the Cubmaster, pack committee chair, secretary, or treasurer.
- Approve all budget expenditures. Check all disbursements against budget allowances, and pay bills by check. The pack committee chair should approve bills before payment.
- Collect dues from den leaders at the pack leaders' meeting, preferably 'in sealed den dues envelopes. Open envelopes in the presence of den leaders. Give receipts for these funds, and deposit the money in the bank account.
- Keep up-to-date financial records. Enter all income and expenditures under the proper budget item in the finance section of the Pack Record Book. Credit each Cub Scout with payment of dues. From time to time, compare the records with those of the den leaders to make sure they agree. Give leadership in developing a coordinated record-keeping system in the pack.
- Be responsible for thrift training within the pack. Encourage each den leader to explain the pack financial plan to each boy and his family so that boys will accept responsibility for paying dues and family members will be alert to opportunities for boys to earn dues money and develop habits of thrift.
- On the request of den leaders, sympathetically counsel with a boy who does not pay dues, determine the reason, and encourage regular payment. If the boy is unable to pay, work out a plan with the Cubmaster and pack committee so that the boy can earn dues.
- Periodically report on the pack's financial condition at the monthly pack leaders' meeting. Make regular monthly reports to the pack committee at the pack leaders' meeting, and report to the chartered organization as often as desirable on the financial condition of the pack.
- Provide petty cash needed by leaders. Keep a record of expenditures.
- Guide the pack in conducting council-approved pack money-earning projects.



Pack Advancement Chair

- Have a working knowledge of the Tiger Cub, Cub Scout, and Webelos Scout advancement plans.
- Help plan and conduct induction and advancement recognition ceremonies.
- Arrange for Tiger Cub graduation ceremonies with the Cubmaster and Tiger Cub den leader.
- Train parents, guardians, and pack committee members in ways to stimulate Tiger Cub, Cub Scout, and Webelos Scout advancement.
- Arrange for Webelos graduation ceremonies with the Cubmaster, Webelos den leader, and Scoutmaster.
- Promote the use of Tiger Cub, Cub Scout, and Webelos Scout den advancement charts to record advancement in the den and as an incentive for advancement.
- Promote the use of den doodles as a stimulus for advancement.
- Collect den advancement reports at pack leaders' meetings for use when ordering badges and insignia from the local council service center.
- Promote *Boys' Life* magazine as an aid to advancement.
- Help build or obtain advancement equipment for use in making advancement ceremonies more effective.
- Promote the wearing and proper use of uniform and insignia.

Pack Public Relations Chair

- Stimulate pack service projects in the chartered organization, school, and community.
- Promote family participation in all pack events, such as blue and gold banquets, pack picnics, and other special events.
- Urge pack participation in appropriate programs of the chartered organization, such as the worship service on Scout Sunday or Scout Sabbath if the organization is a church or synagogue and Cub Scouts are members.
- Suggest ways of showing interest in the chartered organization's overall program.
- Publicize and promote pack participation in Scouting Anniversary Week activities.
- Circulate Tiger Cub, Cub Scout, and Webelos Scout recruiting fliers and leaflets to invite boys to join. Work with the pack committee to promote new membership. Let the people in the neighborhood know that a Cub Scout pack is available.
- Consider using a monthly or quarterly pack newsletter to inform families of pack plans, guide new parents and guardians in pack policies, and create a feeling of unity among members of the pack family.
- Provide pack announcements for regular release in the official bulletins, newsletters, Web sites, etc., of your chartered organization.
- Make use of the news media in publicizing pack events.

Pack Outdoor Activity Chair

- Help the Cubmaster plan and arrange for outdoor activities.
- Arrange for property, fire, and tour permits when required.
- Locate new picnic areas.
- Arrange for safe transportation when needed.



- Plan first aid for emergencies.
- Help Webelos den leaders plan Webelos overnight campouts. Help arrange for equipment, as needed.
- Arrange for Safe Swim Defense implementation for all outings involving swimming.
- Plan outings to help pack and dens qualify for the National Summertime Pack Award.
- Help inform parents and guardians about opportunities for family camping.
- Ensure that at least one adult has completed Basic Adult Leader Outdoor Orientation (BALOO) (see "Cub Scout Camping" on page 150 in the *Cub Leader Book*, #33221, 2010 printing) before any pack campout.
- Help promote day camp and resident camp opportunities.
- Be aware of BSA health and safety requirements and see that they are implemented.
- Know and carry out BSA outdoor program policy related to Cub Scouting.
- Review all activities to ensure that unit leaders comply with BSA policies in the *Guide to Safe Scouting*.

Pack Membership and Re-registration Chair

- Prepare re-registration papers and an annual report to the chartered organization. Secure signatures and registration fees for the coming year.
- Ask the chartered organization representative to submit a charter application and annual report to the chartered organization for approval.
- Arrange for periodic uniform inspections with the unit commissioner. At least a month before charter expiration, also arrange for the annual membership inventory, a uniform inspection, and the annual charter review meeting.
- Help the Cubmaster and chartered organization representative plan and conduct the formal charter presentation.
- Conduct an annual census of boys in the chartered organization for systematic recruitment. Work with pack committee members to promote recruitment plans.
- Visit new families in their homes. Review with them the Bobcat requirements and "Parent Guide" in their son's handbook. Emphasize the part that the family plays in their son's advancement. Stress parent/guardian participation at all pack functions and see that new families are introduced and feel welcome at pack meetings.
- Work with the Cubmaster and pack committee to develop and carry out a plan for year-round membership growth.
- Work with the Cubmaster and pack committee to see -that eligible Tiger Cubs transition into a Wolf den at the appropriate time. -that eligible Wolf Cub Scouts or 9-year-old Cub Scouts transition into a Bear den at the appropriate time. -that eligible Bear Cub Scouts or 10-year-old Cub Scouts transition into a Webelos den at the appropriate time. -that Webelos Scouts and parents or guardians have a smooth transition into a Boy Scout troop.
- Work with the Cubmaster in following up on former pack members who are now Boy Scouts and potential den chiefs.
- Follow up on Cub Scout dropouts to help return them to full, active membership.

Pack Friends of Scouting (FOS) Chair

Some councils rely heavily on units to raise Friends of Scouting (FOS) funds. The following functions need to be performed:



- Build an organization to enroll family members and Cub Scout leaders in FOS.
- Enroll as a Friend of Scouting.
- For every five families in the pack, recruit one person as an enroller.
- Attend an FOS kickoff meeting.
- Enroll each enroller as a Friend of Scouting.
- Train enrollees.
- Conduct report meetings.
- Follow up until all FOS cards have been accounted for.
- Give recognition to contributors and enrollees.
- Work closely with the pack committee on public relations for FOS.

Pack Trainer

The pack trainer is responsible for

- Conducting orientation of new families and pack leaders. (See "Den and Pack Management" on page 96 in the *Cub Leader Book*, #33221, 2010 printing)
- Training each new leader and pack committee member for his or her specific position, using material provided by the BSA.
- Helping with Unit Leadership Enhancements during pack leaders' meetings.
- Conducting other training as designated by the district and/or council.
- Encouraging pack leaders to attend ongoing training, such as roundtable, pow wow or University of Scouting, outdoor training, Youth Protection training, and Wood Badge.
- Remaining current with training material and program updates.
- Keeping track of pack training records.



The goal of the pack trainer is to have 100 percent of the pack leadership trained in their position responsibilities. New leaders and adult family members should receive orientation within one week of joining the pack, and leaders should receive position-specific training within 30 days.

Cubmaster

The Cubmaster's responsibilities are to

- Conduct a pack program according to the policies of the BSA.
- Complete Cubmaster Fast Start Training and position-specific Basic Leader Training. Attend monthly roundtables.
- Plan and help carry out the Cub Scout program in the pack. This includes leading the
 - monthly pack meeting, with the help of other leaders.
- Help the pack committee with a year-round recruitment plan for recruiting boys into Tiger Cubs, Cub Scouting, and Webelos Scouting.
- Know about and use the appropriate and available literature, including *Boys' Life* and Scouting magazines, *Cub Scout Program Helps*, and the *Webelos Leader Guide*.





- See that the pack program, leaders, and Cub Scouts positively reflect the interests and objectives of the chartered organization and the BSA.
- Work with the pack committee on (1) program ideas, (2) selecting and recruiting adult leaders, and (3) establishing a budget plan.
- Guide and support den leaders. See that they receive the required training for their positions.
- Help organize Webelos dens and encourage graduation into a Boy Scout troop.
- Help establish and maintain good relationships with Boy Scout troops.
- Maintain good relationships with parents and guardians. Seek their support and include them in activities. Involve male relatives such as uncles and grandfathers so that Cub Scouts will have additional male role models.
- See that Tiger Cubs, Cub Scouts, and Webelos Scouts receive a quality, year-round program filled with fun and activities that qualify the dens and pack for the National Summertime Pack Award.
- Guide Cub Scouts in goodwill and conservation projects.
- See that the responsibilities specified for the assistant Cubmaster are carried out.
- Help the pack committee chair conduct the annual pack program planning conference and the monthly pack leaders' meetings.
- Work as a team with the pack committee chair to cultivate, educate, and motivate all pack leaders and parents or guardians in Cub Scouting.
- Take part in the charter review meeting and annual charter presentation ceremony.
- Request den chiefs for all dens and, after selection, see that they are trained. Recognize the den chiefs at pack meetings.
- Conduct an impressive graduation ceremony for Tiger Cubs.
- Meet with the unit commissioner, Webelos den leader, and Scoutmaster to establish plans for the Webelos Scouts' transition to Boy Scouting.
- Help plan and conduct impressive Webelos graduation ceremonies involving parents and guardians, the Scoutmaster, the Webelos den chief, the Webelos den leader, and the troop junior leaders.
- Conduct impressive Arrow of Light Award ceremonies.
- Encourage high advancement standards from all Cub Scouts.
- Help bring families together at joint activities for Webelos dens (or packs) and Boy Scout troops.
- Support the policies of the BSA.

Assistant Cubmaster

An assistant Cubmaster's responsibilities (as designated by the Cubmaster) are to

- Help the Cubmaster as needed. Be ready to fill in for the Cubmaster, if necessary.
- Complete Cubmaster Fast Start Training and position-specific Basic Leader Training. Attend monthly roundtables.
- Participate in pack meetings.
- Supervise den chiefs and see that they are trained.





- Conduct the monthly den chief planning meeting for all den leaders, assistant den leaders, and den chiefs to plan and coordinate weekly den meetings and pack meeting participation.
- Work with neighborhood troops that supply den chiefs and into which Webelos Scouts may graduate.
- Help inform pack leaders of training opportunities and arrange for them to attend training sessions.
- Work with the pack committee to develop and promote an ongoing plan for recruiting new boys.
- Work with the Cubmaster and pack committee on pack re-registration.
- Help with pack activities, such as dinners, derbies, bike safety workshops, service projects, etc.
- Work with the pack committee on outings to see that the pack and dens qualify for the National Summertime Pack Award.
- Participate in the annual pack program planning conference and pack leaders' meetings.
- Promote the religious emblems program.
- Support the policies of the BSA.

Tiger Cub Den Leader

The Tiger Cub den leader's responsibilities are to

- Give leadership in carrying out the pack program in the den.
- Complete Tiger Cub den leader Fast Start Training and position-specific Basic Leader Training. Attend monthly roundtable meetings.
- Lead the den in its participation at pack meetings.
- Serve as den host or hostess for family members at the pack meetings.
- Work in harmony with other den and pack leaders.
- Help the Cubmaster (or assistant Cubmaster) and pack committee to recruit new boys.
- Coordinate shared leadership among the Tiger Cub adult partners in the den.
- Ensure that each Tiger Cub and his adult partner have the opportunity to be the host team, planning and executing the den activities, rotating responsibilities monthly.
- Make pack and den resources available to the host team, ensuring the completion of the den component of the Tiger Cub advancement requirements.
- Use *Boys' Life* and *Scouting* magazines, Cub Scout Program Helps, the Tiger Cub Handbook, and other Cub Scouting literature as sources for program ideas.
- Keep accurate records of den dues and attendance. Collect weekly den dues (optional) and turn them in to the pack treasurer at the monthly pack leaders' meetings.
- Maintain a friendly relationship with the Tiger Cubs and their adult partners.
- Encourage Tiger Cubs to earn advancement awards. Keep accurate advancement records and see that the boys receive recognition for their achievements.
- Stimulate the Tiger Cubs' imaginations on the program theme for the month, and work with the adult partners to prepare boys for participation in pack meetings.
- Promote the religious emblems program, as available to Tiger Cubs.
- Help the den and pack earn the National Summertime Pack Award.





- Take part in the annual pack program planning conference and pack leaders' meetings.
- Help set a good example for the boys through behavior, attitude, and proper uniforming.
- Help the Cubmaster or assistant Cubmaster provide a meaningful recognition ceremony for the transition of Tiger Cub dens as they enter Wolf dens at the end of the Tiger Cub year.
- Throughout the year, keep in mind the transition goal of moving the boys to the next level in Cub Scouting.
- Support the policies of the BSA.

Cub Scout Den Leader

The Cub Scout den leader's responsibilities are to

- Give leadership in carrying out the pack program in the den.
- Complete Cub Scout den leader Fast Start Training and position-specific Basic Leader Training. Attend monthly roundtables.
- Lead the den in its participation at pack meetings. Serve as den host or hostess for den family members at pack meetings.
- Work in harmony with other den and pack leaders.
- Help the Cubmaster (or assistant Cubmaster) and pack committee recruit new boys throughout the year.
- Help train the den chief and guide him in working with Cub Scouts. See that he receives recognition for his efforts at den and pack meetings.
- Attend the monthly den chief planning meeting for den leaders, assistant den leaders, and den chiefs.
- With the assistant den leader, meet with the den chief and let him help plan den meetings and den activities; allow him to serve as den activities assistant.
- Provide meaningful jobs for the denner and assistant denner so that they can learn responsibility and gain satisfaction from their efforts.
- Use *Boys' Life* and *Scouting* magazines, Cub Scout Program Helps, the boys' handbooks, and other Cub Scouting literature as sources for program ideas.
- Collect weekly den dues and turn them in to the pack treasurer at the monthly pack leaders' meetings. Keep accurate records of den dues and attendance.
- Maintain a friendly relationship with Cub Scouts; encourage them to earn advancement awards. Keep accurate advancement records and see that boys receive recognition for their achievements.
- Stimulate the Cub Scouts' imaginations on the program theme for the month and help the den prepare its stunts and exhibits for the pack meeting.
- Promote the religious emblems program.
- Help the den and pack earn the National Summertime Pack Award.
- Help establish a close working relationship with the assistant den leader and den chief, functioning as a den leadership team.
- Develop and maintain a good working relationship and open communication with den families. Use their talents to help enrich the den program. Hold den adults' meetings as often as needed to get acquainted with family members and strengthen den operation.





- Involve den fathers, uncles, and grandfathers in outings and other den activities so that boys will have additional male role models.
- See that a leader is available for all den meetings and activities. Call on the assistant den leader to fill in when necessary.
- Take part in the annual pack program planning conference and pack leaders' meetings.
- Help set a good example for the boys through behavior, attitude, and proper uniforming.
- Support the policies of the BSA.

Assistant Cub Scout Den Leader

The assistant Cub Scout den leader's responsibilities are to

- Help the den leader as needed.
- Carry out the duties assigned by the den leader.
- Be ready to fill in for the den leader in case of an emergency.
- Help establish a close working relationship with the den leader and den chief, functioning with them as a den leadership team.
- Complete Cub Scout den leader Fast Start Training and position-specific Basic Leader Training. Attend monthly roundtables.
- Attend pack meetings and help as needed.
- Take part in the annual pack program planning conference and pack leaders' meetings.
- Attend the monthly den chief planning meeting for den leaders, assistant den leaders, and den chiefs.
- Work in harmony with other den and pack leaders.
- Support the policies of the BSA.



The assistant Cub Scout den leader shares the work of the Cub Scout den leader and may be called upon to serve as a family contact or record keeper, or to handle other details of den operation.

Webelos Den Leader

The Webelos den leader's responsibilities are to

- Give leadership to planning and carrying out a year-round program of activities for the Webelos den to achieve the purposes of Cub Scouting.
- Complete Webelos den leader Fast Start Training, position specific Basic Leader Training, and Webelos Den Leader Outdoor Training. Attend monthly roundtables.
- Lead the den in its participation at the monthly pack meetings.
- Help establish a close working relationship with the assistant Webelos den leader and Webelos den chief, functioning with them as a den leadership team.
- Work in harmony with other den and pack leaders.
- Help the Cubmaster and pack committee recruit new Webelos Scouts.
- Help train the Webelos den chief and guide him in working with Webelos Scouts. Attend Den Chief Training with him. See that he receives recognition for his efforts at den and pack meetings.





- Attend the monthly den chief planning meeting for den leaders, assistant den leaders, and den chiefs.
- With the assistant Webelos den leader, meet with the Webelos den chief, and let him help plan Webelos den meetings and activities. Give him meaningful assignments.
- Provide worthwhile tasks for the Webelos denner so that he can assume some responsibility and gain satisfaction from his efforts.
- Use Boys' Life and Scouting magazines and the Webelos Leader Guide as resources for program ideas and information.
- Instill Scouting's spirit and moral values through personal example, ceremonies, and meaningful activities such as service projects.
- Promote the religious emblems program.
- Collect den dues and turn them in to the pack treasurer at the pack leaders' meeting. Keep accurate records of den dues and attendance.
- Encourage Webelos Scouts to advance. Maintain high advancement standards. Keep accurate advancement records and see that the boys are promptly recognized for their achievements.
- With the help of the Cubmaster, pack committee, and unit commissioner, determine one or more neighborhood Boy Scout troops into which Webelos Scouts may be graduated, and establish a good working relationship with those troops. Try to graduate every Webelos Scout into a troop.
- Work with the Scoutmaster and assistant Scoutmaster to plan and conduct meaningful joint activities.
- Work with the Cubmaster to see that impressive graduation ceremonies are conducted in the pack. Invite the Scoutmaster and troop leaders to take part.
- Ask qualified people, including adult family members, to serve as activity badge counselors.
- Encourage parents or guardians of Webelos Scouts to help plan and carry out overnight campouts and other outdoor activities. Work with the troop assistant Scoutmaster or Scoutmaster to arrange for the loan of troop equipment for joint Webelos den-troop activities.
- Help the den and the pack earn the National Summertime Pack Award.
- Have a plan to ensure that a leader is available for all Webelos den meetings and activities. Call on the assistant Webelos den leader to fill in, as needed.
- Participate in the annual pack program planning conference and the monthly pack leaders' meetings.
- Keep the Cubmaster and pack committee informed on the status and needs of the Webelos den.
- Support the policies of the BSA.

Assistant Webelos Den Leader

The assistant Webelos den leader's responsibilities are to

- Help the Webelos den leader as needed and carry out the duties assigned by the Webelos den leader. Be ready to fill in for the den leader in case of an emergency.





- Help establish and maintain a close working relationship with the Webelos den leader and Webelos den chief, functioning with them as a den leadership team.
- Help establish and maintain good relationships with neighborhood Boy Scout troops into which Webelos Scouts will graduate.
- Complete Webelos den leader Fast Start Training, position specific Basic Leader Training, and Webelos Den Leader Outdoor Training. Attend monthly roundtables.
- Attend monthly pack meetings and help as needed.
- Take part in the annual pack program planning conference and monthly pack leaders' meetings.
- Attend the monthly den chief planning meeting for den leaders, assistant den leaders, and den chiefs.
- Support the policies of the BSA.

The assistant Webelos den leader shares the work of the Webelos den leader and may be called upon to handle various details of den operation.

Den Chief

Qualifications:

Be an older, experienced Boy Scout, Varsity Scout, or Venturer who has been a Boy Scout. Selected by the senior patrol leader and Scoutmaster, Varsity Scout Coach, or Venturing Advisor at the request of the Cubmaster or Webelos den leader. Preferably a former Cub Scout; ideally at least First Class rank. Approved by the Cubmaster and pack committee for recommendation to the den leader or Webelos den leader. Registered as a youth member of a troop, team, or crew.



Cub Scout Den Chief

The Cub Scout den chief's responsibilities are to

- Know the purposes of Cub Scouting.
- Help Cub Scouts achieve the purposes of Cub Scouting.
- Serve as the activities assistant at den meetings.
- Set a good example through attitude and uniforming.
- Be a friend to the boys in the den.
- Help lead weekly den meetings.
- Help the den in its part of the monthly pack meeting.
- Know the importance of the monthly theme and pack meeting plans.
- Meet regularly with the den leader to review den and pack meeting plans.
- Receive training from the den leader (and Cubmaster or assistant Cubmaster) and attend Den Chief Training.
- Encourage Cub Scouts to become Webelos Scouts when they are eligible.
- Help the denner and assistant denner to be leaders.

Webelos Den Chief

Responsibilities:



The Webelos den chief's responsibilities are to

- Know the purposes of Cub Scouting.
- Help Webelos Scouts achieve the purposes of Cub Scouting.
- Serve as the activities assistant at Webelos den meetings.
- Set a good example through attitude and uniforming.
- Be a friend to the boys in the Webelos den.
- Help lead weekly den meetings.
- Help the Webelos den in its part of the monthly pack meeting.
- Meet regularly with the Webelos den leader to review den meeting plans.
- Help Webelos den leaders as requested.
- Help Webelos Scouts in their work with activity badge counselors.
- Help the Webelos denner and assistant denner to be leaders.
- Receive training from the den leader (and Cubmaster or assistant Cubmaster) and attend Den Chief Training.
- Help with Webelos overnight campouts and other outdoor experiences.
- Help with joint Webelos Scout-Boy Scout activities.
- Keep in contact with the assistant Scoutmaster in the troop.
- Help the assistant Scoutmaster and Cubmaster plan graduation ceremonies for Webelos Scouts.



Notes



Core Values

The Core Values for the Next 12 Months

December – Respect

January – Positive Attitude

February - Resourcefulness

March – Compassion

April – Faith

May – Health and Fitness

June – Perseverance

July – Courage

August – Honesty

September – Cooperation

October – Responsibility

November – Citizenship



Defining the 12 Core Values

While most of Cub Scouting's 12 core values are self-explanatory, it's important to start with common definitions and some examples of practical application. No one value is more important than another; they're presented here in alphabetical order.

1. **Citizenship:** Contributing service and showing responsibility to local, state, and national communities.
 - Know the names of the president and vice president of the United States.
 - Know the names of your state governor and heads of local government.
 - Respect the flag of the United States.
 - Know and understand the Pledge of Allegiance.
 - Know and understand our national anthem, "The Star-Spangled Banner."
 - Be a good neighbor.
 - Obey laws and rules, and respect people in authority.
 - Respect people in authority.
 - Protect the environment and our natural resources.
 - Be helpful. Do a Good Turn for your family, school, or community.
2. **Compassion:** Being kind and considerate, and showing concern for the well-being of others.
 - Be friendly. Smile. Be interested in and sensitive to the feelings of others.
 - Show kindness. Be kind to those less fortunate than yourself.
 - Help those in need.
 - Consider the feelings and needs of others when playing, talking, or working together.
 - Help someone who is being treated unfairly.
 - Look for ways to include others in the group.
 - Be willing to forgive others.
3. **Cooperation:** Being helpful and working together with others toward a common goal.
 - Be helpful to others, and work together.
 - Do your part in a project.
 - Listen to and consider the ideas of others.
 - Be unselfish.
 - Be cheerful.
 - Share things with others.
 - Be happy for the good fortune of others on the team.
 - Use everyone's special talents.
 - Be friendly.
 - Be willing to share the credit.
4. **Courage:** Being brave and doing what is right regardless of our fears, the difficulties, or the consequences.
 - Tell the truth despite the consequences.
 - Admit mistakes when you make them.



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- Apologize for mistakes and wrongdoing.
 - Accept the consequences of your actions.
 - Stand up for people who are less fortunate than you.
 - Stand up for the beliefs of your faith or religion.
 - Resist peer pressure to do the wrong thing.
 - Stand up for your beliefs about what is right and wrong.
5. **Faith:** Having inner strength or confidence based on our trust in God.
- Define your duty to God as it is taught in your family.
 - Understand and practice your religious tradition.
 - Be cheerful about your religious duties.
 - Remain confident in difficult situations.
 - Show reverence for churches, holy places, and religious or spiritual objects and practices that are meaningful to the faiths of others.
6. **Health and Fitness:** Being personally committed to keeping our minds and bodies clean and fit.
- Eat and drink things that are good for you.
 - Limit the amount of junk food in your diet.
 - Maintain personal cleanliness.
 - Make exercise a regular part of your life.
 - Don't smoke cigarettes or drink alcohol.
 - Never use illegal drugs.
 - Go on a hike.
 - Learn about mental fitness. Discuss how personal habits and media influences can affect mental alertness.
7. **Honesty:** Telling the truth and being worthy of trust.
- Always tell the whole truth, regardless of the consequences.
 - Live and play according to the rules.
 - Give credit where credit is due.
 - Ask to borrow the personal property others before taking it, and always return it when you say you will.
 - Be trustworthy, and always do what you say you will do.
 - Be loyal to your family, friends, religion, and country.
 - Practice doing the right thing, and encourage others to do the same.
8. **Perseverance:** Sticking with something and not giving up, even if it is difficult.
- Finish what you start.
 - Never give up.
 - Continue to work hard even if you're not successful at first.
 - Work to get better at things you aren't very good at.
 - Set personal goals for improvement.



- Always do your best.
- 9. Positive Attitude:** Being cheerful and setting our minds to look for and find the best in all situations.
- Be positive in your thoughts and words. Be cheerful. Look for the bright side of all situations.
 - Keep a good sense of humor.
 - Be optimistic.
 - Think good thoughts.
 - Believe in yourself.
 - Trust your friends, family, and teammates.
- 10. Resourcefulness:** Using human resources and other resources to their fullest.
- Think about how you can, rather than why you can't.
 - Focus on what you do have, not on what you don't have.
 - Identify personal strengths.
 - Use the talents of those in your group.
 - Conserve Earth's natural resources.
 - Recycle household waste.
 - Compost kitchen waste for use in gardens.
 - Fix up an old bicycle rather than buy a new one.
 - Clean up an old playground.
- 11. Respect:** Showing regard for the worth of someone or something.
- Treat other people as you would like to be treated.
 - Be kind and courteous to people who are different from you.
 - Use good manners and good language.
 - Take care of the property of others.
 - Honor our country's flag, laws, and public officials.
 - Obey the rules and instructions of adults.
 - Treat the environment (trees, rivers, land, air) with care.
 - Keep yourself neat, clean, and physically fit.
- 12. Responsibility:** Fulfilling our duty to God, country, other people, and ourselves.
- Be dependable; do what you say you will do.
 - Finish your homework.
 - Take care of chores at home.
 - Be helpful.
 - Accept the consequences for your actions.
 - Take care of your personal possessions.



Supplemental Monthly Themes

The supplemental pack meeting plans are a series of downloadable documents that corresponds to the monthly Core Value and optional pack meeting theme.

These plans may be found online at

<http://www.scouting.org/CubScouts/Leaders/DenLeaderResources/DenandPackMeetingResourceGuide/PackMeetingPlans.aspx> and may be downloaded, reproduced, and distributed to

roundtable participants for use with their dens and packs. Currently, there are three supplemental themes available for each core value. A different set of 12 supplemental themes will be highlighted in the upcoming program years. A fourth set of 12 themes will be added soon, which will increase the options available for Pack meetings. The supplemental themes in the order shown, are just suggestions. You may use the supplemental themes in any order, or not at all. By following the recommendations, you will also be able to obtain additional helpful information for each theme from Roundtable and other Scouting publications.

Program Month	Core Value	Recommended Supplemental Theme
September 2012	Cooperation	Hometown Heroes
October 2012	Responsibility	Jungle of Fun
November 2012	Citizenship	50 Great States
December 2012	Respect	Holiday Lights
January 2013	Positive Attitude	Abracadabra
February 2013	Resourcefulness	Turn Back the Clock
March 2013	Compassion	Planting Seeds of Kindness
April 2013	Faith	Cub Scouts Give Thanks
May 2013	Health and Fitness	Cub Café
June 2013	Perseverance	Head West Young Man
July 2013	Courage	Cubs in Shining Armor
August 2013	Honesty	Kids Against Crime
September 2013	Cooperation	Amazing Games
October 2013	Responsibility	Down on the Farm
November 2013	Citizenship	Your Vote Counts
December 2013	Respect	Passport to Other Lands
January 2014	Positive Attitude	Lights, Camera, Action
February 2014	Resourcefulness	Invention Convention
March 2014	Compassion	Pet Pals
April 2014	Faith	My Family Tree
May 2014	Health and Fitness	Destination Parks
June 2014	Perseverance	Over the Horizon
July 2014	Courage	The New Frontier
August 2014	Honesty	Heroes of History
September 2014	Cooperation	Under the Big Top
October 2014	Responsibility	Dollars and Sense
November 2014	Citizenship	Give Goodwill
December 2014	Respect	Stars and Stripes
January 2015	Positive Attitude	Yes, I Can
February 2015	Resourcefulness	Litter to Glitter
March 2015	Compassion	Aware and Care
April 2015	Faith	Soaring the Skies
May 2015	Health and Fitness	Backyard Fun
June 2015	Perseverance	Go for the Gold
July 2015	Courage	Under the Sea
August 2015	Honesty	Play Ball

Featured in this
Pow Wow Book



This page intentionally left blank. Well, maybe not exactly intentionally, but not by accident either. See, it's often a good idea to have a section or chapter start on an odd numbered page. And this last section had an odd number of pages. So, to get the next section to start on the usual odd numbered page, it's common practice to insert a blank page, so that the previous section, which started on an odd numbered page, has an even number of pages. Oddly enough, some people think that it's necessary to put something on the page, like, "This page intentionally left blank." That idea probably began with the military industrial complex and their specifications and instructions. For our military folk it's really important that nothing ever be blank, unused, pristine. Something found blank might mean that something important was left out, and they never, ever leave anything out. And they would never want you to think that something had been left out. Anyway, back to this epic document. The problem now is that even though this page was supposed to be intentionally left blank, it is now unintentionally left messy. But it truly did not contain anything useful, interesting or instructional. So... at least part of the original intent was accomplished.

And now, intentional or unintentional, blank or messy, it's time to get back to the Book.

DECEMBER HOLIDAY LIGHTS



Themes similar to Holiday Lights

Month	Year	Theme
December	1939	Pack Christmas Party
December	1946	Cub Scout Santa Claus
December	1952	An Old-Fashioned Christmas
December	1956	Christmas In The Americas
December	1957	Happy Holiday
December	1960	Guiding Stars
December	1962	The Magic of Christmas
December	1963	Old-Fashioned Christmas
December	1966	Yuletide Everywhere
December	1974	Old Fashion Christmas
December	1980	Happy Holidays
December	1983	Giving Gifts
December	1987	Happy Holidays
December	1988	Holiday Magic
December	1990	Giving Gifts
December	1993	Holiday Magic
December	1999	Holiday Magic
December	2000	What do You do at Holiday Time?
December	2001	Works of Art
December	2007	Celebrations Around the World
December	2008	Holiday Lights
December	2009	Works of Art

CORE VALUE
RESPECT

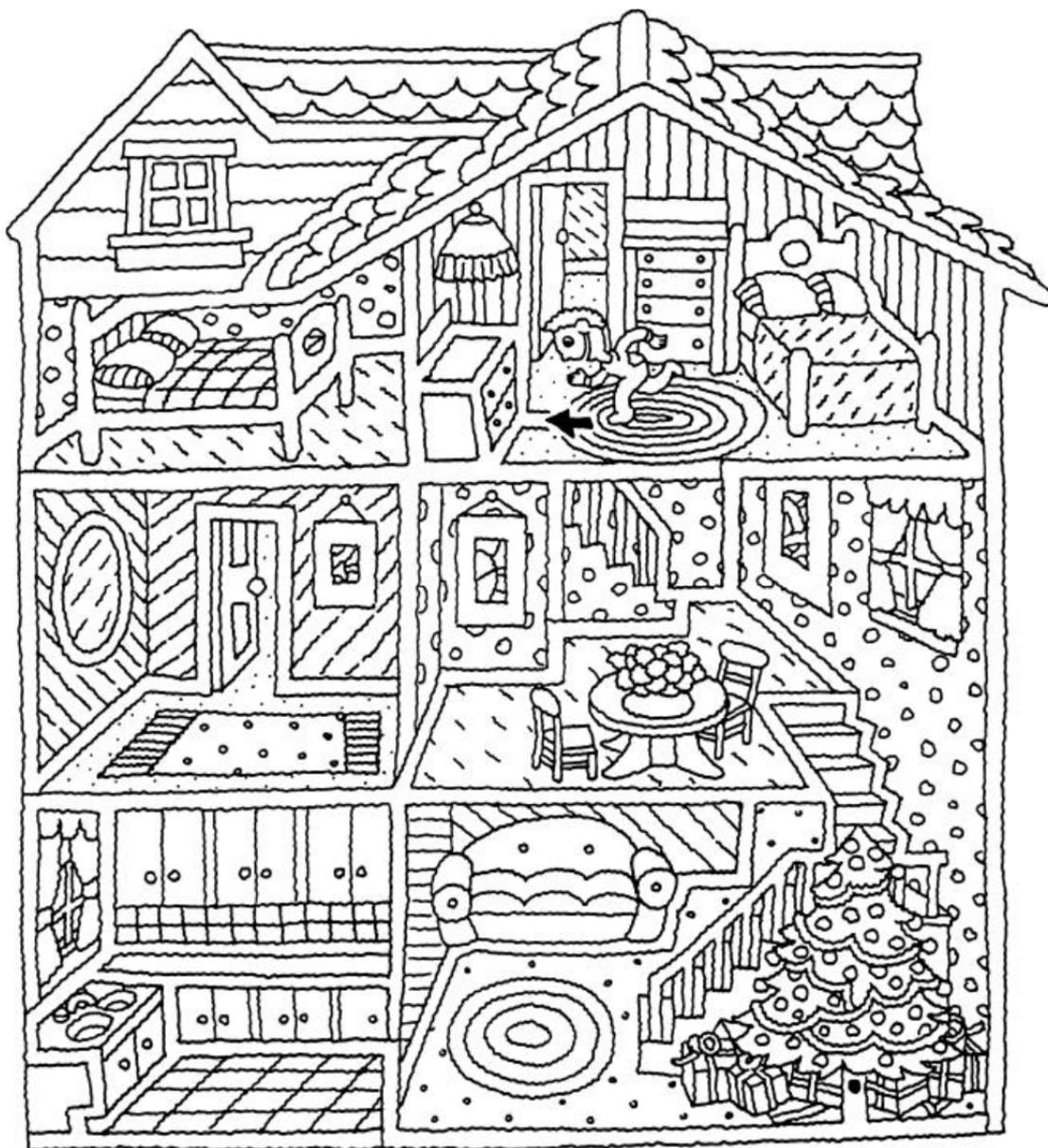
DECEMBER - HOLIDAY LIGHTS

The Star of Bethlehem, the Miracle of the Lamp, the Morning Star that enlightened Buddha, the bonfires of Yule: many of our holiday traditions this month involve lights. Share your holiday traditions with your pack and den: lights on a Christmas tree, candles on a Menorah for Chanukah, or on a Kinara for Kwanzaa. Boys can be stars this month by brightening someone's holiday season with a gift of compassion. As a pack or den, visit a nursing home, preschool, or children's ward and sing holiday favorites. End your outing by sharing cookies that the boys decorated. Help those less fortunate with a service project or toy drive. How about a holiday campfire at your pack meeting? This is great month to work on the Language and Culture belt loop and pin or the Heritages belt loop and pin.

Gathering Activities

Holiday Maze

Can you find
the way from
the bedroom to
the Christmas
tree?





December Number Rhyme

Fill in the right number at the end of each line. After you have completed one through six, add up the numbers to get the answer for number seven.

1. Take the number of letters in SANTA _____
2. Count a half dozen candy canes. _____
3. Check the number of ears on a panda bear. _____
4. Count the wings on two shiny toy planes. _____
5. Count the points on a treetop star. _____
6. Count the number of kings in a favorite Christmas carol _____
7. They add up to a date in December- - It's our merriest day, by far! _____

Backward and Forward

Can you fill these blanks with words that are spelled the same backward as forward?

1. The night before Christmas. _____
2. What you do with a whistle. _____
3. A little child _____
4. Father _____
5. Twelve o'clock _____
6. A chin apron _____
7. A live Christmas gift _____
8. Silent _____
9. A good thing you did _____
10. What a noisemaker does _____

Answers:

December Number Rhyme: (1) 5, (2) 6, (3) 2, (4) 4, (5) 5, (6) 3, (7) 25

Backward and Forward: (1) eve, (2) toot, (3) tot, (4) dad, (5) noon, (6) bib, (7) pup, (8) mum, (9) deed, (10) pop

Opening Ceremonies

Christmas Flag

Personnel 6 Cub Scouts

Equipment-taped music, American Flag

Setting-play "Joy to the World" softly in the background as Cub Scouts recite lines.

Cub 1: *I pledge Allegiance*, at this joyous time of year.

Cub 2: *To the flag*, a symbol of unity as Christ is a symbol of peace.

Cub 3: *Of the United States of America*, a land chosen above all others.

Cub 4: *And to the republic*, to the people who care and share *for which it stands*.

Cub 5: *One nation under God*, who shared His Son with us.

Cub 6: *Indivisible*, a nation united through love *with liberty and justice for all*.

Cub 7: Please stand and repeat the Pledge of Allegiance.



Cub Scout Spirit

Personnel: 5 Cub Scouts Cubmaster

Equipment: 5 index card with script written on each, US flag, Pack flag

Setting: Flags are already in place in the front and each Cub Scout enters from the side one at a time and reads his script.

1st: December is a fun time of the year. It is a time for giving and sharing.

2nd: As we gather for the last pack meeting of 2000 let us remember the good times.

3rd: Let us end this year with new determination to keep the Cub Scout Spirit going.

4th: As we begin our program tonight, let us keep in mind the true holiday spirit.

5th: Remember, to give of yourself is more important than any gift you can buy.

CM: Please stand for the Pledge of Allegiance.

Advancement Ceremonies

Christmas Awards-Introduction

CHARACTERS: SANTA - with long list & empty sack, HELPER X with green cap, 6 HELPERS with red caps, working tools & toys.

SETTING: Santa's workshop, with all 7 helpers busy working on toys & whistling or singing "Jingle Bells". As curtain opens, Santa enters, puzzled, despaired, checking list in hand.

SANTA: Ho, Ho, Ho! This is an unusual list from the Cub Scouts of Pack _____. We're running out of time! Good grief! Sakes alive! (Sits down with sack opened, looking very sad.)

Helper #1 - I've worked on trains, have they run out of brains?

Helper #2 - It's clear to see - they don't want trucks from me!

Helper #3 - Surely Santa, you know the score! That's no Ho, Ho! Please tell us more.

Helper #4 - I know, great red & white one ... they need a change. (Rattles change in pocket.)

Helper #5 - That's right, wise leader. Any new ideas in our "goody range"?

Helper #6 - Shazam! Methinks the Cubs are tired of toys. How about more "Arrow points" for those boys?

HELPER X - (Running across stage, carrying a cardboard shield on large sack - Christmas type - with arrow points glued on.) Sock it to 'em Santa! (He places shield in Santa's sock.) Santa can then proceed to distribute awards which were either hidden in "empty" sack, or placed in bag along with shield.

Magic Lights

Narrator: Cubmaster

Equipment: Cut out a cardboard Christmas tree. Punch holes in the tree to hold various colored lights. The large outdoor lights will work best. Unscrew all the lights except the top light. You could use yellow lights for the bottom row (BOBCAT), red lights for the next row (WOLF), green lights on the third row (BEAR), and blue lights for the top row as well as the top of the tree (WEBELOS).

Arrangement: Dim room lights, Cubmaster in front of audience.

Cubmaster: As we look at our Christmas tree we see that it is adorned with only one light. We have some boys here tonight who can help light the way to the top of the tree.



The first step along the Cub Scout Trail is the rank of BOBCAT. (Screw in yellow light(s) depending on the number of BOBCAT advancements. Call the BOBCAT candidates and their parents to come forward. Present the badges to the parents to pin on their son's shirt).

The next step in the Cub Scout Trail has 12 achievements to complete. These Cub Scouts have learned about the US flag, how to keep strong, and being helpful to his family. (Screw the red light(s) in and call the WOLF candidates and their parents come forward. Present the badges to the parents and pin on their son's shirt).

As Cub Scouts grow older and stronger, they are able to climb higher and complete achievements that are more difficult just like it would be more difficult to climb the upper branches of a tree. This is the third rank in Scout Scouting - the rank of BEAR - on the trail to the top) (Screw the green light(s) in and call the BEAR candidates and their parents come forward. Present the badges to the parents and pin on their son's shirt).

The last badge a Cub Scout can earn while on the trail to the Arrow of Light is the WEBELOS badge. This is done by completing various activities such as (discuss some of the activities). (Screw the blue light(s) in and call the WEBELOS candidates and their parents come forward. Present the badges to the parents and pin on their son's shirt).

As you can see, it has taken the boys plus their parents and leaders to complete the lighting of our tree. Keep on working on the trail to the Arrow of Light. Congratulations to our Scouts who have advanced in rank and to their parents and leaders.

Closing Ceremonies

Christmas Spelling

ARRANGEMENT: Nine Cub Scouts come onstage, one by one. Each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, each ultimately spell out the word Christmas.

C is for candles, we burn on Christmas night. To gladden weary travelers with their light so bright.

H is for happiest; the happiest time of year. It's jolly, gay old Christmas tunes with all its mirth & cheer.

R is for ring; we ring the Christmas bell. All the Christmas gladness, the world to tell.

I is for the infant who lay in a manger. Little Lord Jesus, a dear little stranger.

S is for shepherds who kept their flocks by night; And heard the angels singing, and saw a wondrous light.

T is for tree, all green and gold and red. We see it Christmas morning when we jump out of bed.

M is for the mistletoe we hang at Christmas time. In merry wreaths, when candles burn and Christmas bells chime.

A is for all; to all men we wish cheer. Joy and gladness, love and hope, for Christmas time is here.

S is for the star that shone on Christmas night, Star and candle, bell and wreath, all make our Christmas bright.



December Lights Closing Ceremony

(Or Opening)

This is the season of decorations and lights. It is a time when the days are shorter and the nights are long. But, somehow, things seem brighter. Shopping centers are bright with holiday decorations and lights. Thousands of homes have single candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter sky seem brighter. The most brilliant glow comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and Law of the Pack. Let us all stand and repeat them together.

Pizzazz

Christmas Bells Applause: Pretend to hold a bell rope, then get the left side of the audience to say "DING" on the downstroke and the other side of the audience to say "DONG" on the upstroke. Repeat three times.

Snowball Applause: Reach down and pick up some imaginary snow, and pack it into a ball. Pull arm back, throw, and yell, "Splaaaaatttt!"

Run-Ons

So what are you getting mom and dad for Christmas?
A list of what I want.

Why did the silly boy take the Christmas tree to a barber?
Because his mother said that it needed to be trimmed.

Knock, Knock
Who's There?
Canada
Canada Who?
Canada dog come in the house, it's cold outside.

Knock, Knock
Who's There?
Murray
Murray Who?
Murray Christmas to all and to all a Good Night.

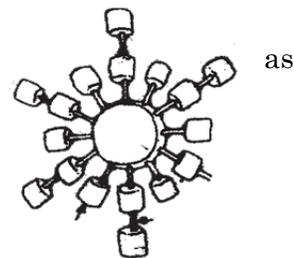
Knock Knock
Who's There?
Pizza
Pizza Who?
Pizza on Earth, Good Will to Man.

Theme Activities and Crafts

White Marshmallow Snowflakes

18 small marshmallows, 1 large marshmallow, 9 toothpicks

Break 3 toothpicks in half, leave other whole and assemble snowflake as shown.



Baggie Fudge

1/4 oz cream cheese 2 tsp butter
1/3 C powdered sugar 2 tsp Cocoa powder

Put all ingredients in a sandwich sized zipper bag. Allow cubs to squish and squeeze it until all the lumps are gone and what is left inside looks like fudge.

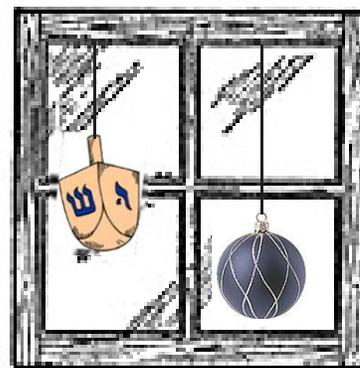
All that Glitters (Reflections of Light) Window Ornament

Reflect your family's holiday spirit.

What you'll need:

- Newspaper
- Stiff Paper or Cardstock
- Scissors
- Hole Punch
- White Glue
- Glitter
- Waxed Paper
- String

1. Cover your work surface with newspaper.
2. Cut your favorite shapes out of cardstock or stiff paper.
3. Punch a hole in the top of each window ornament.
4. Cover one side of the shape with a fine layer of glue.
5. Sprinkle glitter over the shape.
6. Place on waxed paper to dry.
7. Shake the loose glitter onto a sheet of wax paper. Flip the shape over and repeat the process for the other side of the shape. Once the glue is dry, thread string through the holes, and then hang your ornament in a sunny window.

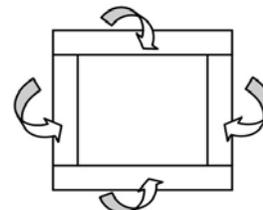
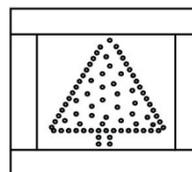
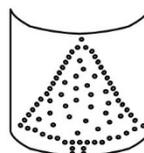
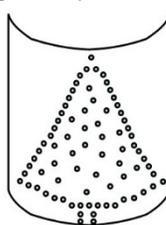


Candle Shield

A candle shield is an ideal holiday project. Since you can't see the candle behind your shield, it will seem as if your picture is glowing all by itself.

What you'll need:

- Heavy-duty Aluminum Foil
- Blunt Scissors
- Ruler
- Permanent Marker
- Push pin



1. Cut three 8" squares from heavy-duty aluminum foil.
2. Place the 3 foil squares on top of each other.
3. Fold each edge over about 1" on each side.
4. Use the permanent marker to draw your design on the foil.



5. Place the foil on a soft surface (piece of foam, a rug or a towel).
6. Following the lines of the drawing on the foil, use the push pin to punch the design.
7. Curve the foil so that it stands up about 3" in the front of a candle.

Rudolph Tie Slide

Use a regular size flat clothespin. Cut legs" of clothespin off with coping saw.

These will not be used. Sand & stain or paint the clothespin head light brown.

Turn clothespin upside down (cut off part becomes top of his head) and glue on 7mm wiggle eyes. Trace antler pattern onto brown felt. Cut out & glue on a 6mm red faceted plastic bead for-nose.

Draw mouth with fine line black felt tip marker or paint pen. Glue plastic drapery ring on back for tie slide.



Kinara

Flat piece of wood 12" long

One black candle

Seven bottle caps

Three red candles

Aluminum foil

Three green candles

Glue

Cut seven six inch squares of aluminum foil. Put bottle caps on each square of foil, and mold each to look like a cup to hold a candle. Decorate the piece of wood, then place each foiled cup on the piece of wood, evenly spaced, then glue each. Allow time to dry, then place one black candle in the center holder, with three red candles to the left of the black candle, and three green candles to the right of the black candle. Press the aluminum tight to hold the candles in place.

Hanukkah Menorah

Put 3 cups of uncooked white rice in a metal bowl.

Drop food coloring on the rice.

Stir the rice with a metal spoon to distribute the color evenly throughout the rice.

Clean and dry eight baby food jars (or jars of about the same size) and one taller jar and their lids.

Fill each jar to within 3/4" of the top of the jars.

Push a menorah candle into the rice in each jar.

Arrange the candles on the table with the taller jar in the middle.

Toilet Paper Roll Ornaments

Materials Needed: Empty toilet paper rolls, lace, ribbon, batting, and fiberfill.

Stuff fiberfill into the toilet paper roll to keep the roll from collapsing. Wrap a thin layer of batting around the roll. Cover the batting with lace. Tie each end with ribbon. If the ends of the lace are raw edges trim with pinking shears to stop fraying, or use fray-check.

Snow Globe

Materials Needed: Small jar with screw lid, white glitter flakes, waterproof glue, small holiday object(s), water.

Clean out the jar. A baby food jar is a good size. Glue the object(s) to the lid. Let the glue dry. Put some white glitter flakes into the jar. Add water to the jar leaving some room for air. Put glue around the rim and screw on the lid. Make sure the lid is on tight. Shake the globe to spread the flakes and create a snow scene.



Picture Frames

Materials Needed: Foam sheets, or sticks, magnets or paper clips, and glue.

For the foam sheets cut one solid rectangle and one rectangle with the center cut out. Glue the top, bottom and one side together. Leave the other side unglued for inserting the picture. For the sticks create a flat box with the sticks for the front. For the back put two sticks across the top and bottom and then glue the other sticks side to side until the back is filled. Glue the front and back together as before. Glue magnets or an unbent paper clip to the back for hanging.



Picture Ornaments

Materials Needed: Foam sheets, clay, juice

or plastic lids, paper, paints, and ribbon, clay ingredients (listed below).

For the juice or plastic lids cut out two pieces of paper. One is for the background and the other piece is for the backside of the lid. Glue the picture inside the lid. Wrap and glue the ribbon around the edge of the lid. Remember to add a loop for hanging. Write the date of the picture on the back of the ornament for a remembrance. For the foam sheets either use pre-made shapes, or trace the desired shape onto the foam and cut out. On the front cut out the picture hole as well. Glue around the edges leaving an opening for inserting the photo. For clay ornaments, use a recipe that needs cooking (4 cups flour, 1 cup salt, 1½ cups warm water. Knead 10 min. Keep in airtight container until ready to use. Bake 350° for 30 min.). Use cookie cutters or make freehand shapes. Leave a spot on the front for the picture, or glue the picture to the back of the ornament. Poke a hole in the ornament with a nail or pa-

per clip before cooking for hanging later. Make sure the hole is big enough because it will shrink slightly when baked. Paint with acrylic paints after cooling and finish with a clear coat sealant.

Clear Ornament

Materials Needed: See-through ornaments, metallic wrapping paper, puff paints, scissors.

Cut the metallic wrap into thin strips. Take off the top of the ornament and place the strips inside. Replace the cap. Decorate the outside with puff paints or glitter. Write the boy's name on the ornament with puff paints.



Games

SNOWBALL RACE Materials: A container of small marshmallows per team A plastic spoon An empty container per team Players set in lines of equal length; six players per line. A container of marshmallows is placed in front of each line and an empty container is placed beside the player at the end of the line. Each player is given a small plastic spoon.



On signal, the first player takes one marshmallow in his spoon and transfers it to his neighbor's spoon and so on down the line. As soon as the player at the end of the line receives the marshmallow and places it in the empty container and yells "It's a hit!" This is the signal for the first player to start the next marshmallow down the line.

Any marshmallow that is dropped must be replaced on the spoon by the person who dropped it before it can be passed along. The team getting all their marshmallows into the container first, wins.

PIN THE HANUKKAH CANDLE Materials: A poster-size menorah A cardboard candle for each player Draw a menorah on a large sheet of cardboard and tape it to the wall. From lightweight cardboard, cut out a candle for each player. The candle represents the shammes or candle used to light the eight Hanukkah candles. Put a pin through the flame of each candle. Blindfold a Cub Scout and turn him around three times. He then tries to pin his shammes on any of the menorah's candles. The one who comes closest, wins.

FILLING SANTA'S PACK Materials: A balloon for each player, color-coded for each team A large barrel or trash can Form two den size groups and line them up on the opposite sides of the room. Give one team balloons of one color; give the other team a contrasting color. Ask them to blow up their balloons and tie them. In the center of the room, have a large container - but not one large enough to hold all the inflated balloons. On signal, have all the boys try to tap their balloons into the barrel with one hand behind their back. When the container is full, stop the game. The team with the most balloons in the container wins.

SANTA NODS Santa is in the center of a circle made by the other players. Santa points at any player and says, "Santa says yes" or "Santa says no". That player must quickly nod "yes" or shake his head "no". If Santa says only "yes" or "no" without first saying "Santa says", the player must not respond. If he does, he is out of the game. Santa should give commands quickly. The last person still in the game becomes the new Santa.

WHAT DOES THE SNOWMAN SAY? NOTHING Materials: A hat, preferably a bowler hat and a scarf One cub, the Snowman, dressed up in the hat and scarf, stands stiffly facing the group. He must not respond in any way - by giggling, moving or speaking. The object of the game is for the other boys to get a reply to their questions, such as "What's your middle name? Who's your best friend? Do you like ice cream?" or to make the Snowman laugh by making faces. No touching is allowed. Establish a short time limit and play several times. Any boy who gets a response from the Snowman becomes the next one. Finish up with **SNOWMELT**: everyone turns into a snowman and at the signal "the sun comes out," the snowmen begin to "melt down" to the floor - the last one to melt completely (stretch out on the floor) is the winner. Rule: keep moving at the same time.

Skits

Solving a Christmas Problem

Personnel: 8 Cub Scouts

Equipment: Christmas tree, chair

Setting: As the scene begins, a Cub Scout (#6) is seated, head in hands by a Christmas tree.

The other Cub Scouts enter and speak to him

#1 What is really wrong with you, we've got a lot of work to do.

#2 Come on don't be so down. Your face looks terrible with that frown.

#3 Tell us why you are so sad. At Christmas time you should be glad.

#4 Maybe with Christmas so near, he's worrying about what he's getting this year.



#5 Come on and let me help you out. Because helping others is part of being a Cub Scout.

#6 (Jumps up and with a big smile on his fact and shakes hands and slaps on back on Cub #5)
That's it! That's it! Thanks old Buddy, my thinking sure was pretty muddy!

#7 (All look puzzled at each other) What did he do that made things right? I guess I'm just not too bright.

#6 (speaking with lots of expression) I don't have money to buy my Mom a gift you see, but now I know I'll give her just helpful me!

#8 Boy I'm glad you've helped us all remember, the important part of that holiday in December
(All put their arms around each other and walk off stage in a happy group)

Trimming the Christmas Tree

Cast: Group of Cubs, den leader, Scout staff with sprig of evergreen lashed to the top; materials to make snipping and sawing sounds (You can prerecord these on a cassette tape.)

Setting: Den leader is on stage; the Cubs are off to the side. Two Cubs enter.

Cub #1: Go ask the den leader how this tree is supposed to look.

Cub #2 goes to leader, acts out asking question. Leader acts out response. The Cubs run off stage, and audience can hear the sounds of sawing, snipping etc.)

Cub #3: (Enters, goes to leader.) Like this?

Leader: (Looks over at the Cubs who are positioned to let the leader see, but not the audience.) More off of this side. (Gestures Cub runs off stage.) (More sawing sounds are heard. Repeat this several times, with leader pointing and gesturing about different sides of the tree. Everyone is getting more and more tired. Finally after many sounds of sawing and snipping the Cubs all march over to the leader, carrying the staff with the sprig attached to the top, and show it to the leader and the audience. Leader groans and all leave.)

The Light of Scouting

Setting – You will need candles for every person in the pack. Wrap each candle in foil to create a drip plate.

Scene – Dim the lights in the room. There should be two candles on a table in the front of the room. The pack committee should be near the front with the Cubmaster and the Assistant Cubmaster. The den leaders line up on each side of the room after the pack committee, and the Scouts line up next to their den leaders. Make sure the Cubmaster has a lighter.

(Cubmaster lights one of the candles on the table and turns to speak to the group.)

This candle represents the spirit of Scouting. All by itself in this big room, it doesn't seem like much. But then, the spirit of Scouting finds me, as your Cubmaster *(lights the second candle from the first, and then continues.)*

While this is a little better, it is not nearly enough light. Fortunately, the spirit of Scouting continues to spread from me to the Assistant Cubmaster and to our wonderful Pack Committee *(Cubmaster lights candle of Assistant Cubmaster, and then they each light one candle of the pack committee members. Lighting continues from one candle to another until all the pack committee candles are lit.)*

The spirit of Scouting doesn't stop there! It continues to spread as more and more folks learn about the riches and treasures found in our program. *(Den leader candles are lit from pack committee members.)*



Are you starting to see a pattern? Don't you think having even more spirit would be better? How do the den leaders spread their Spirit? That's right! They spread the spirit of Scouting with their dens and all the Tigers, Wolves, Bears, and Webelos Scouts can experience this spirit.

(Den leader lights one candle of the den and Scouts light one candle from a previous candle until all Scout candles are lit.)

Wow! Isn't this better? Let's consider that this is just one pack. We're a small part of one district in one council in the United States. The spirit of Scouting burns all over the world! So, when our light combines with all the other lights in all the other packs all over the world, the spirit of Scouting becomes a tremendous beacon to guide Scouts on their journey through life. I hope you carry this spirit of Scouting with you all your life!

Songs

Christmas Song

(tune: Rudolph the Red Nosed Reindeer)

Here's to the Cubs in our den,
As they follow, help and give;
All of the boys in our den,
Know just how a Cub should live.
Now it's time for Christmas,
We've been very helpful boys,
We've gathered lots of old things,
Fixed them up like brand new toys.
Saved our pennies every meeting,
Brought a lovely Christmas Tree;
Trimmed it up to take to
Our Den-adopted family.
Bright and early Christmas morning
When they see our shiny toys;
We'll be happy that we shared our
Christmas joys with other boys.

I'm Playing In The Snow

(Tune: I'm singing in the Rain)

I'm playing in the snow.
I'm playing in the snow.
What a glorious feeling
It's snowing again.
Making snowman tonight
For the whole world to see
I'm happy just playing
In the snow

Oh Christmas Tree

Tune: O' Tannenbaum

(1)
Oh, Christmas tree! Oh Christmas tree!
Your needles falling down on me.
Oh Christmas tree! Oh Christmas tree!
Your needles falling down on me.
"It's freshly cut," the salesman said.
But now you're home, I see you're dead.
Oh Christmas tree! Oh Christmas tree!
Your needles falling down on me.
(2)
Oh Christmas tree! Oh Christmas tree!
You fell over on my TV.
Oh Christmas tree! Oh Christmas tree!
You fell over on my TV.
The cable lines are in a pinch,
I can't watch Snoopy or the Grinch.
Oh Christmas tree! Oh Christmas tree!
You fell over on my TV.
(3)
Oh Christmas tree! Oh Christmas tree!
There's something under you I see.
Oh Christmas tree! Oh Christmas tree!
There's something under you I see.
Is it a present gaily wrapped?
No, it's a blob of gooey sap.
Oh Christmas tree! Oh Christmas tree!
There's something under you I see.

JANUARY

ABRACADABRA



CORE VALUE

POSITIVE
ATTITUDE

Themes similar to Abracadabra

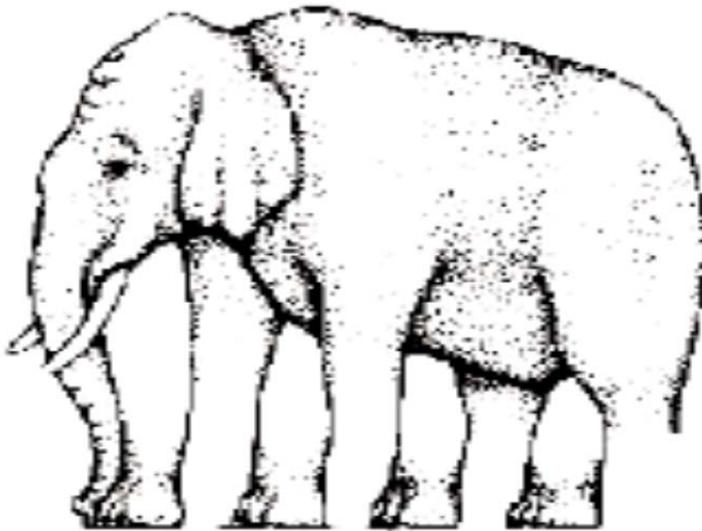
Month	Year	Theme
September	1941	Cub Magicians
January	1948	Magic Tricks & Puzzles
June	1951	Lost on an Island
November	1961	Cub Scout Magic
October	1965	Magic Words
October	1970	Cub Scout Magicians
March	1979	Making Magic
August	1991	Cub Scout Magic
April	1995	Cub Scout Magic
May	2002	Abracadabra
May	2008	Abracadabra

JANUARY 2012 - ABRACADABRA

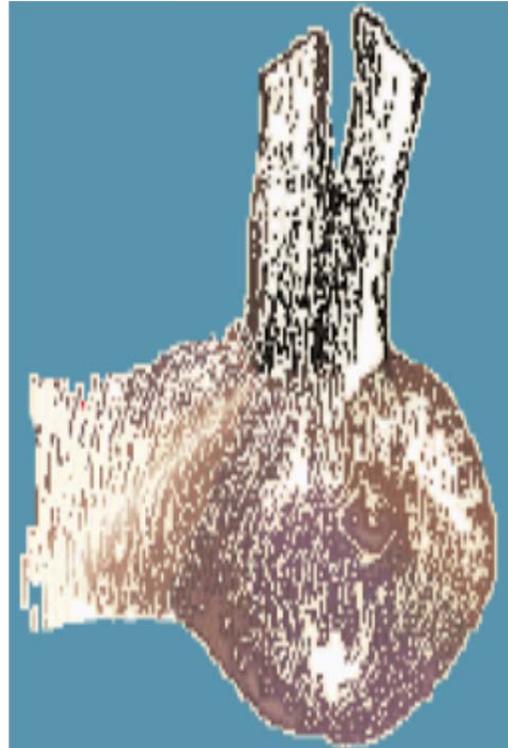
Gathering Activities

Print out these eyeball benders for your boys to puzzle out.

Duck or Rabbit?



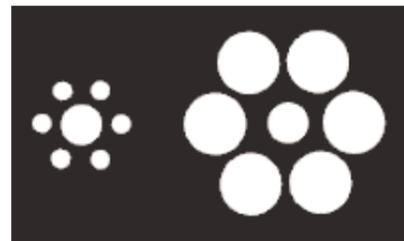
How Many legs does the elephant have?



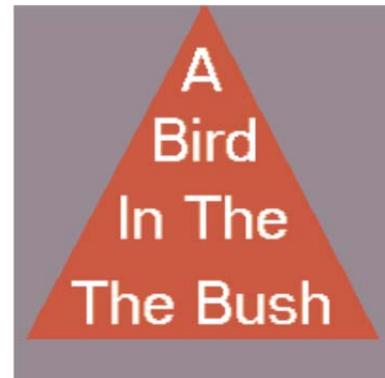
Do you see a young lady?
An old lady? Both?



What does it say?



Which middle circle is bigger?



What does it Say? Write
down each word in order,
what does it say now?

Opening Ceremonies

Cub Magic Opening

Eight Cub Scouts, each with a large card. On one side of each card the following letters and on the other side is the accompanying saying. Each Cub turns his card over to reveal the letter as he reads the saying.

- C is for COMRADESHIP as we learn to get along
- U is for UNITY, together we are strong
- B is for BOYS, wild and wooly but always polite
- M is for MERITS which we always have in sight
- A is for ADVENTURE, what we are always looking for
- G is for GROWTH to open every door
- I is for INTEGRITY for all the world to see
- C is for CUB SCOUT that we all are glad to be

Magic American Flag

Conceal an American flag inside a “Magic” box.

NARRATOR: Today, we’re going to start our pack meeting with a bit of magic! We’ll add some special things to this magic box and see what we get when we say the magic word “Abracadabra!” (Audience practices the word.)

Okay. Now, everyone on the count of three, say “Abracadabra”...1,2,3... **ABRACADABRA!** (Reaches in and pulls out the American flag.) Wow! A great piece of magic! Let’s say the Pledge of Allegiance to our flag. (Two Cub Scouts hold the flag.)

Magic Opening

- M** – M is for Mess, which happens by Magic I guess
- A** – is for Anxiety, The Den Leader’s heard of our notoriety
- G** – is for Gem, that’s really what is our den
- I** – is for Illusion, a good meeting’s conclusion
- C** – is for Cub Scouts, do our best, no Doubts



Magic Opening

Hogwarts is where you learn about magic
Scouts is where we learn to do our best
While we play with tricks and make believe potions
Our lives are instilled with unbelievable good notions
We don’t need a wand or a spell...
To remember our duty to God and Country, to tell
So please, levitate yourself upright
And join us at this magical sight
(Color Guard enters with Colors)
Please Join us in the pledge of Allegiance.



Advancement Ceremonies

Magic Advancement

Personnel: Cubmaster and assistant (Any adult will do.)

Props: Cardboard top hat to hold awards.

Cubmaster: We are here tonight to see some amazing feats of magic. These boys have accomplished great things. And now, I - the Amazing Cubmaster, will create Tigers, Bobcats, Wolves, Bears and other strange creatures.

Will the following boys and their parents please come forward? (Bring all new Tigers and their parents up). You have learned the ways of Cub Scouting. Are you ready to be transformed into Bobcats? (Boys and parents answer yes). Then as I say the magic words, Dobum Yobum Bestum, you will become Bobcats. (Cubmaster reaches into a top hat for awards. Boys and parents return to seats.)

Will the following boys and their parents please come forward? (Bring all new Bobcats a their parents up). You have learned the ways of Cub Scouting. Are you ready to be transformed into Bobcats? (Boys and parents answer yes). Then as I say the magic words, Dobum Yobum Bestum, you will become Bobcats. (Cubmaster reaches into a top hat for awards. Boys and parents return to seats.)

Another amazing transformation awaits you. Will the following boys and their parents please come forward? (Bring all new Wolves and their parents up.) You have all been Bobcats for the proscribed time and have demonstrated your skills and know of the ways of the pack. Are you ready to become Wolves? (Boys and parents answer yes.) As I call upon the spirit of the great magician, you will be Wolves. (Cubmaster reaches for awards to present to the boys. Boys and parents return to seats.)

Whew! Was that not incredible? But there is more work to do. Will the Bears and their parents please come forward? (Bring all new Bears and up). You all have followed the trail of Baloo the Bear. Are you ready to join your brother the Bear? (Boys and yes.) Now as my assistant, the great Helper Cub, waves the magic hat, please repeat the magic words after me. Helpet opleet!! Shazaam!! You are now Bears! (Cubmaster reaches into top hat for awards. Boys and parents return to seats.)

Amazing, simply amazing? Helper Cub, are there more scouts to be transformed? Yes. This is simply amazing. Please come forward! (Bring all Webelos up to me.) You are moving along the trail to the goal of the Webelos and are about to be transformed. However, I have seen signs of you working towards the goal of Webelos rank. You are working hard on your activity pins and I, the amazing Cubmaster know you are Beum Prepareum. (Cubmaster reaches awards. Boys return to seats.)

Now I have my strength back. It is time to try the most difficult magic trick of all, following of a boy into that mythical creature, the Webelos. Will the all their parents please come forward? (Bring all new Webelos and their parents up). You all have climbed the mountain and done the requirements. Are you ready to become Webelos? (Boys and parents answer yes.) Th ' We-ek Be-ek Lo-ek Yal-ek, Sc-ek Out-ek, abra cadabra, you are now Webelos!! Cubmaster reaches into top hat for awards. Boys and parents return to seats.)

The Magic of Cub Scouting

Personnel: Cub master in top hat; Tiger Cub and Wolf, Bear, and Webelos Scouts

Equipment: Magic box or curtain, magic wand, top hat



CUBMASTER: If it worked like magic, Cub Scout advancement would happen this way: A Tiger Cub would go into the magic box (Tiger Cub enters the box), I would wave my magic wand, and Abracadabra!—out comes a Wolf Cub Scout! (Wolf Cub Scouts emerges from the box.)

Then, in would go the Wolf Cub Scout (Enters the box) and, Abracadabra!—out comes a Bear Cub Scout! (Bear Cub Scout emerges.)

What would happen if we put the Bear Cub Scout in? (Bear Cub Scout enters the box.) Now, let's all say it together, Abracadabra!—and out comes a Webelos Scout. (Webelos Scout emerges.)

But is that the way Cub Scout advancement works?

(Cub Scouts say "NO!") It isn't so easy! Each Cub Scout works hard to achieve his rank, and the following boys have done so tonight. Will the following boys and their parents come forward to receive the Bobcat badge? (Continues through the ranks.)

The Magic of Cub Scouting

ACM: (*approaches CM, waiving two tickets*) Hey _____, look what I just got!

CM: Wow _____, you sure are excited. Did you just strike it rich on the lottery or did you win season tickets?

ACM: No. It's even better than that, I was just given these two tickets to magic show - and it's tonight! Take a look. (Hands tickets to CM)

CM: These sure are for tonight. In fact the location of the show is right here and the time is right now!

ACM: I'm really confused. I don't see a magic show here, just you and all these kids with their parents. I suppose that you're the magician and that you are going to pull a rabbit out of your hat.

CM: Let me clear it up for you. There is no magician here and the magic is not any 'up-my-sleeve' tricks. The magic in this room is the magic of Cub Scouting. You see these people are Cub Scout families, and they are here to have fun and recognize the Cub Scouts in our pack for their accomplishments since our last meeting.

ACM: Tell me more. What's so magical about Cub Scouting?

CM: Well, first of all, Cub Scouting helps the Cub Scouts in three areas; character development, citizenship and physical and mental fitness. And the really magical part about all of this is that the Cub Scouts have fun while this is happening.

ACM: Gee, _____, I don't see how having my character developed can be much fun, what do you mean?

CM: Why don't I call up the boys who have earned special recognition tonight and tell you about what they have done. Would the following boys and their parent please come forward? (call names)

CM: _____, you have completed the 12 achievements needed to complete the Wolf or Bear badge. Did you do your best? Did you have fun?

ACM: I see what you mean. These guys really seem happy right now. CM: You bet they are. We are all proud of their accomplishments too.

ACM: I'll just reach inside this hat and pull out the badges that you have earned. I will give it to your parent and ask them to proudly present it to you. (Read names, pull awards from top hat, present awards)

CM: The magic of Cub Scouting is all around us tonight. Congratulations to all of you on your accomplishments!



Closing Ceremonies

Magic Closing

“Cub Scout magic has been a lot of fun tonight. We’ve seen clever tricks, funny stunts, and surprising feats. But the real magic of Cub Scouting goes far beyond tonight’s fun. It is in the strengthening of family relationships; the friendships that are formed; the abilities and talents that are developed and nurtured; and the respect for other people, country, and God that is learned as these boys move together through Cub Scouting and on to Boy Scouting.”

Closing

Personnel: 2 Cub Scouts, Cubmaster, person to cut off house lights.

Props: Cape and magic wands for Cubs, flashlights

1st Cub: We shown you the magic of Cub Scouting and how we can make many things.

2nd Cub: We’ve abra’d and cadabra’d till our wands are weak.

1st Cub: But we’ve got just a bit of magic left.

2nd Cub: So everyone wish real hard for the thing that they want most.

(House lights are shut off, Cubmaster runs off stage, Cubs swing flashlights around wildly and then house lights come back on.)

1st Cub: It seems that we all wish the same thing - that the Cubmaster would di sappear till next month. So Good Night and Good Scouting!!

The Magic of Cub Scouting

To take a little boy and help him grow into a man –That's magic.

To teach him how to make things and let him know he can – That's magic.

To watch him learn the Promise and apply it in his life – That's magic.

To see him grow in mind and body, overcoming strife – That's magic.

To watch his family beam with pride at everything he'll do – That's magic.

And love him even if things don't go as he wanted them to – That's magic.

And as his Scouting leaders we also beam with pride.

Because we know he's learning and growing up inside – That’s Cub Scout Magic.

Pizzazz

Jokes/Walk ons

Ask someone to spell the word "joke". Then ask him to spell "folk". Next ask him to spell "poke". Finally ask him to spell the white of a egg. He will probably spell "y o l k". But the yolk is the yellow part of an egg. The white part is called albumin.

Shade your eyes and look around. Aha! You spot your friend in the audience. Go to him and shake his hand, slap him on the back and hug him. Then stare at his shirt and shake your head. You find a loose thread. Take hold of it and put...and pull...and pull. The thread comes...and comes...and comes. You can wind it around your hand, you can dance with it, you can pass it around the audience and let them pull.

THE TRICK: You and your friend get ready together. Thread a needle with the end of a spool of thread. Put the spool inside your friend's shirt and run the threaded needle out through his shirt. Take off the needle and let the thread hang loose.



Magical Cheers and Applauses

Magician's Cheer. Everyone turns around with his/her eyes closed, saying, "Abracadabra! Presto change-o! Yea'

Magic Neckerchief Cheer. Explain that you have a magic neckerchief that controls cheering. When you throw it up in the air, audience members can make as much noise as they want, but when the neckerchief is in your hand or on the floor, they must be quiet. Try throwing it, and faking it.

Magician's Mix-Up Cheer. Remove your imaginary top hat, invert it, and hold it in front of you. Wave an imaginary wand over the hat and say "Abracadabra," pause and then say "Poof!" When Saying poof, jump straight up, landing on all fours in a squatting position, like a frog and croak "Ribbit, ribbit".

Theme Activities and Crafts

Magic Mud

You will have a blast making this Magic Mud. Adult supervision will be needed.

Materials: 2 cups white glue

1½ cups water at room temperature

1 cup hot water

2½ level tablespoons 20 Mule Team Borax

Food coloring, 2 mixing bowls, mixing spoons

Combine glue and room-temperature water. Blend thoroughly. Add food coloring. In a bowl combine hot water and Borax, stirring until the Borax is completely dissolved. Slowly pour the glue mixture into the Borax mixture, stirring constantly.

Tips: The final mixing stage may require 2 or 3 cubs to help stir – it will be thick.

The Mud will not stick to dry surfaces. It will stick to wet or damp clothing and surfaces. This mixture will keep at least five days in an uncovered bowl, longer if the bowl is covered with a damp cloth. You can distribute it to the Cubs in zip lock bags to take home.

Make more than one color of Magic Mud and mix them together for a marbled effect. Cubs can cut the Magic Mud with a plastic knife, tear it apart with their hands, or even watch it slowly "melt" off the edge of a table.

Coal Garden

York Adams Council

Place a small piece of coal in a bowl. Sprinkle one tablespoon of salt over the coal and then carefully pour two tablespoons of water over the salt. Now add two tablespoons of laundering "bluing," three drops of mercurochrome, and three or four drops of food coloring. Take this concoction home carefully. After several days, there should appear a colorful, moss-like growth covering the coal.

Crystal Garden

Mt. Diablo Silverado Council

Here's a variation on the previous activity, with a slightly different recipe. An old-fashioned project that always provides wonder and excitement is a crystal garden. Gather several small stones, or use charcoal briquettes. Either will work just fine.



USE CAUTION WHEN HAVING AMMONIA AROUND YOUR CUBS!!!

Materials: 6-7 Charcoal briquettes. or stones

Shallow bowl

6 tablespoons salt

6 tablespoons laundry bluing

6 tablespoons water

1 tablespoon ammonia

Food coloring

Procedure: Place the briquettes or stones in the bowl. Mix all the other ingredients together, except the food coloring. Pour the mixture over the stones with a spoon. You may have extra: just store it in a covered container and add to the garden over the next few days to keep it growing.

Drop food coloring over the coated stones. Crystals will begin to form in about twenty minutes. Pour more solution and add more coloring every day. and the garden will continue to change and grow.

The Amazing Electric Lemon

Greater St. Louis Area Council

Materials: Clean galvanized zinc nail

2 feet of insulated copper wire

X-Acto or utility knife

Small flashlight bulb

Electrical tape

Large lemon

Clean penny

Cut your wire into two 1-foot sections and strip off one inch of insulation from all four ends of wire. Attach one end of each wire to the light bulb so that one end is touching the metal threads on the sides and the other is touching the metal cap on the bottom. Being careful that the two wires do not touch each other, secure them with electrical tape.

Cut two small notches into opposite sides of the lemon with your knife. Insert the penny halfway into one notch and the zinc nail halfway into the other. Be sure that the penny and the nail do not touch. Take one of the free ends of wire and tape it to the nail.

Now when you touch the remaining exposed end of wire to the penny, the flashlight bulb should give off a faint glow. Try this same experiment with different fruits, such as oranges, grapefruits and limes (remember, the tomato is technically a fruit, also). Rate the amount of light given off by each fruit battery. The more acidic the fruit, the brighter the light. You can also help the fruit work by first rolling it between your hands to help mush up the segments a little bit to allow the fruit's juices to flow.

Tips and hints to help you become a successful magician:

1. Practice in front of a mirror so you can see the trick as your audience will. Practice lots!
2. Practice the "patter" as well as the trick. Figure out beforehand what you want to say during the show. Good patter will help distract the audience just enough to keep them from guessing how you've pulled off your magical feats! Here's a start for you:

**I have a magic trick for you.
It should be lots of fun.
Pay very close attention,
And guess how it is done!**

3. Resist the temptation to tell how the trick worked... keep them guessing and they'll be even more impressed with your show.
4. Never do the same trick more than once for the same audience. It makes it too easy for the audience to guess how it was done.
5. Control the seating arrangements... some of the tricks require that the people be looking straight at you. Have the audience remain seated throughout the show.
6. Wherever you can, borrow the objects from the audience... coins, pencils, napkins, etc. Borrowing from the audience makes it seem like the magician hasn't had time to do anything sneaky to the item. This makes everything seem more magical!
7. Lovely Assistant: a lot of the card tricks (or any other mind reading type tricks) work well using a magical puppet or stuffed animal as your assistant. Try putting on an entire show where you aren't a magician at all... instead claim that you bought a puppet from an old gypsy woman and it turned out to be magic (you can make up a cool story to use as your patter). Have the puppet or stuffed animal "whisper" the answers into your ear. Having a puppet do all the work, may keep you from getting stage fright! **Now... on with the show!**

Washer Puzzle

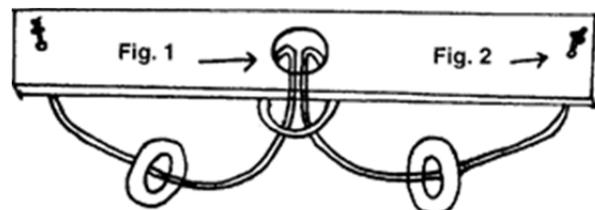
Materials:

Tongue Depressor or wood scraps

2 Washers

15 inches of String

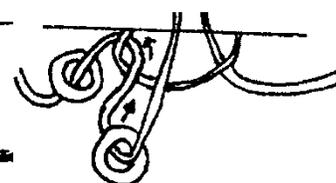
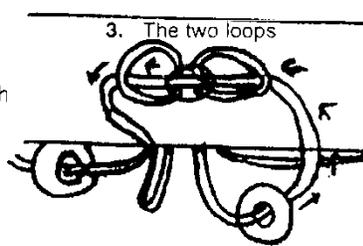
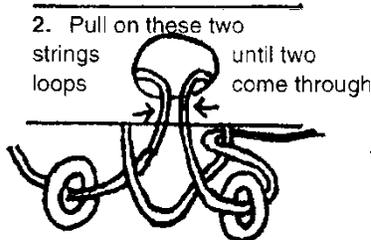
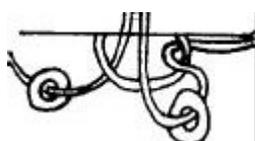
1. Drill $\frac{1}{4}$ " hole in center of tongue depressor.
2. Drill 2 smaller holes $\frac{1}{2}$ " in from each end.
3. Tie a lark's head knot through the center hole (fig. 1).
4. Thread a washer on each end of the string. insert each string end through the smaller holes on each end of the depressor and tie an overhand knot (fig. 2).



Object: Get both washers on the same side and then back again.

Solution:

1. One washer up through center loop and over



4. Pull loops back through



Playing Card Buildings

What can you do with a deck that's a few cards shy of a full pack? Turn it into a stack of interlocking building blocks, and the sky's the limit.

With each card, use scissors to make a 1-inch snip in the middle of all four edges. Then, join together cards by interlocking the notches to build towers, tunnels and bridges. You can even add to your deck by tracing around a card onto poster board and then cutting out the shapes.

Magic Wand 1

Materials: Sticks, Leaves, String, Tape or Glue

Have each boy search for the perfect stick—in the backyard, on a neighborhood walk, in the park or on a trek through the country. Attach dried leaves and long grass to the stick with tightly wound string. You can also affix unusual leaves and seeds with tape or glue for "power magicians."

Magic Wand 2

Materials: 1/2 inch clear unflexible plastic aquarium tubing (sold in pet stores), modeling clay, pipe cleaners, sequins or glitter, colored plastic tape.

Cut the plastic tubing into 1-foot lengths (one for each boy). Seal one end of each tube with a small piece of modeling clay. Shape the pipe cleaners to look like worms, then stuff them into the tubes. Add sequins or glitter. Then seal the other end with clay. Tape the ends of the tube with the plastic tape to hide the modeling clay.

Wizard Hat

Materials: Newspapers, glossy gift-wrap, tape, bright-colored Contact paper. For each hat, lay a sheet of newspaper on a flat surface. Sandwich the newspaper between two pieces of glossy gift wrap. Treating the stack as if it were a single sheet, shape it into a large cone and tape the overlapping edges. Make sure the opening is large enough to fit onto the boy's head. Roll up the lower edge of the cone to create a brow band. Cut out stars and moons with the Contact paper, and decorate the hat.

Magic Mother's Day Box

This magic box gives Mom a little treat, surprise, favors and gifts throughout the year - not just on Mother's Day.

1. Decorate a small box, such as a shoe box.
2. Buy or make a few presents, such as a package of fancy teas, chocolates or coupons that Mom would appreciate getting and place them into the box. Wrap each present, and attach a small tag or label. Number each present.
3. On the box cover attach a card or colored sheet of paper. Write out a fun schedule of when you would like her to open each gift. Here is a great chance for the boys to think up creative gifts that they can give their Moms that cost little or no money. The magic comes when Mom opens the present on a day that is not expected.

Snack Time: Magic Wands

1/2 cup vanilla milk chocolate pieces (white chocolate), 1 teaspoon shortening, 10 long pretzel logs, Decorative candies or color sugar (the kind *you* decorate cupcakes with)

Melt the white chocolate with shortening. Dip pretzels half in chocolate, then roll in candy or sugar.

Wands (Pencils)

A new craze in reading wizard books has brought about interest in Wizard crafts. Here is an easy craft to decorate your desk. Parental supervision is recommended with use of wire cutters. This project is rated EASY to do.

What You Need

Black, brown, or any colored pencil, Double stick tape (optional), Black paint and paintbrush (optional), Gold Star Garland, feathers, or other decorations, Wire cutters, Clear tape (optional)

1. If your pencil is not the color desired, paint it and let it dry.
2. Optional: Cut off a piece of double stick tape long enough to wrap around the metal part of the pencil eraser. Wrap around metal piece.

Note: According to books, wands can vary quite a bit from wizard to wizard. You can decide how you want your wand to look. Create several making each one unique!

- Gold or Silver Stars: Take the Gold Star Garland and start wrapping around the pencil, pressing as you wrap to adhere it to the tape. When you reach the end of the tape, cut the wire, and tuck end inside under previously placed garland.
- Feathers: Place one or more feathers, with ends on tape and feathers above eraser. When finished, top with a piece of regular clear tape to seal the double stick tape.
- Now you have a wand!

**Brooms (Pencils)**

A new craze in reading wizard books has brought about interest in Wizard crafts. Here is an easy craft to create some fun to decorate your desk. Parental supervision is recommended with use of wire cutters. This project is rated EASY to do.

What You Need

Yellow or natural wood-colored pencil, Double stick tape, Raffia, Scissors, Gold Star Garland, Wire cutters, Black thin permanent marker, optional

1. Cut some raffia about 3½ inches long.
2. Cut off a piece of double stick tape long enough to wrap around the metal part of the pencil eraser. Wrap around metal piece.
3. Lay ends of raffia around the pencil, adhering to the tape, with ends sticking up above the eraser.
4. Cut off another piece of double stick tape long enough to wrap around and adhere to the top of the raffia, directly above the other piece of tape.
5. Lay ends of raffia around the pencil, adhering to the tape, with ends sticking up above the eraser.
6. Cut off two pieces of double stick tape long enough to wrap around and adhere one piece to the top of the raffia, directly above the other piece of tape. Adhere the second piece of tape directly below the other piece of tape.
7. Take the Gold Star Garland and start wrapping around the pencil, pressing as you wrap to adhere it to the tape. When you reach the end of the tape, cut the wire, and tuck end inside under previously placed garland.
8. Now you have a broom! Add a name for your broom in black marker, if desired.





Cauldron Broom and Wand (Pencil) Holder

A new craze in reading wizard books has brought about interest in Wizard crafts. Here is an easy craft to decorate your desk. Parental supervision is recommended with use of sharp scissors. This project is rated EASY to do.

What You Need

Plastic 8 quart Kool-Aid Container (or similar container), Sharp scissors, Tacky glue, 3 Large wooden beads, Gray paint or Gesso, Paint brush, Wax paper or plastic bag (to protect work area)

1. Remove label, wash, rinse, and dry container. Save cap for another project.
2. Using sharp scissors, cut below threads on container. Cut all the way around. Be sure to cut smooth to prevent any burrs or sharp places. Discard cut off piece.
3. Lay out wax paper or plastic bag (turn wrong side out) to protect work surface.
4. Paint container and beads with gray paint. Let dry. You may need to apply an additional coat. Let dry.
5. Turn container upside down and glue on beads, evenly spacing around the outside bottom of the container. Let dry.
6. Turn container over and fill with your personalized wand or broomsticks (pencils). Enjoy your new desk accessory!



Games

Black Magic (circle / passive) – The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group. Their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.

Magic Sticks (circle / passive) – The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.

Catching the Dragon's Tail (active/cooperative) – A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of him. The first in the row is the dragon's head. The last in the row is the dragon's tail, eager to lash to the right and left in order to escape the head. Until the signal GO is given, the dragon must be a straight line. Someone in the group counts "One, two, three, go!" On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken. If the head succeeds in touching the tail, they may continue to be the head. If the body breaks before he catches the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.

Smaug's Jewels (passive/circle) – One person is chosen as Smaug stands guard over their jewel's (a beanbag, handkerchief, etc.). Everyone else forms a circle around him and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.



Skits

Robots or Rabbits

Characters: 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards). 7th scientist is dressed in the same manner and wears a top hat. Boy dressed in cardboard robot costume.

Setting: Table, covered with old sheet reaching to the floor at front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO BUILD A ROBOT" while another looks over his shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

Scientist 1: It doesn't seem to be working.

Scientist 2: I can't understand it.

Scientist 3: We'll have to change the formula. (Scientist #7 enters from stage left, carrying top hat)

Scientist 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places hat on the table.) You just say "Abra-ca-dabra 1-2-3!" reach in, and...

Scientist 4: Wait a minute. What did you say your friend's name was?

Scientist 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

Scientist 5: That's "rabbit"... not "robot"... you dunce!

(They chase Scientist 7 offstage, waving book, spoon, etc. Scientist 6 starts to join them, but stops and looks at hat on table.)

Scientist 6: (Shrugging shoulders) It just might work! Abra-ca-dabra 1-2-3! (He takes hold of hat with the left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reaches behind table and pulls up the robot who has been hidden.) Hey, you guys, it worked! Now I'll just push this button... (he pretends to push button on front of robot. Robot drops to all fours and hopped off stage reveal a big fluffy bunny tail.)

The Reluctant Rabbit

By Joalene Whitmer

Divide the group into 4 groups. Assign each group one of the characters listed below. Read the story pausing at each key word so that the assigned group can respond appropriately.

Joe - "abracadabra"

rabbit - flop hands like ears and wiggle nose

hat - tip imaginary hat

dog - "woooooof"

Joe... was very busy. It was only a few days until the Pack Meeting and he was still trying to perfect his disappearing rabbit... trick. All of the other Cub Scouts already had their tricks ready. But Joe... was having a little trouble. He had his black top hat... and a very nice little rabbit... and Joe... even knew exactly how to do the rabbit... in the hat...trick, but the rabbit...would not cooperate.

Just then, Joe's... dog... came bounding into the room. "WOOOOOF" said the dog... He was a very large dog.... And the minute the rabbit... saw him, he bolted under the bed, toppling the hat.... and just about knocking Joe... off the bed. "Dog...," shouted Joe..., "get down, you keep



scaring my rabbit.... And I was already having enough trouble with him." The dog... hung his head in shame. He was really a very good dog... and did not mean to scare the rabbit... So Joe... reached under the bed and pulled out the rabbit.... Joe... petted the rabbit... and soon he was calm. "Now, let's practice," Joe... said. He took the hat... and after waving the magic wand a few times he put the rabbit... into the hat... But the rabbit would not stay in the hat.... Joe's... dog... sat quietly and watched. Nothing Joe... did seemed to help.

Joe... was getting very frustrated. He put the hat... on his own head and sat down on the bed. The hat... fell down around Joe's... eyes so he could not see. "Boy, it's dark in here," he said. That was when it hit him. The rabbit... had claustrophobia and was afraid of the dark. Every time Joe... put him in the hat... the rabbit... got very nervous and tried to escape. Joe... patted his dog... on the head and thought and thought. He didn't have time to train another rabbit... What could he do?

Then Joe... had a bright idea. He opened the top drawer of his bureau and began searching through all his stuff. His dog... came over to help. Soon Joe... found what he was looking for - his penlight. He put it in the bottom of the hat... and turned on the light. Then he took the rabbit... waved the magic wand and stuffed the rabbit.... into the hat... This time, with the light to keep him calm, the rabbit... stayed. "Hurray," shouted Joe..., "now I can do my trick". And sure enough, the rabbit... had disappeared, the hat... was empty! Even the dog... was surprised.

The Magic Potion

Cast: 4 boys

Props: A big pot, spoon and magic ingredients

Boy 2: Hey what are you doing?

Boy 1: I'm making up this magic disappearing potion.

Boy 3: Disappearing potion? How did you come up with that?

Boy 1: I was cleaning out my grandpa's attic and I found this really old magic book. It says right here" recipe for magic potion, that will make your friend disappear.

Boy 4: You don't really believe all that mumbo jumbo do you?

Boy 1: I don't know this is a pretty old book it may just work.

Boy 2: Well let's try it and see. What's in it.

Boy 1: First you add a gallon of turnip juice, then a quart of sauerkraut.

Boy 4: Nothing's happening yet. What's next?

Boy 1: Three tablespoons of hot sauce and an old sneaker.

Boy 3: Still nothing. Is that all there is?

Boy 1: No there are a few more ingredients to go – lets see one moldy onion five cloves of garlic and one pair of socks left over from day camp. That's it.

Boy 2: Well I don't see any magic happening, but that stuff is starting to smell pretty gross.

Boy 3: It sure is, it's starting to smell like something my sister made for dinner the other night.

Boy 4: I don't know about you guys but I've had enough lets get out here. (boys 2,3,4, run off stage)

Boy 1: Well, what do you know? It really works.



Songs

M-A-G-I-C

Tune.- "Bingo"

Sing the new first line for each verse followed by "And magic was his game, oh." For line three each time don't say another letter from M-A-G-I-C and clap instead; finish with line four

Cub Scout Jon he did some tricks,
And magic was his game, oh.
M-A-G- I-C, M-A-G-I-C, M-A-G-I-C
And magic was his game, oh!

He made a quarter disappear,
And magic was his game oh.
[clap]-A-G-I-C, [clap]-A-G-I-C, [clap]-A-G-I-C And
magic was his game, oh!

(3) It disappeared into the air...

(4) He found the quarter In a hat...

(5) Finally he took a saw...

(6) Then Jon was finished with his show...

If You Like To See Cub Magic

(Tune: "If You're Happy And You Know It")

If you like to see Cub magic, twitch your nose.
Let's see some tricks together, here we go.
Pull a rabbit from a hat, Make your leader
disappear,
If you like to see Cub magic, give a cheer.
(Hoo-ray)

Bring Back My Bunny to Me

(Tune: "My Bonnie Lies Over the Ocean")

My hat is right there on the table,
My wand here, as you all can see.
With magic I'm quick and I'm able,
But where could my white rabbit be?

Bring back, bring back,
Bring back my bunny to me, to me,
Bring back, bring back,
Bring back my bunny to me, to me,

The Night They Made the First Cub Scout

by Steve Henderson

[Download MIDI tune firstcs.mid](#)

Many years ago on this very night
Some people gathered 'round a campfire's light
Everyone was saying the world was in a mess
Not enough people trying to do their best. (So...)

Chorus:

They took a little Blue
and they took a little Gold
They took a little boy about eight years old
Turned him around and lo and behold
That's how it came about
The night they made the first Cub Scout

Now they come in every size, they come in every
shape

And everywhere they are, the world's a better
place

Every Bobcat and Bear, every Wolf and Webelos
Remembers that night many years ago (When...)

(Repeat chorus)

Tiger Cubs are new, the boys aren't very old
You know it won't be long before they wear the
blue and gold

To Search, Discover, Share with their parents in
tow

Headed down the path that started years ago
(When...)

(Repeat Chorus)

Leaders are the ones who make the program go
And Trainers do their best to put the leaders in
the know

How the Promise and the Law help the Cub Scout
Grow

And Blossom on the trail that started years ago
(When...)

(Repeat Chorus)

Cub Scout Magic Show

(Tune: "Hail, Hail, The Gang's All Here")

Hail, hail, the gang's all here.
Watch the Cub Scout magic,
It is so fantastic.
Hail, hail, the gang's all here.
See the Cub Scout Magic show!



Puff the Magic Dragon

Puff the magic dragon, lived by the sea,
And frolicked in the autumn mist,
In a land called Honnilee.
Little Jackie Paper, loved that rascal Puff,
And brought him strings and sealing wax
And other fancy stuff.

Chorus:

Oh, Puff the magic dragon, lived by the sea,
And frolicked in the autumn mist,
In a land called Honnilee.
Puff the magic dragon, lived by the sea,
And frolicked in the autumn mist,
In a land called Honnilee.

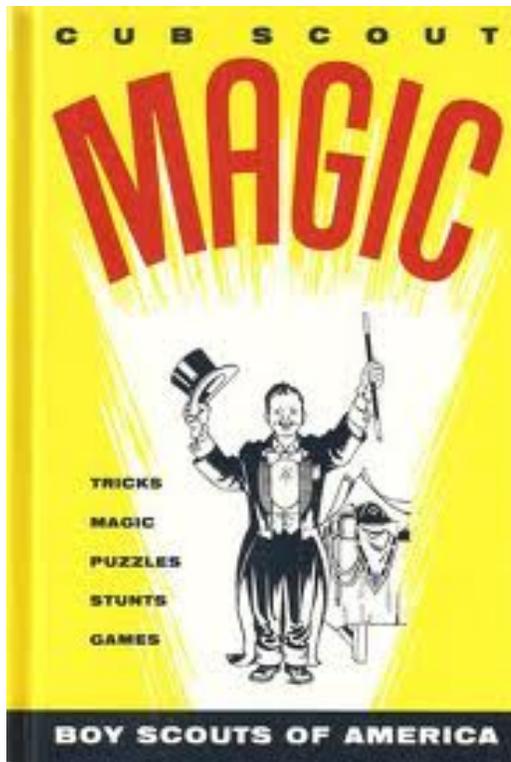
Together they would travel,
On a boat with a billowed sail.
Jackie kept a lookout, perched
On Puff's gigantic tail.
Noble kings and princes
Would bow when e'er they came.
Pirate ships would lower their flag
When Puff roared out his name

CHORUS

A dragon lives forever, but not so little boys.
Painted wings and giant strings,
Make way for other toys.
One gray night did happened,
Jackie Paper came no more,
And Puff that mighty dragon,
He ceased his fearless roar.

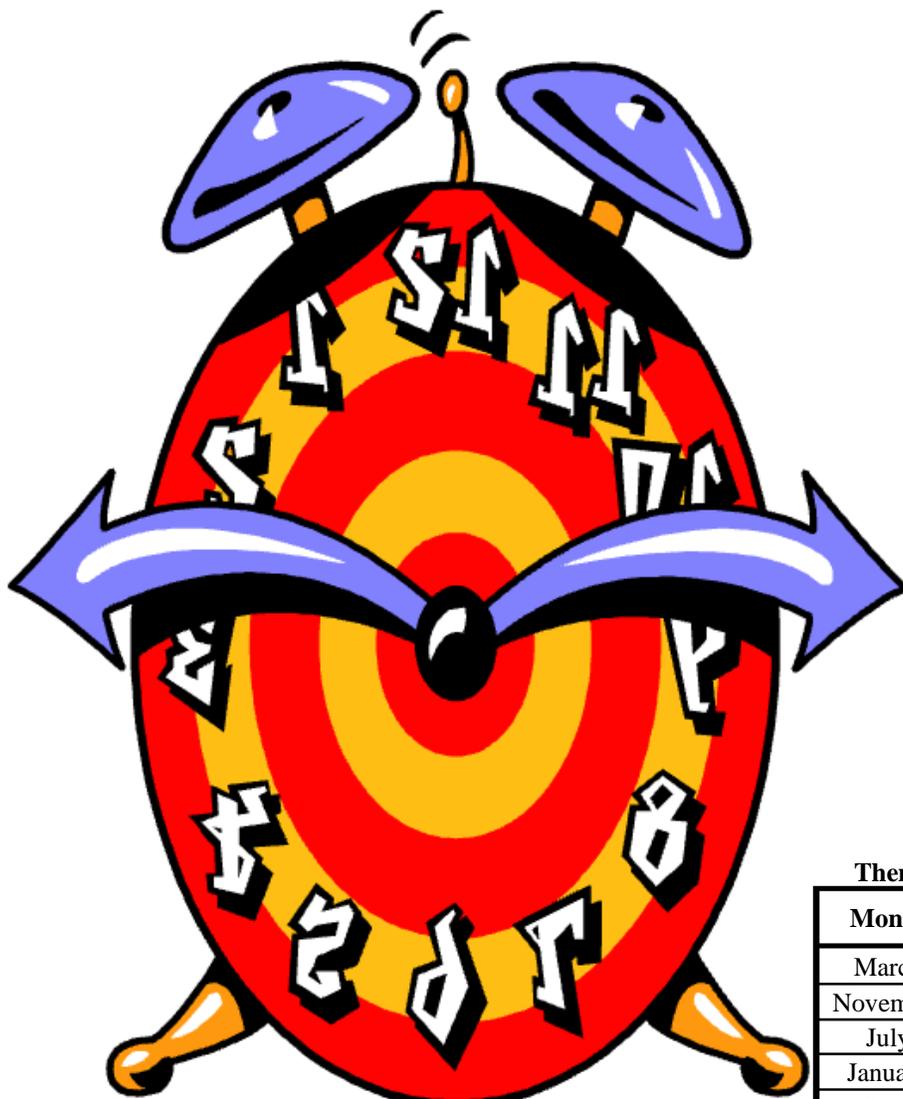
His head was bent in sorrow,
Green scales fell like rain.
Puff no longer went to play,
Along the cherry lane.
Without his lifelong friend,
Puff could not be brave.
So, Puff that mighty dragon,
Sadly slipped into his cave.

CHORUS



FEBRUARY

TURN BACK THE CLOCK



CORE VALUE
RESOURCEFULNESS

Themes Similar to Turn Back the Clock

Month	Year	Theme
March	1944	When Dad was a Boy
November	1954	Adventures in History
July	1963	When Dad was a Boy
January	1967	Highways To History
June	1968	When Dad was a Boy
February	1981	Great Scouting Events
February	1985	Diamond Jubilee
February	1988	Great Scouting Events
February	1995	Great Scouting Events
February	2000	Turn Back the Clock
September	2004	Time in a Capsule
February	2005	Scouting Celebration
August	2007	A Century of Scouting



FEBRUARY – TURN BACK THE CLOCK

In February we celebrate the founding of the Boy Scouts of America, so it's a good time to Turn Back the Clock and see what the world was like in past decades. Dens may want to take a look at the Roaring Twenties or other eras of American history, or travel back to the days of medieval knighthood, ancient Egypt, or prehistoric people.

The pack's highlight event will be the blue and gold banquet, an annual family dinner held in nearly every pack in America. Features will be theme-related den skits and demonstrations of Cub Scouting skills. The pack may choose one point in history to use as a banquet theme, or allow each den to choose their favorite era in history.

Gathering Activities

Time Capsule Information Sheet

Have each person attending the Pack meeting fill out one of these forms. Then collect them and put them in a "Time Capsule" to be opened at a future date and time.

WHO AM I IN 2013?			
NAME _____	AGE _____	DATE _____	TIME _____
WHERE YOU ARE NOW:			
YOUR FAVORITE TV SHOW:			
YOUR FAVORITE MOVIE:			
WHAT IS SPECIAL ABOUT YOU?			
WHAT IS YOUR MOST IMPORTANT GOAL?			
WHAT IS IN THE NEWS?			
WHO ARE THE HISTORY MAKERS OF TODAY?			

Banquet Name Tags

Materials: popcicle sticks, tacky glue, macaroni letters, pin backs

Before the meeting date, paint or dye popcicle sticks blue. At the banquet, pour the macaroni letters out in a large cake pan or tray. Allow the banquet attendees to pick out the letters of their name and glue them to the popcicle sticks. (*Note: some health food stores have colored macaroni letters available.*) Glue a pin back to the stick and wear as a name tag. Some craft stores sell shorter (2½") sticks.



How Many Words?

Using macaroni alphabet letters from the name tag activity, give each boy a pile of 50 letters. Allow a given amount of time and see who can make up the most words in that time.

Scout Emblems Puzzler

Buy or make several large (page-size) copies or drawings of various Scout emblems and badges (insignia, Webelos badges, World Conservation Award, etc.).

Mount them on tag board or light poster board. Cut each one up to make a puzzle.

Post complete pictures of those emblems so that people can use them as models.

When people arrive, have them draw a puzzle piece out of a box.

Then they must try to put together the puzzles by working with other people.

T	R	R	E	V	E	R	E	N	T	K	J
C	L	E	A	N	F	R	I	F	N	P	R
F	M	V	J	K	G	M	S	Q	L	B	D
R	D	A	H	N	S	F	L	K	Q	C	R
I	T	R	U	S	T	W	O	R	T	H	Y
E	H	B	G	J	S	P	Y	Q	X	E	T
N	F	F	G	D	R	L	A	Y	C	E	F
D	K	B	L	U	F	P	L	E	H	R	I
L	B	I	V	R	S	B	K	J	C	F	R
Y	C	X	N	D	Z	U	G	B	H	U	H
P	O	B	E	D	I	E	N	T	X	L	T
R	Z	C	O	U	R	T	E	O	U	S	Z

The Boy Scout Law

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

Can you find each of the words underlined in the Boy Scout Law in the puzzle? They may be up, down, across, diagonal, or backwards. Circle each word as you find it.

Opening Ceremonies

The Story of the Blue and Gold

Equipment: Blue flannel board, cards for flannel board (*truth, spirituality, steadfast loyalty, warm sunlight, good cheer, happiness*), yellow sun for flannel board

Personnel: Eight Cub Scouts

CUB SCOUT 1: Back in the good old days, waving school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps build this spirit among Cub Scouts. The Bobcat badge is the foundation, or beginning, of all Cub Scout ranks. This foundation builds a common spirit among these young men.

CUB SCOUT 2 (*pointing to blue flannel board*): The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

CUB SCOUT 3 (*placing 'Truth' card in upper left corner of board*): Truth means we must always be honest.

CUB SCOUT 4 (*placing 'Spirituality' card in upper right corner*): Spirituality means a belief and faith in God.

CUB SCOUT 5 (*placing "Steadfast Loyalty" card across bottom*): Steadfast loyalty means being faithful and loyal to God, country, and your fellow humans.

CUB SCOUT 6 (*placing sun in center of board*): The gold stands for the warm sunlight (*Places 'warm sunlight' card across top of sun.*)



CUB SCOUT 7: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (*Places "good cheer" and "happiness" cards on each side of the sun.*)

CUB SCOUT 8: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us remember our Cub Scout ideals, the Cub Scout Promise, and the Law of Pack. Please join us in repeating the Cub Scout Promise.

(Everyone stands and repeats the promise.)

Blue and Gold Flag Ceremony

Narrator: I represent the Spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future – Cub Scouts of America.

1st Boy: In the Cub Scout Promise, we say, “I promise to do my duty to God”, and religious activities are part of our rank advancement program. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs are sponsored by churches.

2nd Boy: I wear my uniform with pride. People know I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning.. Blue stands for truth and loyalty; gold, for good cheer and happiness.

3rd Boy: (*Carrying Indian headdress*) Early Cub Scout ceremonies were based on Kipling’s Jungle Book. When Cub Scouting was established in America in 1930, Indian themes were used. Akela was the big Chief of the Webelos tribe - to which all Cub Scouts belong. Chief Akela’s father, Arrow of Light, stated that all men were brothers, and a tribe could be no greater than its boys.

4th Boy: (*carrying wood project*) Cub Scouting means FUN! We have lots of fun, but I like making things - real boy projects -things we can play with our that follow our theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.

5th Boy: (*Carrying a collection*) I like to go on hikes and collect things for my nature collection. Hikes help us to appreciate the outdoors and help us grow physically.

6th Boy: (*Carrying American Flag*) I am proud to be an American so I can salute our flag. I also like to see our pack flag (*points to it*) because then I know I am part of — years of Scouting. I belong! When you salute the U.S. flag, you salute a lot of other things too. You salute your family, your home, your friends, your Cub Scout den, your fellow Americans, and this land of freedom -Because they are America!

Narrator: Yes, I represent the Past and the Present. These boys - Cubs Scouts now - are the men of Tomorrow. They will be the preservers of our American heritage. (*Pause*) Please stand and join us in the Pledge of Allegiance.

Advancement Ceremonies

The Scouting fire in the United States was sparked when a young scout provided William Boyce with directions when he was lost in a thick London fog. Many great things begin with a small step or good deed. Tonight we honor these young men for their steps along the Scouting Trail.

The first step is the Bobcat. These young men have just begun the Scouting adventure and many future opportunities await them. Will _____ and their parents please come forward?

(Present boys and parents with the awards).



We have others who have grown from Cubs to Wolves. They have learned many things from Akela and have grown in wisdom. Will _____ and their parents please come forward? (Present boys and parents with the awards).

The Bear is known as one of the strongest of the animals. We have young men who have become much stronger in their Scouting knowledge and have earned the symbol of the Bear. Will _____ and their parents please come forward? (Present boys and parents with the awards).

The name Webelos means "We'll be loyal Scouts". These Scouts personify that slogan. They have learned and practiced their Scouting skills and earned the fleur-de-lis that is the symbol of the Webelos. Will _____ and their parents please come forward? (Present boys and parents with the awards).

Do Your Best

Need: 11X14 cards picturing the rank badges. Tape these little explanations of rank on the back of the appropriate card. Six Cubs, representing each rank. Have the 6 Cubs come forward, hold up the cards for the audience to see as they read the explanation on the back.

BOBCAT:

I had to make some promises,
To become a Bobcat Scout.
To follow, help, and give goodwill,
That's what Cub Scouting's all about

TIGER:

I'm having fun as a Tiger Scout
My partner and I go
To meetings and to Go-See-Its
All helping me to grow.
I help out with the meetings
I'm learning lots of stuff
And when I get my Tiger badge
You'll see I'm Tiger tuff!

WOLF:

The back and front rolls were easy,
Making games was fun,
But when it came to giving directions,
I almost didn't get done.
I had to earn the Wolf badge,
It meant a lot to me,
Finally I learned my directions.
And a Wolf Cub Scout I would be.

BEAR:

I never wrote a letter before,
Let alone a hundred word essay,
Or ever learned to throw a rope
To hit a marker 20-feet away.
And now that I've earned the Bear badge,
All that and a whole lot more,
Makes me feel that much smarter,
Than I ever felt before.

WEBELOS:

Now that I'm a ten year old,
I belong to a Webelos den.
Activity badges I'll try to earn,
Like Athlete, Forester, and Outdoorsman.

ARROW OF LIGHT:

The Oath and Law are memorized,
Graduation day is tonight (or in sight)
I am prepared for what's ahead,
I've earned the Arrow of Light
It's hard to say goodbye to friends.
Cub Scouting's meant alot to me,
But it's time I start the upward trail,
For it's an Eagle Scout I want to be.

CUBMASTER: Now that we have had the ranks explained, we would like to recognize those boys in our pack who have earned those ranks. *(At this time have the advancing boys come forward with their parents and award the badges.)*



Closing Ceremonies

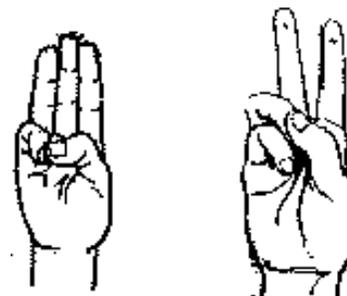
Spirit of Scouting

Ask everyone to stand. Cubmaster gives the words and demonstrated the signs used in the ceremony. Then everyone joins in.

Words

Motions

May the spirit of Scouting and the light of Akela be with you and me until our paths cross again	Boy Scout Sign Cub Scout Sign Point finger Both arms out Arms crossed Cub sign (<i>on wrist, then elbow, then shoulder.</i>)
---	---



Blue and Gold Closing

Equipment: Candles, one on each table.

Personnel: Cubmaster and Cub Scout poem reader.

Setting: House lights out; single candle burning on each table.

Cubmaster: Cub Scouting is part of family life in sixty countries. On an evening such as this, Cub Scouts are joining in a Grand Howl and repeating the Cub Scout Motto. What is the Motto?

Pack: Do Your Best!

Cubmaster: As we face each other around our tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to share. Now join me in rededicating ourselves to the Cub Scout Promise.

All: (*repeat Cub Scout Promise*)

Closing Poem

Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember when I'm tired
The sons heroic who have died
In freedom's name; and in my way
Teach me to be as brave as they.

In all I am, in all I do,
Unto our flag, I would be true.
For God and country let me stand,
Unstained of soul and clean of hand
Teach me to serve and guard and love
The starry flag which flies above.

Baden-Powell Closing

Baden-Powell had a vision
Which he made come true
So that we enjoy Scouting
And have fun while we do.
He wasn't an American,
But he's famous to us.
He has earned in America
Our admiration and trust.

May the Spirit of Scouting
Be with both young and old
As you never forget
The Blue and Gold.

May you strive for truth and spirituality,
In the warm sunlight under the sky above.



Pizzazz

Big Foot Applause

Hold one foot up off floor. (You know, like the Big Hand Applause!)

Pirate Applause

“Avast you landlubbers, walk that plank!” Then “glub, glub, glub.”

No Air Applause

Act as if climbing mountain, then gasp ‘where’s the air, where’s the air.’

The Bear Applause

Growl like a bear, put hands in air in claw shape, and move hands up and down like clawing.

Magic Hand Applause

Hold hands out in front of you, then put them behind your back, saying ‘now you see them, now you don’t’ Repeat three times, or until your hands actually disappear.

Guillotine Applause

Pretend to lock a victim into place, raise blade by pulling rope, let go by saying ‘whoosh’, and go ‘missed again!’

Typewriter Applause

Move fingers as if typing, go ‘ding’, and act as if you are returning carriage.

Lawrence Flintstone Applause

‘A one and a two and a yabba-dabba-do.’

Interrupted Applause

Bring hands together like a clap, but stop before they touch. Repeat several times.

Sonic Boom Applause

Open mouth and move hands, but say nothing, then a couple of seconds later, yell BOOM!

Stunts and Tricks

The Untouchable Hand:

Put your hand where the other hand can’t touch it. (Place your hand on your elbow.)

The Last Straw:

Players - 2;

Equipment -4 straws, 16 matches or 16 toothpicks

You can play this puzzler with straws, matches, or toothpicks. If you play it with straws, use four and cut them in four parts each so that you have 16 pieces. Take the 16 straws, place them in one straight line on the table. Now challenge any of your friends to play against you. The rules are simple: the two of you alternate in taking 1, 2, or 3 straws at a time from the line. Announce that you will never be left with the last straw.

If you go first, you can always win. Here’s the secret: Take 3 straws, leaving 13. At your next turn leave 9 straws, then 4, then 1. Those are the numbers to 13-9-4-1. If you have to let your opponent start, you may still be able to bring the combination to 13-9-4-1, but you can’t do it if your opponent knows the secret.

(This game, known as NIM, was one of the first computer games ever made.)



Theme Activities and Crafts

Recipe for Blue and Gold

1. Heat one cafeteria to comfortable temperature.
2. Line up ingredients on tables: centerpieces, name cards and place mats, balloons. Be generous - don't skimp on anything!
3. Mix together generous portions of Cub Scouts and families.
4. Stir in special guests until mixed evenly.
5. Fold in an entertaining program of skits and awards.
6. Pour mixture into a birthday cake mold and "bake" for at least one hour under the watchful eye of the Cubmaster.
7. "Frost" with blue and gold. Serve with style.

Special Note: This recipe contains no cholesterol, no artificial ingredients and NO calories!

Grandfather's Kite

You Need: Pattern, Newspaper, 22" Stick and 18" Stick (see below), Kite String, Old Sheet or Other Fabric for Tail, Glue Stick, Scissors, Yard Stick, Pencil, Paper Clip, Pocket Knife

Instructions:

Selecting Sticks:

Choose sticks that are very straight and thin -- ¼" or thinner. Grandpa and Keith used sticks broken from a bush in the backyard. Green sticks like these will be more flexible but not as light as dry sticks.

Using a yardstick and the pattern provided as a guide, draw the outline of your kite on a large sheet of newspaper. Draw a fold line 1" from the edge all around the kite. Cut on outer line.

Fold in all four points of the kite where indicated on pattern. Fold in each side on your pencil line. Crease and open back up. Leave the four points folded in. Rub glue stick

down 1 edge in the folded margin.

Cut a piece of kite string to 1 yard. Place it along the crease of the margin with the glue.

While you pull the string taut (with excess string evenly distributed on both sides) have someone else fold the margin over the sting and press it into place. Repeat for each side.

Use a pocketknife to make a slit in each end of your 24" sticks. Lay the stick down the center of your kite. Tie the glued strings around the stick, using the slits to keep it in place.

Repeat with other stick except pull the string very tight to gently curve the stick. Kite will take curved shape. Trim strings and end of sticks if

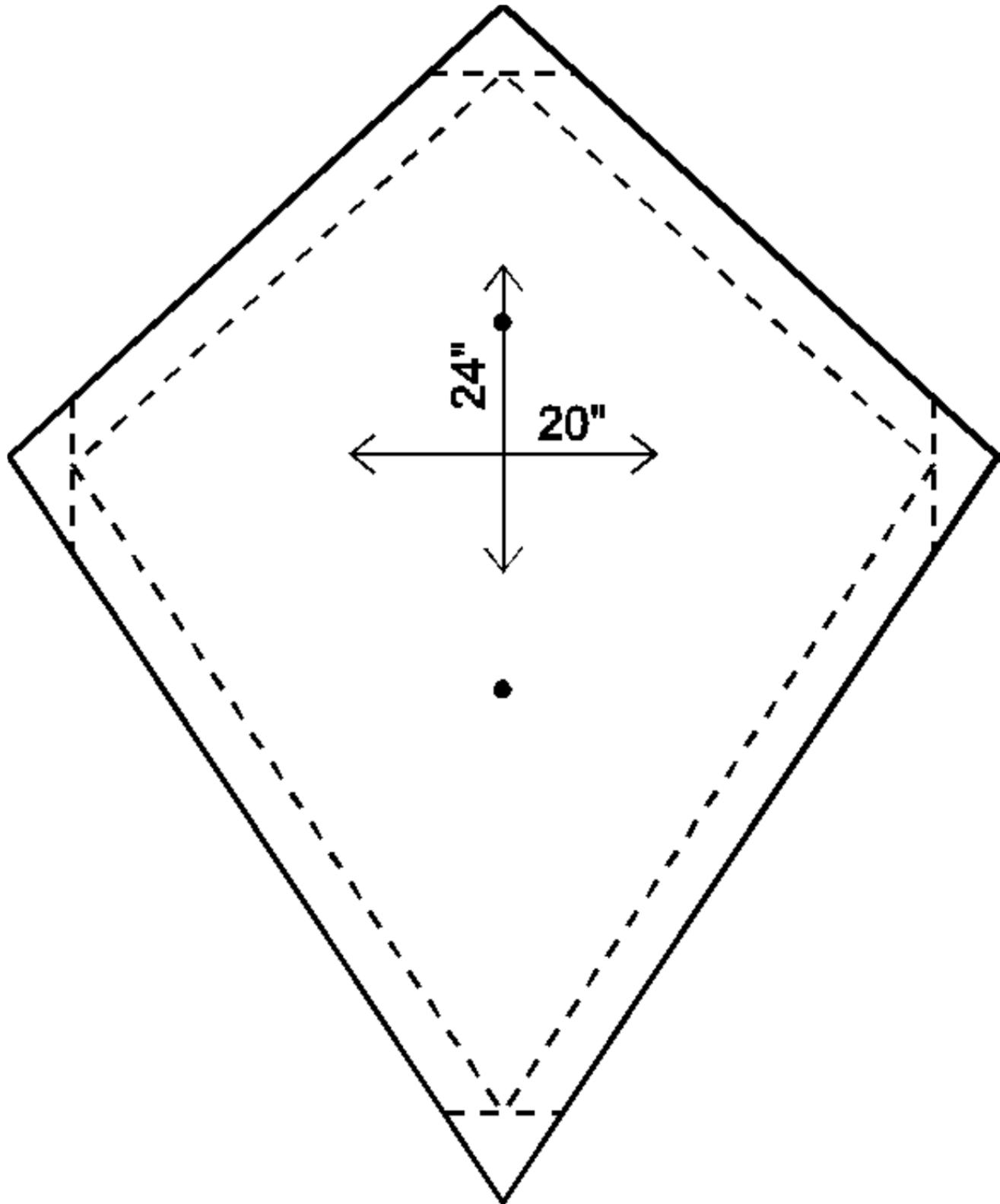
necessary.

Tear old sheet into 2" strips. Tie to pieces together to make a 5' tail.

Tie the end of the tail around the bottom of your vertical stick.

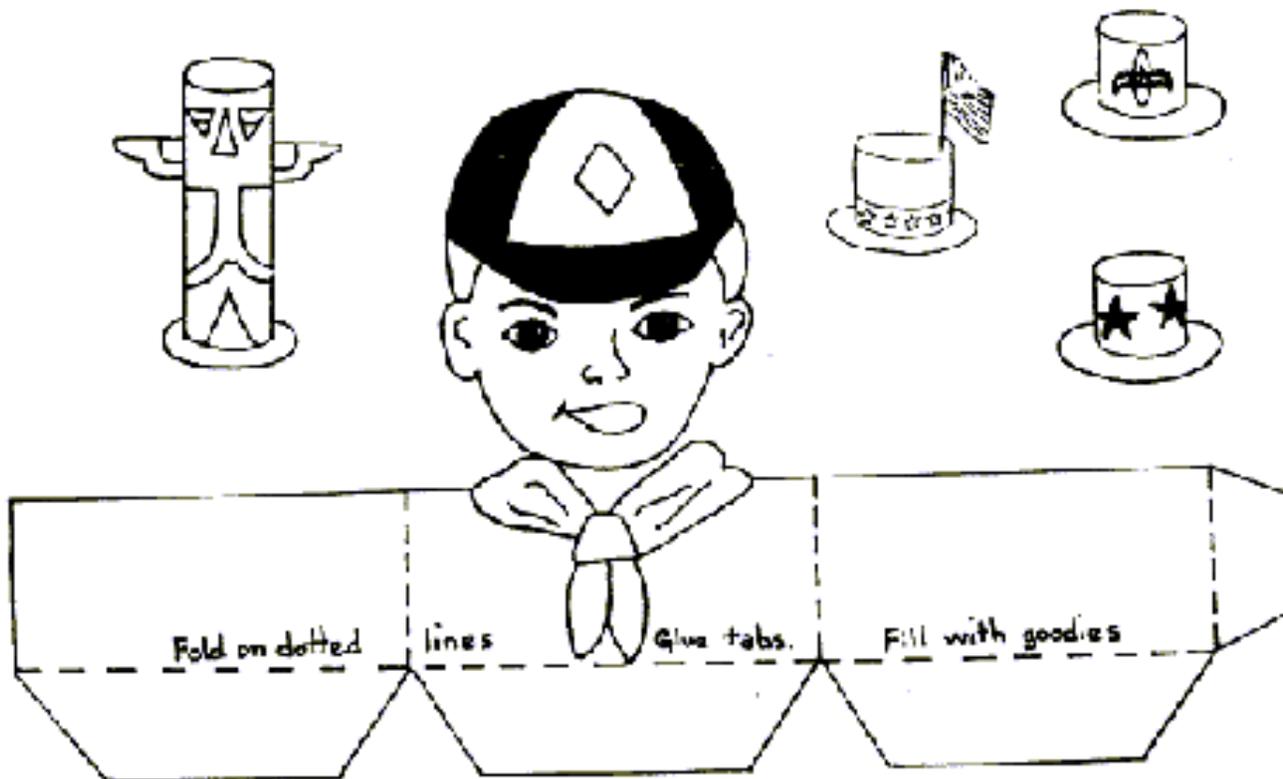
Straighten out one end of the paper clip. Use it to poke two holes into the kite as shown by the black dots on the pattern.

Cut a 1-yard piece of kite string. Tie one end to the vertical stick near the top hole. Sting it through that hole and back through the lower hole. Tie other end of the string to the stick at this hole. Tie you spool of kite string about a third of the way down the loop.



Nut Cup/Place Cards

The tubes inside bathroom tissue or paper towels are ideal and inexpensive for the base of a nut cup/place card. Use construction paper, pipe cleaners, clothespins, plaster of paris figures that are formed in candy molds or rank insignia stickers to decorate the tubes.



Cut tubes to desired length, cover with paper, remembering to cover the opening in the bottom, decorate and fill with nuts, mints, raisins, cereals or chocolates. Cut out paper rectangles large enough to print the name of the person on the front.



cut opening
Cover with
foil
Place clear
plastic wire
over open

Tie Dye Marker Socks

You need:

Permanent Broad Tip Markers, White or Light Socks, Rubber Bands, Rubbing Alcohol, Spray Bottle

Instructions:

Loop rubber bands tightly around socks about 1½” apart. Press marker tip on socks leaving some areas white. Spray rubbing alcohol on socks. This will blend the colors. Set aside at least two hours to let color spread. Remove rubber bands. Iron, using a damp press cloth to set the color. Dry overnight. Wash in cold, gentle cycle, dry in dryer.



Mini Scrap Book Decorated with Stamps

A terrific gift for grandparents!

You need:

Pocket-Sized Photo-Album (We get ours free with film developing)

Canceled Stamps

Clear Contact Paper

Scrap of Dark Solid Color Paper

White Opaque Pen

Child's Photos and Artwork

Instructions:

Soak stamps in water overnight to remove them from the envelopes. Glue stamps on album front and back. Overlap them to completely fill up the cover. Write your title on a piece of paper and trim to a nice shape. Glue it over stamps. Cover the album with clear contact paper. Trim contact paper even with edges. Fill the album with photos and artwork.



Sun Dial

You Need: crayons or markers, a paper plate, a stick and a ruler

Draw a simple design on the paper plate – a happy face works well.

Poke the stick through the center of the plate (if you made a face the straw could be his nose). If you're using a straw, you'll need scissors to poke the hole.

Use the ruler and draw a line from the stick or straw to the outer edge of the plate. Tilt the stick in the direction of the line and the outside of the plate.

Use markers and crayons to decorate your new “watch.”

At noon, take the sundial outside and turn the paper plate so that the shadow of the stick matches up with the line you drew. When the two line up, fasten your sundial to the ground (small rocks work fine). Note what hour it is on that mark.

Every hour, check your sundial. Make a mark on the plate where the stick's shadow falls.

Place this mark at the outer edge of the plate.

Use the ruler to draw lines from the stick to your new markings. You will end up with the lines looking like pie slices on your paper plate.



Pretzel Log Cabin

Materials:

Box lid, 8" x 11"

Green Paper

Pretzel stick logs

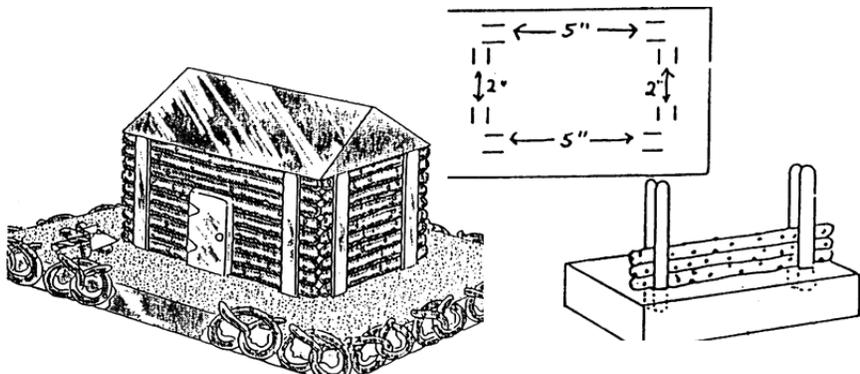
16 tongue depressors

Rectangular cookie

Frosting

Twisted pretzels

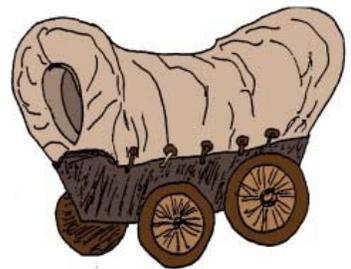
Glue, Cardboard, Colored paper



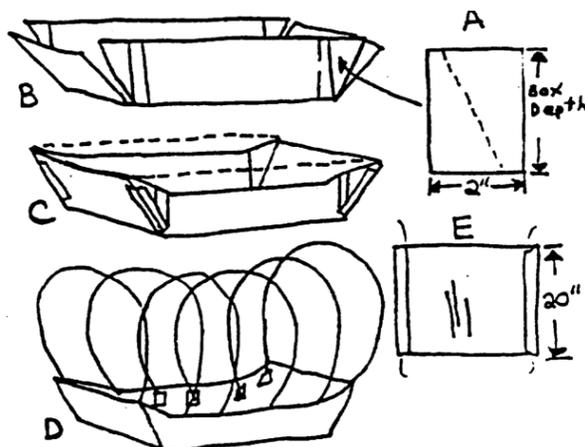
1. For the base, cover the box lid with green paper.
2. With a sharp knife, cut 1/2" slits in the top of the base, as shown, to hold the big, fat pretzel stick logs. If smaller pretzels are used, you will have to adjust the measurements.
3. For the pretzel log holders, insert a tongue depressor in each slit, forcing it for a tight fit. Glue holders in place.
4. Stack big, fat pretzel sticks between the holders for logs. Use long ones on the front and back of the cabin. Cut off pretzels for the shorter logs on the ends.
5. The roof is made of cardboard. Cut a piece to cover the top of the cabin. Cut two more pieces for slanted sides and, finally, two triangles for gabled ends. Cover all pieces with colored paper and glue together. Set on top of cabin.
6. For the door of the cabin, rest a rectangular cookie against logs. Add a frosting doorknob and hinges.
7. For the fence, use twisted pretzels. With frosting as glue, attach the pretzels around the edge of the base.
8. Fill the cabin with pretzels, and this little cabin will be welcome anywhere. Simply lift the roof to take a pretzel log from the holder.

Conestoga Wagon

Materials: Shoe box, Tape, Scissors, White and brown crepe paper, Paste, #7 wire, Brown and red gummed crepe paper, Heavy cardboard, 1/2" wooden dowel, Nails, String, Reinforcements, Hammer



1. Slit corners open. Cut 2-2" pieces of cardboard (box cover) depth of box. Cut each piece in half as in diagram A. Paste one to each corner (B). Tape box Closed.
2. Cut sides as in diagram C. Stretch and crush a length of brown crepe paper. Spread a thin layer of paste over sides and bottom of box, one side at a time, and cover with crushed crepe.
3. Cut six 23" lengths of #7 wire. Form into hoops and tape inside box (D). Cut wheels from heavy cardboard. Cover with black gummed crepe.





4. Cut rims and spokes from red gummed crepe and stick in place. Make 2 axles from 1/2" dowels of wood about 1/2" longer than width of box. Nail wheels to axles.
5. Paste axles to bottom of wagon. Cut 28" length of white crepe for canvas top. Fold 20" sides over 1" and paste seam leaving space to run a length of string through fold (E).
6. Punch 6 evenly spaced holes through sides of wagon. Lay canvas over wires and stick reinforcements along edges to coincide with holes in wagon. Make holes through reinforcements and lace canvas to wagon with lengths of string.

Games

BLUE AND GOLD BALLOON POP - You will need an even amount of balloons in blue and gold. Separately each boy will be blindfolded and will be led to the pile of balloons. The boy has 15 seconds to reach into the pile of balloons and pull out balloons and then set on them and pop them. Scoring: 5 point for each pair of blue and gold balloons and 1 point for extra blue and gold balloons.

AFTER YOU - Divide boys into pairs. Each pair sits with a small table, chair seat, lapboard, etc. between them. Give each pair two spoons joined together with a length of string so that spoons are only six inches apart. Place a slice of cake or dish of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishing their dishes first wins.

FASHION SHOW - This can be quite hilarious if performed for others to watch. Divide group into teams of about 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

MOTHER AND CUB SCOUT CLOTHESPIN RACE - Here is a good pack game for your pack meeting that will get the mothers involved, too. Assisted by her son, who runs to get the clothespins, a mother pins one or more paper napkins on a line.

NECKERCHIEF RELAY - Boys line up in relay formation. The first Cub Scout in each line holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each line is another boy or parent. At the starting signal, the first boy runs to the boy or parent, places the neckerchief around their neck, puts the slide on, salutes, takes the slide off, removes the neckerchief, and returns to his team. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy has had his turn.

PENNY TOSS - Have boys form two lines. Give one side a penny in a paper cup. Have the boy opposite him toss the penny to him and he catches it in his paper cup. The tossing continues back and forth with each side stepping out one step further apart each time until only two boys have not missed. Elimination comes upon missing the cup with the penny.

BADEN-POWELL - How many words of three or more letters can be made from: BADEN-POWELL. Set time limit of 3-5 minutes.

Skits

A Very Special Birthday Party

Divide audience into four groups to respond with the following:

DEN LEADER--"OH BOY" BIRTHDAY CAKE--"HAPPY BIRTHDAY TO YOU" (SUNG)

CUB DEN 1--"OH BOY, OH BOY" BIRTHDAY PARTY--"YIPPEE",



This is a story of a DEN LEADER..., CUB DEN I..., and a BIRTHDAY CAKE... One Thursday afternoon, as CUB DEN I ... was meeting at the home of their DEN LEADER..., Mrs. Reid, the boys overheard her on the phone, say “It will be a very special BIRTHDAY PARTY...”

BIRTHDAY PARTY?... they said, to each other, whose BIRTHDAY PARTY... is it? each asked the other---not mine, said Jimmy. Nor mine, said Johnny. Or mine, said Billy. Maybe, said Mike and Ike, it’s Mrs. Reid’s, our DEN LEADER....!

Yeah, they chorused. I know, said Jimmy. Why don’t we give her a BIRTHDAY PARTY... That’s a neat idea, said Johnny. Let’s have a BIRTHDAY CAKE..., said Mike and Ike. Swell, they all said.

So each went home and made special plans for the next den meeting and the special BIRTHDAY PARTY.. .for their DEN LEADER.

Den Meeting day dawned bright and sunny. At 3:30 all five boys arrived at their DEN LEADER’S.. .house. Mike and Ike brought a BIRTHDAY CAKE... Jimmy brought paper hats. Johnny brought balloons and Billy brought ice creams for the BIRTHDAY PARTY...

As they trooped in the door, they all yelled surprise! We’re having a BIRTHDAY PARTY.. .Mrs. Reid, their DEN LEADER... .looked shocked. My BIRTHDAY PARTY? Why it’s not my birthday.

But we heard you talking about a special BIRTHDAY PARTY.. .on the phone last week, said Jimmy. Oh, said their DEN LEADER..., and smiled. It’s Cub Scouting’s birthday, she said. Cub Scouting is () years old, this month.

But I think this is a wonderful idea. We’ll just celebrate a little early.

And so they did. And that is how CUB DEN 1,.. and their DEN LEADER.. .had a very special BIRTHDAY PARTY’

“MR. BOYCE AND THE GOOD TURN” SKIT

NARRATOR: It's a foggy night in London. The year is 1910. An American businessman is lost in the fog.

BUSINESSMAN: *(Mr. William Boyce dressed in top coat, carrying brief case and umbrella. He wanders around the stage looking for a house number.)* I don't think I can find my way tonight.

SCOUT: *(comes out on stage)* May I help you sir?

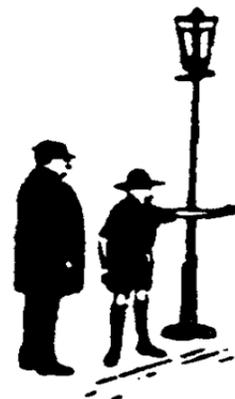
BUSINESSMAN: I am looking for this address. Can you tell me how to find it?

SCOUT: I sure can. I'll take you there. *(They walk to a certain spot on stage.)* Here you are, Sir!

BUSINESSMAN: Thank you, and here you are *(gives him some money)* for helping me.

SCOUT: Thank you, but I can't accept any- thing. I am a Scout and this is my Good Turn for the day.

NARRATOR: Mr. Boyce was so impressed with this action that he looked up the Scouting movement in England. He brought back to America a suitcase full of pamphlets. He incorporated the Boy Scouts of America on February 8, 1910. The Boy Scouts of America grew by leaps and bounds. A Federal Charter was granted to it by Congress in 1916, an honor given to few organizations. Today it is a world brotherhood bound together by common ideals and a common oath or promise.





Songs

Cubbing Days

(Tune: In the Good Ole Summertime)

In the good ole Cubbing days.

In the good ole Cubbing days

Cubbing with your buddy friends.

Gee, the fun is fine

You join a Pack and then a Den

And have a wonderful time

So give three cheers Hip, Hip, Hooray,

For the good ole Cubbing days

Cubbing In The Morning

(Tune: Sugartime)

Cubbing in the morning.,

Cubbing in the evening,

Cubbing at any time,

You'll find fun and laughter,

In Cubbing all the time

It's fun we are after,

In Cubbing all the time.

Put your left hand out there,

Extend the thumb along,

Make the living circle

And Sing this Cubbing song.

Cubbing in the morning,

Cubbing in the evening,

Cubbing at any time.

Shout it to the rafters,

And Cub along all the time.

The Blue and The Gold are Strong

(Tune: The Caissons Go Rolling Along)

Give a shout, Give a cheer

Scouting's Anniversary's here,

And the Blue and the Gold still go on!

Scouts are young, Scouts are old

Scouts have courage, Scouts are bold

And the Blue and the Gold still go on!

For it's hi, hi, hee for Scouting's Anniversary!

Sing out its praises loud and strong (hip hooray)

'Cause where e'er we go, We will always know

That the Blue and the Gold still are strong!

Birthday Song

(Tune: On Top of Old Smokey)

We were all at the banquet

On Blue and Gold day

The whole family came there

To eat and to play.

Then somebody told me

We're (____) years old

I could not believe

What I had been told.

Then they brought out a cake

With candles atop

I counted the candles,

And I didn't stop.

Now how could a Cub Scout

Be age (____)

When I get that old,

I won't be alive.

Then somebody told me

An astonishing fact,

That the Boy Scouts of America

Is much older than that.

My den leader told me

That I shouldn't fret,

That's the age of Cub Scouting,

I'm not that old yet.



The Cub Scout Sign

It is surprising to see the magic created by the Cub Scout Sign. A room full of noisy little Cub Scouts becomes quiet, very quiet, without the use of a single word. How many teachers would envy to possess such wonderful power! How did this magic sign come about? It is a story every Cub Scout leader should be familiar with.

When Mowgli was growing in the Wolf Pack, he used to get into many a problem because he did not seem to pay attention when Akela spoke. You see, when the Great Leader gave advice, all the wolves in the Pack would raise their ears, so as not to miss a word. Mowgli on the other hand, could not. His ears were too stiff and unflinching. Try as hard as he could, his ears refused to budge. Very soon he noticed two angry eyes focusing more and more on his own at the Pack meetings. Those eyes were the eyes of Akela. Mowgli knew something had to be done, and none too soon, to remedy his predicament.

"Baloo," he thought, "Baloo is the only one who can get me out of this mess." Without further thought he went looking for his friend. "Baloo, Baloo, my dear friend, he exclaimed, you've got to help me. I have a major problem."

"I'm all ears dear friend" said the big bear. "Stop joking. It's about ears, MY EARS. They are getting me into trouble, big trouble."

To which Baloo replied: "What's the problem with your ears my dear boy, are they blocked? Did a bee go in, uninvited? Did a birdie build its nest inside?" Baloo could not continue. Mowgli had sat down, burying his face in his hands. He was silent and motionless. Baloo could not take silence and he whispered to the boy: "Come on buddy, it can't be that serious. Tell me what is happening. I am your friend, talk to me."

After a deep breath, Mowgli began to talk: "Well, you see, Akela is very upset with me because he thinks I am not paying attention when he speaks. Malin, a young wolf in the Pack, has told me I should raise my ears when Akela talks, but I can't lift my ears the way wolves do."

Baloo looked at Mowgli for a few minutes and said: "Come to think, you're built in a strange way. Someone must have smacked you real hard when you were younger, to make your ears fall from the top of your head to the side."

"Silly bear," interrupted Mowgli, "this is the way humans are built."

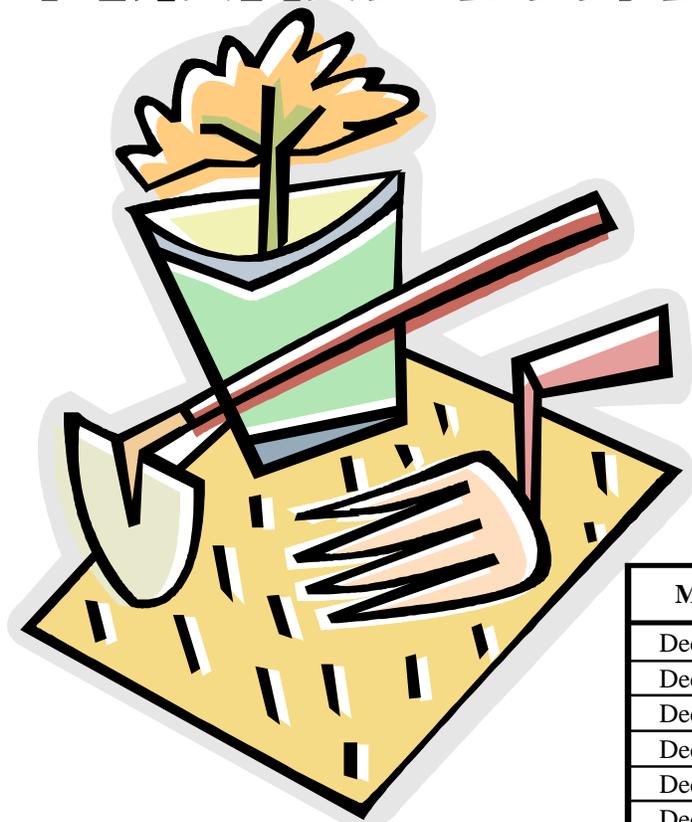
"But of course, amigo, chimed in Baloo, always ready for a good laugh, I knew that. Well, well, it seems we have a major problem." Then he went on scratching his head, scratch, scratch and scratch some more, until a thunderous "EUREKA" interrupted his silence. "This is what you must do when Akela talks: Number one, make sure you don't sit in the first row, and two, as soon as Akela begins to babble you will raise two fingers of your right hand on top of your head. Old Akela will be happy to see you pay attention to his message. He will believe you are all ears."

Mowgli and Baloo practiced the new sign quite a few times, although, for some strange reason, Baloo kept hitting his ears. Once Mowgli had mastered the technique he was all smiles. He could now go to the Pack meeting and show all the other wolves that he too could raise his ears and pay attention as well or better than anyone.



MARCH

PLANTING SEEDS OF KINDNESS



Themes similar to Seeds of Kindness

Month	Year	Theme
December	1940	Good Will - Cub Style
December	1944	The Other Fellow
December	1945	Follows - Helps - Gives
December	1948	Goodwill
December	1949	The Other Fellow
December	1958	The Golden Rule
December	1961	Follows, Helps, and Gives
December	1971	Cub Scout Gives Good Will
December	1972	Follows, Helps, Gives
December	1975	Cub Scout Gives Good Will
December	1984	Do a Good Turn
December	1985	Follows, Helps, Gives
December	1986	The Golden Rule
December	1991	Follows, Helps, Gives
December	1992	To Help Other People
December	1995	Do a Good Turn
December	1996	Helping Others
December	1997	The Golden Rule
July	2002	Inside Out and Backwards
December	2003	A Cub Scout Gives Good Will
March	2004	Walk In My Shoes
December	2005	Faith, Hope & Charity
November	2008	Seeds Of Kindness

CORE VALUE
COMPASSION



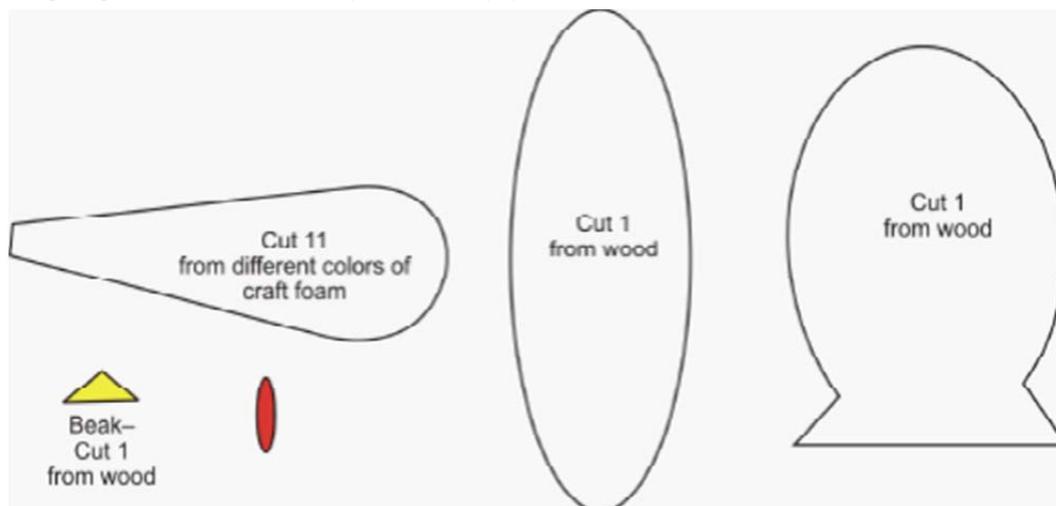
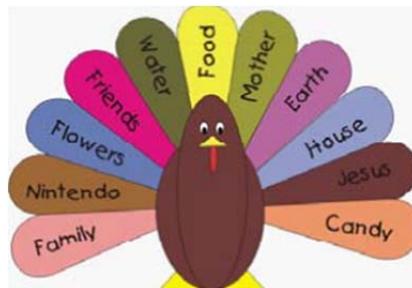
MARCH – PLANTING SEEDS OF KINDNESS

Most of us are happiest when we are doing something for others. Think for a moment of a time when you were helpful to someone. Chances are, it made you feel pretty good. Of course, we feel best when we do something for others without being found out. When we help others regularly, it soon becomes a habit and gets to be a natural practice. Once a Cub Scout establishes this habit, he learns the real meaning of the GOOD TURN.

Gathering Activities

Be Thankful—we all need to be reminded now and again to show gratitude for the many things we have. This easily assembled turkey can help us remember the many things we enjoy.

Cut the body from wood, paint and assemble it ahead of time. As each family comes in have them cut out and write what they are thankful for on a foam tail feather. Present the turkey to your sponsoring organization for everyone to enjoy.



Seeds of Kindness Word Search

Find the following words in the grid.

- CANS
- CLOTHING
- COLLECT
- COMMUNITY
- DONATIONS
- FOOD HELP
- KINDNESS
- NEED
- OTHER
- PEOPLE
- SEEDS

C	D	B	O	Y	C	M	L	S	Y	S	D	Q	J	E
U	A	M	T	H	D	J	R	S	E	M	S	Y	O	E
Q	I	H	H	E	T	C	O	E	S	F	Q	O	H	F
Y	U	X	E	D	C	D	D	N	D	O	O	F	E	U
C	T	N	R	N	C	S	Y	D	W	M	L	P	I	Z
P	J	I	O	H	C	X	G	N	C	G	Q	B	N	T
A	P	O	N	E	I	N	V	I	S	E	F	S	S	R
N	Q	E	P	U	I	J	R	K	Q	H	I	D	T	X
W	H	Z	O	H	M	L	C	O	L	L	E	C	T	B
U	U	K	T	P	Y	M	V	V	D	O	Z	R	X	T
D	A	O	P	R	L	R	O	C	P	S	P	Z	V	I
U	L	Y	Q	E	W	E	F	C	P	N	G	L	Z	E
C	S	N	O	I	T	A	N	O	D	A	C	U	E	N
M	T	F	E	V	E	D	I	V	U	C	J	P	O	H
H	I	R	S	V	U	J	T	W	R	Y	O	C	F	S



Opening Ceremonies

Cub Scout Garden Opening Ceremony

Cubmaster: Here is how to plant a thriving, productive Cub Scout Garden. One that all parents want their sons to grow up in.

FIRST: Plant five pea plants:

1. P is for Preparedness
2. P is for Promptness
3. P is for Perseverance
4. P is for Politeness
5. P is for Praise

SECOND: Plant five lettuce plants

1. Let us be faithful
2. Let us be unselfish
3. Let us be loyal
4. Let us be truthful
5. Let us help one another

THIRD: Plant three squash plants

1. Squash impatience
2. Squash criticism
3. Squash indifference

Cubmaster: to complete your garden, Plant three turnips plants

1. Turn up for pack meetings
2. Turn up with a new idea
3. Turn up with determination

But without many hours of work and care, your garden will not grow, so...

1. Don't wait to be asked — Volunteer!
2. Don't say "I can't" — Just do it!
3. Don't wait for someone else — Be first!

Without the help of every person in the pack, our garden will turn to weeds. So help build to plant, work the soil, pull the weeds, and spread the sunshine.

Opening or Cubmaster's Closing Thought - Recipe for a Happy Day

- 1 cup of friendly words
- 1 cup of courteous manners
- 1 headful of understanding
- 4 heaping teaspoons of kindness
- Dash of laughter

Mix well. Cook but keep temperature low, do not boil. Serve everyone you meet.





Advancement Ceremonies

Seeds of Kindness Advancement Ideas

1. Attach awards to “seeds of kindness” packets. Talk about kindness, and how the seeds we plan grow great dividends in the future.
2. Have a “plant” (dead tree branch, twig, etc) to which you have attached “leaves” made of paper or fun foam, etc. On the leaves are written the good deeds the Cub Scouts have done this month. Attached to some of them are the awards the boys are receiving. Be sure to talk about the awards.
3. Make a “garden” with a miniature picket fence (glued to styrofoam so it will stand up), with “grass” or “soil” (crumpled paper, straw if you would like, something to simulate soil). In the soil, place the awards, attached to “vegetables.” You can make your own, or you can use real ones (clean ones, of course). Have small hoes, shovels, or other gardening implements for children available. Let boys “dig” their awards from the “soil.”

Planting Seeds

Personnel: Cubmaster dressed in jeans and plaid shirt.

Equipment: Six large seed envelopes with the words *beet, carrot, squash, corn, turnip, lettuce.*

Preparation: Place awards inside each envelope.

The pack can't be **beet**. (*Name*) has earned his Bobcat badge!

If we **carrot** all, we would give a big hand to (*Name*) for earning his Tiger Cub badge!

Squash those thoughts. (*Name*) earned his Wolf badge!

It may sound **corn**-y, but (*Name*) has earned his Webelos badge!

Lettuce congratulate (*Name*) for earning the Arrow of Light Award!

Closing Ceremonies

“Feeling of Goodwill”—Cubmaster’s Minute

A friend of mine once told me of being on a long business trip. His car broke down in the middle of nowhere and he was going to be late for a very important meeting. Just then a farmer came around the corner on a hay wagon, and pulled over to see what was wrong. The farmer and his son often fixed their own machinery and they were quickly able to get my friend’s car running again.

My friend offered to pay the farmer and his son for their help, but they refused. He insisted that they must take something because they had saved him so much by letting him get to his meeting on time.

The farmer replied that he and his son now had something far more valuable than the businessman could give them. They had helped someone when they did not have to. That gave them a warm feeling about themselves. If they took the money for an act of kindness, then it would simply be a job, and take the feeling of goodwill away.

Keep your feelings of goodwill by helping others. It will be the most valuable reward you will ever receive.





Formula to Grow

Cub # 1: Growing requires starting with a solid foundation and strong, clear values.

Cub # 2: Add a seed -- a young spirit eager to grow.

Cub # 3: Use lots of warm support and safe protection.

Cub # 4: Feed frequently with fun activities.

Cub # 5: Water daily with encouraging words.

Cub # 6: This is the formula to grow a successful Cub Scout into a leader for tomorrow.

Over Four Million

So we end this evening of celebrating Seeds of Kindness. But before we go, let us take in this thought...

Today in our country there are over 4.5 million youth and adults in Scouting. That's a good thing to know, a good thing to think about when we start wondering about the future. Four and a half million keeping a promise to "Do My Best," to "Help Other People," and "Respect God and Country." Four and a half million following Baden- Powell's admonition: "Try to leave this world a little better than you found it."

These 4.5 million can make the difference in tomorrow. These 4 and a half million will make the difference in the future of this country and in the future of the world around us.

Pizzazz

Run-Ons

Scout 1: Why should watermelon be a good name for a newspaper?

Scout 2: Because we're sure it is red on the inside.

Scout 1: What did the gardener say to the garden?

Scout 2: I'll "see-d" you later.

Cub Scout #1: May I have 25 cents worth of bird seed?

Cub Scout #2: How many birds do you have?

Cub Scout #1: None yet, but I'm gonna grow some!

Cub #1: If a farmer raises corn in dry weather, what does he raise in wet weather?

Cub #2: An umbrella.

Scout 1: What are the holes in the trees?

Scout 2: They are knotholes.

Scout 1: Well, if they are not holes, what are they?

Cheers

LET IT GROW - Dig, dig, plant, plant, sprinkle, sprinkle, sprinkle.

PLANTING TREES – Pretend to dig hole, place tree in hole, shovel in dirt, and stomp feet to pack dirt around the tree.

PERSONAL CHEER – Stamp feet three times, then shout the individual's name.

GOOD TURN CHEER: Everyone stand up, turn around, and sit back down.

Theme Activities & Crafts

Service Projects

A service project is a great way to start a pack meeting. As the boys work with others, serving and having fun they learn to feel good about themselves.

Christmas Gift Drive—Organize a Christmas gift drive to provide needy families with gifts on Christmas day.

Helping the Elderly—Volunteer to mow lawn or shovel snow for an elderly person in your community.

Visit a Nursing Home—Visit a local nursing home in your community. Many elderly in a home enjoy playing games, talking, or listening to a good book.

Help the Animals—Children love animals, so why not use this interest in animals to help out at your local Animal Shelter by donating your time or supplies (pet food, old blankets).

Have a letter writing campaign—Write letters to those who are away from home during the holiday season, military personnel, and missionaries always love to hear from the kids.

Hold a month long penny drive—Save pennies in a bottle. Charge the boys for treats. Have the parents participate by giving small chores for pocket change. Set a goal and challenge the entire pack to spend one month reaching that goal. Collect and roll the pennies and donate to a worthwhile cause.

Make others happy—Make decorations for a local nursing home. Help hang the artwork around the home to brighten the patients' spirits.



Ice Cream Cone Cornucopias

Materials: Ice Cream Cones with Pointed ends
Runt's Candies, Candy Corn, Nuts

Roll a small piece of foil into a ball and place it in the opening of the cone. Place a small square piece of foil in a steamer basket and place the steamer basket in a pan of boiling water above the water line. Lay a cone on the square of foil in the basket and cover. Steam the cone for a few minutes. When the cone is pliable, but not soaked, remove it (it will be hot!) and shape the end into the curled up end of a cornucopia. Flatten

the bottom slightly. When cool, remove the foil ball and fill the cone with the candies and nuts.

Roasted Pumpkin Seeds

Ingredients:

2 cups raw pumpkin seeds
1 cup sesame seeds
2 Tablespoons grated parmesan or Romano cheese
1 Tablespoon butter or margarine, melted
1 Tablespoon Worcestershire sauce
Salt

Preheat Oven to 375°.

Combine all of the ingredients. Season to taste with salt and spread out the mixture on a baking sheet. Bake, stirring frequently, until lightly toasted. Let cool.





Bird Feeders

- Using flour and water paste, Cub Scouts glue bird seeds in a design on a shoebox lid. Staple a loop of twine or string to the back of the lid to hang up your bird feeder.
- Decorate a milk jug with a side cut out and put bird seed in. Hang it by the handle.
- Pine cone bird feeders-Spread peanut butter on the outside of a pine cone, and roll in bird seed. Tie a string on the top and hang in a tree.
- Bird treat baskets-Scoop out grapefruit or orange halves. Poke two holes in either side and tie a piece of string through to look like a basket. Then fill with bird seed or bread crumbs and hang in a tree.

Seeds

- Seed mosaic-Using seeds make a picture with them.
- Plant seeds
- Seed collection-Put on paper with contact paper.
- Seed book- Label seeds we eat (corn, potatoes, strawberries, pea- nuts, beans, rice, wheat, sunflower, oats, tomato etc.), and seeds we don't (apple seeds, avocado, peach, watermelon, grape, plum.)
- Seed collage
- Seed packet with seed shaped coupons inside for jobs the Cub Scout will do for his family members.



Hanging Sponge Garden

Thread a needle with yarn and make a loop through a sponge to hang it. Soak birdseed overnight in water. Then sprinkle the seeds on the dampened sponge. Make sure the seeds go into the nooks and crannies of the sponge. Hang in a closet until you begin to see sprouts; then move to a sunny win- dow. Continue to keep the sponge damp and you will soon have a fluffy hanging garden!

Make alphabet sprouts-Draw and cut out a letter shape on 3 stacked paper towels, put the shapes on a plate, dampen with water and sprinkle on seeds, check every day to see if seed have sprouted.

Mosaic Pictures Using Seeds

Use seeds of various colors (popcorn for yellow, split peas for green, navy beans for brown, pinto beans for red, black eyed peas for black, rice for white, etc.) Draw picture on stiff paper, glue seeds onto picture to add color and texture.



Tiger Cub Bird Cakes

Materials: Rice cakes, softened cream cheese (or peanut butter), raisins, currents, dried cranberries, sunflower seeds (shelled for humans), crushed nuts, and chocolate sprinkles; or use a purchased trail mix that contains small pieces of fruits and nuts.

Spread softened cream cheese (or peanut butter) on rice cakes. Mix nuts and fruits and spread out on a plate. Press cream cheese-coated side of rice cake into nuts and fruits, and sprinkle with chocolate sprinkles. The cakes will resemble the little suet cakes that birds enjoy, but this is a Tiger Cub snack!

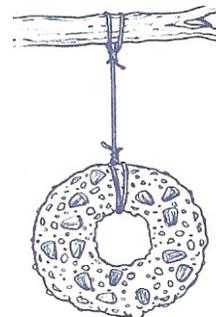
NOTE: Skip this project if any den member has peanut allergies.

Bagel Bird Feeder

Ingredients:

Bagel (stale works well) Peanut butter
Lard or shortening Rolled oats Birdseed
String or twine

Mix peanut butter well with equal parts lard or shortening. Spread peanut butter- lard mixture all over the outside of a bagel. Roll the bagel in a mixture of one part oats and one part birdseed. Tie a string to the bagel. Tie the string to a tree branch or wherever you please. The birds can eat all but the string so there is no mess to clean up.



Gift Jar for Fruity Popcorn

To make this gift jar. you will need: any clean, clear glass jar with wide mouth (mayonnaise jar is good), wrapping paper or old greeting cards, scissors, pencil, glue, and ribbon or bow.

1. Cut out pictures from wrapping paper or cards; glue to sides of jar.
2. Trace around lid onto felt, then cut out and glue to top of lid (optional).
3. Fill with Fruity Popcorn or other treats; tie with ribbon or put bow on top.



Fruity Popcorn

8 cups popped corn

1/3 cup melted butter

1 package any flavor gelatin

1. Place popcorn in clean sack.
2. Pour butter over popcorn, close sack, and shake well.
3. Sprinkle gelatin over popcorn, close sack, and shake well.

BIRD BISCUIT

What you'll need:

Flat wooden heart (or any wooden shape)

Peanut butter

Birdseed

Drill

Approximately 4 feet of 1/4 inch wide ribbon

Bowl

1. Drill one small hole in each side of the heart - same distance from the top so that the heart is not lopsided.
2. Cover the wooden heart completely in peanut butter and then place the heart in a bowl of bird seed.
3. Cover the entire area of the heart with the birdseed making sure no *bald* spots are left anywhere on the heart.
4. Cut two lengths of ribbon each 2 feet long and run one length of ribbon through each hole.
5. Tie all ends of the ribbons together in a bow or knot.
6. Hang bird biscuit in a tree or somewhere birds have easy access to it.



Kindness Books

Materials: 3" x 5" paper and markers, pencils or pens

To emphasize that helping others includes those in our own families. Boys could make coupon books to give to their parents. Leader prepares slips of paper ahead of time; 3" x 5" is a good size. Give each boy about 10. Boys decide what they can do to help their families and write one thing on each coupon or illustrate it by drawing. The books are then stapled together, and each boy gives his parents the book. Parents can redeem the coupons by giving one to their son. He agrees to perform the action illustrated on the coupon. Suggestions for coupons could be: doing something without being asked, picking up toys, a bear hug, helping prepare a meal, drawing a special picture, doing an extra chore, etc.

Good Deed Paper Chain

Make a paper chain and have the Scouts write the name of a family member on each link. Direct them to remove a link each day and do a good deed for the person whose name is on the link.

Giving-Back Day

Ask your Scouts to find a gently used toy, game or book to donate to a local organization that supports children. Fill bags they have decorated with the items and make a special delivery.

Games

Good Turn Relay

Materials needed: two tables, one piece of paper for each team, pencils

Play: Divide boys into two teams. Have the teams line up behind a starting line. Upon a signal, the first person on each team runs to a table and writes down one "good turn" he could do for his den or family. Then he runs back and tags the next boy in line until each person has had a turn. First team finished wins.





Scavenger Hunt

Materials needed: sturdy sack or container for each group

Play: Gather the boys together with enough volunteer parents to go with each group. Have the boys count off 1, 2, 3; 1, 2, 3 etc. Divide the boys into groups according to their number. Give each parent leader a sturdy sack or container to collect food items in and a list of food items. Set a time limit and an area of your neighborhood for each group. Send the groups out to scavenge for food. After the food is collected, donate the food to the local food bank. They will appreciate your efforts and the boys will feel great by doing something good for others.

Broom Jump Relay

Materials needed: two brooms

Play: Divide boys into two teams. Teams group into pairs. Each team lines up behind each other, two by two. The first pair of each team is given a broom. Each boy holds onto one end of the broom. On signal, they lower the broomstick close to the floor and run back through their team. The other members of the team jump over the broom as the first pair runs back. When they reach the end of the line, the broom is lifted overhead and passed forward to each pair (holding one end of the broom), hand to hand. The first team to have the original pair back in front again wins the game.



Shoe Grab Relay

Materials needed: none (except the boys' shoes, of course!)



Play: Everyone takes off their shoes and places them in a pile at the other end of the playing area (leaders mix up the shoes). Divide the group up into teams. On signal, the first person of each team describes his shoes to the next person in line. He runs to the pile to get them. If the wrong shoes are brought back, the player runs back until the correct ones are brought back.

Good Samaritan

Materials needed: 24 beanbags (sock balls), 4 hoops or boxes

Play: Place one hoop in each corner of the room (approximately 10 feet apart). Put 6 beanbags in each hoop (use more if the group is large). Divide boys into 4 teams. Each team has a hoop. The boys will carry one beanbag at a time to another team's hoop. Continue to take beanbags away until the signal to stop. The team with the fewest beanbags after 5 minutes is the winner.

Seed-Planting Relay

Each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of the other. About every 3 feet, he must stop and place a seed in a small-mouthed jar set about 18 inches on either side of the line. When he reaches the end, he runs back and touches the next person who plants his seeds in the same manner. (Try using throw-away soda bottles with peas or dried beans)

Seed Upset

Give each boy a piece of paper with the name of a seed. The boys form a circle, sitting in chairs, around the boy who is IT. IT stands in the middle with a list of all of the seeds. IT starts to tell a story using the seed names. When a seed name is mentioned, the boy with that seed must stand up and turn around and sit down. When "seed upset" is mentioned, all the boys must exchange chairs. The boy left standing is now IT and must continue the story. (it should not use his seed in the story,)



Skits

Helping Others

Plants: "Grow, Grow"

Pack: Yell the Pack Number

Cub Scout: "Do Your Best"

Old Lady: "No, I Don't Want To Go"

Helping Other People: "Warm Fuzzy"

Groceries: "Yum, Yum"

Once upon a time, in a CUB SCOUT PACK a CUB SCOUT was learning about HELPING OTHER PEOPLE. The CUB SCOUT helped an OLD LADY across the street. But the OLD LADY did not want the CUB SCOUT to help her.

The OLD LADY did not care that the CUB SCOUT had been learning about HELPING OTHER PEOPLE or that the CUB SCOUT and his PACK had set out to do good deeds.

The OLD LADY just wanted to get her GROCERIES. But the CUB SCOUT and his PACK were learning about HELPING OTHER PEOPLE and really wanted to HELP OTHER PEOPLE and so the CUB SCOUT helped the OLD LADY across the street.

The OLD LADY thought what kind of a PACK is this. The OLD LADY just wanted her GROCERIES and help with her PLANTS. The CUB SCOUT said, "Nice OLD LADY, my CUB SCOUT PACK and I are learning about HELPING OTHER PEOPLE. I'll help you get your GROCERIES and even water your pretty PLANTS, if you will just let me learn about HELPING OTHER PEOPLE by getting you across this busy street". The OLD LADY sighed and smiled and said "Thank you".

Always Do Good Turns

Akela: "Now, (Cubs name), you know you should always do Good Turns." Cub Scout # 1: I tried, honest!

Akela: OK

[Each Cub enters and says similar things to Akela]

Last Cub: [carrying a small frying pan with a "pancake" in it] I did a good turn! [He flips pancake over and catches it in pan]

Last Cub: But you should see the mess in the kitchen!

Songs

If You Want to Help Someone

Tune: If You're Happy and You Know It

If you want to help someone, Wash their car.
If you want to do some service, Don't look far.
You can help your family,
With your neighbor, or a friend.
You don't have to do a lot to help out.

Just like the big oak tree we start to grow
From small seeds on the ground,
Don't you know?
And so it is with service
And helping others kindly
You can make a big difference starting small.

Caring

(Tune: Dashing Through the Snow)

Show caring to your neighbors.
Give friends a helping hand.
Always think kind thoughts.
Let your words be kind,
Caring for folks you know
Is the best way to show
That you love God and all of mankind.



Tommy the Cub Scout

(Tune: Frosty the Snowman)

Tommy, the Cub Scout
Was a very happy boy.
With a uniform of blue and gold
And a Den that gave him joy.

Tommy, the Cub Scout
Earned his badges one by one.
He did his best and met the test.
A good citizen he's become.

He helps out other people when
He sees they need a lot.
He does his chores around the house
And feeds his dog (named Spot).

Tommy, the Cub Scout
Does his duty willingly.
Someday he'll join a Boy Scout Troop
And a fine man he will be.

I'd Like to Teach the World To Sing

http://www.brownielocks.com/midi_files/coke.wav

I'd like to build the world a home
And furnish it with love
Grow apple trees and honey bees
And snow white turtle doves

I'd like to teach the world to sing
In perfect harmony
I'd like to hold it in my arms
And keep it company

I'd like to see the world for once
All standing hand in hand
And hear them echo through the hills
For peace throughout the land

That's the song I hear
Let the world sing today
A song of peace
That echoes on
And never goes away

I'd like to teach the world to sing
In perfect harmony

I'd like to teach the world to sing
In perfect harmony

I'd like to build the world a home
And furnish it with love
Grow apple trees and honey bees
And snow white turtle doves

I'd like to teach the world to sing
In perfect harmony
I'd like to hold it in my arms
And keep it company

Garden Song

by David Mallett

<http://www.gardenofsong.com/midi/gardensong5.mid>

Chorus:

Inch by inch, row by row
Gonna make this garden grow
Gonna mulch it deep and low
Gonna make it fertile ground
Inch by inch, row by row
Please bless these seeds I sow
Please keep them safe below
'Till the rain comes tumbling down

Pullin' weeds and pickin' stones
We are made of dreams and bones
Need a place to call my own
'Cause the time is close at hand
Grain for grain, sun and rain
Find my way in nature's chain
Till my body and my brain
Tell the music of the land

Chorus

Plant your rows straight and long
Season with a prayer and song
Mother Earth will make you strong
If you give her loving care
An old crow watchin' hungrily
From his perch in yonder tree
In my garden I'm as free
As that feathered thief up there

Chorus

APRIL

CUB SCOUTS GIVE THANKS



Themes similar to Cub Scouts Give Thanks

Month	Year	Theme
November	1942	Thanksgiving
November	1952	Faith of his Fathers
December	1960	Guiding Stars
November	1974	Pilgrims
November	1980	Thanksgiving - Living and Sharing
November	1984	Turkey Day
November	1992	Turkey Day
December	2000	What do You do at Holiday Time?
November	2003	Pilgrims of Plymouth Rock
December	2005	Faith, Hope & Charity
December	2007	Celebrations Around the World

CORE VALUE
FAITH



APRIL - CUB SCOUTS GIVE THANKS

Opening Ceremonies

Cub Scout Campfire Opening Ceremony

Equipment: Real or Artificial campfire, seven candles.

Personnel: Narrator and seven Cub Scouts (each with his part written on a slip of paper). As each boy reads his part, either he or a leader lights one candle.

NARRATOR: Welcome to the Cub Scout campfire. Akela is among us. Let us draw from this campfire, with all its vibrance and warmth, the secrets of Cub Scouting and the spirit of brotherhood.

BOY 1: In its light we see new chances to be helpful and to do our best.

BOY 2: From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

BOY 3: From the stones that ring the tie and keep its power in check, we learn how we can curb our tempers and become good citizens.

BOY 4: From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

BOY 5: The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

BOY 6: Just as the fire needs fuel wood to burn brightly, so do we need the care and love of our parents to burn brightly.

BOY 7: In its leaping flames, we see the fun of Cub Scouting and the job of life.

Advancement Ceremonies

Good Egg Awards

Put each boy's awards in a plastic egg and put the eggs in an Easter Basket. Along with the awards put in an affirmation. Write or tape each boy's name on the outside of the egg. Make a list to read from of what each boy has earned and his affirmation. As you give each boy his egg, tell which awards he is receiving and read the affirmation.

Affirmations

Eggs-emplary!

You have egg-ceeded eggs-pectations!

You have gone the egg-tra mile!

You are egg-ceptional!

You are doing egg-traordinarily well!

You are a great eggs-ample!

Your eggs-uberance is paying off!

It is egg-citing that you have done so much!

No eggs-cuse can stand in your way!

You eggs-hibit great enthusiasm!

Eggs-cellent!

You could, also, use these Affirmations as Recognition Awards for your adult volunteers and leaders.



Explanation Advancement Ceremony for all Ranks

This ceremony is not theme related but you may want to put it away for use in the Fall or a Parents' night when you are explaining about Cub Scouts.

CM: Have you ever wondered why most of the ranks in Cub Scouting are named tier animals? Think about the animals Bobcat, Wolf and Bear for a moment. What images come to mind? The Bobcat is a little smaller than most of his cousins in the wildcat family, but his features, especially his ever-alert ears, make him very distinctive and his movements are sleek and swift. We have several Bobcat Cubs here tonight who swiftly tracked the seven steps of what it takes to be a Cub Scout. Would the following boys and their parents please come forward? (Call the names of the boys who are to be awarded the Bobcat rank)

Tiger DL: The Tiger is a very quick and agile animal and is known for his ability to sneak up on others. Mother Tigers are devoted to their young, much like our Tiger Adult Partners who help guide our Tigers as they Search, Discover and Share. Would the following boys and their parents please come forward to accept the rank of Tiger? (Call the names of the Cubs advancing.)

Wolf DL: The Wolf is a very intelligent animal and is known for his loyalty to the pack. He is quick to defend his territory much like a Cub Scout who is quick to stand up for what he believes is right. Would the following boys and their parents please come forward to accept the rank of wolf? (Call the names of the Cubs advancing.)

Bear DL: The Bear is one of the largest animals on our continent and for that reason is often feared, his strength is legendary and his senses are keen, but if you watch him closely you will probably see he has a sense of humor and likes to play. He also knows how to plan ahead as we see in his preparations for winter. We have some Cubs here tonight who have proven their strength and sharpened their senses and are now ready to be awarded the Rank of Bear. Would the following boys and their parents please come forward? (Call the names of the boys who are to be awarded the Rank of Bear.)

Webelos DL: The Webelos rank may not be named after an animal, but it does stand for something special. Who can tell me what Webelos means? (Pause for response.) Right! **WE'll BE LOyal Scouts.** Part of being a Scout is being a friend to animals--a protector of their homes and their right to survive. Webelos are apprentice outdoorsmen, foresters and naturalists and they are learning what it means to be a Boy Scout. Would the following boys and their parents please come forward to be awarded the Rank of Webelos? (Call the names of the new Webelos.)

Webelos DL: Boys who have attained the Arrow of Light have made a commitment to live their lives by the Scout Oath. This commitment makes them the living of the Forest, the Ruler of the Roost, and the Leader of the Pack. Would the following candidates and their parents please come forward for the presentation of the Arrow of Light awards. (Call the names of the boys who are to be presented their Arrows of Light.)

Note on the word Webelos

Webelos always has the "S" on the end whether you are talking about one Webelos Scout or a den of 8 Webelos Scouts. To help remember this, just think without the "S" there is nothing to which to be loyal.



Closing Ceremonies

Closing Thoughts

Cubmaster (Pack) or Den Leader (Den):

Cub Scouts, I hold in my hand a pocket knife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free of rust, and the working parts in good condition. But if it is neglected and becomes dull and rusty, it can be dangerous. The same principle applies to us. We have a body, which when kept in good condition will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do your best to keep fit.

Indian Prayer Closing

For that solemn moment toward the end of den or pack meeting, try this Cub Scout Indian Prayer:

Morning Star wake to us, filled with joy
To new days of growing to man from boy.
Sun, with your power, give us light
That we can tell wrong and do what's right.
South Wind, we ask, in your gentle way,
Blow us the willingness to obey.
North Wind, we ask, live up to thy name,
Send us the strength to always be game.
East Wind, we ask, with your breath so snappy,
Fill us with knowledge of how to be happy.
West Wind, we ask, blow all that is fair
To us, that we may always be square.
Moon, that fills the night with red light,
Guard us well while we sleep in the night.
Akela, please guide us in every way ;
We'll follow your trail in work or play.

Closing Thought

Equipment: Salt and dirt

Leader: Will each of you please shake a little salt into your hand? Notice how white and clean it is. It's something very necessary which we all enjoy using. It adds a lot of pleasure to our lives.

Now take a little dirt and add to it. It's no longer white, clean or attractive. No one wants to use it or have anything to do with it.

It's the same with Cub Scouting which is clean and attractive.

Boys want to be in Cub Scouting and their parents want them to be in it.

But each time a Cub Scout says a dirty word, tells a lie, is mean to someone, or says something unkind about someone else, he's adding dirt to Cub Scouting. If this happens very many times, Cub Scouting will be dirty and no one will want to belong. Let's keep Cub Scouting nice and clean so all boys will be proud to belong.

Tip to Den Leader: This can be used as a visual teaching aid. Put some salt on a paper napkin and leave it on a table in the den meeting place. When a boy misbehaves or uses bad language, add a little dirt to the salt.



Theme Activities & Crafts

Eggshell Mosaics

Materials: Easter egg dye (in a pinch, use food coloring dissolved in water), disposable plastic bowls or large cups, eggs, ziplock bags, markers, paper, glue.

1. If you're making egg salad sandwiches, hard-boil the eggs, then peel off the shells. If you'd rather use the raw eggs for cooking, simply crack the eggs and wash & dry the shells. Either way, separate the shells into several piles.
2. Fill plastic bowls with a variety of colors of dye or food coloring. Dye each pile of shells, let them dry, then separate by color into ziplock bags. Let the kids crush them using spoons or their fists.
3. Draw a picture on a piece of paper and glue on the colored eggshells, mosaic style or dispense with the drawing and simply glue on a collage.

Jell-O Eggs

You will need:

Various flavors of Jell-O

Water

Ice

A pot

Egg Mold, which you can find on the [Jell-O Web Site](#)

Or you can make your own using plastic Easter eggs and an old egg carton

Drill a hole in the bottom half of the plastic egg and then clean it out, Snap the egg together and then tape it shut to make sure it will stay closed. Place the eggs into the empty egg carton with the hole facing up.

Mix the Jell-O following the instructions on the box for Jell-O jigglers. After it is cooked and ready to go pour the Jell-O into the molds and put in the refrigerator until the set. Remove them from the mold or the plastic eggs and you are ready to go.

Religious Emblem Program

Frequently Asked Questions

What are the religious emblems programs?

The religious emblems programs are programs created by the various religious groups to encourage youth to grow stronger in their faith. The religious groups—not the Boy Scouts of America—have created the religious emblems programs themselves.

The Boy Scouts of America has approved of these programs and allows the recognition to be worn on the official uniform, but each religious organization develops and administers its own program.

I have a unit with children of all different faiths. How can I include the religious emblems programs for my unit?

The religious emblems programs should be presented to youth members and their families as an optional program for them to complete through their religious organization. Religious instruction should always come from the religious organization, not from the unit leader.

Parents need to be informed of these programs and told where to get the information for their particular faith. Interested in making a presentation on the religious awards? Find sample scripts at www.praypub.org.



Do boys and girls participate in the same program?

It depends on the religion. Some religions have created programs that are used by both boys and girls. Other religions have created programs for members of separate youth agencies (i.e., Boy Scouts of America, Girl Scouts of the U.S.A., and Camp Fire Boys and Girls). Please check the specific eligibility requirements for each religious emblems program.

Do the youth have to belong to a religious institution?

It depends on the religion. Please check the eligibility requirements for your particular religious program.

Why doesn't my religious institution know about the religious emblems programs?

Although the religious bodies at the national level created the religious emblems programs, the local religious institution may not be aware of these programs. It may be helpful to write for more information or even obtain a copy of the curriculum to give to your religious leader.

If the religious emblems program for my faith has more than one level (for the different grade levels), may my child earn all of these recognitions?

Yes. Members can earn all levels of their religious emblems program. However, they must be in the appropriate program guidelines when they start and complete each level (they may not go backward and earn younger programs).

How is the emblem presented?

The emblem should be presented in a meaningful ceremony, preferably in the youth member's religious institution. Some emblems come with a sample presentation ceremony.

How long does it take to complete a program?

It depends on the program. Some programs may take three or four months, others longer.

Where is the emblem worn on the uniform?

The universal religious square knot is worn over the left shirt pocket of the Scout uniform. The medallion is pinned over the square knot for full uniform occasions.

How do we get started on these programs?

First, youth members must obtain the specific booklet for their religion. This booklet will contain information on all the lessons and service projects that they will need to complete. Each member needs to have his or her own booklet to document progress. Some religions also provide adult manuals for counselors and mentors. Check with your local council to see if it stocks these booklets in its store, or contact the religious organization directly (addresses and phone numbers are provided on [this site](#)).

Second, parents must review the specific guidelines for their particular program; age/grade requirements vary from program to program. Some programs require that the youth be an official "member" of the local religious institution, others may not. Each program determines who may serve as counselor (some require clergy, others allow parents or other family members). Be sure to look at specific eligibility guidelines!

Third, families should talk to their religious leaders and show them the booklet before beginning any program. Most of the religious emblems programs require that they be completed under the auspices of that religious organization, and many require the signature of the local religious leader. Again, check the specific eligibility requirements for your religious program.

Fourth, the member needs to complete the requirements, obtain the proper signatures, and follow the instructions to order the emblem/award. (These emblems are not available in your local council.) The emblem can be presented at any time of the year and should be presented in a meaningful ceremony, preferably in the member's religious institution.



Who may serve as counselor?

It depends on the program. Some programs require clergy to serve as counselor, others allow a parent or family member. Please check the specific guidelines for your religious program.

How do I order the recognition items?

Each religious program has its own emblem. Follow the instructions in your recognition guidelines because the emblems come from different places and require submission of different information. These emblems will not be available in your local council!

What is the adult religious recognition program?

An adult religious recognition award is presented by nomination only. The recognition is presented to worthy adults for their outstanding service to youth both through their religious institution and one of the national youth agencies. Recipients of these awards are unaware that they are being nominated. They are nominated to receive an award by submitting the required application, letters of recommendation, and resume. Please check eligibility requirements for specific awards.

Which religious emblem square knot should I wear?

Cloth, silver knot on purple, No. 05007, may be worn by youth or adult members who earned the knot as a youth, above left pocket. Cloth, purple on silver, No. 05014, may be worn by adult members presented with the recognition, above left pocket. Adults may wear both knots if they satisfy qualifying criteria. (See the *Insignia Guide*, No. 33066D.)



Games

Stop Me If I'm Wrong

Read the following story slowly. Whenever a boy hears something wrong, he stops and tells what it is. For every correct stop, score a point for the boy. For every clear miss, score a point for yourself.

"Cub Scout Tommy wasn't in a hurry, so he came down the stairs only three at a time. He was headed for his weekly pack meeting held each Tuesday morning at the Den Chief's home. Tommy was a Bearcat Cub Scout, 12 years old. Tommy wanted to be a Boy Scout someday so that he could be a Webelos. He kept saying over and over, "The Cub Scout leads Akela. The Cub Scout helps the pack eat. The pack helps the Cub Scout play. The Cub Scout gets goodwill." He likes to say the Cub Scout motto "Do a Good Turn Daily." He likes all his leaders, especially his packmaster, the den father, and the den aunt. His favorite achievement was Electricity, and his favorite elective was yo-yos. Someday he knew he would become a denner and have a Cub Scout pack of his own."

Gossip

As proof of how news is distorted as it travels from mouth to mouth, try the gossip contest. Arrange the players in a circle and whisper a brief news item to someone who whispers it to the second, and so on around the circle. No restatement is permitted--each person whispers it but once to his neighbor. Have the last ' player give the news as he heard it.

Songs

Baden-Powell

(Tune: Found a Peanut)

Found an honest man,
Found a humble man,
Baden-Powell was his name.
Started Scouting back in England
Which led to his fame.
First came Boy Scouts
Then came Cub Scouts
At first their number were quite small
But they spread to other countries
Now we're sev'ral million all.
When he died
It was so sad
To lose such a man.
But his teachings have inspired us
To do the very best we can.

Cub Pledge

(Tune: America)

Cub friendships, pure and deep
We promise we will keep
Our pledge to thee.
We'll honor and obey
Akela all the way
And when we graduate
Good Scouts we will be.

Trusty Tommy

(Tune: Yankee Doodle Dandy)

TRUSTY Tommy was a Scout
LOYAL to his mother,
HELPFUL to the folks about, and
FRIENDLY to his brother.
COURTEOUS to the girls he knew,
KIND unto his rabbit,
OBEDIENT to his father too,
AND CHEERFUL in his habits.
THRIFTY saving for a need,
BRAVE but not a faker,
CLEAN in thought and word and deed,
AND REVERENT to his maker.

World Friendship

(Tune: Silent Night)

Cub Scouts we
So rev'rent will be.
As we help
Those who need it most.
We will find
Our place in the world,
As our helping, hand we extend.
Guide us leaders so we-eee
Share our ideal's 'round the world.

Saint George, the Patron Saint of the Boy Scouts



Inspirational



STORY- Eagle and Red Tail Hawk

Long ago, Eagle and Red Tail Hawk were the same size and very good friends. But Red Tail was a jealous bird and worried that Eagle might be better than him. Red Tail would make up contests so he could show up his friend.

This made Eagle very sad, and every night he would pray to Creator that Red Tail would stop. It was not that Eagle was inferior, he just felt that competing with a friend was wrong. They should enjoy being different and both do their best in all things.

Red Tail came up with the idea that they would fly as high as they could and whoever flew highest would win. Eagle did not want to compete with his friend but Red Tail would not be put off. He kept teasing Eagle until he finally agreed to the contest.

They both took off, flying higher and higher. Eagle was above Red Tail and this made him furious. He started playing tricks on Eagle acting like his wing was hurt. When Eagle came back to help Red Tail, he took off as fast as he could.

Eagle decided to just let Red Tail win, hoping that might make the contests stop. So, Eagle soared around waiting for Red Tail to come back down. He soared for 3 days waiting and waiting. He was beginning to really worry about his friend when he saw Red Tail streaking down from above.

Red Tail looked really small to Eagle. As Red Tail got closer, Eagle noticed that he had actually shrunk and was now less than half as big as Eagle. Red Tail told him he had flown so high that he saw Creator. Eagle thought he was playing a joke on him, but Red Tail was serious. He said he was very sorry for all the contests and mean tricks he had played on him.

Eagle wanted to know why he was sorry for them.

‘Well,’ said Red Tail, ‘when I saw Creator, he told me how you had prayed to him every night that I would stop the contests and the foolish games. It made me feel so small in character that I actually began to shrink in size. Then Creator said as my punishment I would stay this way, and all my descendants shall be this size as well. And I will never be able to fly as high as you again. So, my friend, I truly am sorry for being so cruel to you. You clearly were better than me.’

Eagle was so touched by Red Tail’s words all he could do was look at him. Then he said to Red Tail, ‘No, my friend, we are equal yet different; unique in our own ways. You will always be my friend. But now we can celebrate our differences, and our new understanding of each other.’



And that is why Red Tail Hawk is smaller than Eagle.

Quotes

“No act of kindness, no matter how small, is ever wasted.” – Aesop

“If you want others to be happy, practice compassion. If you want to be happy, practice compassion.” – The Dalai Lama

“If you haven't any charity in your heart, you have the worst kind of heart trouble.” – Bob Hope

“Kindness is the language which the deaf can hear and the blind can see.” – Mark Twain

“I've always maintained that if the right spirit is there, it can knock the ‘im’ out of impossible.” – Lord Robert Baden-Powell



MAY

CUB CAFÉ

Themes Similar to Cub Café

Month	Year	Theme
Food Themes		
July	1948	Cub Scout Chefs
April	1952	Things that Grow
July	1969	Cub Scout Chefs
May	1973	Things that Grow
July	1973	Cub Scout Chefs
May	1978	Growing Food
July	1978	Come get it
May	1982	Things that Grow
June	1987	Come and Get It
March	2000	Cub Grub
December	2004	Holiday Food Fare
April	2007	Cub Café
Health Themes		
October	1939	Health and Safety
January	1982	Adventure in Good Health
Fitness Themes		
August	1944	Strength
May	1946	Keeping Fit
November	1949	Keeping Strong
May	1952	Strength and Skills
July	1962	Strength and Skill
June	1967	Feats of Skill
January	1969	Fit For America
January	1972	Feats of Skill
September	1974	Muscle Builders
January	1976	Tournament
June	1977	Muscle Builders
June	1978	Physical Fitness
August	1981	Physical Fitness
January	1983	Shape-Up (Winter Olympics)
March	1985	Step into Shape
July	1986	Strength and Skill
August	1988	Physical Fitness
April	1994	Shape Up
August	2000	Toughen Up
November	2000	Turn On the Power



CORE VALUE
HEALTH & FITNESS



MAY – CUB CAFÉ

Gathering Activities

Trail Mix Assembly Line

Have various snack foods available (nuts, raisins, Cheerios, M&M's, chocolate chips, etc. and let the boys make their own bags of trail mix. Supervision is required for a proper mix of nuts & raisins vs. candy.

Backhand Beans

Give each boy a small bag containing 20 –30 dried beans (pinto beans are a good size). He should dump the beans in a small pile on the table or floor. He picks up one bean with the thumb and forefinger of one hand, transfers it to the thumb and forefinger of the other hand, and places it on the back of the hand that originally picked up the bean. He continues with this pattern, trying not to drop the beans, which are on the back of his hand. If he does drop them, he starts over.

Edible Architecture

Using different cookies and crackers, let the boys build castles, cottages or space ships. Add Cool Whip, Jell-O, or even peanut butter for glue. Decorate with other edibles, for incredible architecture! Have a panel judge the structures and give out awards. (Tallest, messiest, etc. Make enough descriptive certificates that every boy gets one.) At the end of the meeting... dig in!

Cub Grub Word Search

Baked apple	N S L Y O W O C Z U G P X L N V I R S J
Bisquick	U D D N A G T S R S R B C W G U X A W V
Campfire	L N A A E L A Q M J J G Z F D F M B E H
Chili	W A W I S V T I H E R I F P M A C A T B
Cobbler	G H E H A S O V K S Z X Q X E P P L S F
Dutch oven	I R C M G Z P R E D I M A R Y P D O O F
Eggs benedict	J U T E T P Z R O D U T C H O V E N B V
Food pyramid	D O Y Z Z A O I E T U E O G H B W A O F
Fruits	F Y H F E M O P P A C T O C G L M R H D
Granola bar	U H O W O H E T C I D E N E B S G G E S
Grill	G S W S L M N U N O N A L L Q R G P K K
Hobo stew	Q A G K X F T A G A R O B F E V L I S A
Hot dogs	O W L C X I C S X U T N R L E S S A F E
Instant oatmeal	E K A H I N T T Z B Y S B E E R G W P T
Pepperoni pizza	A C Z B I S Q U I C K B N U P S Z U A S
Philmont stew	E N I T W E T S T N O M L I H P D N B E
Popcorn	G C M W P I L I H C E L P P A D E K A B
Potato	U Y L I C H Z P U U I V N D I J R P G U
Pudding	C V P A T W E N E R E S R N Q N I T F T
Reflector oven	N P C D Z I W S G S F M G I L G K V P K
Somores	
Spreadables	
Tin can ice cream	
Tube steaks	
Wash your hands	



Opening Ceremonies

Picnic Opening Ceremony

Seven Cubs stand facing the audience with the first 6 Cub Scouts holding white paper plates which have the word PICNIC spelled on them with red and blue felt markers or tempera paint. Seventh Cub will lead audience in Pledge of Allegiance or patriotic song.

P: Picnics are fun for everyone.

I: Including food, games and lots of fun.

C: Celebrating our nations' birthday, we're glad to be here.

N: Never ceasing to be thanking our country dear.

I: In our hearts ever loyal we'll be.

C: Constantly pledging to keep our nation free.

Seventh Cub: "Let's all stand together and say the Pledge of Allegiance."

Think Opening

Personnel: 5 Cubs

Equipment: 5 pieces of poster board with a letter printed on front.

Setting: They form a line and hold up their card when it is their turn.

T: Try to do your best at everything that you do.

H: Have a fire extinguisher handy at all times.

I: Ice will cool a hot beverage.

N: Never leave a fire unsupervised.

K: "Kub" Café is the theme for tonight's pack meeting!

Food for Thought

Narrator: Years ago, doctors conducted a study in an orphanage that monitored the health of the children and compared that against the food, physical care, and attention (love) they received. What the doctors found was that, while food is absolutely necessary to survive, people also needed care and love to be healthy. Without it, the children suffered all types of illness.

Just as the body needs nourishment, attention, care, and love to survive and to thrive, so do other living things. And our country is a living thing. In order for it to survive, it needs the food of financial support. It needs the caring of service to each other. And it needs the love of commitment and allegiance. Let's join together to pledge our commitment to provide for each other – our country. (Salute and recite the Pledge of Allegiance.)

Advancement Ceremonies

Cub Scout Chef Advancement

Equipment: Large pot, two smaller pots or bowls that will fit inside the large pot, wooden spoon, 2 cups sugar, one egg, 1 teaspoon baking soda, dash salt, 1 cup flour, 1 cup chocolate chips, awards

Personnel: Cubmaster or Advancement Chairman dressed as a chef with white apron and chef's hat



Preparation: Place smaller pots inside the large pot. Put awards into one pot and cover them with foil. Add the ingredients, which are measured in containers all ready to add at the appropriate time.

Cub Scout Chef: I am the Cub Scout chef. It is my job to cook up some awards for our pack. I have developed a special recipe for this event. Let's try it! I have all my utensils and ingredients before me. The large pot represents the Cub Scout program, the container that holds it all together. This stirring spoon is the district and council. They help us mix our pack in with the whole BSA program.

First, I add 2 cups of sugar, which represents the achievements that the boys have been working on. Next, I add an egg, which stands for the parents who help hold the program together. (*Crack egg and let it plop into the ingredient bowl.*) Now, I add 1 teaspoon of baking soda and a dash of salt. Like Cub Scout leaders, they are the key ingredients that bring the others together and cause them to change. Next comes a cup of flour. This represents the boys-the staple of Cub Scouting. Last, I add a handful of chocolate chips, which represent the awards the boys have earned.

Now I'll stir this pot of Cub Scouting and see what happens. Yes, my delicious recipe worked! (*Uncover the pot with the awards and pull out the badges.*) It appears I have stirred up some awards! (*Have the boys and their parents come forward. Hand each badge to parents to award to their boy. Have the boys and parents remain in front of the group until all awards have been presented.*) Congratulations Cub Scouts!

Making A Cub Scout

Props: 3 1-pint containers, 1 each of: water with blue food coloring, clear cooking oil, alcohol with red food coloring large, clear glass container test tube, 1 per boy 2 white lab coats ceremony table

Personnel: Cubmaster, Assistant Cubmaster

Format: Bobcat says the Promise, Wolf pours the blue water; Bear pours the cooking oil; Webelos pours the red alcohol.

Cubmaster: Tonight, I am going to give you the magic formula for building Cub Scouts. Our Bobcats have done their best by learning the Cub Scout Promise, the Law of the Pack and the Motto. Would the following boys and their parents please come forward?

ASSISTANT: (*Reads the names of the boys while Cubmaster lines them up behind the table facing the audience.*)

CM: (*Hold up the glass container*) This glass represents the Bobcats. As with anything you build, you need a foundation, a starting point, you need to know the basics. This is what our Bobcats have learned (*boys repeat the Promise*)

ACM: (*Hands out badges to parents to present to their boys, everyone shakes hands. Bobcats and parents return to their seats.*)

CM: The first part of the magic formula is blue. This color represents the family, its strength, unity and participation in building a Cub Scout.

ACM: (*Reads the names of the boys receiving the Wolf award while the Cubmaster lines them – with their parents – up behind the table and gives them each a test tube full of blue water.*)

CM: Will each Wolf pour the blue liquid into the larger glass?

ACM: (*Badges are handed out to parents, etc.*)

CM: The second part of our formula is clear white. It represents the progress the Cubs have made in character and spiritual growth.



ACM: *(Boys and parents of Bear rank are called while Cubmaster arranges the boys and gives them a test tube with cooking oil.)*

CM: Bears, pour your clear liquid into the larger glass.

ACM: *(Badges are handed out to parents, etc.)*

CM: The third part of our formula is red. This red color represents the Cub Scout being helpful and doing his best as he continues to grow in all areas of his life.

ACM: *(Webelos and parents are called, etc.)*

CM: Webelos, pour your red liquid into the larger glass.

ACM: *(Badges and/or activity pins are handed to parents, etc.)*

CM: We have completed our magic formula. It is the same colors as in our flag. May Cub Scouting help to make this a better place to live.

Achievement Stew Advancement

Cubmaster is dressed in an apron and chef's hat. Props are a large pot -spoon- and "ingredients" Tiger Paws, Blue, Gold, White, Red, Green, Light Blue bit or strips of paper Gold and Silver Glitter. Ranks and awards are placed in soup cups or bowls.

After the addition of the ingredients the Chef "serves up" the soup in the cups, which have the awards in them.

Cubmaster: Tonight we are going to make Achievement Stew! Which is a combination of many ingredients....

First we start off with a big promise, a little motto and the Law of the Pack. *(Have everyone say the Cub Scout Promise-Motto and Law of the Pack. Chef adds blue strips of paper for the promise- white for the motto and Gold for the Law of the Pack. Stirring after each addition.) (He calls the new Bobcats and parents forward.)* Now we have Bobcat Soup. *(He Awards the Bobcat ranks.)* But it needs something. I know the spice of the Cub Scout Handshake; *(He congratulates the Bobcats and shakes their hand and then shakes his hand over the pot and stirs.)*

Now we must add Tiger Paws... *(Adds Paper Tiger Paws to the pot and stirs.)* We need to serve this to the Tigers Cubs. *(Gives out their earned Paw Prints.)*

Next we add Achievements and arrow points. *(Adds in red bits of paper and gold and silver glitter and stirs.)* Our Soup has now turned to Wolf Chowder. *(Calls up the New Wolves, their parents and those who have earned arrow points in turn.)*

Our Chowder must simmer in time and it calls for more achievement and arrow points because you can never have enough. *(Adds Green bits of paper and gold and silver glitter. The Chef then Awards the New Bears their rank and those who have earned gold and silver arrow points.)*

Our Achievement Stew is really going now but it still needs something. We need to add Activities. *(Puts in Light blue bits of paper. Stirs.)* Will our new Webelos and their parents please come forward for their stew? *(Their Rank and activity Badges are given out.)*

The 5th grade Webelos have been very active as well and they need their nourishment. Please come forward for your Achievement Stew. *(He awards them their Activity Badges).*

Our Achievement stew is not quite done but we must get the next ingredients from the Boy Scouts, which I hope you all do. Till then let's have a good time!



Closing Ceremonies

What Are Cubs Made Of? Closing

Cub Scouts are made of all of these,
Scarves of gold, patches on sleeves,
Trousers of blue and well-worn knees,
That's what Cub Scouts are made of.

They're partly Indians, of fringe and feather,
And beads and buttons and bits of leather,
With war-paint and freckles mixed together,
That's what Cub Scouts are made of.

They're made of a promise, a pledge and a prayer
Of hands that are willing, of hearts that play fair,
With something inside them that God put there,
And that's what Cub Scouts are made of.

Recipe for a Wonderful Day

Personnel: 8 Cubs

Equipment: Large pot, TV tray for table, Large Spoon, Measuring spoons, Salt shaker, Spice box and 2 small bowls or jello molds.

- 1 cup Friendly Words (torn up newspaper),
- 2 Heaping cups Understanding (torn up yellow paper)
- 2 cups Milk of Human Kindness (torn up white paper),
- 2 heaping tablespoons Time and Patience (salt in jar labeled Time & Patience),
- 1 Dash Gentle Humor, (Salt shaker labeled Humor),
- 1 Pinch Spice of Life (Spice box labeled Spice of Life),
- 1 Drop Warm Personality (Small bottle labeled Warm Personality)

Cub 1: We are going to make a wonderful day. Start with 1 cup Friendly Words. Measure words carefully. *(Put torn up newspaper in pot)*

Cub 2: Add 2 Heaping cups Understanding *(Put in torn up yellow paper)*

Cub 3: Add 2 cups Milk of Human Kindness. *(Put in torn up white paper)*

Cub 3: Add 2 heaping tablespoons Time and Patience. Stir together to make a smooth paste. *(Shake Time & Patience container over pot and stir)*

Cub 4: *(Move pot to front edge of table and motion as if turning temperature knob.)* Keep temperature low so it will never boil over.

Cub 5: Stir in a Dash of Gentle Humor and cook with gas on the front burner. *(Shake Humor container over pot and stir)*

Cub 6: Season a drop of warm personality and a pinch of spice of life. *(Pour in Warm Personality)*

Cub 7: *(Shake Spice of Life box over pot and stir)*

Cub 8: Serve in individual molds. *(Spoon mixture into molds or small bowls)*

Cub 7: Works best with a good mixer.



Cub Café Closing Skit

Equipment: Signs with letters spelling CUB CAFÉ and dialogue for each letter taped to back of sign.

Personnel: Seven Cub Scouts to hold and read signs

C: is for character – one of the main ingredients of the Cub Scout recipe.

U: is for understanding our world and others – the leavening agent that helps boys grow.

B: is for best – doing your best to rise to the challenge.

C: is for campfires and fellowship – the frosting on our cake.

A: is for activity – we never slow down.

F: is for fun – which Cub Scouting is always a lot of.

É: is for everyone – Cub Scouts welcome all!

Pizzazz

Run-Ons

Fly in the Soup

Customer: Waiter, waiter, there's a fly in my soup!

Waiter: (*Enters, very snooty, peering into the soup.*)

Oh yes, you are right sir. That will be an extra 25 cents.

Customer: But waiter, he's swimming all over the top!

Waiter: (*Still snooty*) You are right, sir. It doesn't know it's a fly sir. It's doing the Butterfly stroke.

Customer: Well, I think it must be an Australian!

Waiter: Why do you say that sir?

Customer: Because it's down under now!

Grease

Boy 1: Tonight we are going to be talking about ancient Greece.

(*Boy 2 walks on stage carrying a can of Crisco.*)

Boy 1: No, no; not that kind of grease. You know Greece, the place.

Boy 2: Oh yeah, that's in back of the cafeteria.

Scouter

You might be a Scouter if you roast mini marshmallows on a paper clip over a candle, put it on a golden graham with one square of chocolate, just to get the flavor.

Cheers and Applause

Catsup Applause

Hold bottle in left hand and try to pound catsup out of the bottle with your right hand.

Quarter Pounder Applause

Place a pretend quarter in your left palm. Holding hand flat, make a fist with right hand and pound your left hand.

Pizza Toss

Pat your hands from side to side. Throw the pizza up into the air and yell "MAMA MI-A!"



Ice Cream Cone

Act as if you are placing two scoops of ice cream on a cone. As you place a scoop on the cone, say “YUM”. Then open your mouth and hit your cone on your forehead.

Marshmallow Applause

Put your marshmallow on a stick, hold it over the fire. It catches fire. Hurry and blow it out. Say, “Just right!”

Cub Scout Chef Applause

Use right hand to rub tummy in a circular motion while saying, “Yum, yum.”

Jolly Green Giant Applause

Say, “Ho, Ho, Ho!” with hands on hips.

Hot Dog Applause

Everyone claps and cheers while the Cubmaster’s fist is raised in the air. When the Cubmaster brings his or her fist down, everyone shouts, “Hot dog!”

Watermelon Applause

Pretend to eat a watermelon. Spit out the seeds with sound effects, such as “pitooey,” or put finger in cheek and “pop” it.

Black Pepper Applause

Shake pepper out. Sneeze three times, each time with a louder “Ah choo! AH CHOO!! AH CHOO!!!.

Baloney Applause

Clap hands “below knee”

Cheese Grater Applause

Pretend to look for the cheese grater in the kitchen. When you find it, pretend to grate the cheese and say “Great, great, great!”

Sugar Cheer

Say “Sweet, sweet, sweet!”

Overeater’s Cheer

Looking uncomfortable, rub stomach and say slowly, “I can’t believe I ate the whole thing.”

Eggbeater Applause

Bend knees and swing them in and out like an beaters while holding one hand on top of your head and using the other hand to “turn” the beater.

Riddles

Why are people always tired on the first day of April?

Because they’ve just had a 31 day March.

Can you drop a full glass and spill no water?

Yes, when the glass is full of milk.

Why is a joke like a coconut?

It isn’t any good until it’s cracked.

What is it that is put on the table, cut and passed, but never eaten?

A deck of cards.

Why does a cook always wear a high white hat?

To cover his head.



What do ghosts drink?

Evaporated milk.

How do you make gold soup?

Put in 14 carrots.

What do you get when you cross a turkey with a centipede?

Drumsticks for everyone.

What do you get when you cross an elephant with a jar of peanut butter?

Either peanut butter with an excellent memory or an elephant that sticks to the roof of your mouth.

What did Obi-Wan Kenobi say to Luke Skywalker at dinner?

Use the fork, Luke.

What's more useful when it's broken?

An egg.

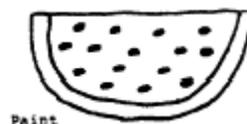
Why are potatoes such good detectives?

Because they keep their eyes peeled.

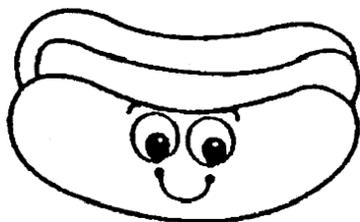
Theme Activities & Crafts

Watermelon Tie Slide

Take Brazil nut and paint to look like watermelon. After the paint has dried, hot glue drink tab or PVC pipe to the back of nut.



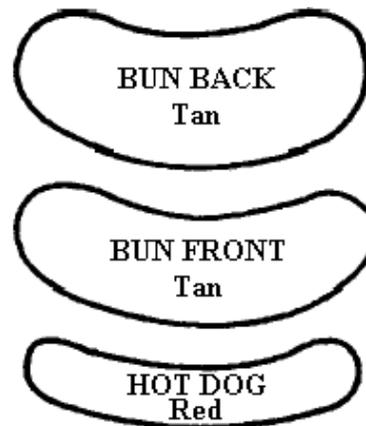
Hot Dog Slide



Materials: Art foam (tan & red), glue, 2 wiggle eyes, yellow tulip paint, pipe cleaner

Cut -out hot dog pieces. Glue the tan bun shapes onto each side of red hot dog, staggering the hot dog and bun front so all pieces can be seen as

shown. Glue on eyes and draw a mouth and eyebrows on hot dog. Paint on mustard. When dry, glue pipe cleaner on back.



Goo

Materials: 2 Bowls, mixing spoons, 8 oz. white or carpenter's glue, food coloring, $\frac{3}{4}$ cup water, 20 Mule Team Borax, additional water for mixing, airtight container

1. Combine glue, food coloring, and $\frac{3}{4}$ cup of water in bowl. In a separate bowl, combine 1 tablespoon borax and $\frac{1}{4}$ cup water.
2. Add the borax mixture to the glue mixture, stirring until a blob forms.
3. Remove the blob from the mixture. Add another batch of the borax and water mixture to the glue mixture.
4. Repeat the process until the glue mixture is all gone. Knead all the globs together. Store the goo in an airtight container.

Twisted Dough Tie Slide

Materials: Several slices of white bread; white glue; lemon juice; shellac, varnish or bright colored paint

1. Remove the crusts from the bread. Break up the bread into small pieces and mix with the glue.
2. Add a few drops of lemon juice, Mix until it the consistency of clay.
3. Roll pieces of modeling dough into ropes, each about 1/4" thick and 12" long. Fold rope in half and twist.
4. Wrap the twist around to form a circle with a 3/4" center. Cut any excess twist off, dab the ends with a little water and press together to seal.
5. Let air dry or bake in a 350 degree oven for 10 minutes until light brown. 5. When dry (or cooled), give the slide a coat of clear shellac, varnish or paint.

Fridge Magnet Note Holder

Materials: clothespins, magnetic tape, fun foam, glue.

Instructions: Cut flower shapes from the fun foam and glue at the top of the clothespin. Cut stem, leaves from fun foam and glue beneath the flower. Put the magnetic tape on back. This will be a note holder.

Swiss Cheese Candles

Leaders can make their own candles to be used good conduct candles for den or pack ceremonies.

Materials: Quart-sized milk carton, 1 pound paraffin, 7-inch candle, color wax crayon and ice (*Adapt amounts for smaller candles.*)

Melt paraffin, heating it over a low flame in a double boiler. USE CAUTION because paraffin is flammable. When the paraffin has melted, color it by adding about 1 inch of a wax crayon in the desired color. Because wax melts almost immediately, just stir in with a stick.

Cut off the peaked top of a quart-sized cardboard milk carton to use as a mold. Pour 1/2 inch of paraffin in the carton. As it sets, place an old candle upright in center. Place crushed ice cubes around the candle until the carton is full. Pour paraffin to the top of the cart leaving the wick exposed. When the candle has hardened, tear off the carton over the kitchen sink allow the melted ice to drain from the holes.

Recipes

Cub Scout Monkey Bread

Preheat oven to 350 degrees

2 cans biscuits

3/4 cup sugar

1/4 cup cinnamon

4-6 oz. margarine (squeeze margarine works great)

Remove biscuits from can and cut into quarters. Spread one layer of biscuit pieces in bottom of round cake pan (8-10" pan). Spread one fourth of the margarine over the layer of biscuits and sprinkle with one fourth of the sugar and cinnamon. Repeat layers, spreading margarine, sugar and cinnamon on each layer. Bake in oven for 350 degrees for 12-15 minutes, or until browned.





Number of chocolate chips it contained: more than 3 million.
Most popular food in America: white bread
Most popular vegetable in America: potato
Most popular ice cream flavor in America: vanilla
Snack introduced by Indians at first Thanksgiving: popcorn
Food that Pilgrims didn't have at the first Thanksgiving: pumpkin pie.
Food introduced to America by President Thomas Jefferson: spaghetti
Andrew Jack's favorite breakfast: turkey hash on waffles
Abraham Lincoln's favorite breakfast: coffee
Number of times in a lifetime the average American eats at restaurants: 14, 411
Restaurant dining champ: Fred Magel, Chicago, Ill., who ate out 46,000 times in 50 years.
Amount of money average American spends on food in a lifetime: \$89,281.
Amount spent on fast food: \$19, 791.
On diet food: \$3,806.
Number of apples eaten by average American in a lifetime, 8,284.
Number of cookies: 35,138.
Of M & M's: 11,113
Most common color of M & M's: brown
Healthiest food: turnip greens
Least healthy food: sweetbread
Food that help you see better in the dark: carrot
Most expensive food: saffron, used as a spice, \$3,000 per pound
Hottest spice: Habanero pepper, about 50 times hotter than a jalapeno.

A Few Safety Tips and Good Cooking Habits

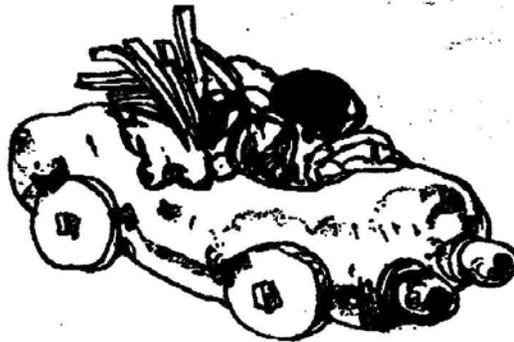
- Teach boys the proper ways to use the stove and oven.
- When you are using the stove, always cook on the back burners. Turn pot handles away from the edge of the stove so no one will bump the handles and cause the pot to spill.
- When you use the oven, always use potholders when you take pans out of the oven. Keep curtains, all towels, potholders, your clothes and hair away from the flames.
- Learn how to use a knife. Keep all knives and other sharp utensils in a separate section of the drawer or in a rack.
- Never start to cook unless you have asked an adult if you may.
- Clean up at once anything that spills or breaks, so no one will slip or get cut on sharp edges.
- Before you leave the kitchen, be sure the stove and electrical appliances are turned off.
- If young children are around, be sure cleaning supplies, matches, and all harmful things are always out of their reach.
- If a fire starts in a pan on the stove, turn off heat and then smother the fire with a lid or a wet dish towel or pour baking soda on the flames.

Edible Pinewood Derby Car

Utensils: Fork, ruler, cutting board, sharp knife, drinking straw, toothpicks, measuring cup, paper plates.

Ingredients: hoagie bun (one per car), cucumbers, carrots, pretzels, pitted ripe black olives, pimento-stuffed green olives, broccoli, zucchini, cherry tomatoes, red & green & yellow sweet peppers, 1/4 cup per car vegetable dip (any flavor).

Directions: Use a fork to scoop out the center of the top of the bun, leaving out 2 inches on the side and 1 inch on the ends. Cut four 1/4 -inch thick slices of cucumber for the wheels. Cut two thin carrot sticks, each about 4 inches long, for axles. (Save remaining carrots and cucumbers for dipping.) About 1 to 2 inches from each end of the bun, push the drinking straw through the bun where the wheels will go to make holes for the axles. Next, poke the straw through the center of the cucumber slices. Throw away the straw. Slide the carrot sticks into the bun for axles. Attach the cucumber slices to the axles for wheels. Stick a toothpick into two of the green stuffed olives. Cut a black olive into thick round slices. Push a slice onto each toothpick behind the whole green olives. Push the end of each toothpick into the front of the bun for headlights. Fill the bun with your favorite vegetable dip and vegetables. Use a pretzel for a windshield or steering wheel. Add two cherry tomatoes for driver and passenger. Eat and enjoy.



Pudding Painting

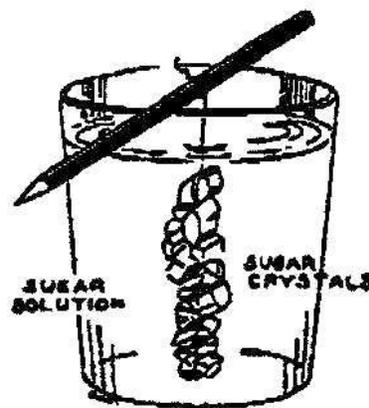
Mix instant pudding – any flavor – according to the directions on the package. Then use the pudding the way you'd use fingerpaints. Don't forget to cover your work area with newspapers.

Clean up is easy. Just lick the bowl and then the fingers.

Sugar Crystals

What you need: About 2 cups of sugar, 1 cup of water, string, pencil, drinking glass, glass or enamel saucepan. What to do: Put the water in the saucepan, bring it to a boil, and then turn off the heat. Slowly add the sugar to the water, stirring as you add to dissolve it. Keep adding sugar until no more will dissolve. Let the mixture cool.

While it cools, tie a short piece of string to a pencil and lay the pencil across the glass so that the string hangs into the glass. When the sugar water is cool, pour it into the glass and put the glass where it will not be disturbed for several days. Watch for sugar crystals to form. They will grow larger if you let them alone for a few more days.





Games

Magic Orange

Divide orange into eight sections by slicing carefully, leaving top intact. Remove fruit. Put an apple in the sliced orange. Cover the orange with a handkerchief and with appropriate pizzazz, squeeze the orange and make the apple appear.

Eggshell Race

Traditionally this game was played with hollow eggs. Make small holes in either end of an egg with a pin or needle. Blow the yolk and white out of the egg and paint the shells different colors. Put the eggs down on a starting line and on a signal each contestant blows his eggs toward the finish line. Contestants are not allowed to touch the

eggs in any way. Another version of this is played with team of two boys per egg. Each team player has a straw for a broom with which he pushes the egg toward the finish line. Only the straw may touch the egg.

Manners

A hat, napkin, man's tie, knife, and fork is needed to play this game. Also, a bar of chocolate and a pair of dice. The players take turns throwing the dice. When one gets a double he immediately puts on the hat and tie and places the napkin in his lap. He tries to open the chocolate bar using only the knife and fork. In the meantime, the other players continue to throw the dice. If another player throws a double, then the player working on the chocolate bar removes the hat and tie and gives them to the new player, who puts them on and tries his luck with the chocolate bar. The game goes on until all of the candy is eaten with the knife and fork.

Vegetable Stew

Cub Scouts are seated in a circle with one boy in the center. The den leader assigns the names of various vegetables to each of two boys in the circle. When the leader calls the name of a vegetable, the two cabbages, two carrots, two potatoes (and so on) run to change places, while the boy in the center tries to get one of the vacant places. When the leader yells, "Vegetable Stew!" everyone scrambles for a new seat.

Feed the Guest

You need a large cloth napkin (Cub Scout Neckerchiefs will do), gumdrops and toothpicks. Divide the den into two teams. Sit them on opposite

sides of the table. Place a napkin, bowl of gumdrops and a package of toothpicks at the end of the table for each team. At the given signal, the first person on each side ties the napkin around the neck of the person sitting next to him, picks up a toothpick, spears a gumdrop, and feeds the person. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

After You

Materials: small table or chairs spoon for each boy string cake or ice cream

Divide the den into pairs. Each pair sits with a small table, chair seat, lap board, etc. between them. Give each pair of boys two spoons joined together with a length of string so that spoons are only six inches apart. Place a large slice of cake or dish of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishes their food first wins.



Spaghetti Drop

Materials: 2 empty pop bottles, cooked and cooled spaghetti, 2 pair disposable plastic gloves, aprons

Teams line up in relay formation. Each team has one member go to the other end of the playing area, puts on apron, and lie down on his back with an empty pop bottle on his stomach. He may hold the bottle in place.

Next to the first person in each team, place a pot of cooked, cooled and drained (but still slightly soggy) spaghetti. At the signal, each player in turn puts on the plastic gloves, picks up 10 wet noodles, runs to the other end, puts noodles in the pop bottle before racing back to take off the gloves and hand them to the next player. The first team finished the winner. Declare each team's bottle holder a hero.

Poor Spud

Draw a large circle on the ground and place potatoes in the center (one fewer than there are players.) Tell the players to march around the circle. When a whistle is blown then the players grab a potato. The one without a potato sits out of the next game. Now take out another potato and play again, and so on. The last player is the winner.

Skits

Eskimo Pie

Personnel: 6 Cub Scouts around a table.

Equipment: Ping pong ball, sponge, white golf tees, pan with ice cream bars in the bottom.

Cub 1: Isn't it great our leader is letting us make a pie for our den meeting treat?

Cub 2: Sure is. I don't know what kind of pie it is, but here are the directions.

Cub 3: Let's see, first you put in these walrus eyes.

Cub 4: Walrus eyes? Are you sure?

Cub 3: Says so right here. (*Puts ping pong balls in pan.*)

Cub 5: OK, next put in a pound of blubber.

Cub 4: A pound of blubber? Are you sure?

Cub 5: That's what it says in the recipe. (*Puts in white sponges.*)

Cub 6: The next thing to add are two dozen polar bear teeth.

Cub 4: I don't believe that. Why would you put teeth in a pie?

Cub 3: Hey, you have to have teeth to eat a pie!

Cub 6: Here go the teeth. (*Puts in golf tees.*)

Cub 1: Now we let it freeze for one hour. (*Put lid on pan.*)

Cub 2: (*Hold up sign that says "one hour later".*)

Cub 1: Let's see what we've got. (*Uncovers pot.*)

All: (*Look into pan and exclaim.*) Eskimo pies!!!! (*Pull out ice cream bars, open and eat.*)



Raisin Skit

1st Scout: *(comes out, he gets on all fours, pretending to be a table).*

2nd Scout: *(comes out looks at the table and declares):* Ahh, a fly, I think I'll pull its wings off. *(Proceed to pick it up, pluck the wings, put it back on the table and walks off.)*

3rd Scout: *(comes out, looks at the fly on the table and says)* Oh, a fly with no wings, I think I'll pull its legs off. *(With great precision and animation, picks up the fly, removes its legs, and puts it back and on table and walks off.)*

4th Scout: *(comes out, looks at the fly and announces)* Hey, a fly with no wings and no legs, I think I'll pull its head off. *(Then proceeds as the other Scout before him.)*

Last Scout: *(comes out, looks at the table, then carefully inspects the object without picking it up and says very quickly)* "A raisin!" *(He quickly picks it up and puts it in his mouth.)*

Messy Scout Cook

Needed: 2 Scouts, cook pot, play ingredients, card table, recipe card

Cub #1: I was watching from over there and saw you fill up the cook pot with food and then take the pot and turn it over on the stove.

Cub #2: Oh, yes. That's exactly what I did!

Cub #1: Why would you do such a thing? What a mess!

Cub #2: The recipe card told me to put all the ingredients together in the pot and turn it over for cooking directions.

"Cub Scout Café" Skit

Some Cubs dressed as parents seated at table with checkered tablecloth. One Cub dressed as waiter, wearing apron and towel over arm.

Narrator: The Cubs Scouts of Den ____ have decided to open a Cub Scout Café, but something is not quite right.

Parent #1: Excuse me, Johnny, is this coffee or tea? It tastes like kerosene.

Waiter: Then it's coffee, the tea tastes like gasoline.

Parent #2: I hope you'll hurry and bring my food. I'm so hungry I could eat a horse.

Waiter: Then you've come to the right place.

Parent #3: Why do you have your fingers on top of my food?

Waiter: *(serving plate with his hand all over it)* So it won't fall on the floor again.

Parent #4: Why are you stompin' on my steak?

Waiter: *(stomping on something on the floor)* Because when you told me to bring you your food, you said to "step on it."

Parent #5: I'm afraid there's a fly in my soup.

Waiter: Don't worry, there's no extra charge.

Parent # 5: There really is a fly in my soup.

Waiter: What did you expect, a humming bird?

Narrator: Thank you den _____, and good luck in keeping your Cub Scout Café open.



The Land of Chew and Swallow

Personnel: 5 Cub Scouts and narrator

Equipment: Plates and silver, big bread slice, a big bandage

(Enter two boys carrying plates and silver.)

Narrator: Over the mountains and across the stars in a far hidden corner of the world lies the land of Chew and Swallow. It is a very special land, which you will soon see.

Cub 1: What do think we'll have for supper tonight?

Cub 2: I don't know but I hope we don't have a spaghetti storm again. It leaves the trees a mess.

Narrator: You see in this land all the food comes with the weather or the weather is the food. It rains milk and juice and they have bread storms and drumstick cloud bursts.

Everything was fine until one day the weather started to go bad.

(Enter two boys holding their noses and one with a bandaged head.)

Cub 3: Watch out it's a big bread blow in. *(Big bread slice falls in.)*

Narrator: The storm continued. Instead of normal size food the meatballs were as big as bowling balls and the bread a size never seen before. Roofs were crushed and people were getting hurt. Something had to be done.

Cub 4: What will we do? *(Head bandaged)*

Cub 2: I've heard of a land over the sea where people have to grow and cook their food.

Cub 3: We can't stay here. My house is buried under a pizza.

Cub 4: The smell is getting bad and people are getting hurt.

Cub 5: Let's use the stale bread to make boats and find this new place to live.

Narrator: So the work began on the bread boats to take them to the new land.

(All boys working on boats and set sail. Boats land and people welcome new friends.)

Narrator: Now starts the fun of getting your own food ready and learning new skills.

(Boys learning to cook at picnic.)

Cub 1: Life was easy before but I like knowing what I'm going to eat at each meal and not have to wait for the weather.

Songs

Soup, Soup, We All Want Soup

(Tune: "Hail, Hail, the Gang's All Here")

Soup, soup, we all want soup;
Needn't stop to strain it,
Tip your bowl and drain it.
Hark, hark, the funny noise;
Listen to the gurgling boys.

Meat, meat, bring on the meat -
Fresh and juicy canned meat,
Ham and pickled pig's feet.
Lamb chops and pork chops too,
Any kind of meat will do.

Pie, pie, we all want pie;
Coconut or cherry,
Peach and huckleberry.
Mince pie and apple too,
Any kind of pie will do.

All You Et-a

(Tune: "Alouette")

All you et-a, think of all you et-a,
All you et-a, think of all you et.
Think of all the soup you et,
Think of all the soup you et,
Soup you et, soup you et,
Oh-h-h-h.
All you et-a, think of all you et-a,
All you et-a, think of all you et.

(Continue with hot dogs, potatoes, drink, etc.)



Blue and Gold Pie

(Tune: American Pie)

(Chorus)

Eat, eat, all the Blue and Gold pie,
Brought my parents to the banquet,
And my Dad wore his tie.
And good old Cubs were eating hot apple pie.
Singing bring me one more piece of the pie,
Bring me one more piece of that pie.

Now for two years, I've been in the pack.
Those great times keep me coming back.
But Cubs grow fast eating with their den.
When the Cub Scouts sang at the Blue & Gold,
The hot pies, well they all turned cold,
And there's no stove round, the cook was told.
The day the pies turned cold.
We started singing' (Chorus)

I met the guy who cooked the food,
And he was in a rotten mood.
With no time left to cook more pies.
And the three pies that are number one,
Apple, cherry, and pumpkin.
They turned so cold they almost froze.
The day the pies turned cold.
We were singin' (Chorus)

Hot Dog Song

(Tune: Oscar Meyer Wiener Song)

I wish I was *a fat* and juicy hot dog,
That is what I'd truly like to be.
'Cause if I were *a fat* and juicy hot dog,
Someone'd always be in love with me.

(Sing it louder)

(Sing it faster)

(Sing it the last time like your mouth was full)

Mama's Soup Surprise

(Tune: Supercalifragilisticexpialidocious)

Oh, when I was just a little kid,
I never liked to eat,
Mom would put things on my plate,
I'd dump them at her feet.
Then one day she made this soup,
I ate it 'till I burst.
I asked her what was in it,
Then I knew it was the worst!

Chorus: Oh, chicken lips and lizard hips
And alligator eyes,
Monkey legs and buzzard eggs
And salamander thighs,
Rabbit ears and camel hair
And tasty toenail pies,
Stir them all together,
You've got Mama's Soup Surprise!

I went into the bathroom
And I stood before the sink,
I said, "I'm feeling mighty ill,
My stomach's in a kink!"
Mama said, "I've got the cure
To make you feel just great!"
She said it was so good for me,
And this is what I ate (Chorus)

On Top Of My Pizza

(Tune: On Top Of Old Smokey)

On top of my pizza
All covered with sauce
Could not find the mushrooms
I think they got lost.

I looked in the closet
I looked in the sink
I looked in the cup that
Held my cola drink.

I looked in the sauce pan
Right under the lid
No matter where I looked
Those mushrooms stayed hid.

Next time you make pizza
I'm begging you please
Do not give me mushrooms
But just plain old cheese.

The Meat's All Gone

(Tune: "Hail, Hail, the Gang's All Here")

Hail, hail, the meat's all gone,
What'll be the next course?
What'll be the next course?
Hail, hail, the meat's all gone,
What'll be the next course now?

Hail, hail the drink's all gone...

(Continue with as many food items as you wish.)



Ground Round

(Tune: Downtown)

When you eat meat
But hate the meat that you you're eating
Then you've surely got
Ground round.
It's so unnerving
When they're constantly serving it
In eating spots,
Ground round.

It may be called a Salisbury,
Cube steak or beef patty,
No matter what it's called,
It's always over cooked and fatty.
What can you do?
Sound off to your waiter there,
Loudly pound on the table.
Stand on your chair and shout,

"Ground Round!"
Always they're conning me,
Ground Round!
Piled on my plate, I see
Ground Round
Don't let them serve it to me!

Lollipop

(Tune: Harrigan)

L O double L I, P O P spells lollipop, lollipop
That's the very bestest kind of candy, candy.
The guy who made it must have been a dandy,
dandy.
L O double L I, P O P you see,
It's a lick from a stick
Guaranteed to make you sick
Lollipop for me.

C A S T O R, O I L spells castor oil, castor oil.
That's the very bestest kind of medicine,
medicine.
The guy who made it must have been Edison,
Edison.
C A S T O R, O I L you see,
It's a lick upon a spoon
Guaranteed to cure you soon
Castor oil for you.

Fast Food

Tune: A Ram Sam Sam

Pizza Hut a Pizza Hut
Kentucky Fried Chicken and a Pizza Hut
Pizza Hut a Pizza Hut
Kentucky Fried Chicken and a Pizza Hut
McDonald McDonalds
Kentucky Fried Chicken and a Pizza Hut
McDonald McDonalds
Kentucky Fried Chicken and a Pizza Hut

A Burger King a Burger King
Long John Silvers and a Burger King
A Burger King a Burger King
Long John Silvers and a Burger King
Red Lobster Red Lobster
Long John Silvers and a Burger King
Red Lobster Red Lobster
Long John Silvers and a Burger King

Dairy Queen A Dairy Queen
Chucky Cheese and a Dairy Queen
Dairy Queen A Dairy Queen
Chucky Cheese and a Dairy Queen

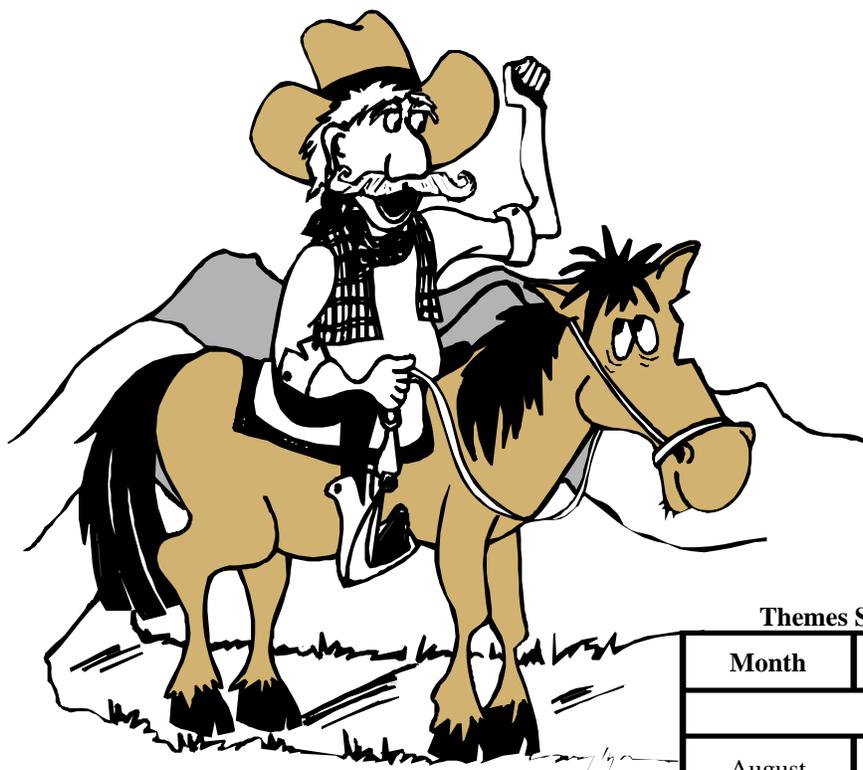
Roy Rogers Roy Rogers
Chucky Cheese and a Dairy Queen
Roy Rogers Roy Rogers
Chucky Cheese and a Dairy Queen

Actions

Pizza Hut - Make shape of a hut in the air
Kentucky Fried- Flap elbows up and down in the
manner of a demented chicken
McDonalds - Put hands on top of head and
bridge out and down to produce the "Golden
Arches"
Burger King - Put hands on head with fingers up
to make a crown
Long John Silver - mimic sword play
Red Lobster - hold up arms and bring fingers
down on thumbs like lobster claws snapping
Dairy Queen - mimic milking a cow
Chucky Cheese - mimic tossing a pizza in the air
Roy Rogers - mimic riding a horse

JUNE

HEAD WEST YOUNG MAN



Themes Similar to Head West Young Man

Month	Year	Theme
Old West		
August	1946	The Wild Wild West (Buffalo Bill)
September	1950	Westward Ho
September	1957	Homesteaders
September	1958	Cub Scout Corral
October	1967	Westward Ho
March	1971	Cowboys & Indians
October	1984	Wild and Woolly West
September	1988	Cub Scout Corral
July	1993	Wild and Woolly West
October	1999	California Gold Rush
August	2003	Circle the Wagons
September	2005	Cub Scout Round-Up
Rodeo		
June	1956	Rodeo
August	1962	Wild West Show
September	1976	Wild West Rodeo
August	1998	Rodeo Trail

CORE VALUE
PERSEVERANCE



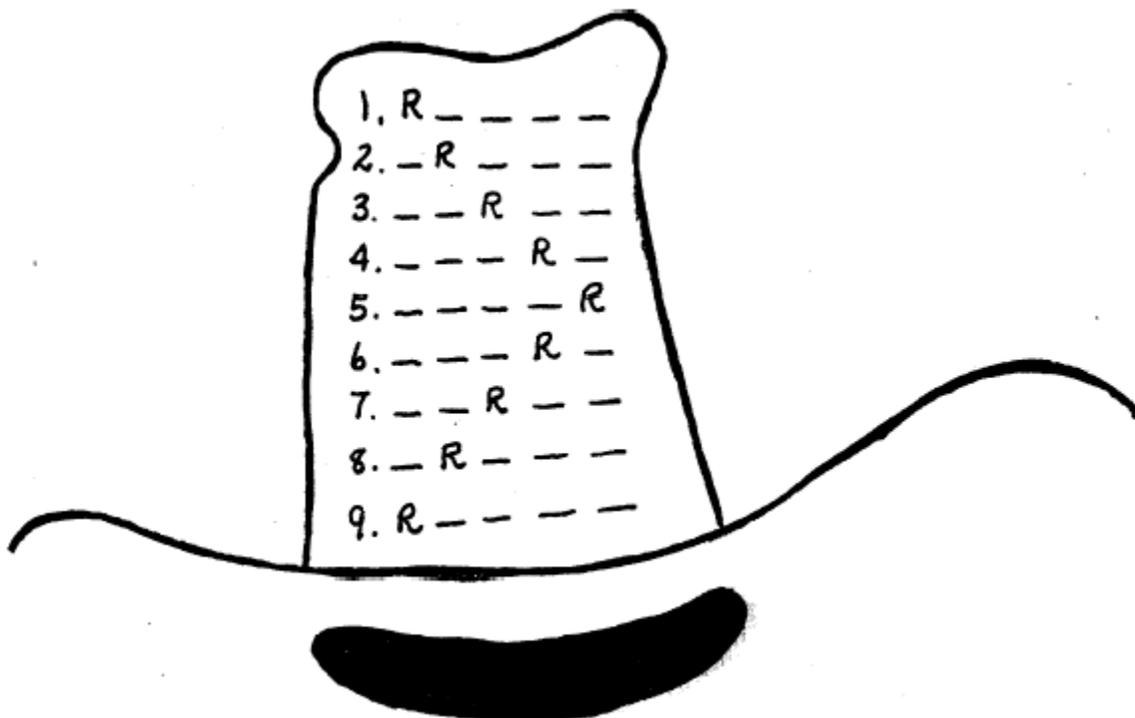
JUNE - HEAD WEST YOUNG MAN

Explore the wild and woolly West as you round-up new membership. This month learn about the Chisholm Trail and its hardships. Locate on a map the actual route that the cattle drive took. Find out what the cowboys wore and the safety reason for each garment. Learn about leather and rope-making crafts from each. Plan a field trip to see horses and wagons or learn about Western history. Learn to sing "Home on the Range" and other western songs. Experience trail food as everyone tries beans and jerky for dinner.

Gathering Activities

Ten Gallon Hat

Find the five-letter words that fill this Cowboy's ten gallon hat. The R's will give you a hint.

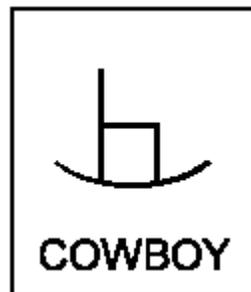


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| 1. Cowboy's home | 6. What a cowboy sees overhead at night |
| 2. Owner's cattle mark | 7. Growth on heads of cattle |
| 3. What a cowboy rides | 8. Path or route |
| 4. Worn on a cowboy's boots | 9. Cowboy's circus |
| 5. Needed on a desert trip | |

Answers: 1. Range, 2. bRand, 3. hoRse, 4. spuRs, 5. wateR, 6. staRs, 7. hoRns, 8. tRail, 9. Rodeo

Roundup

Upon entering the Pack meeting place, guests are handed cards bearing a particular cattle brand, (Number of brands issued depends on size of Pack.) Each group of brand cards contains one brand card with the extra notation "cowboy." It is the duty of the designated "cowboys" to "round up" the stray cattle in a particular area of the meeting place. Until the cattle are gathered, they are bawling and mooing. The noise stops when the cattle are placed safely within their own corral.





Suiting Up For The Range

On hand at the meeting place: A large cardboard horse and cowboy in longjohns.

As guests enter the meeting place, each receives a piece of clothing or gear to “suit up” the cowboy and his horse for the work on the range. If your Pack is particularly large, incorporate a chuck wagon or additional cowhands,

Opening Ceremonies

My Flag

Equipment: Flag, 2 flashlights lights out

Cast: Cub Scout in Cowboy Outfit or leader with boys.

Setting: In half circle around flag in cowboy outfits, turn lights out. Flashlights on flag, person saying poem, and boys.)

The flag is so beautiful to see,
It really means a lot to me.
It's like a banner in the sky,
It brings great tears to my eyes.
In my cowboy mind,
These thoughts I find.
The white stripes remind me,
Of Sunday and the Glory of Light.

The red stripes remind me,
Of sweat, of a workday in sight.
The White stars on a blue field,
Remind me of peace at night.
She stands for freedom,
I stand by her side,
She is to me my faithful guide.

Rodeo Fans

Good evening, rodeo fans. Welcome to the Cub Scout Round-Up. Like any rodeo, we have thrills and chills, feats of daring, and best of all, we have a grand entrance parade. (Dens of Cub Scouts dressed in western costume have been waiting outside the room, while recorded western music is played.) That's one of the best parts of a rodeo, with all riders carrying their own flags. But greatest flag of all is our own "Old Glory". Let's show our respect now by rising to salute the flag of our United States. (Boys in uniform advance colors and lead the Pledge of Allegiance.)

The Law Of The Range

Leader: The cowboy believes in fair play. He always returns stray cattle to its rightful owner.

Response: The Cub Scout follows Akela.

Leader: The cowboy's word is his promise; a handshake is his contract.

Response: The Cub Scout helps the Pack go.

Leader: The cowboy never steals another cowboy's equipment. He never mistreats a borrowed horse.

Response: The Pack helps the Cub Scout grow.

Leader: The cowboy always shows hospitality to strangers. He shares his meals with those who are without food.

Response: The Cub Scout gives goodwill.



Advancement Ceremonies

The Long Drive

Setting: Open range, campfire (house lights dimmed).

Attire: Cowboy style hat, scarf, vest, etc.

Cubmaster (Trail boss): To the cowboy of the Old West, nothing was more challenging than the long drive. His days were long; his sleep was little; and his food was edible....sometimes. The trail crew consisted of dedicated, non-complaining, tireless cowboys who worked as a team, each with responsibilities according to his experience.

Tonight we recognize our trail hands for the efforts they have made in improving their skills.

Riding drag for our trail drive are the Bobcats. Their enthusiasm keeps alive our spirit of togetherness. (Have the Bobcats and their parents come forward. *(Present the awards. Have the parents return to their seats. The new Bobcats are seated around the campfire.)*)

Our Tiger Cubs are here with the chuck wagon staff. Everything they do is with their ranch chuck wagon Tiger partner. Their main job is to learn the ropes and see what the others do on this cattle drive. (Have the Tigers and their parents come forward. Present awards. Have the parents return to their seats. The new Tigers are seated around the campfire.)

Our Wolves are in the green horn stage. Each task is a new challenge and is met with wide-eyed eagerness. They are in charge of the remuda and assure future strength for our crew. (Have the Wolves and their parents come forward. Present awards. Have the parents return to their seats. The new Wolves are seated around the campfire.) In addition, these Wolves have demonstrated a keen desire to succeed by earning arrow points. *(Present the awards. Then have the boys return to the campfire.)*

Honing skills learned as Wolves, our Bears are the drovers on our crew. They have proven their ability to meet the demands of the drive and to seek out new adventures in the arrow point trail. *(Have the parents and Bears come forward. Present awards. Have the parents return to their seats. The new Bears are seated around the campfire.)*

Webelos are the point men on our trail drive. Their knowledge and experience set the goals of achievement for the Pack and give continuity to our crew. With courage and determination, Webelos Scouts further define and execute their skills by earning activity badges. *(Have the parents and Webelos come forward for Webelos activity badges. (Present awards. Have the parents return to their seats. The Webelos are seated around the campfire.)*

(Ask all awards recipients to stand and face audience.) Ladies and gentlemen, it is roundup time again. The trail can be long and tiring but as long as we work together, we will reach our destination. I would like to present to you, our trail drive crew...a group I would be proud to ride with on the range. *(Applause.)*

Pioneer Campfire Ceremony

Personnel: Trail Boss, Bobcat Scout, Wolf Scout, Bear Scout, and Webelos Scout.

Setting: Onstage campfire in foreground, behind large cutouts of wagons for the affect of wagon train. As the curtain opens the Trail Boss is seated at the fire. Scouts enter one at a time and are greeted by the Trail Boss, and they are seated at the campfire.

Trail Boss: Scouts, it has been a long trail but I think that we have some Scouts that have passed our tests and learned the trail. Since this is our last campfire for this month, now would be a good time to advance them in the ranks of Scouting. Bobcat Scout, have you found any boys that are ready to join our wagon train on the trail to Webelos Scouts.



Bobcat Scout: I have boys who are ready to pass their tests, they have learned well and are anxious to join our train.

Trail Boss: Will these boys come to the campfire with their parents?

Bobcat Scout: Ahead of you stretches a long trail full of fun and new skills that you will learn. Before you join our train you must be a Bobcat, now for the test.

(Have boys give salute, Promise, Law of the Pack, Motto, and meaning of Webelos.)

Congratulations, you are now Bobcat Scouts with Pack ____ and the trail to Wolf Scout lies ahead, work hard and soon you will be Wolf Scouts. Parents, please present the Bobcat patch to your son. Thank You.

Trail Boss: It is good to see new Scouts joining our train because there is a lot of fun ahead on our Cub Scout Trail. Wolf Scout, do you have any Bobcats that have passed your tests for Wolf Scout?

Wolf Scout: I have _____ Scouts that have shown they are ready for more difficult tasks on the trail.

Trail Boss: Will those Scouts come forward with their parents?

Wolf Scout: It has been a long trail and you have worked hard for your Wolf Scout badge. Soon you will have a new trail ahead of you, the Bear trail. I know that you will do well in what lies ahead for you. May you always carry with you the sign of the Wolf Scout. *(Hold up hand in Cub Scout sign.)*

Trail Boss: Bear Scout, do you have Wolf Scouts that have passed your test for Bear Scout?

Bear Scout: Yes, I have the following Wolf Scouts that have completed all their tasks for the Bear Scout badge.

Trail Boss: Will those Wolf Scouts come forward with their parents?

Bear Scout: You have traveled a long trail from Bobcat to Wolf and now you have learned many new skills and earned your Bear Award. Now you may continue to earn arrow points until you are ready to enter the ranks of our most experienced Scouts, the Webelos. Keep up the good work on your Cub Scout Trail.

Closing Ceremonies

A Cowboy's Blessing

Arrangement: Have the Cubs arrange themselves in a horseshoe around a campfire; lights are low. Each Cub has a candle.

Cub 1 lights his candle from the Spirit Candle.

Cub 1: May you brand your biggest calf crop.
May your range grass never fail.

(Cub 1 passes flame to Cub 2 candle.)

Cub 2: May your waterholes stay open.
May you ride an easy trail.

(Cub 2 passes flame to Cub 3 candle.)

Cub 3: May you never reach for leather,
Nor your saddle horse go lame.

(All extinguish their candles. All bid "Adios, amigos" to the audience and take their seats.)

(Cub 3 passes flame to Cub 4 candle.)

Cub 4: May you dab your loop on critters,
With your old unerring aim.

(Cub 4 passes flame to Cub 5 candle.)

Cub 5: May your stack of chips grow taller.
May your shootin' eye stay true.

(Cub 5 passes flame to Cub 6 candle.)

Cub 6: May good luck plum' snow you under,
Is my sincere wish to you.

Rodeo Competition

Cubmaster: Rodeos started with cowboys competing in their everyday work to see who was the best at a particular job. Later, prizes were gathered to make it more interesting. It has now grown into a huge national sport, and some of the contestants are still working as cowboys. They work together and help one another to grow. It is the same with Cub Scouting. We must help each other cheerfully, if we expect our Pack to grow. Will you please stand and repeat with me the Cub Scout Promise.

A Cowboy's Philosophy



We, the cowboys of the western plains,
Are bound by our desire to live free.
We must, therefore, show respect for our fellow man:

- Respect for his beliefs,
- Respect for his belongings,
- Respect for his privacy,
- Respect for the ground he walks on and the air he breathes.

In so doing, we show respect ~or ourselves
And secure freedom for all.

All join in singing "Happy Trails to You".

Chuck Wagon Pioneering Closing

SETTING: Dim room lights as poem is read by the light of a Coleman lantern.

POEM: It's true you had no phones,
No gasoline, no electric lights, no cars about -
But there's one thing you didn't have
That we could do without!
(Hold up "taxes" sign)

But one thing does amaze us
When we read about your deeds:
You made it through your travels,
Minus something every man needs!

O Pioneers! O Pioneers!
We salute you long and hard!
You went across this whole land in a wagon
Without a CREDIT CARD!



Pizzazz

Cheers & Applauses

Yahoo Cheer

1. When leader raises right hand, audience stands and yells "Yahoo".
2. The leader does this several times.

Bandana Applause

Throw a bandana into the air with instructions for the applause to keep going until the bandana reaches the floor.



Smoke Signal Cheer

1. Have the group make a fist with one hand point the index finger, hold it close to chest.
2. Then raise in a circular motion very slowly, until your arm is as high in the air as possible.

Wagon Train Cheer

1. Make a circle with arm about head and say, "Head 'em up".
2. Point in front of you and say "Move 'em out!"

Stars in the Sky

Look up at the sky and say "Twinkle, twinkle, twinkle, what a grand sight"

Six Shooter

1. Point finger in the air and say "Bang, bang, Bang, bang, Bang, Bang".
2. Then blow the "smoke" from the "gun".

Bow and Arrow Applause

1. Make motion as if shooting an arrow and say, "Zing,...Zing...Zing".
2. Pretend to release an arrow on each "Zing".

Campfire Cheer

1. Divide group into three sections.
2. Have each group say crackle right after one another: "CRACKLE, CRACKLE, CRACKLE!"

Muleskinner How

How, how, hee-ap how! (while making motions of using a whip).

Horse Cheer

Neigh like a horse three times.

Pony Express Applause: Have everyone stand and pretend to gallop in place while shouting "YIPEE" 2 or 3 times.

Clippity Clop Applause

Cub Scouts slap their legs to the rhythm of hoof beats... clippity clop, clippity clop, clippity clop.

Riddles and Run-Ons

Where does Tonto take his trash?

To de dump, to de dump, to de dump, dump, dump.

What are sleeping trees called?

Slumber

What do you get if you cross an elephant with a mouse?

Huge holes in your walls.

What do termites eat for breakfast?

Oak Meal

Boy 1: When you are on a wagon train trip, how will you know when you are getting into wild country?

Boy 2: When you see a sign: "Bear to the Right."

-

Why do cowboys wear such big hats?

To cover their heads, of course!



Theme Activities & Crafts

Knot Reference Board.

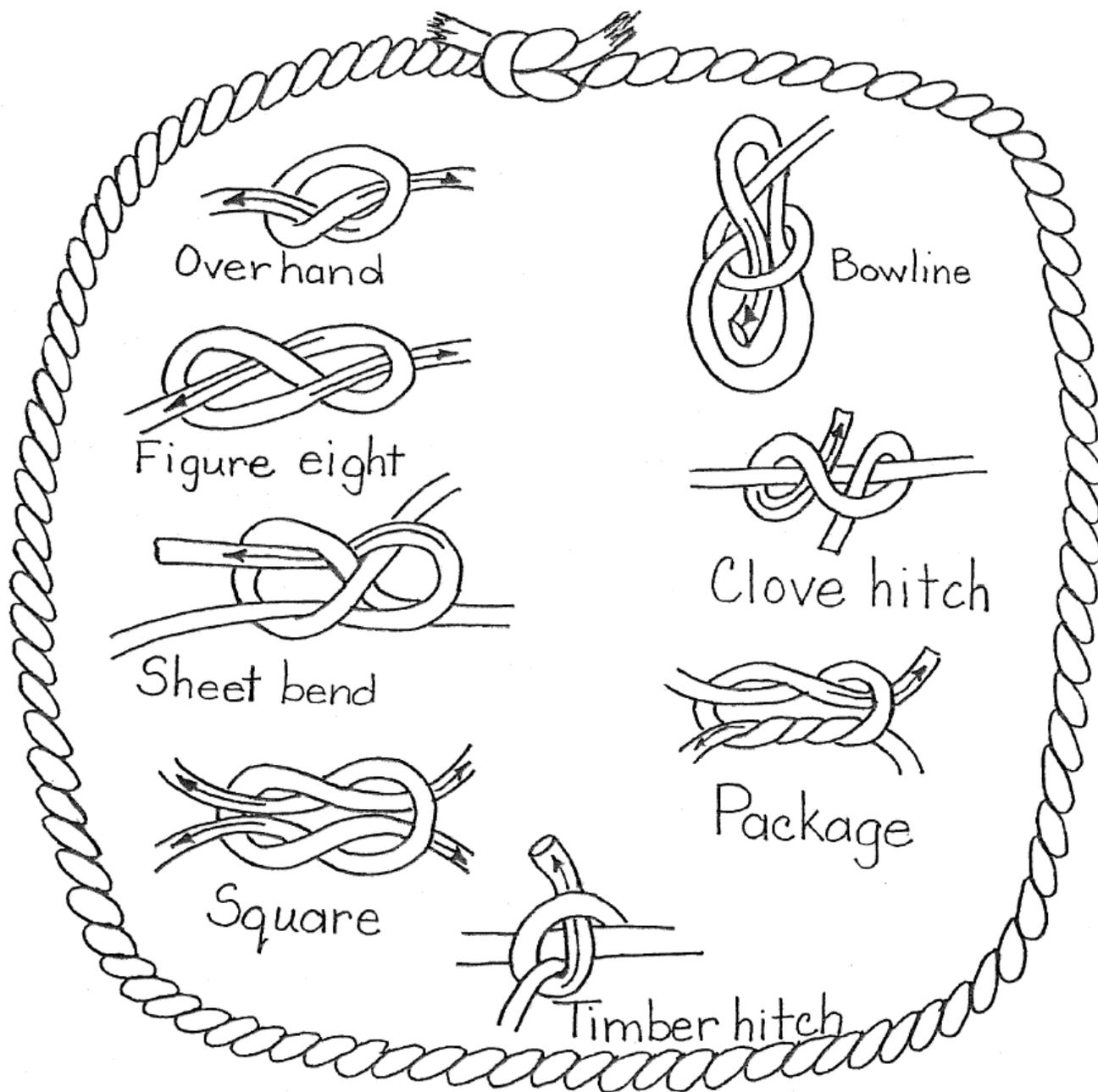
Materials needed; Scrap wood, masonite or heavy cardboard.

Rope (cord, clothesline, even shoelaces).

Stapler or electric glue gun.

Permanent marker

Tie a long length of rope and fasten to the board as a frame. Then tie individual knots and glue or staple them to the board. Label with a permanent marker.



Covered Wagon

Materials: Brown and white construction paper, tag board or lightweight white cardboard, (posterboard), pencil, scissors, paper punch, white glue, yarn scraps

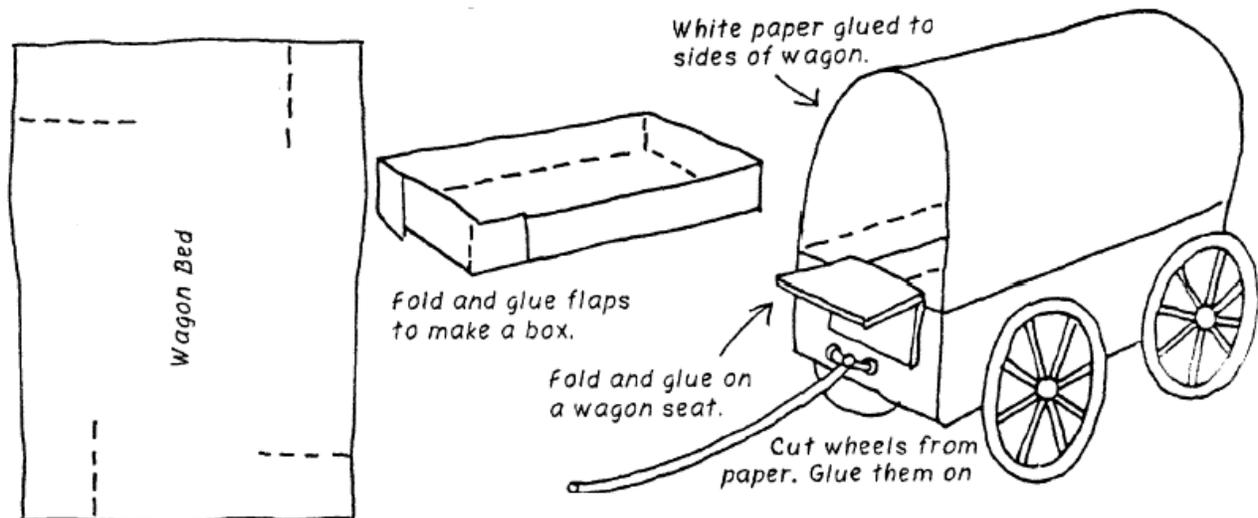
Directions: Cut out a wagon bed from brown paper. Cut slits (as shown). Fold the sides up and glue. Cut out a top for the wagon from white paper. Glue the sides to the wagon, inside the wagon bed.

Cut out four wagon wheels from lightweight cardboard. Color with marking pens or paint. Glue to the sides of the wagon base. If you want movable wheels, you can use brads to fasten the wheels to the wagon, inserting the brads through the wheel's center and the wagon.

To create a wagon seat, cut a brown paper rectangle and fold. Glue in place. Punch two holes in the front of the wagon bed and insert the yarn.

You can decorate the wagon with barrels made from rolls of paper, yarn ropes, and written messages such as "California or Bust!"

Paper people and mules can be colored and cut out of construction paper or lightweight white cardboard, Make a wagon train, several wagons long, and bring them together in a circle at night.



Spurs

1. Measure boy's foot across arch from ankle to ankle. Cut vinyl or leather strip 1 1/2" wide and ankle to ankle length.

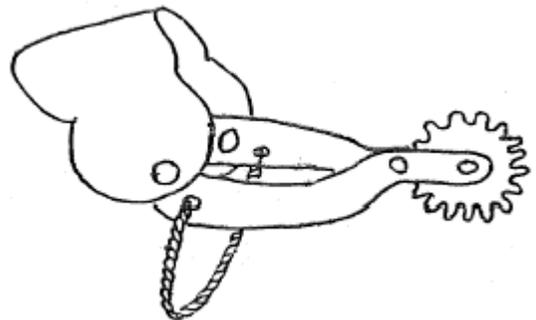
2. Measure from ankle to Achilles tendon. Add 2". Cut 2 milk jug strips 1" wide and length of above measurement.

3. Measure from ankle, under foot and around to other ankle. Cut twine this length plus 3" to allow for adjustment.

4. Cut rowel from cardboard — 2" circle with ornate edges.

5. Punch holes at designated places. Using brad fasteners, attach spur strap to heel band and rowel to back of heel band. Place another fastener 1/2" from edge of rowel to make heel band fit snugly around foot.

6. Attach heel chain and adjust.



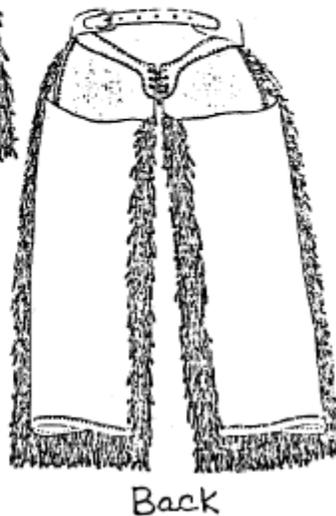
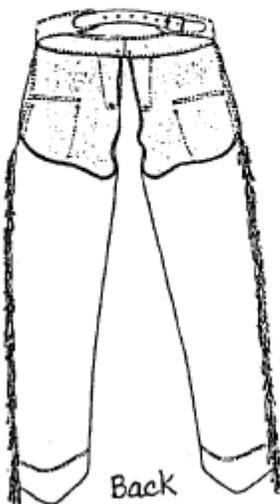
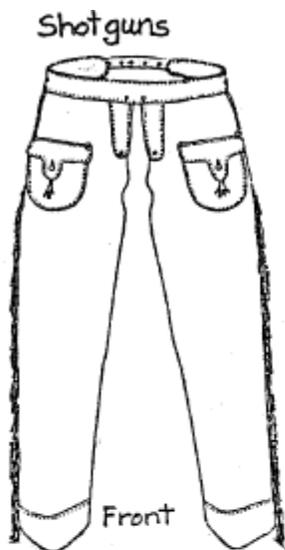
Vest

Material needed: Felt, butcher paper, or grocery bag paper.

Chaps

Material needed: Felt, butcher paper, burlap, muslin, or fleece.

1. Fashion the chaps like jeans with front and back.
2. Make only the front of the chaps and secure with 1" wide elastic.
3. Turn blue jeans into pseudo—chaps by stitching fringe to side seams



Horse Head Neckerchief Slide

Materials: Fun-foam or vinyl, scissors, sharpie markers, tie-slide ring, glue

Cut horse head out of fun-foam or vinyl upholstery samples. Decorate with permanent markers. Attach ring to back. If you wish, the mane and forelock could be cut out of a different color of foam or vinyl and then glued to the head.



Boiling Bag Omelets

Ingredients:

Eggs Green Onion
Cheese Mushrooms
Whatever else you'd like...

Heat large pot of water over fire. Put all desired ingredients in a zip-lock plastic bag. Seal and drop in boiling water. Cook until done, unseal, enjoy.

Watch out for steam when opening!

Johnnycake

Corn was the staple food for most pioneers. In many homes it was served three times a day in various forms. At breakfast, it might be made into johnnycake, which was made with a batter of cornmeal, buttermilk, soda, salt and shortening.

Ingredients:

1½ cups cornmeal
1 tsp. soda
1 tsp. salt
2 eggs, beaten
1 Tbs. flour
1½ cups milk
2 Tbs. vegetable oil

Mix all ingredients together with a few swift strokes. Drop the batter by spoonful on hot oiled griddle. Fry until golden brown on both sides. Good with syrup or jam.

Old-Fashion Muffins

Ingredients:

2 C. uncooked oatmeal
1 1/2 C. sour milk
1/3 C. sugar
1/4 C. melted shortening
1 well-beaten egg
1 t. baking soda
1 t. baking powder
1/2 t. salt
1 C. flour

Pour sour milk over oatmeal and allow to stand for a few hours or overnight. Combine sugar, shortening, egg, and stir in oatmeal mixture. Sift together remaining ingredients and blend. Bake in greased muffin tins at 425 degrees for 20 minutes.

Cowboy Beans

2 lbs. pinto beans
2 lbs. ham hock (or salt pork)
2 onions, chopped
4 tblsp sugar
2 green chilies (to taste)
1 can tomato paste

Wash the beans and soak overnight. Drain, place in a Dutch oven and cover with water. Add remaining ingredients and simmer until tender. Add salt to taste and water as needed.

Sourdough Starter

2 cups lukewarm potato water
2 cups flour
1 tblsp. sugar

First make potato water by cutting up 2 medium sized potatoes into cubes and boil in 3 cups of water until tender. Remove the potatoes and measure out 2 cups remaining liquid. Mix the potato water, flour and sugar into a smooth paste. Set in a warm place until starter mixture rises to double its original size.

Sourdough Biscuits

1 cup sourdough starter
1 tsp each: salt, sugar, soda
1 tblsp shortening
3 to 4 cups sifted flour

Place flour in a bowl, make a well in the center and add sourdough starter. Stir in salt, soda and sugar, and add shortening. Gradually mix in enough flour to make a stiff dough. Pinch off dough for one biscuit at a time; form a ball and roll it in melted shortening. Crowd the biscuits in a round 8" cake pan and allow to rise in a warm place for 20 to 30 minutes before baking. Bake at 425 degrees F until done.





Games

Chuck Wagon Contest

Equipment required: Two children's wagons (made to look like a chuck wagon by covering with a cloth cover attached to a wire frame), assorted pots and pans, brown paper bags.

Each Den team has a chuck wagon. Two Den members wearing paper bag horse masks are the horses. Behind each wagon is an equal number of pots and pans (or tin cans). On signal, all Den members except the horses load cans into the wagon. When they are finished, they yell, "Wagons, ho!" and the horses dash off, pulling the wagon twice around a track. If any implement falls out, the horses must stop and wait for other Den members to put it back. First wagon making the circuit twice wins.

Bull In The Ring

The players form a ring around the "Bull" holding hands. The "bull" tries to break through. He may rush, lunge, or pull, to try to break out of the ring. If he escapes the players chase him. Whoever catches him becomes the "Bull". It is not fair for the "bull" to duck under.

Horse Race

Each boy inflates a large balloon. One from each team sits on his balloon and races down the hall or room. The boy who makes it to the end first with his balloon is the winner.

Pony Express

One player is blindfolded and stands in center of the area as the Pony Express Rider. Another is selected to be Station Agent and has a list of cities or towns. Other players have been given names of one of the towns. The Station Agent calls out names such as: "I have a letter from Deadwood to Tombstone". Immediately the players with these names must rise and exchange seats. The Pony Express Rider tries to catch one of them or sit in his seat. If a player is caught or his chair is taken, he becomes the Pony Express Rider. Players may crawl, run, walk, dive, or dodge to get by the Pony Express Rider, but they are not allowed to step outside the circle of chairs. If the rider has difficulty catching anyone, the Station Agent may call out several town names at once. Keep the game moving rapidly. The announcement of "General Delivery" causes a mad scramble, as all players must change chairs.

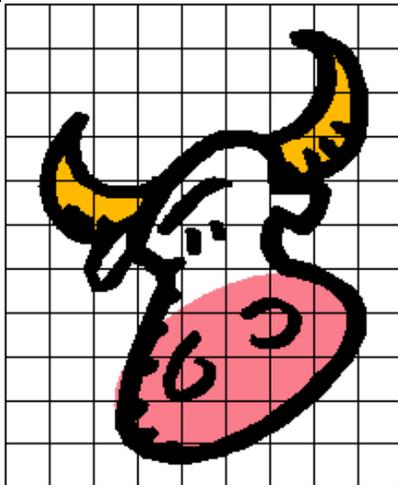


Rattlesnake

1. Stand a milk carton on the floor.
2. Den forms a circle around it, arms linked.
3. Keeping together, boys begin to move back and forth around the carton, each trying to make the "other guy" knock it over.
4. Whoever has knocked it over has been "struck by the rattlesnake", and must drop out of the game.
5. The game continues until only one boy is left.

Dead-Eye Dick

The object of the game is to knock ping pong balls off the tops of soda pop bottles. The distance from firing line to target depends upon the "weapon" used. Suggested "weapons" are water guns or Den made rubber band guns (always use extreme caution with any type of projectile)



Lasso The Steer

Cut a steer's head, complete with horns, from cardboard or plywood. Place on a stake to stick in the ground, or lash to the back of a chair so that it sticks up over the back.

Have the boys form a loop in a piece of rope about 25 feet long. Mark a line about 15 feet from the steer's head, Each boy in turn tries to throw the loop over the steer's head from the line. Allow each Cub three turns and score as follows:

Loop thrown over either horn	5 points
Loop thrown over head only	10 points
Loop thrown over head and one horn	15 points
Loop thrown over head and both horns	20 points

'Possum Tag

This tag game should be played on a smooth, grassy surface. When a player who is in danger of being tagged by IT drops to the ground and lies in a curled—up position, he is safe (temporarily) and IT can go after another player.

Instead of chasing another player, IT may move back three paces and count slowly to 10. The player on the ground must stand up and run off. IT may chase the 'Possum again as soon as he is on his feet.

Tails

Divide the Cub Scouts into two teams. All players tuck their neckerchiefs loosely into their belts in back as tails. On the signal, each team rushes toward the other and tries to get their tails. Once a tail is taken, the Cub Scout who loses it is out of the game. The capturer ties the tail around his waist. The team that captures the most tails wins. This is a good stalking game in a place where brush or shrubbery provides cover.

Bronco Tag

Pair off all Cub Scouts except two. The pairs stand 8 to 10 feet apart. In each pair, one stands in front and the other behind clasp- ing his partner around the waist. The Cub Scouts who are not paired off are the Chaser and the Runner. The Runner tries to get in front of one of the pairs so that the front player can grab him around the waist. If the Runner succeeds, the rear player becomes the Runner and tries to join another pair. Meanwhile, the Chaser is trying to tag the Runner.

The front player in a pair always tries to help the Runner join on, while the rear player tries to prevent this by swinging his partner out of the way. If the Chaser catches the Runner, they change places.

Wagon Train

Mark a circle 50 feet in diameter. Have the Cub Scouts stand at intervals on the circle facing in a clockwise direction. They will pretend to be pioneers racing for their lives from Indians. All are to run when the whistle blows. When one player is passed by another, he is captured and drops out. Sharp, unexpected blasts of a whistle signal an Indian attack and all players must reverse direction. Overly eager players may be caught unless they are really on their toes. Players pass on the outside of the circle and those captured sit in the center of the circle.



Skits

The Ballad of Pistol Pete

Characters: Bronco Bill, Pistol Pete, Maverick Mike, Two Gun Tom, Shotgun Sam, The Oakie From Muskogee

Sound Effects: Dinner bell, hoof beats as Okie arrives and exits. Okie needs a stick horse to ride. All actors dress in traditional Western attire.

Bronco Bill: Shore is quiet here since The Gunfight at the O.K. Corral.

Pistol Pete: Yeah, The Red River Valley just ain't the same no more.

Maverick Mike: Say, what's that off in the distance? A Mule Train?

Two Gun Tom: You mean there at the top of The Big Rock Candy Mountain?

Bronco Bill: Naw, that ain't Clem, looks more like a Buffalo Gal to me.

Shotgun Sam: Well, She'll Be Comin' Round The Mountain When She Comes.

Pistol Pete: Naw, that ain't Clem. (*Enter Okie on stick horse. Hoof beats offstage*) Howdy, stranger, what's your handle?

Okie: Jest call me The Okie From Muskogee, (*dismounts*)

Maverick Mike: Care to rest your Boots and Saddle, Okie?

Okie: Thanks partner. I could use a little rest here on The Streets of Laredo. (*leans on fence*)

Two Gun Tom: Where ya headed, Okie? El Paso?

Okie: No partner. I'm going back to Those Oklahoma Hills Where I Was Born to see My San Antonio Rose.

Bronco Bill: Ya seem to be in a mite of a hurry, Okie. Ain't runnin' from a Hanging Tree, ere ya?

Okie: Wal, ever since I had a run-in with Big Bad John, I'll admit I've Got Spurs That Jingle Jangle Jingle. It's getting' on towards High Noon. Guess I'd better be gettin' Down in the Valley. (*He mounts horse, rides off stage to sound of hoofbeats.*)

Pistol Pete: (*as dinner bell sounds off stage*) Heard we're havin' hot dogs for supper, fellas. Guess we'd better Get Along Little Doggie. (*Others look at him in disgust.*) Now fellas, remember, Bury Me Not on the Lone Prarie.

Maverick Mike: Then you'd better be Back in the Saddle Again! (*Peter runs off stage, with others chasing him.*)

No Spoons

Cast: 6 to 8 Cub Scouts

Props: Apron, chairs, table, soup bowls, order pad, pencil

Cowboys go into cafe and order soup. The waiter brings it in. Soon they call the waiter, saying they can't eat their soup. He calls the headwaiter, and he is told the same thing. He calls the cook and he calls the owner. Finally, the owner asks them why they can't eat the soup. One says, "Because we have no spoons".



Some Fishin'

Cast: 6 to 8 Cub Scouts

Props: Cowboy costume, rope, branding iron, stools, fence

Setting: Cowboys are leaning on fence when a city dude comes in.

City Dude: Good afternoon gentlemen.

Cowboys : Howdy.

City Dude: This is my first trip to the west. I do find everything so unusual. Do you suppose you could tell me a few things?

Cowboy #1 : What did you want ta know?

City Dude: What do you keep inside this fence?

Cowboy #2: Sometimes we keep steers and sometimes broncs.

City Dude: What do you do with this metal contraption?

Cowboy #3: That's for brandin' 'em so everybody'll know whose belong to who.

(cowboys begin to snicker among themselves)

City Dude: Why do you wear those funny pants?

Cowboy #4: Those aren't pants; they're chaps. We wear them over our pants when we're riding the range to keep the rough bushes and cactus from scratchin' us up.

City Dude: Why do you wear your handkerchief around your necks?

Cowboy #5: That's what WE call a neckerchief. In a dust storm or when we're movin' the herds, we put it up over our nose and mouth to help keep the dust out. *(demonstrates)*

City Dude: What do you use that coil of rope for?

Cowboy #6: That's what we use to catch steers and broncs.

City Dude: That's all very interesting. I was just wondering about one more thing. What kind of bait do you use? *(cowboys begin to laugh)*

Old Settlers

Characters: Main cowboy and four or more other cowboys.

Props and Scenery: Campfire and outdoor scenery.

Costumes: Cowboy vests and hats.

Setting: Cowboys are sitting around campfire.

Main Cowboy: Who's the oldest settler in the west?

Cowboy 1: Death Valley Scotty?

Main Cowboy: Nope

Cowboy 2: Buffalo Bill?

Main Cowboy: Nope!

Cowboy 3: Daniel Boone?

Main Cowboy: Nope!

Cowboy 4: I give up. Who is it?

Main Cowboy: The sun!!

“Cowboys is noisy fellers with bow legs and brass stomachs that ride hosses and hate any kind of work they can't do on one”.



Stone Soup

Characters: “Cookie” and cowboys.

Setting: Cowboys on the trail coming up to the chuck wagon. “Cookie” is at campfire stirring a pot.

Costumes and props: Cowboy dress, campfire and chuck wagon.

Enter cowboys (having a conversation) on ponies.

Cowboy 1: Boy, is my stomach growling.

Cowboy 2: Wonder what Cookie has planned.

Cowboy 3: Oh, it better not be beans again! My insides can't handle it!

Cowboy 4: Yeah! I even have nightmares about beans.

Cowboy 5: What? Why beans are wonderful!

Cowboys tie up their horses and sit around the campfire. “Cookie” hands them food he has dipped from a deep pot. All cowboys except #5 drop their dishes and run off holding their mouths.

Cowboy 5: (Sniffs and joyfully states) I just love to sink my teeth into those mushy beans, Yum! (But as he bites down, a surprised look comes over him.)

Cookie: Sorry, men, no beans tonight, it's Stone Soup.

Cowboy 5: (Pretends to spit out his “teeth” into his dish. He has concealed some dried beans in his hand to use as “teeth”.)

The Tale of Pecos Bill

PECOS BILL: Yippy yi ay!

COYOTES/VARMINTS: Howl

HORSE/WIDOWMAKER: Whinny

TOAD: Hop-Hop

INDIANS: Warhoop

GUN: Bang, Bang

PAINTED DESERT: Swish, Swish

PECOS BILL fell out of a wagon while going westward with his family. He was found and raised by a bunch of COYOTES and it wasn't long before PECOS BILL became boss of those VARMINTS.

One day a cowboy came by and told PECOS BILL that since he didn't have a tail like a COYOTE he figured he was human and that he should have a HORSE to ride. Now PECOS BILL had no idea how to get a HORSE.

A few days later a little strange HORSE wandered into the valley and PECOS BILL was able to save the life of the little HORSE. From that day on PECOS BILL and WIDOWMAKER stuck together like warts on a TOAD. After a few years PECOS BILL and WIDOWMAKER became known as the toughest VARMINTS west of the Alamo.

Now once a tribe of painted INDIANS did a war dance. PECOS BILL took out his GUN and started shooting up their dance. PECOS BILL gave those INDIANS such a scare that they jumped out of their makeup and that's how the PAINTED DESERT got its name.



Songs

Don't Fence Me In

Oh give me land, lots of land, under starry
skies above;
Don't fence me in.
Let me ride thru the wide open spaces that I
love,
Don't fence me in.
Let me be by myself in the evenin' breeze,
Listen to murmur of the cottonwood trees.
Send me out forever, but I ask you please,
Don't fence me in.

On my cayuse let me wander over yonder,
Till I see the mountains rise.
Just turn me loose, let me straddle my old
saddle,
Underneath the western skies.

I want to ride to the ridge where the west
commences.
Gaze at the moon until I lose my senses. *
Can't look at hobbles and I can't stand fences.
Don't fence me in.

Hinky Dinky Double D Farm

(tune: The Quartermaster's Store)

Oh it's beans, beans, beans
That make you feel so mean
On the farm, on the farm.
Oh it's beans, beans, beans
That make you feel so mean
On the Hinky Dinky Double D farm.

Chorus: Mine eyes are dim, I cannot see,
I have not brought my specs with me.

2. ...corn... that makes you feel forlorn...
3. ...meat...that knocks you off your feet...
4. ...pie...that makes you want to cry...
5. ...soup...that makes you want to droop...
6. ...peas...that make you want to sneeze...

(Continue by making up your own verses.)

The Old Chisholm Trail

1. Well, come along boys and listen to my tale;
I'll tell you of my troubles on the old Chisholm
Trail.

Chorus: Come a ti-yi yippy, yippy yay, yippy
yay,
Come a ti-yi yippy, yippy yay.

2. I jumped in the saddle and grabbed hold of
the horn,
The best cowpuncher that ever was born.

3. My foot in the stirrup, my seat in the saddle,
The best cowpuncher that ever rode a—
straddle.

4. I'm on my horse and I'm going on the run.
The quickest-shooting cowboy that ever pulled
a gun.

5. I'm up in the morning before daylight,
Before I sleep the moon shines bright.

6. Oh, it's bacon and beans most every day;
I'd as soon be eating this prairie hay.

7. Farewell to the trail, I wish you no harm;
I'm going to quit herding to go on the farm.

Happy Trails To You

(by Dale Evans)

Some trails are happy ones,
Others are blue.
It's the way you ride the trail that counts,
Here's a happy one for you.

Happy trails to you,
Until we meet again.
Happy trails to you,
Keep smilin' until then.

Who cares about the clouds when we're
together?
Just sing a song, and bring the sunny weather.

Happy trails to you,
Til we meet again.

Inspirational

CLIMBING THE MOUNTAIN

(Adapted from a story by Ernest Thompson Seton)

This can be done well as a puppet show, with the Den leader narrating the story and the Cubs handling the puppets.

Far away in our dry southwestern country is an Indian village, and in the distance is a high mountain, towering up out of the desert. It is considered so great a feat to climb this mountain, that all the boys of the village were too eager to attempt it.

One day, the Chief said: "Now, boys, you may all go today and try to climb the mountain. Start right after breakfast, and go, each of you, as far as you can. Then when you are tired, come back; but let each boy bring me a twig from the place where he turned back."

Away the boys went, full of hope; each feeling that he surely could reach the top. But soon the first boy came slowly back, and in his hand he held out to the chief a leaf of cactus. The chief smiled and said, "My boy, you did not even reach the foot of the mountain. You did not even get across the desert."

Later, a second boy returned. He carried a twig of sagebrush. "Well," said the chief, "you got as far as the mountain's foot, but you did not climb upward. The next boy had a cottonwood spray. "Good," said the chief "you got up as far as the mountain springs".

Another came later with some buckthorn. The chief smiled when he saws it and spoke thus: "You were climbing; you were up to the first slide rock." Later in the afternoon, one boy arrived with a cedar spray, and the old chief said. "Well done. You went halfway up". An hour afterward, a boy came with a switch of pine. To him the chief said, "Good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last boy returned. He was a tall splendid boy of noble character. His hand was empty as he approached the chief but his countenance was radiant, and said, "My father, there were no trees where I got to; I saw no twigs, but I saw the shining sea."

Now the old chief's face glowed, too, as he said aloud and almost sang:

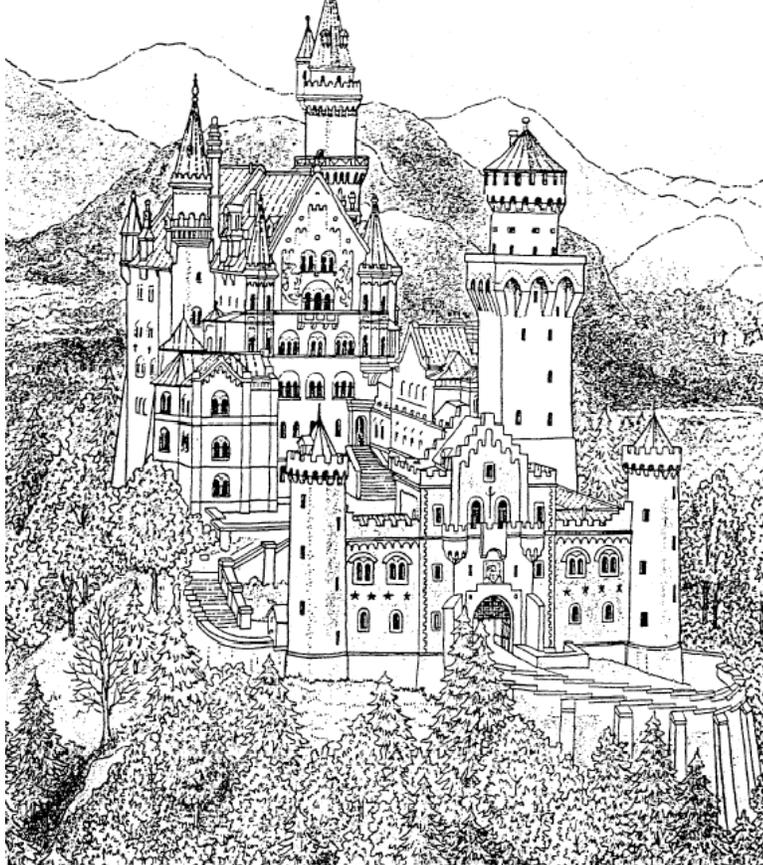
"I knew it when I looked into your face, I knew it! You have been to the top. You need no twigs for token it is written in your eyes and it rings in your voice my boy, you have felt the uplift, you have seen the glory of the mountain."

Oh, ye Scouters, keep this in mind, then: The badges that we offer for attainment are not "prizes." They are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got in climbing the mountain. The real rewards are the changes within you brought about by Scouting.



JULY

CUBS IN SHINING ARMOR



Themes Similar to Cubs in Shining Armor

Month	Year	Theme
November	1946	When Knighthood was in Flower
March	1955	Knights of Yore
January	1962	Knights of Yore
March	1966	Knights of the Round Table
January	1970	Knights of Yore
March	1973	Knights Of the Tournament
November	1979	Knights of Yore
January	1986	Knights of the Roundtable
January	1989	Knights in Armor
January	1992	Knights of the Roundtable
November	1995	Knights of the Roundtable
November	2006	Cubs in Shining Armor

CORE VALUE

COURAGE



JULY – CUBS IN SHINING ARMOR

Let our heroes shine as they welcome new “Cub Knights” into their den and pack. Learn about chivalry and the rules of the round table. Make medieval costumes and design your own coat of arms. Find out what life was like in the times of castles and knights. Cub Scouts can be “knighted” as they advance in rank.

Gathering Activities

Hidden Words?

How many words can be made from the monthly theme; CUBS IN SHINING ARMOR?

Word Search

K N I G H T S Y M R A F E P H I M K P Q L T
 Y E P O I Y J K M N O Z X C Q W E I R U I R
 X E R T D F G N A D R A S W O R D D H E O E
 Y Y A L H O R S E J E N R I V A L S E E N A
 R T S U T I R O N O H N C M H C O M L N B S
 O S R P C N I R P U D I A M O C L J M D A U
 T E Z A R C H E R S P O I U Y R A W E I R R
 C N T T A B L E Z T R E K N I G H S T E W E
 I O Q A S H I E L D A S I D F J E S T E R S
 V H G C A R R O W S H J N O G A R D K L L Z
 R I V E F I R E S W O B G U S T O X Y T E E

ARCHER	CASTLE	HERO	JOUST	SHIELD
ARMOR	CATAPULT	HONESTY	KING	SWORD
ARMY	DRAGON	HONOR	KNIGHTS	TREASURE
ARROWS	FIRE	HORSE	QUEEN	VICTORY
BOWS	HELMET	JESTER	RIVALS	WAR

Saying Charades

1. It was the _____ before Christmas. (knight)
2. A man's home is his _____. (castle)
3. Old _____ Cole was a Merry Old Soul. (King)
4. Ride a white _____ to Banberry Cross. (horse)
5. On my _____, I will do my duty. (honor)
6. America, land of the free and home of the _____. (brave)
7. It's _____ luck! (jester)
8. It's his _____ against mine! (sword)
9. _____ be coming around the mountain. (shield)
10. Leave him alone, and he'll come home, _____ his tail behind him! (dragon)

Opening Ceremonies

Opening Knight

This opening could be done with Cubs dressed in Knight costumes or sung to the tune of Yankee Doodle. Each Scout could be holding a shield they made with the words written on the back.

Cub Scout 1: This month we've learned of knights of old

Cub Scout 2: And we would like to shout it.

Cub Scout 3: That knights and Cubs are much alike

Cub Scout 4: And don't you ever doubt it.

(This would be the chorus if using as a song)

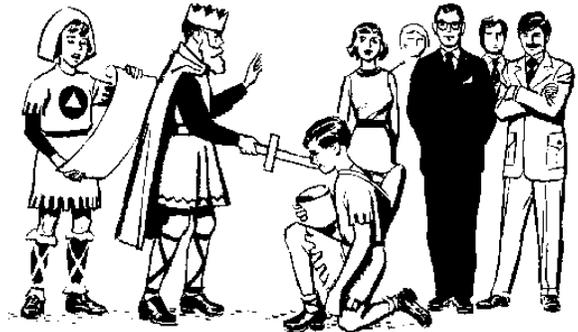
Cub Scout 5: Knights of old and Cub Scouts, too.

Cub Scout 6: Both promise they will live right.

Cub Scout 7: If they do the things they should,

Cub Scout 8: Their presence makes the day bright.

Will you all please join us in the Cub Scout Promise and Pledge of Allegiance.



Knight's Opening

Personnel: Cubmaster in knight's costume, Reader, Pack of Cub Scouts dressed as knights.

Equipment: Knights' costumes, including shields and wooden swords; a scroll.

Arrangement: Cub Scouts form a closed circle around Cubmaster, holding shields in front of them and facing out.

CUBMASTER: "We, the Knights of the Round Table, are bound together in a circle of steel. Let this steel wall remind us to keep from our land and from our daily lives those things that are not in keeping with our code of honor. Now, Knights of the Round Table, place your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brothers."

READER: (Repeats the Cub Scout Promise written on the scroll.)

(The audience is then led in the song "America.")

Knights of the Roundtable

Announcer: Hear ye! Hear ye! The Kingdom of Cub Scouting requests your presence before the Royalty of the Land!

(Royal trumpet sounds) Prepare for the entrance of the Knights.

(Let boys carry homemade shields and cardboard swords. Carry flags for the dens. Play march music)

Knights! Hold your swords at attention while the American flag is brought up.

Reader: The flags, shields and banners of kings were symbols of the monarchy. Fleur-de-lis, lions, and trees, symbolize strength, purity or the place of the king. Our banner has three colors, and stars as symbols. Our colors show red for bravery, white for purity and blue for loyalty. The stripes stand for the thirteen colonies, and the stars stand for all the states. Knights and courtiers of the Kingdom, please stand for the symbol of our land. Please join in the Pledge of allegiance.





Advancement Ceremonies

Knights' Advancement Ceremony:

Equipment: Large cardboard shield, symbols for each Cub Scout to attach as he is awarded his badge, arrow point, or activity pins.

Cubmaster: Hear Ye! Hear Ye! Ye fair Knights and Maidens! Tonight we speak of the days of Yore when Kings and Queens ruled and Knights searched for Maidens in distress. In those days a coat of arms was very important. Today we wear our special Coat of Arms -- our Cub Scout Uniform. Let us build a Coat of Arms for Pack .

Assistant Cubmaster: The Bobcat is the first Badge we earn. It means we've learned the basic rules of Scouting. We are ready to grow in the Scouting Family. Will the following boys and their parents please come forward to accept their badge and add the first piece on our shield, (call boys individually to accept the award)

Advancement Chairperson: The Wolf badge is earned by second grade Cubs. While working toward it we learn to respect our flag, home and awareness of our neighborhood. Will the following boys and their parents please come forward to receive their badge and add a piece to our Pack shield. (call boys individually to accept the award)

Committee Chairperson: While advancing through the Wolf and Bear ranks, we can choose to do extra projects in many different areas. Each time we do 10 projects, we earn Arrow Points, Gold and Silver. Will the following boys please come forward with a parent to receive their arrow points and place a symbol on our shield. (call boys up individually)

Assistant Cubmaster: A fourth grade Cub Scout moves to the first year of Webelos. He will work for activity pins such as physical fitness, artist, engineering and forestry and earn the Webelos badge. We have a few of those boys with us tonight. Will the following boys and a parent please come forward to receive their Webelos badge and add yet another piece to our shield. (call boys up individually)

Advancement Chairperson: The Arrow of Light is the highest rank in Cub Scouting and can be achieved by the second year Webelos. It means he will earn more activity pins and has learned the basics for being a Boy Scout. Will the following boys and a parent please come forward to receive Cub Scouting's highest rank and place a symbol on our Pack shield. (call boys up individually)

Cubmaster: To complete our Pack shield we include the American Flag. It symbolizes our country and the love and respect we have for it. Our flag tells everyone that we are proud to be Americans. Congratulations to all the Cub Scouts tonight on their achievements. Keep up the good work!

King Arthur's Court

Equipment: Crown, Large sword, King/Queen cape and anything else to make you look like a King/Queen, Treasure Chest, scroll (rolled up piece of paper)

Assistant: (reading from scroll) Hear Ye, Hear Ye, the King of Scouting has arrived! (*Cubmaster enters*) All be seated. By proclamation by the king it is said that the following boys are to come forward. (*Call boys names*)

Cubmaster: I have come here tonight to award these boys with the (Bobcat, Tiger, Wolf, Bear, Webelos, Arrow of Light) award. (*When the boy comes forward have him go down on one knee*) For filling all of you obligations for your (Bobcat, Wolf, etc.) I hereby knight thee Sir (Bobcat, Wolf, etc.) (Touch the sword to both shoulders) Arise Sir (Bobcat, Wolf, etc.) (Hand award to parents, parent presents award to boy.)





Closing Ceremonies

Chivalry Closing:

Equipment: Cub Scouts may each read one line from a scroll passed down the line.

Knight's Code

Be always ready with your armor on, except when you are taking your rest at night.

Defend the poor and help those that cannot defend themselves.

Do nothing to hurt or offend anyone else.

Be prepared to fight in the defense of your country.

At whatever you are working, try to win honor and a name for honesty.

Never break your promise.

Chivalry requireth that youth should be trained to perform most laborious and humble offices with cheerfulness and grace.

Do good unto others.

Closing Ceremony

A den of Cub Scouts in knight's costume stand on stage. A narrator reads: "Knights of old stood straight and tall as they pledged themselves to fight, for all things that were good and to strive to always do right." (boys turn and form Living Circle). "Cub Scouts today stand straight and tall as they pledge themselves to good; taking the Cub Scout promise as their code while they do what they should." (boys repeat Cub Scout Promise) "Let each of us tonight silently pledge again to live up to a good knight's code of doing good for our fellow men".

If I Were a Knight

Personnel: 8 Cub Scouts

Equipment: None

1st Cub: If I had been a Knight of the Roundtable.

2nd Cub: I would have opened up the door.

3rd Cub: For queens and ladies to pass through.

4th Cub: I would have been trustworthy, true:

5th Cub: I would have ridden giant steeds,

6th Cub: Accomplishing noteworthy deeds!

7th Cub: Today, there are no knights about,

8th Cub: And so I have become a scout!



Pizzazz

Applause

Jousting Applause: Start by yelling, "Charge!" Then clap hands on thighs to sound like horses running. Finally end by jumping up and yelling, "Crash!"

The Good Knight's Cheer: Everyone stand and shout, "Good Night!" (this one's good for ending a meeting)

Knight Applause: Kneel and place your hand on your left shoulder, while saying: "I dub thee, Sir Knight."

Run-Ons

A: It says here that every night, the knight wore a suit of mail.

B: Maybe he was going to the Post Office.

A: Not the kind of mail you mail, silly - the kind of mail you wear. It 'called chain mail.

B: I got a chain letter once, but I didn't wear it.

A: Chain mail isn't mail - I mean, you can wear chain mail, but you can't wear a chain letter.

B: How about a postcard?

A: *(Throws hands up in disgust and walks away.)*

On what side of the pitcher is the handle?

The outside.

What travels all over the country and still stays in one corner?

A postage stamp.

What is the best way to make fire with two sticks?

Make sure that one of the sticks is a match.

What does it mean when you find a horseshoe?

A horse is going barefoot.

Knock, Knocks

Knock, Knock

Who's there?

Sue.

Sue who?

Sue-prise!

Knock, Knock

Who's there?

Justin.

Justin who?

Justin time for your party.

Knock, Knock

Who's there?

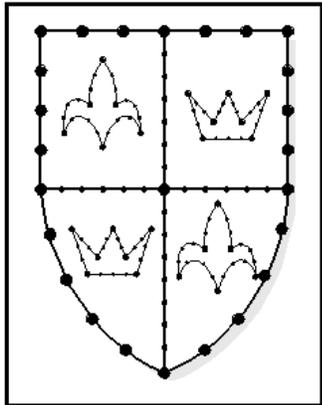
Abbey.

Abbey who?

Abbey birthday!



Theme Activities & Crafts



Knight's Shield

Materials: Various sized and colored flat head tacks Glue
3 pieces of corrugated cardboard 16"X18" Scissors
Wood grained adhesive-backed paper Hammer
eavy duty foil

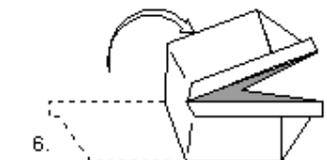
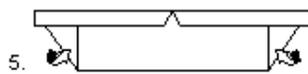
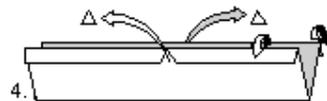
Glue the 3 pieces of corrugated cardboard together. Cover with the wood grained paper. Make a paper pattern of a shield and cut the shield from the corrugated cardboard. From the foil cut another shield about 1" larger all around. Glue this to the cardboard shield. Cut tabs in the over-hanging edges of the foil and glue them to the underside. Draw patterns that will be used on the shield. Trace these patterns and hammer tacks along the lines to bring out the

patterns. Add a cardboard handle to back to play or add a hanger on the back to display your shield.

The Dragon's Head

Materials: Piece of paper 4, 5, or 6 inches on each side

1. Fold the paper in half and open it again.
2. Then fold the outside edges to this crease.
3. Fold all together using the first crease.
4. Bend over about $\frac{1}{4}$ inch of each outside edge and tear out or cut out notches in the middle of these $\frac{1}{4}$ inch edges.
5. Bend over both corners at the ends of the strip, and lay them under one of the narrow, folded-over edges.



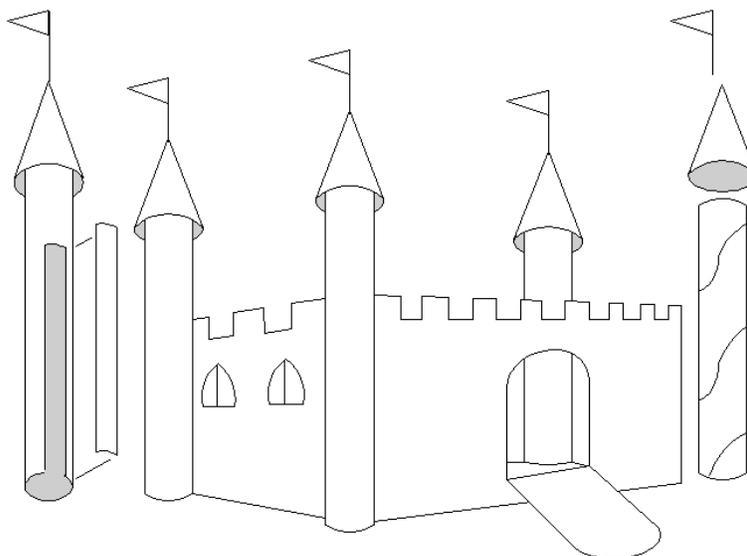
6. Bend over both corners at the ends of the strip, and lay them under one of the narrow, folded-over edges. If you have paste, you can fold over the little corners (which are sticking out) and paste them down. This is not absolutely necessary, as it will hold together in any case. Now you have a little boat. Unfold it somewhat in the middle.
6. When you open it wide you can see that the ends of the little boat that came to a point now go toward each other, so that it looks like a beak! This beak can open by itself. Hold it above and below with your thumb and middle finger. In this manner you can set the beak in motion.

If you would like to do a fancier job, you can decorate it with paints or crayons. Paint or draw eyes on top and make a red tongue appear from the inside of the mouth. You can make this tongue out of paper or cloth. Paint or color the head and draw in pointed teeth on the narrow edges.

Castle

Materials: Large cardboard shoe box Construction paper
4 tubes from paper towel rolls Glue
4 cone style paper cups Paint
Toothpicks Scissors

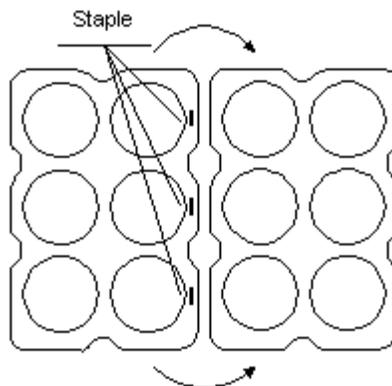
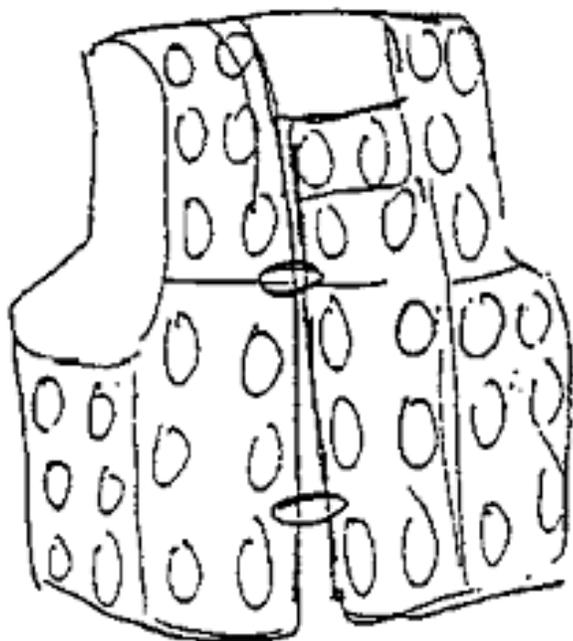
Cut castle walls from cardboard box. Cut out drawbridge and windows. Cut slot in the cardboard tubes just high enough to fit over corner of castle wall, glue in place. Glue paper cup onto the top of each tower. Cut out for small flags from construction paper and glue to the ends of toothpicks. Insert the toothpicks into the tops of the cups on each tower. Use a small drop of glue to hold in place. Paint if desired.

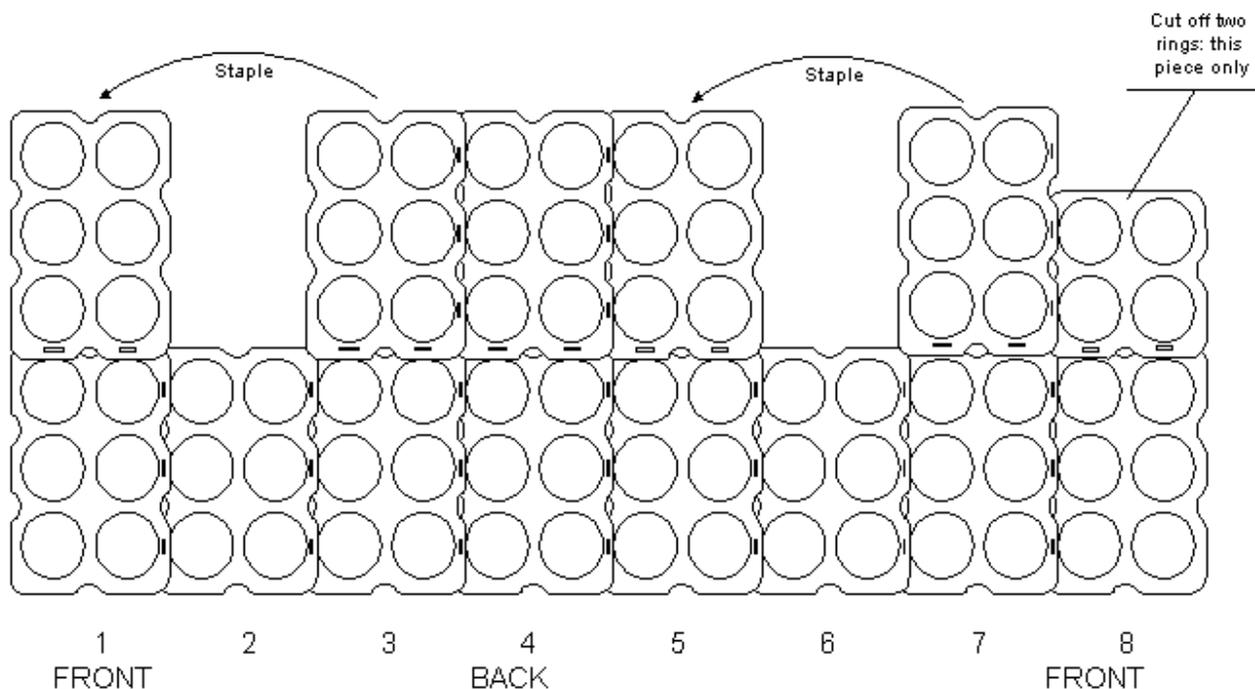


Knights Suit of Mail

Materials: 14 - 6 pack plastic soda rings
Stapler
Spray paint - acrylic silver or gold Bread ties

Attach 8 soda rings together in a row with staples. Numbering from 1 - 8 attach a soda ring on top of numbers 1, 3, 4, 5, 7, and 8. On panel number 8, remove the top two circles. Panels 1, 7, and 8 are the front of the suit and panels 3, 4, and 5 are the back. Spray paint suit inside a bag or box in a well ventilated area or outside. Attach with bread ties.





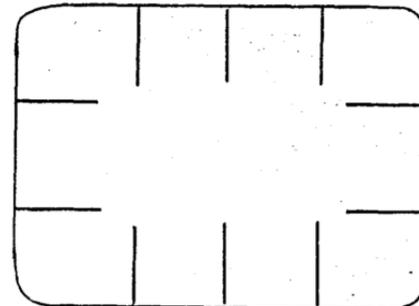
Card Castle

Ever try building a card castle? It's really frustrating—hard to get started because the cards slip, and annoying because you never know when “just one more” is going to be too many!

However, you can build a card castle that won't be gone with the wind!

As soon as you lose one card out of the 52 cards in a deck, that deck is useless for most card games. But you now have a set of 51 — or 50 or 49 or whatever's left—“building blocks” for constructing card castles.

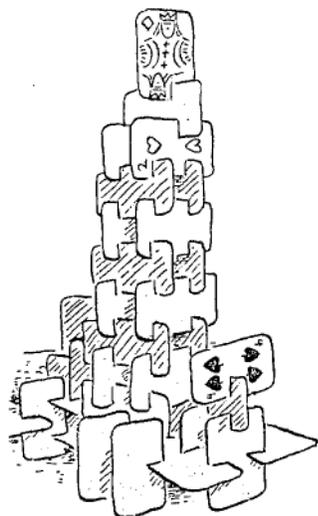
Here's how: First of all, start on a rug, rather than on a hard floor. Then on one card, cut the pattern shown in the picture. Snip in along all the little black lines. Lay this pattern on each card in your deck. Trace those little lines onto the card and



then make the slits.

By fitting a slit on one card into a slit on another, you can start building. Hold two cards parallel to each other. Place a third card so that it goes across the top of the first two. If you insert the slits of the third card into the slits of the other two, the three cards should stand on their own.

Carefully add lots more cards, and your card castle is on its way up!





Games

Chivalry

Object: To be the first team finished

Materials: 2 folding chairs (at opposite end of start), 2 teams (equal number)

Each team member finds a partner, one will be the lady, the other a knight. Have each couple on both teams line up behind the others at the starting line. When the leader gives the signal, the first couple of each team runs to its folding chair. The knight picks up the chair, opens it and seats the lady who then counts to ten as rapidly as “she” can. “She” then stands, and the knight folds the chair, puts it down and the two run back and touch the hands of the next couple, who repeat the procedure. The first team through is the winner.

Save the Fortress

Object: Each team scrambles to “save the fortress” - a wall of soda bottles. The team with the most points after 9 rounds is the winner.

Materials: Soccer ball or basketball, 2 liter soda bottles (1 for each player), Chalk, rope or stick for marking boundaries, 2 teams (equal number) A & B

Mark out a field 40 x 15 feet and divide it down the middle with a line. Create two end zones, three feet wide, at each side of the field, Divide the soda bottles in half and line them up, evenly spaced about two feet apart, in each end zone.

Each team occupies one half of the field. Teams line up on opposite sides of the center line as the game begins. A Player may not enter the end zones at any time during the game.

A player from Team A serves the ball across the center line into Team B’s territory, trying to knock down as many bottles as possible. They do this by aiming the ball over their opponents’ heads, through their legs, or between their bodies. After 3 minutes of play, the referee will call the end of the round and tabulate the score by counting the number of knocked down bottles on each side. The next round starts with Team B serving over the center line into Team A’s territory.

The team with the most points after nine rounds of play wins the game.

Catching the Dragon’s Tail

All players stand in a line, their hands on one another’s shoulders. The first in a line is the head of the dragon, and the last is the tail. The head tries to catch the tail by maneuvering the line around so that he can tag the end player. The line must not break. All other players do their best to keep the head from catching the dragon’s tail. When the head catches the tail, the end player becomes the head.

Knighthood

The group is divided into two sides equal in number. These two lines stand facing the leader (or extra boy) who has a number of letters face down on the table. The leader picks these letters up, one at a time, and calls them. The players attempt to give the name of some article associated with being a knight which begins with that letter. For example, if the letter ‘S’ was called, one of the two persons at the head of the line who first said sword or shield would win one point for his side. These two would then take their place at the back of the line, and the leader would pick up another letter. The side caught prompting should be penalized one point.



Dragon Hunt

One player is the Dragon and another is the Knight. The Dragon and the Knight stand in the center and the other players form a circle leaving enough space for a player to pass through. When the game starts, all the players forming the circle close their eyes and the Knight starts counting to ten. Meanwhile, the Dragon tries to slip between two players. Anyone who hears the Dragon make a sound may point to where he thinks the Dragon is. If the Knight says the direction and is correct, the Dragon must take a place in the circle. The Knight becomes the Dragon and the boy who guessed correctly becomes the Knight who counts to ten. If the Dragon succeeds in getting out without getting caught, he comes back into the circle and continues to act as the Dragon until someone points him out.

Skits

The Medicrin

Cast: Narrator, Hero, Medicrin, Loon, and Assorted Villagers

The narrator reads the story slowly and dramatically. The characters should act out the parts, no props are needed. The humor in the punch line comes in the end.

There once was a medieval village named Trinsic. This village was being terrorized by a vile monster, the Medicrin. Each night, the Medicrin would stalk down from the hills, and devour one of the villagers.

The terrified villagers called a meeting, and decided to pool their money together to hire the great hero Erik.

Erik came and listened to the complaints of the villagers. He consulted his Great Hero's book of Vile Monsters, and learned that Medicrins love to eat Loons.

So Erik hunted high and low to find a loon. He found one, captured it, tied it up, and brought it back to the village. He then had the villagers dig a deep pit.

That night, the Medicrin came...

It smelled the loon...

But it also smelled DANGER, and it ran off, devouring one of the villages on the way out.

After calming the villagers, the next day, Erik again consulted his Great Hero's Book of Vile Monsters, and learned that Medicrins also love sugar.

So Erik gathered up all the sugar in the village, and threw it into the pit. The loon, not having eaten in days, devoured all of the sugar in a single gulp. Erik was struck with panic, and ran to and fro trying to figure out what to do next, but night had fallen, and the Medicrin would be there soon, so Erik crossed his fingers, and hoped for the best.

That night, the Medicrin came...

It smelled the loon...

It smelled danger...

But it also smelled sugar, and the Medicrin dived into the pit, and devoured the loon. The villagers swarmed over the Medicrin, and slew it.

The moral of the story:

A loon full of sugar helps the Medicrin go down.



A Knight Skit

Characters: Three Dragons (various sizes), The White Knight, The Funny Stableman, The Big Dog, Narrator

As the skit opens, the narrator stands alone, facing the audience, a big book in his arms.

NARRATOR: In the days of yore, there was this White Knight who went around doing all kinds of good deeds. *(Aside)* Could you come here a minute, White Knight? *(Cub carrying sign saying Good Knight walks on and off stage.)*

NARRATOR: Good grief? Well, anyhow, the White Knight liked to chase dragons. Are you ready, dragons? *(Three Cub Scouts carrying signs saying DRAGON NO. 1, DRAGON NO. 2, and DRAGON NO. 3 walk on and off.)*

NARRATOR: O.K. Start the skit! *(Out walk two Cub Scouts. One carries a sign that says STABLEMAN. The other carries a sign that says GUESS WHO? Two of the dragons come out, carrying the White Knight. They drop him in front of the stableman.)*

WHITE KNIGHT: *(Head propped up on elbow)* My horse done come up lame, stableman. Could you loan me a horse?

STABLEMAN: Sorry. I'm fresh out of horses.

WHITE KNIGHT: How can I chase dragons without a horse? How about that critter over there?

STABLEMAN: That's my faithful old dog, GUESS WHO?

KNIGHT: All right, I'll ride him.

STABLEMAN: No sir. I would not send a Knight out on a dog like this.

(Stableman, the dog, and the dragons all fall down and laugh.)

NARRATOR: Th-th-tha-That's all folks!

Knights of the Roundtable Skit

"The Sword in the Stone"

Merlin: As each of you approach Arthur, kneel on one knee, and stand when I say.

King Arthur: *(As each knight kneels, takes Excalibur and 'tapping' him on the shoulder says...)*
"I dub the Sir _____, Knight of the Roundtable."

List of Knights "names" and "titles"

Sir 'Eous,' of mind	Sir 'Mise,' the situation	Sir 'Render,' igivup
Sir 'Ten,' of everything	Sir 'Mount,' the circumstances	Sir 'Veyor,' of land
Sir 'Rebrum,' of the brain	Sir 'Round,' the castle	Sir 'Gin,' of cotton
Sir 'Culate,' the petitioner	Sir 'Call,' of fear	Sir 'Rupp,' of maple
Sir 'Ringe,' of needles	Sir 'Cuss,' the foul-mouthed	Sir 'Loin,' of beef
Sir 'Rum,' the cure	Sir 'Vice,' the despicable	Sir 'Plus,' of supply
Sir 'Lee,' of bod	Sir 'Pent,' and repent	Sir 'Prise,' the guest
Sir 'Vical,' of the neck	Sir 'Cut,' the breaker	Sir 'Enade,' the musician
Sir 'Face,' of the moon	Sir 'Vive,' the knight	Sir 'Fin,' U. S. A!
Sir 'Jury,' the general	Sir 'Renity,' of peace	

Merlin: *(After each knight has been 'dubbed' by Arthur, says...)* Rise, Sir Knight!

You may want to line up your knights after they have been dubbed for a rousing round of applause or a hearty Three Cheers after they have been knighted.

Songs

I've Got Sixpence

I've got sixpence, jolly, jolly sixpence,
I've got sixpence, to last me all my life.
I've got twopence to spend, and twopence to lend,
And twopence to send home to my wife. Poor wife!

Chorus: No cares have I to grieve me,
No pretty little girls to deceive me.
I'm as happy as a lark, believe me.
As we go rolling, rolling home.
Rolling home, (rolling home). Rolling home, (rolling home).
Rolling home to my home by the sea, boom, boom, boom.
Happy as the day when our leaders get their pay.
As we go rolling, rolling home.

I've got fourpence, jolly, jolly fourpence,
I've got fourpence, to last me all my life.
I've got twopence to spend, and twopence to lend,
And no pence to send home to my wife. Poor wife!

I've got twopence, jolly, jolly twopence, . . .
I've got twopence to spend, and no pence to lend,
And no pence to send home to my wife. Poor wife!

I've got no pence, jolly, jolly no pence, . . .

Knight's Song

(tune: Hey, Look me Over)

Knights of the tournament,
Dressed in their gear,
They're in their armor,
Shiny clear from here.
Nothing dull about it,
Sparkling all the time,
Because I've got a page and a squire,
To make my amour shine.

And so I wear all my metal,
Proud as I can be.
Knights come to watch,
Oh, how they envy me.
So come on all you squires and knights
And join our tournament,
Til our energies are spent.

Knights

(Tune: Reuben, Reuben, I've Been Thinking)

Knights in armor, all that clanking,
How on earth did they stand up?
If they ever found the enemy,
The noise would always wake them up,

The Ghost of Anne Bolelyn

Now in the Tower of London, large as life,
(large as life)
The ghost of Anne Bolelyn walks, I declare.
(I declare)
Now, Anne Bolelyn was once King Henry's wife,
(Henry's wife)
Until he had the axman bob her hair.
(bob her hair)
It happened many long years ago,
(long years ago)
But she still comes back at night to tell him so.
(tell him so)

Chorus: With her head tucked underneath her arm,
She walks the bloody tower.
With her head tucked underneath her arm,
At the midnight hour.

Oh, once in a while King Henry gives a spread,
(gives a spread)
For all his pals and gals, a ghostly crew.
(ghostly crew)
The axman carves the meat and cuts the bread,
(cuts the bread)
And in walks Anne Bolelyn to spoil the stew
(spoil the stew)
She holds her head up high with a wild wa-whoop,

[blood curdling scream]
King Henry cries, "Don't drop it in the soup!"
(in the soup)

Along the drafty corridors
For miles and miles she goes,
She often catches cold, poor thing,
It's drafty when it blows,
And it's awfully awkward
When she has to blow her nose.
With her head tucked underneath her arm.

Suggested presentation: Make paper mache 'head' or draw a face on an ordinary balloon. The song leader uses this to act out the words as the audience sings along.





Knights in Armor

(Tune: Yankee Doodle)

Knights in armor went to see
The King at his castle.
He let the draw bridge down for them,
So there wasn't any hassle.

Noble men of long ago, kept their armor shiny.
Mind their horses and their bows,
And everything stayed dandy.

Sir Galahad

(Tune: My Bonnie)

Sir Galahad, he was a strong knight,
As pure as the snow, that was he,
He rode upon the white charger,
With dimples and smiles on his knees.

Chorus: Bring back, bring back, oh...
Bring back my charger to me, to me,
Bring back, bring back, oh...
Bring back my charger to me!

He rode it each Monday thru Friday,
On weekends he allowed to rest,
Each Sunday he traveled to Camelot,
Upon a gray mule he named "Pest".

Chorus:

Sunday morning he rode from his castle,
Upon his favorite mule,
He discovered upon arriving,
His blisters never would cool.

Chorus:

Oh, Sir Winfred

(Tune: Clementine)

Oh, Sir Winfred, Oh, Sir Winfred,
There are dragons by the score,
Mount your charger,
There's none larger,
Rid this kingdom of these boors.

Chase them hither,
Run them thither
Till their scales fall off in droves
Run the heat off,
Run the beasts off,
Be our hero evermore.

Knight's Song

(Tune: Yankee Doodle)

This month we've learned of Knights of old
And we would like to shout it,
That Knights and Cubs are much alike
And don't you ever doubt it.

Chorus: Knight of old and Cub Scouts, too,
Both promise they will live right
If they do the things they should
Their presence makes the day bright.

So now you see that as Cub Scouts
Our code is much the same,
As that of Knights long years ago
It's just the name that's changed.

Chorus:

Jousting We Will Go

(Tune: The Farmer in the Dell)

A jousting we will go,
A jousting we will go,
'Round and 'round you see us ride,
Before King Arthur's Court.





AUGUST

KIDS AGAINST CRIME



Themes Similar to Kids Against Crime

Month	Year	Theme
Honesty & Kids Against Crime		
January	1943	Do Your Bit
December	1958	The Golden Rule
August	1968	Mystery Month
September	1998	Be a Detective
November	2001	Hometown Heroes
November	2002	Kids Against Crime
January	2004	Home Alone
November	2009	Scout Salute
Summertime Stuff		
August	1977	Water Fun
July	1984	Fun in the Sun
August	1984	Campfire Yarns
August	1989	Outdoor Festival
July	1992	Fun in the Sun
August	1993	Campfire Yarns
August	1994	Water Fun
July	1995	Water Carnival
July	1996	Water Fun
August	2001	Summer Songfest
July	2004	Fin Fun
August	2005	Campfire Tales and Traditions
July	2008	H2 OHhhhhh!
August	2010	Waves of Fun

CORE VALUE

HONESTY



AUGUST – KIDS AGAINST CRIME

Crime Prevention is everyone's job. Cub Scouts will spend the month learning how to keep themselves, their families, and their homes safe. Plan to visit your local police department, or have an officer or McGruff attend your den or pack meeting. Pass out home safety checklists for Cub Scouts to check how safe their home is. Prepare a skit or demonstration for the pack meeting about what your den has learned. Dens or packs can plan a service project for the BSA Crime Prevention Award. This would also be a good month for your pack to view the Youth Protection video for Cub Scouts, "It Happened to Me."

Gathering Activities

When you are careful about your personal possessions, you are helping to prevent crime in your neighborhood. Follow these rules so that you are not a victim of crime.

26	25	24	23	22	21	20	19	18	17	16	15	14	13
A	B	C	D	E	F	G	H	I	J	K	L	M	N
12	11	10	9	8	7	6	5	4	3	2	1		
O	P	Q	R	S	T	U	V	W	X	Y	Z		

Use the code to solve each puzzle.

16	22	22	11	2	12	6	9	19	26	13	23	8			
21	9	22	22	12	21	11	26	24	16	26	20	22	8		
16	22	22	11	2	12	6	9	14	12	13	22	2			
18	13	26	21	9	12	13	7	11	12	24	16	22	7		
16	22	22	11	5	26	15	6	26	25	15	22	8	12	6	7
12	21	8	18	20	19	7									



Guess Who I Am

The leader starts by saying, "I will answer 'yes' or 'no' to twenty questions while you try to find out who I am." This is a good den game that will also keep boys busy and quiet at the pack meeting.

With the help of one leader for each den, leaders can decide who they will be, and the game can be conducted as a contest to see which den can guess who they are. Rotate leaders each time.

Clue -What's In The Bag

On nine paper sacks, print one letter of the word "Cub Scouts". Place an object that begins with that letter in the appropriate sack. String up the sacks so they spell out the words "Cub Scouts". The Scouts write down what they think is in each bag after they feel the objects (without looking at them). Give prizes to those who get the most correct answers.

Opening Ceremonies

Build a Better World Opening

Needed: Seven Cub Scouts with cutout picture of tools as described:

Boy 1: I will hammer out justice.

Boy 2: I will help cut out crime.

Boy 3: I will pinch out poverty.

Boy 4: I will wrench out discrimination.

Boy 5: I will live by the Golden Rule.

Boy 6: I will plunge out hatred.

Boy 7: I will drill love into every heart.

Cubmaster: Will you please stand and join us in the Pledge of Allegiance?



Kids Against Crime Opening Ceremony

Prepare large cards ahead of time with KIDS AGAINST CRIME written in large letters on one side; on the reverse side have a copy of each stanza of the poem below written in letters large enough for Cub scouts to be able to read them with ease. Practice ahead of time so any difficult words are explained. Assign one Cub Scout to carry each and read one stanza of the poem below. Use those that are most appropriate for your Pack's situation.

Trusted Family and parents, good friends that you know.
Should always be with you, wherever you go;
To school or back home or out where you play,
Bring your friends and your family to brighten your day.

If you're walking along, and home seems so far,
Don't fall for the line, "Can, I give you a ride!"
Don't pay attention, don't even go near.
Of strangers in cars, you have something to fear!

Sometimes when you're busy and wander far from your way
And you find you're lost, and you don't want to stay,
And you're in a place - you don't know just where,
Ask the police to help you, you know that they care.

Even someone you know can do something wrong.
If they offer you pills, Just tell them, 'So Long!'
If they offer you beer, cigarettes, `Just a puff...';
Politely but firmly say 'NO! says McGruff!

If a person acts strange and you don't like it much,
When you're not very happy with his words or his touch,
Get away fast, and tell Mom or Dad,
Or teachers or police, who'll help make you glad.

It's good to remember, when you're home and alone,
That there's a good friend in the form of your phone.
You can call the police, fire department, Mom or Dad;
If you smell, hear, or see something that's bad.

When you're walking to school, take the safest way,
And stick to this same safe route every day.
Learn the safe places, so you will know,
If you ever feel scared, you have someplace to go!

Detective Opening

"Detective", wearing a trench coat, hat, etc., enters room and looks at audience.

I have gathered you together tonight to help solve a very important case. As the meeting progresses, I will be asking a few questions so that we can solve this case. And, by the way, no one is allowed to leave the room because you are all suspects. At this time, I would appreciate it if everyone would stand and give the Cub Scout Promise.



Advancement Ceremonies

Home Safety & Crime Prevention Achievement

As Cub Scouts, we must be aware of home safety & Crime Prevention. As we develop in Scouting, our knowledge increases and our awareness of safety & prevention protects ourselves and those who live, play and work with us. Our responsibility to safety and crime prevention guide others as well as ourselves and it increases as time goes on.

Entering into this beginning class are _____

Will these boys and their parents come forward? These boys are receiving the Bobcat Award. This award is the beginning of their training in Cub Scouting; a part of this training is home & fire safety and crime prevention. The parents will present this Bobcat Award to their son. Congratulations and welcome to the Pack _____.

Advancing in knowledge as a Wolf Cub Scout are _____

One of the requirements for the Wolf Scout is to know the location of the fire station and fire call boxes in their neighborhood and looking at home safety and crime prevention. This training directs the boys to safety within their community and their home. This award is presented to the boys by their parents. Congratulations.

Another achievement in Cub Scouting is the earning of the Bear Award. Tonight several boys have earned this award. Will the following Cubs and their parents come forward: _____

While attaining skills in several achievements, the Bear Cub has gained advanced knowledge in safety. The achievement calls for action when a person's clothing is on fire as well as other safety skills. We are proud that the proper response has been learned by these boys. The parents will present the Bear Award to their son. Congratulations.

Receiving the Webelos Award tonight are _____

Will they and their parents come forward? The knowledge of the outdoors has been initiated in the Webelos activities. Along with this knowledge is the learning of outdoor fire safety. The camping experiences include fire safety in the outdoors. Part of the Forester Activity is the Outdoor Code. A part of this code is as follows: "As an American, I will do my best to be careful with fire. I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave." Following this code can be both land-saving and life-saving and lead to a worthy Scout and citizen. The Webelos Leader will present the award to the parents and _____.

Congratulations on your success in Scouting.

Advancement Ceremony

Cubmaster: This is radio station C.U.B.S. signing on the air with an evening of fun and achievement for all you boys out there in radioland. Tonight we have selected several of our listeners for special awards. They have become Bobcat members of our station C.U.B.S. Fan Club. If the following boys will come to the station with their parents, we will present them with their awards. (Presents Bobcat badges to parents).

Assistant Cubmaster: This is station C.U.B.S. Mobile Control out on the Cub Scout trail. We have spotted several of our Cub Scouts who found their lucky number, 12, for the 12 Wolf achievements. Several have also collected the 10 electives needed for gold and silver arrow points. Will (Call boys' names) and their parents come to the station to claim their awards? Present wolf badges and arrow points.)

Cubmaster: Station C.U.B.S. asks the question: Have you earned your Bear achievements (name boys)? We know you have. Come in with your parents and allow us to present your awards (make presentation). Visiting the studio with us tonight are (names boys). These boys



have been working hard on Webelos activity badges and are being honored by having their awards presented on the air from station C.U.B.S. (Ask boys and parents to come forward and make presentation). Cubmaster: And now for the highlight of this evening's broadcast. We take great pleasure in announcing the top of this month's Hit Parade - the boys who have earned Cub Scouting's top award - the Arrow of Light Award. The names of these boys have been added to the gold record of Cub Scouting

(Call boys and parents forward to present awards). And now this is station C.U.B.S signing off the air and inviting your to tune in at Pack _____ on your radio dial.

Key to the City

Equipment: Keys made from cardboard or stiff paper with advancing boys' names on them and badge taped or pinned to it.

The Cubmaster calls forward the Cub Scouts who have earned awards, acknowledges their achievements and awards them each a Key to the City for being model citizens in Scouting.

Closing Ceremonies

The Value of a Badge

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of the badges, you'd find that it wouldn't bring much money. The real value of the badge is what it represents ...the things you've learned to earn it ...how to keep healthy, how to be a good citizen, good safety practices, crime prevention, conservation and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value ...one that represents what you can really do and know.

Look For The Best – Cubmaster Minute

Detectives are trained to look for things that the average person might notice. They need to practice the skills they learn. They are always noticing the smallest details.

We can be detectives, too. We can start noticing the little things about people. The good things about them. The longer you practice looking for the good in people, the easier it becomes to find it. When you constantly look for the good in your parents, brothers, sisters, friends and neighbors the good things about you are easier for them to see. Another great thing that happens when you work at being a "good" detective is that you become happier!

Finding the good in others makes us better people.

Kids Against Crime Closing Ceremony

Prepare a large poster with the **Crime Prevention Pledge** from which all can read or make copies of the **Crime Prevention Pledge** for each individual Cub Scout. Have all Cub Scouts or all audience members repeat the pledge together.

I, _____, promise to practice crime prevention.

I will observe my surroundings and stay alert at all times.

I will walk in groups and be careful about my personal possessions.

I will think about what my friends and I can do to prevent crime in our neighborhood.

Cubmaster or Parent Signature

Date



Detective Closing

Setting: "Detective" enters room and addresses the audience.

This was a difficult case to solve, but the clues are all around you. And I am proud to admit that the case is solved. Once you see these clues, you will understand. The first clue was several boys and adults dressed in uniform. The second clue was the meaning of the animal tracks and the awards that were given. Then, of course, there were the songs, skits, and games that were played. Using my deductive reasoning skills I learned in Detective School, I concluded that the only crime committed here was anyone who did not have a good time.

At this time, you are all released from the investigation. Good night and thank you for your cooperation.

Pizzazz

Crime Doesn't Pay

Driver pretends to be driving a bus and pulls up to the first stop. Opens the door.

1: Hi, how much is the bus ride? Driver: 75 ¢

1: Okay, here you go. (Drops money in the box and takes a seat). (Driver continues to next stop and opens door.)

#2: Hi, I'm Tom Crime. Driver: Okay, take a seat.
(Driver continues to next stop and opens door.)

#3: Hi, I'm Mike Crime. Driver: Okay, take a seat.

#1: (Walks up aisle to the driver) Hey, how come when I got on the bus I had to pay 75¢ and these other guys get to ride free?

Driver: Oh, those guys. That's easy. Everyone knows that Crime doesn't pay

Run-Ons

A boy walks in carrying a briefcase. Another boy asks what he's doing. He replies, "Taking my case to court."

Later, he walks in again without his briefcase. Someone asks what he's doing now, to which he replies, "I lost my case."

Next time, he walks in carrying his briefcase on his shoulders. When asked what he's doing, he replies, "I'm taking my case to a higher court."

Finally, he walks on peeling an orange. Asked, "Now what?" he replies, "My case is on appeal."

The Dead Body

Number of Participants: 2

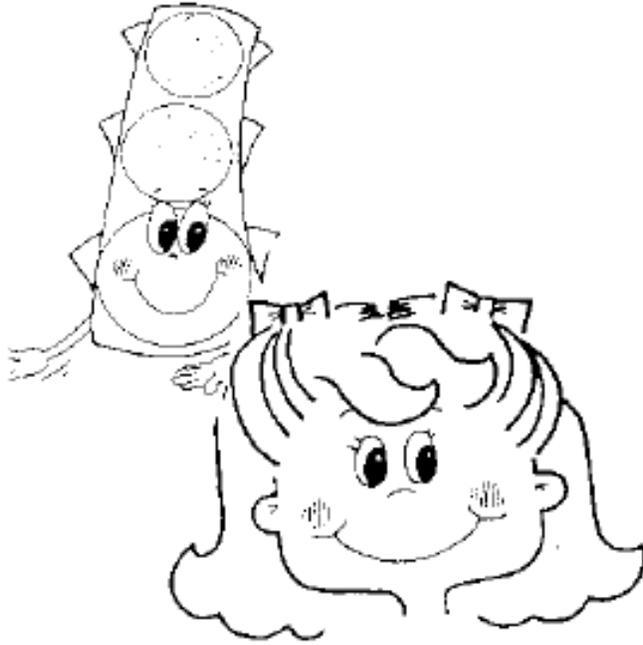
Scene: One person lying on the ground, dead. Another sees him and runs for the telephone and, panicking, gasps: "Police, there's a dead person here... Where ? ... Un, (*looking for a sign*), "I'm at Montgomery and Westchester... Spell it ?... Uh, M-o-t-n... Uh, M-o-t-g,," (*confused*), "Just a minute, I'll drag him over to King and Elm !"

Applause

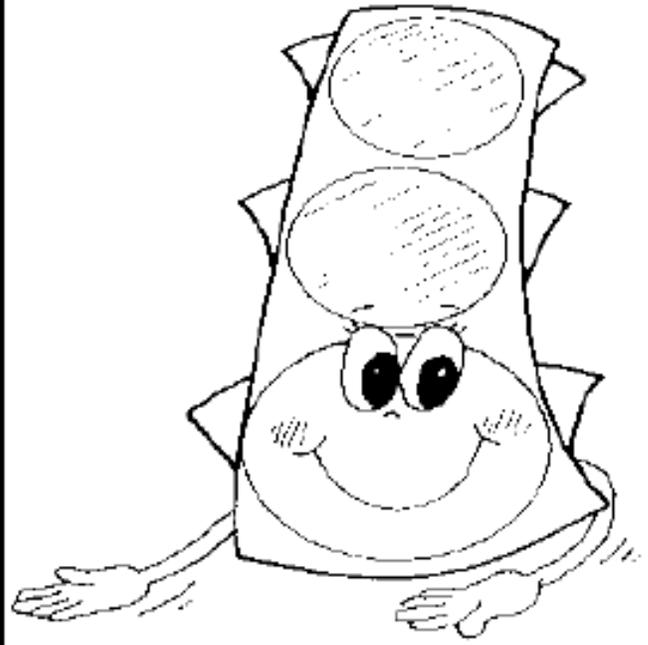
Divide the room in half. Have one side say "Guilty" and the other side say "Innocent." Each side will say their word when pointed to. You can do it fast, slow, high, low, etc.

Theme Activities & Crafts

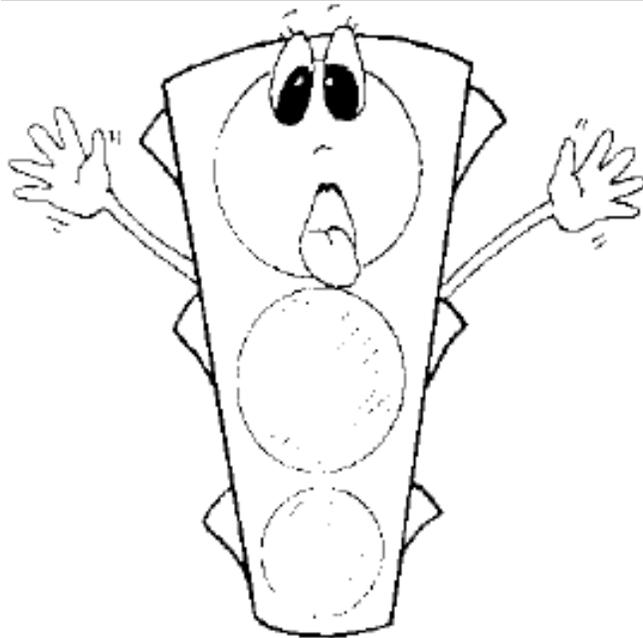
Safety Smart Coloring Book



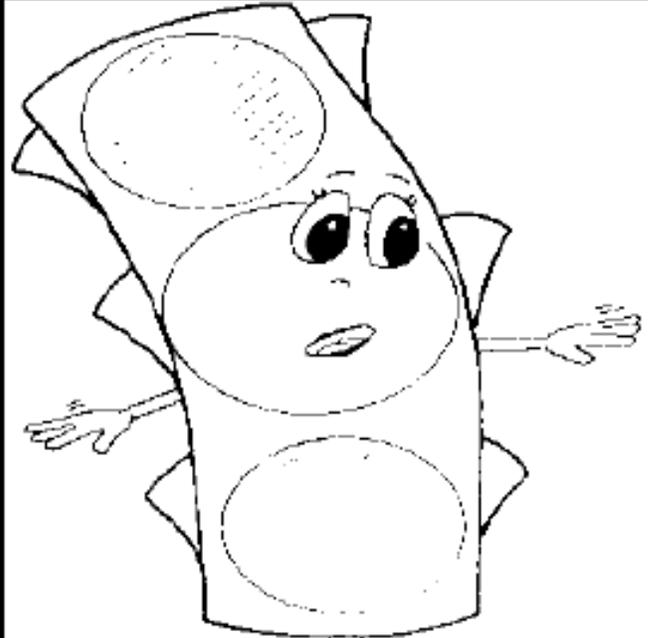
Let's be **SAFETY SMART!**



GREEN means **GO**

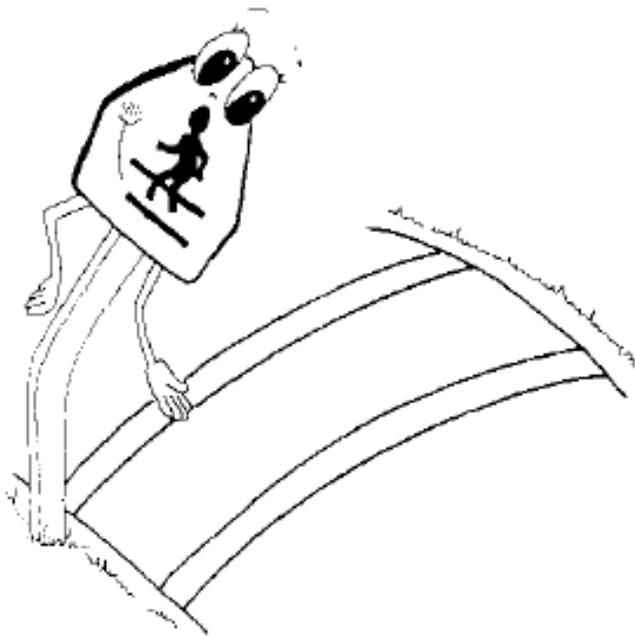


RED means **STOP**

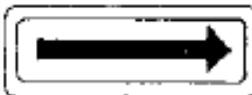


YELLOW means **CAUTION,**
get ready to stop.

Safety Smart Coloring Book (continued)



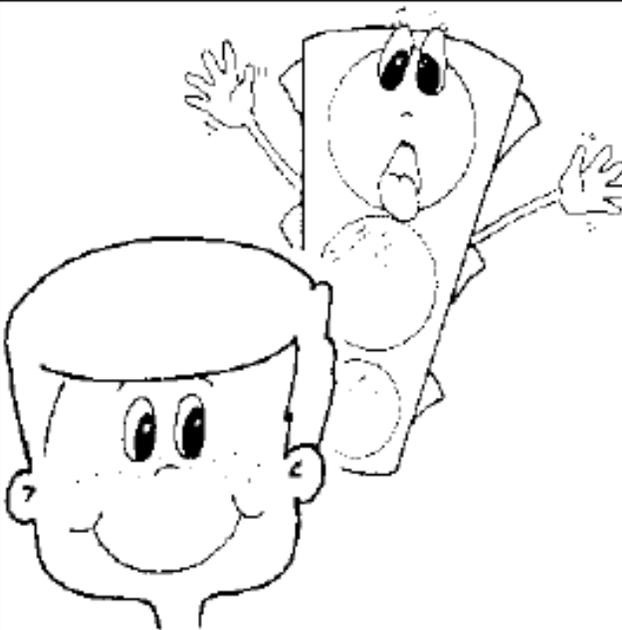
Always use me when you cross the street.
I'm a **CROSSWALK**



We are traffic signs.
What color are we?



NEVER ride
In someone's car you don't know.



Knowing the **TRAFFIC RULES**
makes me **HAPPY!**



Be Prepared! Prevent Crime!

Have a pack meeting to help you if there is a crime in the future!



You can call any of the police departments and have someone come and talk to the children and tell them about Crime and what they can do to protect themselves.

Identify Your Bicycles and Scooters

Bring engraving tools and engrave children s names into their bicycles and scooters and then have a brief explanation of the rules while riding!

Bicycle Identification Card	
Serial Number:	
Owner's Name:	
Phone Number:	
Address:	
Color of Bike:	
Number of Speed:	
Brand of Bike:	
Type of Bike:	<input type="checkbox"/> Boy's <input type="checkbox"/> Girl's

Dough Handprints

Every year, I make dough handprints of my children. It is real simple. They make wonderful gifts for grandparents, too!

NOTE: This recipe takes some experimenting. Please try the recipe BEFORE using it in a group setting.

What You Need 1 cup salt Food coloring Gold marker
 2 cups of flour 1 cup water Ribbon Wax paper

1. Add food coloring to the water. I use pink for girls, blue for boys.
2. Mix all ingredients well, kneading until smooth. Dough should be pretty stiff, not soft or runny or it will fill with air bubbles when baking.
3. Form dough into a ball, of about what you can enclose in your two hands, and form into a round smooth ball.
4. Using a rolling pin with the dough on wax paper, roll out into as round of a circle as you can. Dough will be about 1/2 inch thick.
5. Press your child's hand with fingers splayed into the dough. Depending on child's age, you will have to help and individually press their fingers. Make sure to press deep enough without going completely to the bottom. (When it bakes it tends to raise the handprint up.)
6. Put on a cookie sheet.
7. Use a chop stick or pencil, etc. to make two holes in the top about 1/2 inch apart. This will be used to string the ribbon through.
8. Bake at 200 degrees for about 2-3 hours. Dough should be fairly hard but watch to see that it doesn't burn.
9. When they are done and cooled, use a gold marker pen and write the child's name and date (year). I put the child's name on top and the year on bottom, if there is room. If not, I put name on one side and year on one side. I tie a ribbon at the top (blue or pink - or gold) to use as a loop to hang.

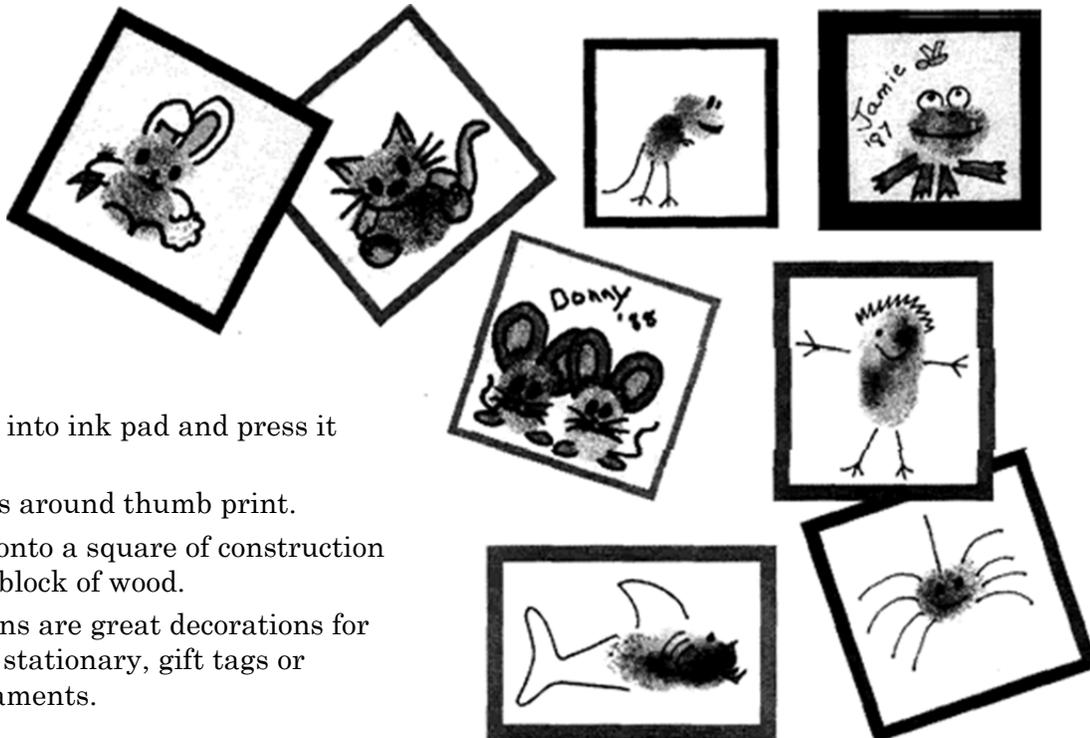
Thumbkins

Materials:

ink pad,
paper,
markers,
construction
paper or
small blocks
of wood, glue
or rubber
cement

1. Press thumb into ink pad and press it onto paper.
2. Draw designs around thumb print.
3. Glue design onto a square of construction paper or small block of wood.

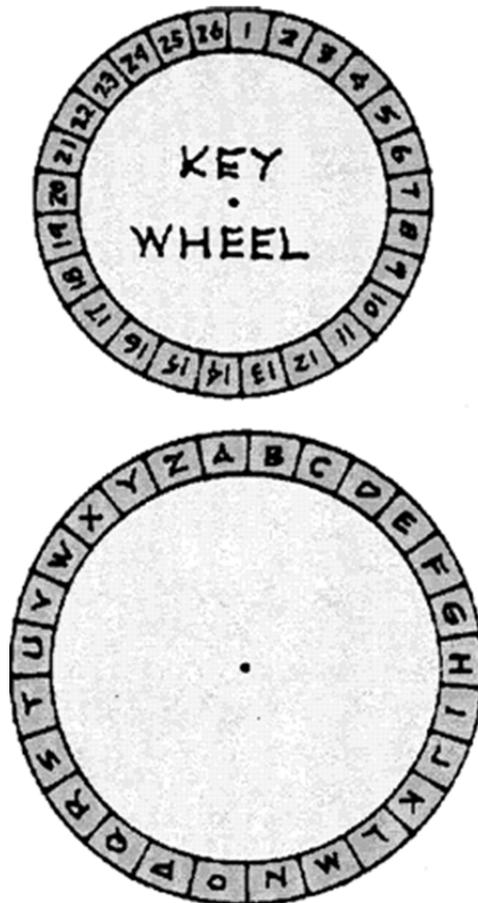
Note: Thumbkins are great decorations for greeting cards, stationary, gift tags or Christmas ornaments.



Secret Code Wheel

Materials: Glue Scissors Cardboard Small paper brad

1. Draw the code wheels directly onto the cardboard.
2. Cut out the circles and place the smaller circle marked "key" on top of the larger circle.
3. Punch a small hole in the center of each wheel. insert the brad. Spread the "legs" of the brad so the wheels are fairly tight against each other. The wheels should turn freely.
4. For your message, turn the "key" circle so that the number 15 is directly under the letter A on the larger circle. At the top of your message write "A - 15" which explains the key to the code. Write your message, using corresponding numbers instead of letters. "How are you?" would be written "22-3-11 15-6-19 13-3-9?"



Games

Working Together Against Crime

This activity requires two people, working closely, to cooperate and coordinate their movement.

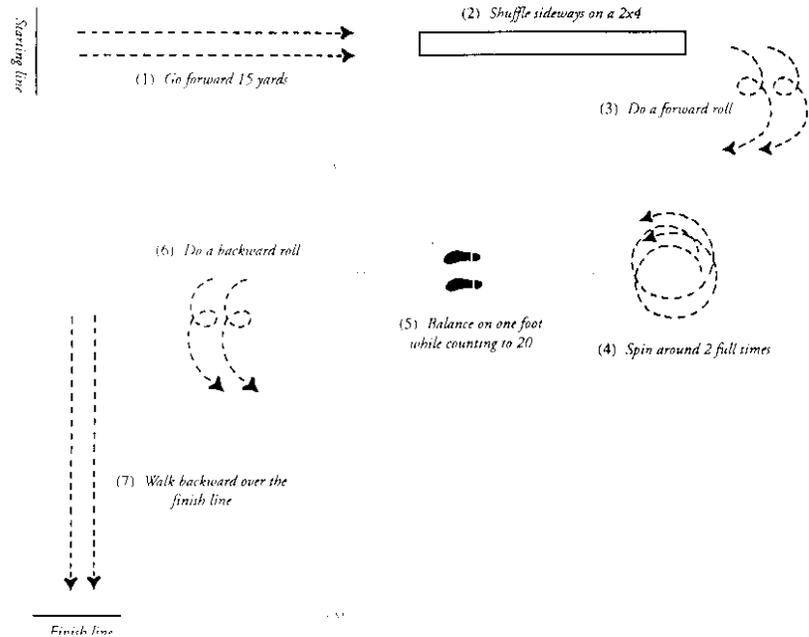
Any even numbered group can play this game

Materials:

- one five-foot stave for each pair of players
(a stave is like a wooden broom handle)
- one two-foot by four-foot board, eight feet long

Instructions:

1. Set up a course with directions, allowing them enough room to:
 - Walk forward 15 yards.
 - Shuffle sideways on the eight foot board.
 - Do a forward roll.
 - Spin around two full turns.
 - Balance on one foot while counting to 10.
 - Do a backwards roll.
 - Turn around and walk backwards over the finish line.
2. Players are paired as close to the same size as possible.
3. Pairs stand shoulder to shoulder facing the same direction, extend their arms and both grasp the same stave.
4. Without letting go of the stave, the pair must go through the course together.
5. You may wish to time each team pair with a stop watch.

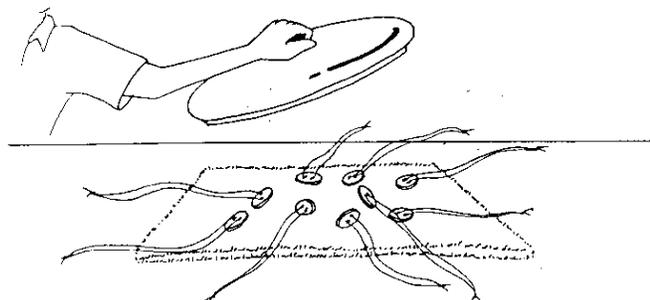


Trap That Crime!

This is a fast-paced game of speed & reflexes that is designed for four to eight players.

Materials:

- one die
- yarn
- one large button for each player
- one eight-to-ten inch pan lid
- one large bag of candy (Taffy, Tootsie Rolls, etc.)
- one towel





Preparations:

Thread one button on the end of a piece of 15 inch long yarn.

Pull the button to the middle and tie the ends together.

Give a yarn threaded button to all the players but one.

Instructions:

1. Divide the bag of candy evenly between the players.
2. Each player should have 10 - 15 pieces of candy to start the game.
3. Players are seated around the table.
4. Fold the towel in half and place in the middle of the table so the table is padded.
5. Each player places his button on the towel and holds the other end of the yam in his hand.
6. The player without the button holds the pan lid with one hand and rolls the die with the other hand.
 - a. The player has three rolls.
 - b. If the player rolls a "1" or a "6", the player tries to trap the buttons on the towel with the pan lid.
7. If a player's button is caught, the owner of the button gives the trapper one piece of candy.
8. If a player is successful in pulling a button away, the trapper must give that player a piece of candy.
9. If a "1" or a "6" is not rolled but the trapper puts the lid down by mistake, the trapper must pay each player one piece of candy.
10. (The trapper may fake a trap but may not touch down unless a "1" or a "6" is rolled.)
11. After three rolls of the die the person to the left becomes the trapper.
12. When a person loses all of his candy, that person is eliminated from the game.
13. Play continues until one player has won all of the candy.
14. Having won the game, the winner will be overcome with a spirit of sportsmanship and goodwill and will divide the winnings with all who participated.

Variation: Play for an allotted time.

Prone To Safety

One player, selected to be "it," chases about trying to tag anyone who is not in a "safe" position; that is, in a kneeling position with forehead on the ground and arms outstretched in front. A player who is caught then becomes "it" and the previous "it" becomes a runner. Players should not remain in one place, but should move about freely within the play area.

Squirrel in the Tree

(Ages 8-12) All players, except two, form into groups of three. Two members of each group join hands and they become a tree; the third member stands between them and is a squirrel. One of the two players left over is a hound, the other boys act the part of a running squirrel.

Action: On signal the running squirrel, with the hound in hot pursuit, seeks safety by finding a tree. The running squirrel may duck under the joined hands of a tree, to displace the squirrel already there, which becomes the new runner. When a hound finally tags a squirrel their roles reverse. After every three or four minutes of play, the game can be halted while the squirrels change role with the trees in this way everyone has a chance to take part in the action.



Meet My Friend

The object of this game is to discover a friend in nature, without harming any living thing that might be found in the out-of-doors. Players are taken on a short hike during which each person collects something from the natural environment (nothing may be broken or picked from any living thing). The items must either be lying on the ground or resting on another object (e.g. stump or log). Everyone keeps his object hidden from all other players.

Following the hike, each person is given an opportunity to build a small home for his "friend". He is also asked to give his friend a name, and to think of one way in which he could take care of his friend, if it was still out in its natural environment. When all in the group are ready, everyone tours the small homes that have been created, and meets each special friend.

You Can't See Me

The object of this game is to allow the players the opportunity to pretend they are animals, trying to hide from Man.

The group walks a given distance down a nature trail, while the leader explains the rules: Each player is given time to hide along the trail. They must travel no more than 15 feet from either side of the trail, and may use anything in the natural environment for camouflage.

The leader waits about 5 minutes until all players are hidden. He walks the distance of the trail ONLY ONCE and tries to find as many players as possible.

After his walk,, he calls out, and watches to see where all the successful "animals" hid. This game can be repeated many times, with different players taking the role of the searcher. It is fun to talk about the hiding places that were the most successful, and how animals might protect themselves from predators.

Detective Work

What has a blue body, four legs, a bald head, and a gaping mouth? Answer, a mailbox.

This activity isn't about making jokes; rather, it's a guessing game in which you try to provide as few clues as possible about an object you see. A Cub continues to ask questions until he gets the answer. Then it's his turn to select an object.

Just keep your eyes open and you'll find a world of clues right at your doorstep. From street signs and cars to inchworms and birds -it's all fair game for this game.

Hide -and-sleuth

This variation of hide-and-peek challenges your Cubs to use their imaginations as well as their detective skills.

It starts the same as always the seeker closes his eyes and counts. The hiders do more than hide, though-they leave clues. A clue can be anything from a chalk-drawn arrow on the driveway or twig arrow on the grass to a hider's name spelled out with small branches (make sure the seeker gives the hiders plenty of time to construct their clues).

Hiders can invent their own trademark or insignia (such as a leaf or twig arrangement, a dandelion, three pebbles, etc.), and then use it as a clue to their hiding place. For a more complex game, encourage hiders to use multiple or linked clues (like an arrow pointing to yet another clue).

When the seeker has found all the hiders, assign a new seeker and begin again. (Note: Be sure Cubs are not led by clues near roads or any dangerous situations.) For a variation, seekers can use oral clues -tweet like a bird, bark like a dog or, as our son is fond of yelling, "I'm not here!"



Skits

A SAFE JAUNT

Have the narrator read the story, while the Cub Scouts do the actions. Keep adding one action to the other until all are doing six different motions at once.

We are all going on a bicycle hike today. Of course, since we will be riding bicycles the safe way, we will ride only one Cub Scout to a bike. (Motions of riding a bicycle made with the feet). Of course we're steering with both hands as we ride along, but sometimes we have to give signals with our hands so we first give a signal for a left turn (hand out to the left) , but as soon as we have safely made our left turn, we go on steering with both hands again. Sometimes we have to ring the bell to warn people that we are coming. (Make motion with thumb of ringing bicycle bell and continue occasional left-turn signal.) We get thirsty as we ride along, so we think chewing gum would keep our throats from getting dry (all make chewing motions). Then someone asks us if we are having fun and we all nod yes (nodding motion). For a while the road is bumpy and so is our ride, for no matter how hard we try to miss the bumps we manage to hit some as we ride along (motions of riding on bumpy roads). And what do you know; we've come to the end of our ride.

The Chewing Gum Incident

Pers onnel: 7 Cubs one as a tree (a cub stands with his arm up like a branch with a "tree" sign on him)

Equipment:: One chair on stage

Setting: Cub stands at the center of stage to portray the part of a tree. Close by is the chair.

Cub 1: Walks on stage chewing gum very obviously. Pretends to remove it from his mouth and stick it on the tree. Then walks offstage.

Cub 2: Walks on stage, leans against tree and pretends the gum is stuck on his elbow. Pulls it off and sticks it on the chair. Walks off stage.

Cub 3: Enters and sits on chair. Stands up and pretends to pull gum off the seat of his pants. Throws it on the ground. Walks offstage.

Cub 4: Walks on stage and steps on gum. Pretends to remove it from his shoe and sticks it back on the tree. Walks offstage.

Cub 5: Enters and sees the gum on the tree, removes it and puts it in his mouth. Then chewing briskly he walks off stage.

The Case of the Missing Watson

Sherlock Holmes	The Game is afoot!
Dr. Watson	Brilliant Holmes
Detective	I Spy!
Investigate	Elementary
Old Soldiers	Yes, Sir! Yes, Sir!

Ever wonder how **Dr. Watson** and **Sherlock Holmes** got together? They were the best detective team that ever **investigated** anything. You remember all the stories **Dr. Watson** chronicled or wrote? **Sherlock Holmes** was a consulting **detective** and poor old **Dr. Watson** wrote stories about their **investigations**. The way I heard their story went something like this: One foggy morning in old London town **Sherlock Holmes** went to the corner newsstand on Baker Street to investigate the news to see if there were any advertisements for jobs for a Consulting **Detective** . Well, low and behold! There was one that just jumped off the page,



literally!! (That's a word use in literature). Anyway, somebody needed **Sherlock Holmes** to **investigate** the disappearance of a local Doctor.

She rlock Holmes hurried `round to the address listed in the paper to detect if there were possibilities to **investigate** this disappearing act done by a **Dr. Watson**. When he reached the structure he found that the ad had been placed by the landlady/housekeeper of an **Old Soldiers'** home. A really boring place, wherein resided a group of **Old Soldiers** from the Boer War. It chatting with the **Old Soldiers** there and the landlady/housekeeper he was really investigating the activities of **Dr. Watson**. From the information he got from the **Old Soldiers** and the landlady/housekeeper, Mrs. Jones -Ridley, he detected that investigating this case of the missing **Dr. Watson** could turn out to be the best chance for **Sherlock Holmes** to make a NAME for himself.

The game was now officially "afoot"; he put his foot on the sidewalk and started to do what a detective always does, put the pieces together. **Sherlock Holmes** had gathered all of this:

- item 1. **Dr. Watson** was an "Old Soldier".
- item 2. He lived in a very boring place with others from the Boer War.
- item 3. Not much went on there.
- item 4. **Dr. Watson** liked to tell stories, mostly about that war.
- item 5. **Dr. Watson** had run out of new stories and was very bored!

Elementary!! He shouted for all in the street to hear and **Sherlock Holmes** hailed a hansom cab (that's a horsedrawn taxicab in England). He called to the driver to take him to the nearest library to investigate the disappearance of **Dr. Watson**.

Upon reaching the library, **Sherlock Holmes** strolled through the bookcases called stacks to find **Dr. Watson**. The **Old Soldier** was trying to find new material to talk about at the **Old Soldier** home. The case was solved! The investigation was a success!! And **Sherlock Holmes** and **Dr. Watson** were forever to be partners in solving mysteries and writing stories that you can read today.

Theft

Sherlock Holmes and Matthew Watson were on a camping and hiking trip. They had gone to bed and were lying there looking up at the sky.

Holmes: "Watson, look up. What do you see? "

Watson: Well, I see thousands of stars."

Holmes: "And what does that mean to you?"

Watson: "Well, I guess it means we will have another nice day tomorrow. What does it mean to you, Holmes?"

Holmes: "To me, it means someone has stolen our tent."



Songs

Sherlock Holmes and the Purloined Pup

(Tune: Old McDonald)

Old Sherlock Holmes, he had a case,
Oh wow, oh wow, oh boy!
He had a purloined pup to chase,
Oh wow, oh wow, oh boy!
He searched over here and he looked over there,
Then high and low and everywhere.
Old Sherlock Holmes he had a case,
Oh wow, oh wow, oh boy!

This pup was a dog with an ugly face,
Oh my, oh me, oh no!
This muff had a mug to scare one any place,
Oh my, or me, oh no!
With one eye brown and one eye black,
A pugg-ed nose to sniff a track.
This pup was a dog with an ugly face,
Oh my, oh me, oh no!

And through the fence and under a tree,
Oh yes, oh yes, oh yow!
The pup was found, standing on the ground,
Oh yes, oh yes, oh yow!
With Sherlock here and the ugly pup there
All were thrilled the pup was found near,
Old Sherlock Holmes, he found the pup,
Oh yes, oh yes, oh yow!!

Oh Where, Oh Where Have My Cub Scouts Gone ?

(Tune: Oh where, Oh where Has My Little Dog Gone)

Oh where, oh where have my Cub Scouts gone?
Oh where, oh where can they be?
Are they under that tree, making faces at me?
Oh where, oh where can they be?

Are they peering though key holes to show what they know?
Oh where, oh where can they be?
Are they under that bush waiting to jump out and push?
Oh where, oh where can they be?

Are they running through mud? Are they crashing to thud?
Oh where, oh where can they be?
Are they standing in the sea, or right behind me?
Oh where, oh where can they be?

Looking for Clues

(Tune: London Bridge)

(Action song: Hand across forehead and search.)

Here we go to look for clues,
Look for clues, look for clues,
Here we go to look for clues,
On a foggy London morning.

(Point to shoes)
Are they there or in your shoes,
In your shoes, in your shoes?
Are they there or in your shoes,
On a foggy London morning?

(Hand over eyes)
Are they right before your eyes,
Before your eyes, before your eyes?
Are they there before your eyes,
On a foggy London morning?

(Point to head and shake it.)
Clues are here I realize,
Realize, realize.
The clues are here I realize
On a foggy London morning.

(Raise left foot)
Raised my foot and there they were,
There they were, there they were.
Raised by foot and there they were,
On a foggy London morning.

(Hold fingers to make magnifying glass.)
Like Sherlock Holmes and Watson did,
Watson did, Watson did.
Like Sherlock Holmes and Watson did
On a foggy London morning.





SEPTEMBER AMAZING GAMES

Themes Similar to Amazing Games

Month	Year	Theme
Amazing Games		
June	1944	Fun with Games
December	1953	Happy, Game, and Fair
August	1958	Fun Tournament
August	1963	Fun with Games
December	1965	Happy, Game, and Fair
December	1970	Happy, Game and Fair
July	1985	Happy Days
August	2004	Scouting The Midway
January	2009	A-MAZE-ing Games
Cooperation		
September	2010	Cooperation
September	2011	Cooperation
Sports		
September	1939	Cub Olympics
August	1945	Sports
August	1956	Cub Scout Field Day
June	1964	Cub Scout Olympics
June	1966	Sports Carnival
August	1970	Cub Scout Field Day
July	1972	Cub Scout Olympics
June	1975	Sports Carnival
June	1979	Learn a Sport
June	1990	Sports Arena
August	2002	Sports Extravaganza
July	2005	Play Ball!
June	2008	Go For The Gold
July	2009	Cub Scout Sports
June	2010	Hoop-De-Doo

CORE VALUE
COOPERATION

SEPTEMBER – AMAZING GAMES

Make and solve puzzles. Stump your friends with riddles. Build a maze, do crossword puzzles, and word searches. Have a pack games night in which your family joins in for relays, board games, and other cooperative games. Play Cub Scout Jeopardy; how much do you know about Cub Scouting? Rediscover some of the games that your parents and your grandparents could have played and work on the Heritages belt loop and pin. Discuss why playing by the rules is important. The pinewood derby is a good opportunity to learn about rules and good sportsmanship. Why not work on the Chess belt loop and pin.

Gathering Activities

Learn these stunts and tricks!

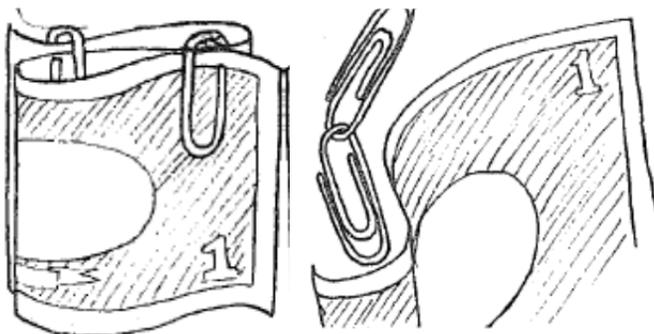
Link The Clips

You will need a money note or piece of paper and two ordinary paper clips. Ask your friends to join the two paper clips together with the note or paper.

Fold the note (or paper) into three but do not crease the folds.

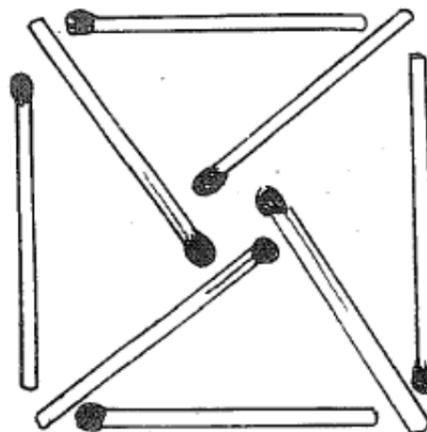
Clip the folds with the two paper clips.

Take the two top corners between the fingers and thumbs and sharply pull the note out straight. The clips will fly off, but surprise, surprise, they will be mysteriously jointed together.



Match Game

There are many match puzzles, but this is one of the best. Empty a box of 'dead' match sticks on to the table and invite everyone present to take eight only. With these eight challenge them to produce two squares and four triangles. When they have all failed to do this in a time limit, show them how easy it is ... like this:



Neckerchief Trick

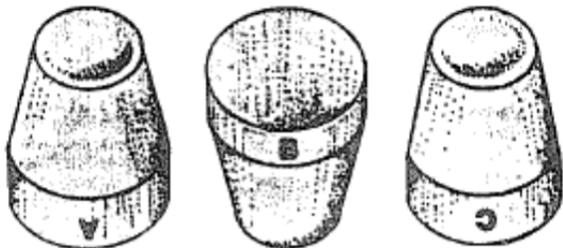
Use 3 handkerchiefs, 2 white and 1 of any color. Tie white ones together then tie the colored one to the whites. Ask someone to put the colored one between the 2 white ones without untying a knot.



Solution: Tie a third knot, making a circle of the handkerchiefs. No knot has been untied, but the colored handkerchief is tied together between the white ones.

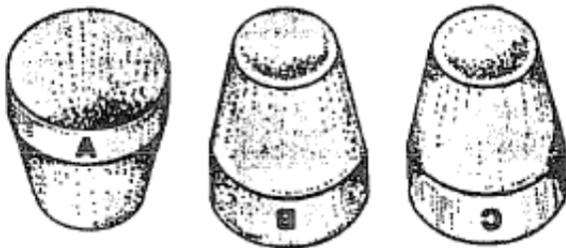
Tops Up

Place three tumblers or cups on the table, the middle one right way up and the other two upside down.

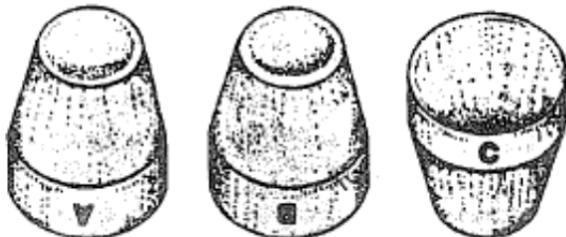


Ask your friends to turn over two cups at a time to get all three cups the right way up -- but it must be done in only three moves, no more, no less. After they have all tried, you do it for them and then let them try again. (By the way, when you make the second move, cross your hands -- it will help to confuse them!)

Turn cups A and B.



Turn cups A and C.



Turn cups A and B.



When you have done this, turn the middle cup upside down and invite anyone to try. It is impossible to do it from this new position.

Coin Circle

You will need six coins or counters

1. Place six coins as in this diagram. Now challenge anyone to move three of the coins, one at a time, so that the six form a circle. After your friends have tried, you do it for them

For the sake of explanation, the coins are "lettered" as follows:

A B C
D E F



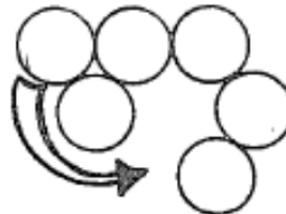
2. Move D so that it touches E and F.



3. Move E so that it touches A and B.



4. Move A so that it touches E and D.



It looks so easy!



Opening Ceremonies

WELCOMING PROGRAM

A simple program for the opening meeting of the Cub Scout year.

No scenery is required for this program. There are no costumes, unless the organization sponsoring has a uniform. The verse may be said by individual performers or by groups of children. Have the performers line up on stage. Let each performer (or performers) step forward as he gives his verse. The final two verses are given by all. Insert the name of your group where indicated. In the seventh verse, have the performers point at the audience on the last line.

- 1st SPEAKER: A Scouting year is starting,
And we'd like to welcome you.
And tell you what our purpose is,
And what we hope to do.
- 2nd SPEAKER: The CUB SCOUTS are a group of boys;
It helps us grow up strong,
And teaches us to do what's right
And fight against what's wrong.
- 3rd SPEAKER: It shows us how much we can do,
If we work as a team;
Then we'll have fun and jobs won't be
As hard as they first seem.
- 4th SPEAKER: We'll go on hikes and field trips,
To learn of nature's wonders,
So we'll respect her when we're grown
And not make any blunders.
- 5th SPEAKER: And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
In helping one another.
- 6th SPEAKER: We'll learn to be good citizens
And, hopefully, we'll see
That laws are made for all the men
So each man can be free.
- ALL: To do all this, the CUB SCOUTS NEED
Good leaders - this is true
That means we need the help of all
Of you - and - and YOU!!!!
- ALL (OR ONE): And now, to start the year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star-Spangled Banner." (All rise and sing.)



GAMES

Kathy Smith

Boys Line Up across the front of the room in order and each in turn reads their part.

G - Cub 1: Games are fun and teach us a lot.

A- Cub 2: Active Games or Board Games are all fun to us.

M - Cub 3: Monopoly, Checkers, Tag, Relays, Chess

E - Cub 4: Each must take turns and be patient between.

S - Cub 5: Sportsmanship is a lesson learned.

Cubmaster: Now please join us in the Cub Scout Promise.

Who Wants To Play?

Kathy Smith

6 boys (or 5 boys and a adult)

Each of the first 5 boys walks across the front holding up a game in a box for all to see.

6th boy walks across the front and says, "Games are Amazing! Wanna Play?"

Cubmaster: Please join us in the Pledge of Allegiance.

Advancement Ceremonies

GAMES ADVANCEMENT

Note that this and other ceremonies should be reviewed and modified to suit the specific awards being giving at the meeting. This ceremony is written so that any particular award can be used or omitted without impacting the whole of the ceremony.

Cubmaster: There are a lot of computer games on the market today, and while I was surfing the Internet the other day, I found a really good one that I want to share with you. It's called "Advancement."

Now unlike many of the games out there, this one doesn't have all the wiz-bang violence and high-speed flying and diving; it doesn't involve racking up billions of points on the scoreboard; and it can only be played by a very select group of people—Cub Scouts. This is a "game" that checks out your ability to "Do Your Best."

And as in any game, the player must first learn the rules of the game. In this program, the players start in any grade, from 2nd through 5th. They learn the rules, such as the Cub Scout Promise and the Law of the Pack; what the different signs and signals mean in the activity, like the handshake and Scout sign; and special phrases and messages used during play, like Webelos and "Do Your Best." Once they've learned these basic rules, they are ready to begin the game in earnest. And once the player has learned the rules, the computer places an icon on the screen that shows the player has completed the "rules" phase—the icon looks like this.

[Cubmaster holds up a Bobcat badge.] It looks like a Bobcat!

(BOBCAT) As a matter of fact, I think we have some Cub Scouts here tonight who also found that program and have been studying the "rules" so that they are ready to join in.

[List names of Bobcat recipients and call them with their parents to the front of the room.]

As with any program, software or otherwise, we have to understand what we are getting ready to do and how we're supposed to do it before we get started. You guys have done that. Just to help remind the rest of the players, will join with me now in reciting the Cub Scout Promise?



[Hand parents the awards to present to the boys and congratulate them with the Cub Scout handshake.

To get to the first level, the player has to get through 12 achievements. And like in other computer games, the player has to "learn" how to do things to complete these achievements. In the first level, the achievements include everything from doing physical feats of skill to learning about the flag and holding a flag ceremony to learning make the right decision in unsafe situations. And once you've completed the 12 achievements, another icon is displayed [holds up Wolf badge]. This one looks like a Wolf.(WOLF)

Among all of you computer wizards out there tonight, it turns out we have some who have reached this level of the program. [List names and invite them with their parents to come forward.] These players have spent a lot of time learning new skills and have reached the Wolf level. [Hand out badges to parents to give to the boys.

Once the program advances the players to the next level, the achievements become a little tougher and the players have to make some program choices to complete this level of the program. I guess the program uses "if... then" statements or something. Anyway, at this level, the players again try to complete 12 achievements, but in four different subject areas—God, Country, Family, and Self. Once they've completed 12, a new icon is displayed[hold up the Bear badge].(BEAR)

Again, we've got some real program experts with us tonight who have completed these achievements. [List off Bear candidate names and invite them and their parents to the front of the room.] These Cub Scouts have mastered their level to get the Bear icon, but they are encouraged to keep working on this level until the program moves them up to the next level. [Hand parents the awards to present to the boys and congratulate them.

The Advancement program is a little different than other programs. Because once you've gotten the Wolf icon, you still stay at that level until the program tells you it's time to begin working on the next level. But while you're working at the Wolf level, you still do other things and learn new skills. And as you do, the program gives you bonus icons [hold up arrow points]. An arrow point is awarded each time a boy completes ten electives; a gold arrow point for the first ten and a silver arrow point for each ten after that.(ARROW POINTS)

[List off Arrow Point candidate names and invite them and their parents to the front of the room.] These players (in both the Wolf and Bear levels) have really mastered the program and are gaining a lot from it. Tonight we award them with the extra arrow points they've earned. [Hand parents the awards to present to the boys and congratulate them.

This Advancement program is really a pretty smart program. Whether or not a player gets the icon for a level, the program automatically advances the player to the next level when the player is ready to take on new challenges. For those who have advanced to the level above Bear, they begin to get ready for an even greater, more challenging program that they'll be able to enjoy in just a couple of levels later—it's called the Boy Scout Advancement program. So the players in the next level begin to "prep" for this Unlike the Wolf and Bear levels, this next level of play involves completing separate activities for which the program recognizes the player. These activities are more challenging than the Bear achievements, but then again, the players are ready for them too. While the player completes the activities, he also works on special challenges—part of the "prepping" I

mentioned. This assures that the player will understand the rules and requirements of the program after this one. As the player completes an activities, he gets a mini-icon [hold up Activity Badge pins] and when he has gotten certain mini-icons and completed the "prep" challenges, the program gives him yet another icon [hold up Webelos badge].(WEBELOS)



With us tonight are some players who have done just that. They have worked the program to get several mini-icons (or Activity Badges) and some have even completed the prep challenges to get the Webelos icon. [List names and invite them with their parents and Webelos Den Leaders to come forward.]

[Hand parents the awards to present to the boys and congratulate them.]

So the program seems to go on and on. But really, there is a "finish" to the program, and some very hard-working players even reach the pinnacle (the top) of the program by going all out. These players have to "capture" other mini-icons and complete even more of the challenges in this level of the program. But when they have, the program awards them the top icon [hold up Arrow of Light Award]. It takes a lot of program skill and perseverance—sticking to it—just like with any other computer program. This icon is so special, that the players who get it carry it over into the next program, Boy Scout Advancement.(ARROW OF LIGHT)

Tonight we recognize those players who have displayed their skills in the program, have worked hard to master the challenges of the "game" and have come out on top. [List names and invite them with their parents to come forward.] [Hand boys the parent's Arrow of Light pins to present to their parents. Then give parents the awards to present to the boys and congratulate them.]

One final word about this program. Anyone can play. And for the players who Do Their Best, they all come out winners!

Cub Scouting Is Like Playing Baseball

This ceremony takes you through all the ranks. Badges can be presented at each base as the Scouts walk around the infield. Or they can be held and presented at Home plate by calling everyone in one rank at a time. If you are not doing Arrow of Light, take time to modify that section to use it to inspire Cubs finish their path around the bases. If you are indoors, set up a small scale baseball diamond.

Participants:

All Cub Scouts – Tiger, Bobcat, Wolf, Bear, 1st Year Webelos and Graduating (2nd Year) Webelos Scouts, Den and Webelos Leaders, Parents of graduating Webelos, 5 Boy Scouts, Cubmaster.

Setup: Use a baseball field with bases set about 40 to 60 feet apart (60 feet is Little League standard). Parents stand near third base dugout; Boy Scouts stand near first base dugout; Cubs and Webelos stand near home plate with Den and Webelos Leaders beside their dens. Cubmaster stands at pitchers mound.

Cubmaster: Cub Scouting is like playing baseball. Each base we go to indicates a certain level of skill obtained.

The Tigers are in the on-deck circle. (Tiger Leader takes all Tigers to on-deck circle) Call Tiger parents to on-deck circle. Present awards to Tigers.

When the Cub got up to the plate for the first time, he was a Bobcat. The Bobcat learned the Cub Scout Promise, the Motto and the Law of the Pack. And, as all ball players, he got to wear the uniform showing everyone in the stadium what team he was on - in our case the Blue and Gold team. Call new Bobcats and their parents to Home Plate. Present Bobcat awards.

(Den and Webelos Leaders advance all other Cubs to 1st base and stop.)

The Bobcat hit the ball and ran to 1st base - the first leg of the diamond. At this point he learned the basics of the sport - throwing the ball, batting and catching. To the Scout, it was learning what it meant to help other people and to give good will - a time for the Cub to learn the basics



with his coaches, mom and dad. The Cub is on his way to manhood. Call Wolf Parents to First base and present Wolf Awards. (Wolf Cubs and Wolf Leader stay at 1st; the rest go to 2nd base.)

The Cub arrives at the second base, half way around. At this point he learned that through practice and determination one became a better ball handler, better thrower and better batter. The Cub is given choices in the Bear book and begins to choose what he wants to do and where to excel. The Bear Cub sharpens his skills and begins to enjoy the team aspect of the sport, not just individual achievement. Call Bear Parents to Second base and present Bear Awards. (Bear Cubs and Bear leader stay at 2nd; the rest go to 3rd base.)

The Cub now arrives at third base. He can see victory! He knows that if he makes it to third, he has a good chance of scoring. As he passes the shortstop he looks at the coach for guidance. This is the year in the Cub's life that changes most dramatically. He becomes a Webelos. It is the acronym for We'll Be Loyal Scouts. To the baseball player, it means that he has mastered the rudiments of the sport and now must rely on his coach to lead him around the bases. The Scout begins to trust others, listen to the coaches, back up his fellow team members and show maturity on the field. The Webelos 4th grade Scout goes on a few campouts and obtains a taste of adult responsibility. Call First Year Webelos Parents to Third base and present Webelos Awards. (Graduating Webelos go half way to home plate.)

The Cub has gotten the high sign from the coach and he puts on the afterburners as he rounds third base. He's heading for home. The fans are standing, rooting as he approaches home plate. The Cub is on his last leg of the course. He knows he is going to score. The anticipation is tremendous, as he knows his run could win the ball game. (Parents of graduating Cubs and Boy Scouts go to home plate and wait to give the boys a "HIGH FIVE" as they cross the plate.)

The Cubs have earned the Arrow of Light, the highest award given to a Cub Scout. He has prepared himself to return home, but this time as an accomplished ball player. He's learned the fundamentals of the sport. He has learned that he should be **TRUSTWORTHY, LOYAL, HELPFUL, FRIENDLY, COURTEOUS, KIND, OBEDIENT, CHEERFUL, THRIFTY, BRAVE CLEAN and REVERENT.**

He started from the on-deck circle as a Tiger or home plate as a little league Bobcat and will now return home as a young Scout ready to enter the senior league, the Boys Scouts, and be welcomed by his new coach and team mates from Troop _____. He will be greeted by the most influential people in his Cub sporting career - his parents. They helped him every step of the way around the bases. They are so proud of him that they, too, are anxious for him too cross the plate. They were with him as he touched every base and will continue to be with him in the dugout and after the game.

The Arrow of Light is the only badge of rank earned by a Cub Scout that can be worn permanently on the Boy Scout uniform. There are 7 rays of light on the badge to not only signify the 7 days of the week but the 7 virtues of playing the game:

1. WISDOM - Putting to right use the knowledge they have obtained.
2. COURAGE - To meet the opposition head on in spite of one's fear.
3. SELF CONTROL - Controlling one's temper during the game. Being sportsmen.
4. JUSTICE - Justice will prevail, even if you think the umpire made a bad call.
- 5/6. FAITH and HOPE - Two virtues that all players must have on and off the field.
7. And finally LOVE - Love of family, love of home, love of God, love of fellow members and love of the game.

These are the seven virtues that will make you successful in the games to come. Now would the following Scouts proudly stride into home and receive their Arrow of Light.



Closing Ceremonies

Peace Closing

Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer which was broadcast to earth by astronaut, Frank Borman, while on a moon-orbiting mission:

"Give us, O God, the vision which can see thy love in the world in spite of human failure. Owe us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the *knowledge* that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace."

Thank You Cubmaster Moment

(Hold up a card with the words THANK YOU printed on it.) Two simple words. Two important words that tell someone else that you are appreciative, courteous, and thoughtful. We do many good turns for others...but do we always take time to thank others for a good turn done for *us*? Let's all remember that a sincere "Thank you" is your way of expressing gratitude for a good turn received. Remember to say "Thank you".

Honesty

Honesty – Lord Baden-Powell, the founder of Scouting said: “Honesty is a form of honor. An honorable man can be trusted with any amount of money or other valuables with the certainty that he will not steal it.”

When you feel inclined to cheat in order to win a game, just say to yourself, “After all, it is only a game. It won’t kill me if I do lose.” If you keep your head this way you will often find that you win after all. It’s great to win, but if you can’t win, be a good loser.

Pizzazz

A Box of Cheer

Here is a quite simple and fun way to introduce a cheer. Get a small Cheer detergent box, clean it out, and voila, you have a Cheer Box for all the cheers. Take all the cheers and applauses that you have and put each one on a slip of paper, then drop them in your Cheer Box. During the pack meeting call up one of your scouts to pick a cheer out of the Cheer Box (No peeking!), Then have him lead the cheer.

Some Cheers

The Ball Applause: Hold any kind of ball in your hands. When you are holding the ball, everyone is quiet. When the ball leaves your hands, everyone goes wild and cheers. Try bouncing the ball, faking a throw, or tossing it to another person.

Home Run Applause: Simulate swinging a bat at a ball, shade your eyes with your hand and yell, “**Thar she goes!**”

Home Run: Simulate swinging a bat, then shade your eyes with your hands and yell, “**It’s outta here!**” or “**It’s way back and it’s gone!**”

Bouncing Ball: Using a super ball or golf ball (preferably), drop the ball from an outstretched hand over your head or toss it upwards. Have the group yell, “**Pow**” every time the ball hits the floor.



Run-Ons

Cub 1: You want to hear something funny? My sister thinks a football coach has four wheels.
Cub 2: Ha! Ha! Ha! Ha! Ha! How many does it have?
Cub 1: Speaking of baseball, I have something here that can run but can't walk.
Cub 2: What is it?
Cub 1: Water.
Cub 1: What do baseball players eat on?
Cub 2: Home plates!
Tiger Cub: What's the quietest sport in the world?
Den Leader: I don't know.
Tiger Cub: Bowling. You can hear a pin drop.
Dad 1: I hear your son is on the football team. What position does he play?
Dad 2: I think he's one of the drawbacks.
Professor: Class, what has eighteen legs and catches flies?
Student: A baseball team?

The Shoe

Equipment: Two people, one wearing only one tennis shoe.

Preparation: Decide who will wear the one shoe, practice

Cub #1: *(wearing only one shoe is looking around looking underneath and behind things.)*

CUB #2: "Did you lose a tennis shoe?"

CUB #1: "No, I found one!"

Q: How do baseball players stay cool?

A: They sit next to their fans!

Q: What do cheerleaders drink before they go to a basketball game?

A: Root beer!

Q: What do basketball players and babies have in common?

A: They both dribble!

Q: What runs around a soccer field but doesn't move?

A: A fence!

Q: Why did the basketball player go to jail?

A: Because he shot the ball!

Q: Why did the football coach go to the bank?

A: Because he wanted to get his quarter back!

Q: Why did the golfer wear two pairs of pants?

A: In case he got a hole-in-one!

Q: Why don't grasshoppers go to baseball games?

A: They prefer cricket!

Q: Why did the police go to the baseball game?

A: Because someone was stealing a base!

Q: Why did Cinderella get kicked off the soccer team?

A: Because she ran away from the ball!

Q: Why did the cake like to play baseball?

A: Because it was a good batter.

Theme Activities & Crafts

Cap On Peg Slide

Debbie Kalpowsky

Note: This is a reverse version of the cup in a ball game.

Materials:

- Wooden spool
- Wooden peg or dowel to fit center of spool, about 1 ½ inch long
- 5 inches cording or heavy thread
- Plastic cap to fit over the top of the doweling or peg
- Paint, color of your choice
- ¾-inch PVC slide ring

Equipment:

- Hot glue
- Paint brushes
- Punch awl or small drill

Directions:

1. Hot glue the wooden peg into the spool.
2. If desired, paint both pieces and allow to dry.
3. Punch a small hole in the center of the plastic cap.
4. Glue one end of the cording to bottom of the wooden spool.
5. Slip the other end of coring through the hole in the plastic cap, make a knot and glue in place
6. Mount the slide ring to back of the spool using hot glue.



Story Box

Use already-made boxes or boxes that Cubs have made themselves., let their imaginations go! A Storytelling Box can also be done individually or as a group. It is a special box into which the following kinds of items, or combinations are placed:

Small, smooth stones (or ceramic squares) onto which words, signs or symbols are painted, or written on.

Small, unusual objects (e.g. toys, things from nature, household items, small bits of clothing, coins, and so on).

Slips of paper or flat sticks with words or pictures on them.

Cubs work in groups of 3-5. The Den Leader can start off with a beginning, then allow one of the group members to "set the stage", or leave it completely up to the individual storyteller from the very start.

The first Cub begins by drawing out an object from the box without looking (the element of surprise makes it more interesting!) . The drawn item must be used sequentially in the story and stays out of the Box until the story is finished; i.e. it can't be put back into the box and exchanged, or saved until later in the story, or used again.

The story continues until such time as the Cub becomes "stumped", and pulls out another object. This process continues until the Cub determines that the story is finished.

Magnet Maze

Materials – Large heavy-duty paper plates, paper drinking straws or thin strips of cardboard, washers, craft sticks, small magnets, glue

Directions – Glue straws or strips of cardboard in a maze pattern onto a paper plate, being sure to leave enough room for the washer to travel through the maze. Place a washer on the plate in the maze. Next, glue a small magnet onto one end of a craft stick and let the glue dry. Hold the “handle” end of the craft stick beneath the plate and point the “magnet” end directly under the washer. Guide the washer through the maze with the magnet.



Marble Maze

For the base, use a large cardboard box lid (computer paper box lid). Turn the lid over and glue S shaped pieces of foam packing material (packaging peanuts) at different spots, making a maze for the marbles. Place the marble at one end. This will be the START. Each Scout tries to move the marble to the FINISH line by tilting the box back and forth and side to side. The Scout who gets his marble through the maze is the winner (hopefully all the Scouts can be winners!)

aMAZEing Popcorn

4-5 quarts popped corn 1c. margarine
1 1/3 c. sugar 1/2 c. light corn syrup
1 tsp vanilla 2 c. nuts
3 c. small marshmallows 1 1/2 c. spiced gumdrops

Mix popcorn, nuts, marshmallows and gumdrops in a large pan. Melt margarine in a saucepan. Add sugar and syrup. Bring to a boil stirring constantly. Simmer 3 minutes. Add vanilla, blend well. Pour over popcorn mixture and mix well.



Fun-Shaped Chips

large flour tortillas cooking spray
salt

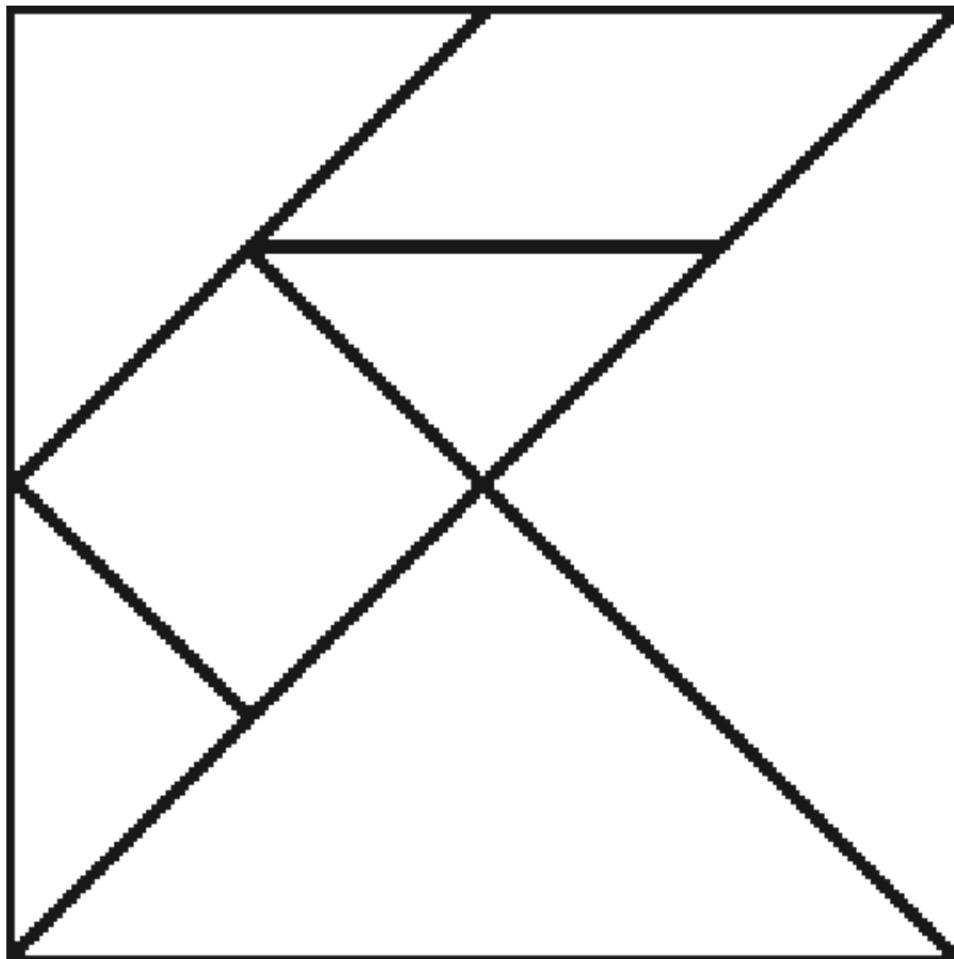
Spray the tortillas with cooking spray. Use cookie cutters to cut shapes from the tortillas. Arrange the shapes on a baking sheet, lightly sprinkle them with salt. Bake at 350 ° for 5-7 minutes. A fun variation is to pour 1/4 c sugar and 2 tsp cinnamon into a gallon-sized zipper bag and shake that up. Then put cut-out chips in to the bag and shake them.

Tangrams

Tangrams are a classic, ancient puzzle. The tangrams are seven simple geometric shapes: there are 2 large triangles, 1 medium triangle, 2 small triangles, 1 square, and 1 parallelogram.

The fun comes from trying to arrange them into patterns and pictures. For starters, you may want to try to use the seven tangrams to build one large square, one large right triangle, two smaller squares, and other geometric shapes. Also be sure to try creating the pictures below.

			
Bridge	Pipe	Rabbit	Runner
			
Candle	Another Candle	Cat	Bird





Games

String maze

You will need for each player (or team)

- * A different colored ball of string of yarn
- * A pencil
- * A prize - small candy bar, a slide kit or craft kit, etc.

Preparation: Tie the prize to the end of the sting. Hide the prize somewhere in the room. Unwind the ball of string completely, passing over, under and around table legs, furniture and other objects. Tie a pencil on the remaining end of the string. Repeat this with each ball of string, don't worry about crossing the strings; this will add to the fun.

To play: Give each boy (or team - could be a den) a pencil and tell him that there is a prize at the end of the string. Have them wind the sting around the pencil as the work their way around the room to find the prize.

Hometown Hero Matching Game

York Adams Council

Hang up pictures of famous "hometown Americans" with their names below their pictures. (These can be US heroes, locals, etc.) Have their heroic deeds listed out on a sheet that is handed out to everyone and have folks match the people with the actions.

Sealed Envelope Contest

Give each person a sealed envelope with a blank 8 1/2 x 11 sheet of paper folded inside. The Cubs are told they are to write their names on the envelope, then open it and make a design or figure out of the paper by folding and tearing it. Time it for 5 or 10 minutes. Then they are asked to put their figures back in the envelope and hand them in for judging. The prize is given not for the paper design or figure, but to the Cub who opened his sealed envelope in the neatest manner!

Paper Cup Pyramid

Trapper Trails Council

One member of each den wears a cardboard hat (a square piece of cardboard that is fastened under the chin with string.) Each team builds a pyramid by placing a layer of cups on top of each other. The highest pyramid in 5 minutes wins, if it doesn't fall.

Pull A Rabbit Out Of A Bag

Sam Houston Area Council

Each player is given a bag and each bag contains an equal number of objects. Objects used might be such things as a ball, a spool, a stick of gum and other not easily defined objects. As the leader calls out some object, each player must thrust his hand into his bag and bring out the object before the leader has counted to ten. If he succeeds in bringing out the correct object he places it to one side. If he does not succeed, that object remains in the bag. The point is to see who can bring out the most correct objects during the naming of the various items each bag contains.

Pack 'Em In

Circle 10 Council



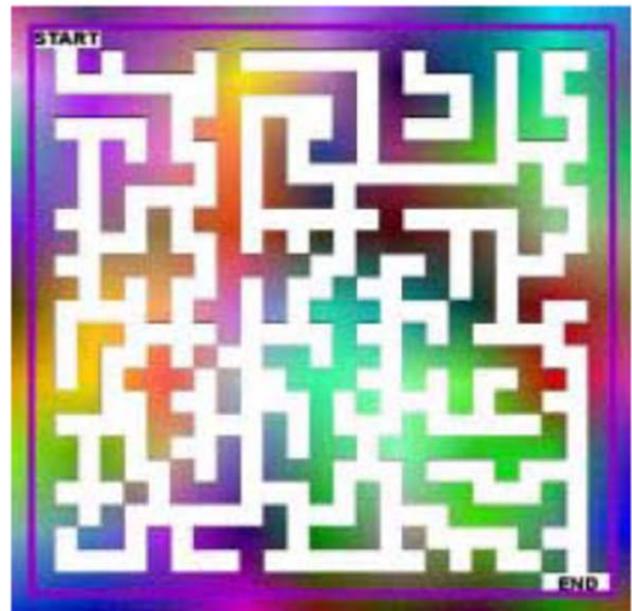
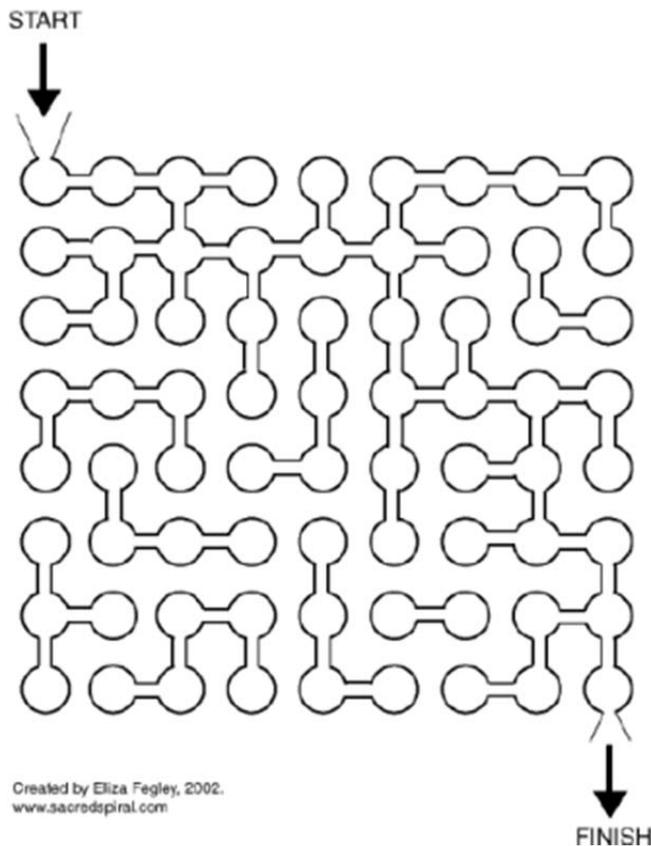
Preparation: 8 or more people, divided into teams; suitcase, umbrella, hat coat, gloves and scarf for each team (oversized works well)

Divide the group into teams and have each team separate with half at each end of the playing area. Place the suitcase, filled with the clothing, in front of the first player on each team. On "GO", the first team members open their suitcase, put on all the clothing and run down to their teammates at the other end of the playing area. Here, they remove all the clothing, put it inside the suitcase, shut the case and tag the next person in line. That person opens the suitcase, gets dressed and runs back to the starting end of the playing area. The shuttle relay continues until all members have had the chance to get dressed, travel and unpack! It is fun to provide additional articles of clothing or accessories, to make the outfit even funnier.

Caterpillar Race

Trapper Trails Council

Line up groups in single file. The first Cub Scout in each line places his hands on the ground. Each teammate behind him bends forward and grasps the ankles of the player in front of him. On signal, the columns move forward in this position. When the last player in the column crosses the finish line the team has completed the race, provided that their line is still intact. The first team to complete the race wins.



Which Country's Coins

York Adams Area Council

Gather coins from different countries and place them on display, labeled with unique identifiers. Then list out on sheets of paper the different countries represented. Have folks match the coins to the countries.



Passing The Buck

Inland Northwest Council

Material: a beanbag or small rubber ball used as the "buck". Players form a circle and the "buck" is tossed from player to player. The person catching the "buck" must begin to tell a story - something made up on the spot. The player holding the "buck" tosses it to another player who must catch it and continue the story. The story can take any form just as long as there is an attempt to connect it to the last player's contribution. Players must not break the flow of the story no matter how fast the "buck" is passed. Those who have the "buck" must speak--if only a few words--then they can toss it to another.

Minuteman Run

Inland Northwest Council

To play this game, you'll need a group of about 10 boys. The players form a circle and hold hands. A person who is chosen "IT" stands inside the circle. He walks around the circle, tapping each player's hands as he says each word of the rhyme, "Red, white, blue, out goes you!" The two persons he taps on the word, "You," run around the circle in opposite directions, "IT" steps into one of the empty places. The last one to get back to the other empty place becomes "IT",

The game continues as long as you want it to, or until the players are tired out. You might want to include some variations in tile game such as hopping, skipping, walking, or galloping,

Guard the Treasurer

Inland Northwest Council

One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels", (*beanbag or whatever*, **My suggestion:** you can find chocolate coins covered in gold foil at some discount stores--Baloo). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can not longer try for the treasure. Play ends when the "jewels" are captured.

Game

Crossroads of America

Hide pennies around the room and have teams direct a blindfolded person to find the pennies. The team with the most pennies at the end of 5 minutes wins the pennies they found.

Discovery Game

Simon Kenton Council

Supplies: compass (have each boy bring his own), piece of paper for each boy (or den) with the name of their discovery.

The object of this game is for each boy (or den, if used as a Pack Meeting game) to "discover" a part of his town. The discovery is simply a hidden piece of paper with the name of a building or landmark on it. Directions are given by compass bearings and steps to find their building or landmark. The den leader or Cubmaster begins by pointing North. Each boy (or den) is given an envelope with instructions. Example: "You are looking for the old rock house. Go southeast until you come to the corner of the room. Go north 7 steps. Look around the furniture you find there. The boy (or den) might find a piece of paper there with "old rock house" on it or they might find a piece of paper with new directions. The boy (or den) which finds their building or landmark first wins.





Who Am I?

National Capital Area Council

Make up a "Who Am I" card for each scout. This card has the name of someone who is famous or well-known in some field of communication -- past presidents, politicians, actors, radio personalities, etc. Tape one card on the back of each scout as they arrive (be sure the scout does not see the name). The scouts are allowed to ask each scout two questions which can only be answered with "Yes" or "No" as they try to guess "Who" they are.

Amazing Numbers

You will need a calculator for this:

Take the number of the month you were born,

multiply by 4,

add 13,

multiply by 25, subtract 200,

add the day of the month on which you were born,

multiply by 2, subtract 40, multiply by 50, add the last two digits of the year in which you were born,

subtract 10,500.

Notice anything funny about your answer

Skits

Sportsmanship Skit

Make large cards with the following letters-S-P-O-R-T-S-M-A-N-S-H-I-P. You'll need the Cubmaster and 13 Cub Scouts, each with one letter. As the Cubmaster reads the letters the boys show their cards, read the words for their letter off the back, and hold them up for the rest of the ceremony.

CM: At the start of a baseball game, the announcer yells, "Play Ball!" Very soon, we will be saying that for our big game here at our Pack picnic. But before that, 13 Cub Scouts and I would like to remind you of something very important. We'll do it with a little spelling lesson:

Cub # 1: S – is for smiling, even if you hurt inside.

Cub # 2: P – is for pardoning parents who may show poor manners.

Cub # 3: O – is for oozing enthusiasm for your car and your fellow Den members.

Cub # 4: R – is for respecting the feelings of other Cub Scouts.

Cub # 5: T – is for trying your best and (next letter) is for being satisfied with yourself.

Cub # 6: M – is for mastering self-control.

Cub # 7: A – is for anger, which has no place in our meetings.

Cub # 8: N – is for noticing that only one can win.

Cub # 9: S – is for success in doing your best.

Cub # 10: H – is for hushing boastful words.

Cub # 11: I – is for inspiring us to congratulate the winner.

Cub # 12: P – is for playing the pinewood derby for fun.

CM: Let us remember that word 'Sportsmanship' during our derby tonight.



A Day at the Ball Game

Divide audience into four groups. Assign each group a response to say when their word is said in the story. Practice as you assign parts.

Johnny "Cheer, Cheer"

Den Leader "Happy, Happy"

Umpire "Blind As A Bat"

Kirby "Our Hero"

One fine day Johnny's () Den Leader () decided to take his Den to a ball game. Johnny () was so excited because his idol Kirby () was playing that day. The Den Leader () and some of the parents loaded all the boys into their cars and headed for the ballpark.

On the way to the game, the Den Leader () pointed to a man in another car and asked, "Why would a person put on such a dark suit on such a warm day?" Johnny () looked at the man and exclaimed, "He's an umpire! () I wonder if he is going to the game?" Sure enough, when Kirby () and the other players ran onto the field, out strolled the same umpire () that Johnny () and his Den Leader () saw on the way to the game.

When Kirby () ran out to his fielder's position, Johnny () and all the other people cheered for they knew Kirby () was a great player. The Umpire () called "Play Ball" Everyone was on the edge of their seats as the pitcher took his sign, wound up and delivered his first pitch. "Crack" went the bat and a long fly ball was headed toward Kirby (). Back Kirby () ran, nearer and nearer to the fence, until he was right up against it. At the last minute he made a great leap into the air and the ball thudded into Kirby's () glove. Johnny (),

his Den Leader () and everyone cheered as the Umpire () signaled "He's Out." The pitcher then struck out the next two batters with the Umpire () calling the strikes real loud.

Now it was Kirby's () teams turn at bat. Johnny () was hoping Kirby () would hit a home run. First man up, "Crack," a single. The next batter also singled and now to bat came Kirby (). Johnny (), his Den Leader (), and everyone was cheering and hollering for Kirby () to hit a good one. "Strike One", called the Umpire () and Johnny's () heart came up in his throat. "Strike Two", called the Umpire (), and Johnny's () heart sank. The pitcher took his sign, checked the runners, wound up, and delivered. "Crack" went the bat and Johnny () knew Kirby () had hit a long one. Back, back went the fielder, clear to the wall. He leaped, but the ball hit the wall above him. Kirby () was churning his wheels around first, around second, heading for third. In came the ball and Kirby () hit the dirt. "Safe" yelled the Umpire (). Johnny (), his Den Leader (), and everyone cheered.

Johnny () was real happy because although his idol Kirby () had not hit a home run, he had hit a triple. And that is as close as any idol can come to what is expected of him. Therefore, Johnny (), his Den Leader (), and everyone went home happy.

Harlem Globetrotters

Three Scouts are doing laundry. Each is sitting behind a bucket that holds his "laundry". Two of the buckets really have water and a rag or two. All three work at scrubbing and wringing water from their laundry for a few seconds. One sitting on the end shakes the water from his hands getting his neighbor slightly wet. This provokes the Scout in the middle who retaliates with a splash back, escalate in comedic fashion till the one on the end throws a wet rag at the face of the Scout in the middle who ducks. The rag sails on till it smacks the Scout on the far end (previously not involved in the water fight) in the face. The smack-ee picks up his bucket to dump on the others who take flight into the audience.



The Punch line: When the actors are in the crowd the smack-ee tosses the contents of his bucket in a wide arc over as much of the audience as possible. You can fill the bucket with pieces of newspaper, but in a Scouting setting a bucket full of leaves would work just as well. If the actors have a little talent and practice this can be extremely funny

Songs

Rotten Reeboks

(tune: Clementine)

Rotten Reeboks, dirty sweat socks,
Generating toxic fumes,
I've seen flies dead, struck in mid air
Fatal venture to his room.

In my brother's bedroom closet
Stinkarooning like refuse
Dwelt a size 10 pair of sneakers
With a smell you couldn't lose.

Aging tennis, in a corner
Turning the air a bluish green,
Hope the county doesn't visit
They'd condemn us sight unseen.

I've tried bug balm, lemon air scent
Even spray that smells like pine,
Must be something that can cut it,
Something strong, like turpentine.

Even weirdo, crazy mutt dog
Who has breath you can't adore,
Makes a wide turn, cuz his eyes burn,
Every time he nears the door.

"What's the big deal?" asks ol' big foot
None of his friends notice it.
"Proves they're brain dead," says my sister,
"Doesn't surprise me a bit."

"Not to worry," says my father
"Could be money after all,
"Pentagon might pay a bundle
"For the secret to it all."

This is My Baseball

(Tune: This is My Country)

This is my Baseball,
I'll share it with you.
This is my baseball
Bring your bat and mitt too!
I'm playing with my friends,
I'm gonna hit one home.
Cause this is my baseball
To share and to hold.

The Athlete

(Tune: My Bonnie)

They gave me a suit and a number,
And sent me out on the field.
They gave me a ball called the pigskin,
And shoes with some cleats, toe and heel.

Chorus: Muscles, and cramps,
wracking my body with pain, with pain,
I stand, wondering,
If ever I'll do this again !

Next time they gave me a racquet,
Then sent me out on the court
Funny the things you encounter,
While trying to learn a new sport. Chorus:

The ordeal was finally over,
At least, that's what I thought.
When they shoved me the soccer equipment,
I fainted dead on the spot ! Chorus:

Cub Scout Sports Song

(Tune: My Bonnie)

My baseball went over the fence
My arrows are broken to bits
My volleyball been deflated
After riding a horse I can't sit

Chorus: Belt loops, belt loops,
I'll earn my sports pin today, today.
Belt loops, belt loops;
My letter is not far away

My bicycle has a flat tire
My boomerang just won't return.
They say that I've lost all my marbles
And I still haven't gotten my turn. Chorus:

My dog ate my ping pong paddle.
My badminton birdie has flown.
I sprained my right ankle while jogging
And was stranded ten mile's from home. Chorus:

They say that Cub Scout sports are fun.
Some day I would like to know.
I've been wandering around for an hour
Just waiting for my Den to show. Chorus:



OCTOBER

DOWN ON THE FARM



Themes Similar to Down on the Farm

Month	Year	Theme
Down on the Farm		
May	1949	Farming
April	1950	Country Fair
September	1951	Barn Raisin'
November	1953	Harvest Fair
October	1955	Cub Scout Beekeepers
April	1959	Down on the Farm
November	1959	The Country Store
September	1961	Harvest Fair
August	1973	County Fair
November	1976	Rural America
April	1985	Farmer Brown and His Friends
October	2001	Down on the Farm
October	2007	Down on the Farm
October is Fire Prevention Month		
May	1957	Cub Scout Fireman
October	1960	Fire Detectives
October	1971	Fire Detectives
October	1978	Be Firesafe
October	1979	Fire Detectives
October	1981	Be Firesafe
October	1987	Fire Detectives
October	1992	Fire Detectives
September	1995	Dial 911
October	1997	Fire! Fire!
October	2005	To The Rescue
November	2009	Scout Salute

CORE VALUE
RESPONSIBILITY



OCTOBER – DOWN ON THE FARM

Gathering Activities

Animal Name Game

Put the correct letter in front of the appropriate space.

- | | |
|---|------------------|
| _____ 1. Adult female horse | A. Piglet |
| _____ 2. Adult male goat | B. Rooster |
| _____ 3. A horse not yet 1 year old | C. Calf |
| _____ 4. Baby cow | D. Drake |
| _____ 5. Young male horse | E. Colt |
| _____ 6. Adult male duck | F. Mare |
| _____ 7. Baby pig | G. Buck or Billy |
| _____ 8. Adult male chicken | H. Foal |
| _____ 9. Young duck | I. Ewe |
| _____ 10. Young goats | J. Poults |
| _____ 11. Adult male horse | K. Kids |
| _____ 12. Adult female pig | L. Duckling |
| _____ 13. Adult male cattle | M. Stallion |
| _____ 14. Adult female sheep | N. Sow |
| _____ 15. Young chickens or young turkeys | O. Bull |

Answers: 1-F, 2-G, 3-H, 4-C, 5-E, 6-D, 7-A, 8-B, 9-L, 10-K, 11-M, 12-N, 13-O, 14-I, 15-J

A Beginner's Halloween Puzzle

W G G N P Z N N
 Q H B A T F Y K
 M O O N W E B Y
 P S P I D E R N
 G T O W L C O I
 S P O O K A O G
 B L A C K T M H
 Q P W I T C H T

BAT NIGHT
 BLACK OWL
 BROOM SPIDER
 CAT SPOOK
 GHOST WEB
 MOON WITCH

Barnyard Frolic

Prepare duplicate list of names of farm animals and cut them into strips. Give each boy one of these slips of paper. After everyone has an animal name, they must make the sound of that animal until they find their matching animal. Be sure to pick animals that the boys can make their noise. A fun prank for one of the leader's, who is a good sport, is to give him or her an animal that has no match. Then at the end of the game he is the only one making an animal sound.



Opening Ceremonies

Farmer's Welcome Opening

(Cubmaster enters dressed in farmer garb. He could wear overalls or jeans with a plaid shirt, a straw hat, boots, etc.)

Welcome, everyone, to the farmyard of Pack _____. I'm Farmer _____, the boss around here. I'm really glad you could come visit us tonight!

You know, on the farm there is plenty of work to do. Everyone in my family is busy planting seeds, harvesting crops, feeding the animals, and just keeping the farm running. But we are never too busy to help our neighbors in need, or help out at the local church, or even raise the flag down at the town square.

That's one thing I like about the Cub Scouts. You are busy with schoolwork and earning all those fancy awards, and playing with your buddies, but you are never too busy to help when you're needed. I like that line in the Cub Scout promise that says "... to do my best, to do my duty to God and my Country..." You really know how to do your best and do your duty, both to God and your Country. Will you please rise and reflect on how you can continue to do your duty to God and this great country as we salute the flag and say the Pledge of Allegiance.

America, the Beautiful Opening

Cubmaster: Flying across the country, you can look down and see the patchwork quilt of the nations farms. Mile after mile of different crops, each one supplying a different color to the "quilt." You can look down and literally see the "amber waves of grain." Please stand and join me in singing, "America the Beautiful."

The Vegetable Seedling

Arrangement: On the head table is a vegetable seedling and a fully mature vegetable plant.

Cubmaster: This tiny seedling doesn't look like much, does it? It's very weak and fragile. But we have learned this month that if we plant it in good soil, and if we make sure that it gets lots of sunshine, air and water, it will grow up to be a big healthy (type of vegetable) like this one. Cub Scouts are like this seedling. They need certain things too. Things like proper rest, food and exercise. But Cub Scouts need something more than that. If they are going to be the kind of men we all admire. They have to have healthy minds and spirits as well as healthy bodies. In Cub Scouting, and later on in Boy Scouting, boys can develop that extra quality of mind and spirit. They do it by following the Cub Scout Promise, and later, the Boy Scout Oath. Will you all please stand now and join me in repeating the Cub Scout Promise?

This Fertile Land

Narrator: From the very first Thanksgiving feast our country has been blessed with enough food for all of its citizens. Our fertile land has always provided our farmers with more than they or we could eat. We are a nation that has fed the hungry people of the world for many generations. Today as we prepare to enjoy ourselves in the beautiful outdoors where food always tastes better, especially, when cooked by our own experts. Let us honor our flag by everyone standing in a semi-circle and joining with me in saying our pledge of allegiance.

(While everyone is still standing, the pledge has been completed, the Cubmaster or another adult leader might lead the pack in signing "God Bless America".)



Advancement Ceremonies

Chicken Egg Ceremony

Put the awards inside plastic eggs. Get a cardboard box, turn it upside down and put a tube into it. Set a chicken decoy on top of the box with some straw around it. When it is time for the awards, the Assistant Cubmaster will put each egg, in turn, into the pipe from behind a curtain. The egg will roll out and the boys can “hatch” them.

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Mighty Oaks From Little Acorns

Materials needed: Paper Cup filled with soil, Quick sprouting seeds such as alfalfa, Water

When a boy is ready to advance from one rank to another, the Cubmaster calls him to the front of the Pack Meeting with his parents and says the following:

Cub Scout , you have within you the seed of a man. Through Scouting, that seed may grow. Your advancement tonight from to is part of that growth.

To help you better understand the growth you have to make, we give you this cup of soil (*hand cup to Cub*), which represents the fertile ground of Scouting with the opportunities and direction it affords you for growth.

When you became a Cub Scout, you planted your seeds in this soil. (*Hand Cub seeds to plant in soil.*)

For a seed to grow, it must have nourishment. Your Den Leaders nourish your seeds through the activities and projects you work on at den meetings each week. (*Have Den Leaders water the soil.*)

No seed can grow without the warmth of the sun. By their encouragement and support in Scouting, your parents provide the warmth needed for your own seed to grow. (*Ask the parents to help their son place his cup in a sunny spot at home.*)

Now, Cub Scout , as you receive your advancement, we instruct you to take these seeds home and care for them so they will grow into healthy strong plants. And we promise you that as your seeds grow through the care you give them you too will grow through the care your Cub and Scout leaders give you as you go through the Scouting program.

Halloween Advancement Ceremony (Pack)

Equipment: Large kettle, dry ice, three bottles of colored water. Other decorations can be added around table or room.

Personnel: Cubmaster or Ceremony Chairman, Also could use Den Chiefs or Cubs not receiving awards to pour Bottles into Kettle of Dry ice.



Tonight as we prepare our ceremony we are aware of the approaching season of fall. And with fall comes not only the time of harvest but of ghosts and goblins. Halloween!! We have before us our own kettle of witches brew to help with the awarding of our advancements tonight. Before doing this we must add a few very special ingredients to the already boiling mixture. In our kettle already is the loyalty we share as scouts, so to that we add the blood of the bat. (*Red water*)

Another ingredient already in our kettle is the hard work, which was put in by boys, leaders and parents to achieve the recognition these boys will be petting tonight. So to this we add the venom of Spiders. (*Black colored water*)

The next and probably the most important ingredient of all that we have in our kettle are the fun, fellowship and learning experiences we all share as family and friends. To this we add the warts of Toads. (*Green colored water*)

All the ingredients have been added and mixed together so now let us bring forth before us those who have advanced since last we met. Will the following boys and their parents please come forward. (*This may be done by rank or den*) (*awards given here*)

Around us we see things reminding us of Halloween, Trick or Treat, the approach of Fall and the time for Harvest. As we bring this ceremony to a close we must remember that although this is the time of year when we think of witches, ghosts, goblins and other things that go bump in the night. This is only a once a year event. As Scouts we have something that goes with us the year round. And it can be tied into this season in name as well as deed. OUR SCOUTING SPIRIT!!

Closing Ceremonies

Cub Scout Farmer's Garden Of Thoughts Closing

Personnel: 7 Cubs dressed in farmers hats, shirts Levi's, scarves etc., with tools. Also needed cut outs of vegetables, as indicated.

1st Cub: We're Cub Scout farmers who have come your way to share with you, our garden of thoughts for the day.

2nd Cub: (holds up carrot) Take care at all times, remembering to do your best each day.

3rd Cub: (holds up lettuce) Let us always give a smile to others, as we travel down life's way.

4th Cub: (holds up turnip) Be sure to turn up at meetings and participate in the Pack activities.

5th Cub: (holds up bean) Learn not to put things off, for it's not fun being late.

6th Cub (holds up a beet) In life's game you can beat it, if you strive to beat everyone.

7th Cub: (holds up large package of seeds) And now that we have planted some seeds of thought, we'll say goodnight, for our meeting is adjourned.

Barnyard Fun

Cast: 7 Cub Scouts dressed in farming or outdoor clothes

Cub #1: You've seen our barnyard tonight in fun it did not lack.

Cub #2: Because in teamwork we were not slack.

Cub #3: To get each family involved, Cub Scouting has a knack.

Cub #4: And each of you as a part of our pack.

Cub #5: Can help our program be sharp as a tack.

Cub #6: By doing your share and not be caught slack.

Cub #7: So next month, one and all, we'll look for you to come back!



Things That Grow

Personnel: 1 Cub Scout

Setting: Boy comes forward on signal and reads script .

Cub Scout: The theme this month was “Down on the Farm.” I too, am a thing that grows. I need nourishment, and love, and attention to grow. But most of all to grow, I need my sleep. Thank you everyone, and good night!

Pizzazz

Cub 1: Knock knock

Cub 2: Who's there

Cub 1: Cows go

Cub 2: Cows go who

Cub 1: No silly, cows go moo.

Cheers and Applause

Horse Applause

Make the sound of a galloping horse by slapping your hands against your thighs.

Milking A Cow Applause

Pretend to grab a cow udder, squeeze, and say, “Squirt, squirt, moooo!”

Rooster applause

Stand up tall and crow, “Cock-a-doodle-do!

Pig Applause

Use your finger to push back the end of your nose and squeal “Oink oink, oink.”

Cat Applause

You're PURRRRRRR- FECT!!!

Call The Hogs Yell

SOOOOOOOO EEEEEEEEE, SOOOOOOOO, EEEEEEEEE!!!!!!!

Barnyard Serenade

He haw, he haw, he haw

Hay! Straw!

Explain that when you call out “hay” or “straw” the group is to respond with the opposite word. For more fun, mix them up fast.

Run-Ons

#1: Hey, look at that bunch of cows.

#2: Not a bunch, a herd.

#1: Heard what?

#2: Herd of cows.

#1: Sure I've heard of cows.

#2: No, I mean a cow herd.

#1: What do I care if a cow heard???





Sparkler

The Pea Little Thrigs

Archie Cambell used to tell this on "Hee Haw." It takes real talent and a lot of practice to learn how to do this!

Once upon a time there lived an old puther mig and her sea thruns. One day she bod her toys they'd have to go out and feek their own sorchuns, so the pea thrigs set out on their weparate saize.

The purst little lig. Turly-kale, hadn't fawn very gar when he enmannered a nice-looking count, carrying a strundle of yellow baw. "Meeze, Mr. Plan," ped the sig, "will you give me that haw to build me a strause?" The man gave him the wundle, and the pittle lig kilt himself a bretty pottage. No fooner was the house sinished than who should dock on the front nore than the werrible toolf! "Pittle lig, pittle lig!" he said. "May I come in and hee your sitty proam!" "Thoa, thoa, a nozand times thoa?" pied the crig, "not by the chair of my hinny-hin-hin!" So the wolf said. "Then I'll bluff and I'll duff and I'll hoe your blouse down!" And he chuffed up his peek, blew the smith to housareens, and sat down to a dinner of roast sow and piggerkraut.

Spotty, the peckund sig, met a man barrying a kundle of shreen grubbery. "If you meeze. plister," sped Spotty, "may I bum that shrundle of bubbery, so I can hild me a little bouse? The man banded the hundle to the panny hig, and Cotty built his spottage. But no sooner had Setty got himself spottled than there came a sharp dap at the roar and someone in a vie hoice said, "Pello, little higgy: I am a wendly froolf. May I liver your enting room?" "No, no, pelled the yiggy; not by the chin of my hairy-hair-hair!" "Very wise then, well guy, I'll howff and I'll hoe your blouse down.

"So the wolf took breveral deep seths and blew the shamzey house to a fumbles and the pat little fig becambe the doolfs winner.

The last little pig, Ruttle Lint, Met a man with a brode of licks. The man brave him the gicks, and Ruttle Lint built his cream dassle. Soon he verd a hoice: "Pittle lig, pittle lig? Swing oden your poor and well me bidcome! "Not by the hin of my cherry-chair-chair? And furthermore, you'll not hoe this blouse down because it's constricted of brucks! The bloolf woo and he woo. Then he glue aben. Meanwhile, the pig filt a roaring byer and put a bettle on to coil. "I can't let you in because my store is duck!" Just chime down the climney." So the wolf rimed up the the cloofand chimmed down the jumpney right in the wot of boiling pawter. And for the next wee threeks the pappy little hig had wolf rarespibs, wolf tenderstain loiks and wolf s sow-and-feeterkraut, all with puckle and misstard.

Theme Activities & Crafts

Potato Block Printing

Cut a slice of potato so that you have a perfectly flat surface. Trace a simple design on the flat surface. With a sharp knife, cut away the potato around the design, leaving the design raised about 1/8".

Press the potato on an inkpad and then onto a piece of paper to print. If you do not have an inkpad, cut a piece of blotter to fit in a jar lid and saturate blotter with ink or poster paint. For additional effects, cut designs on sponge or use erasers of various shapes.

(Great for printing the Cub Scout logo on napkins for your Blue and Gold. – Pat)

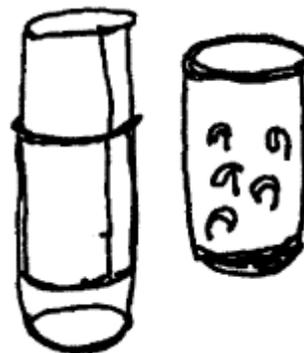
Sprouts to Watch

Materials needed: Blotter paper (buy at office supply stores), Water, Beans soaked in water for three hours, Quart size jar

Roll the blotter paper to fit the jar: Cut off excess on top. Pour some water into the jar and wet the blotter paper. Press wet blotter paper to the side of jar so it sticks. Empty out excess water. Pull blotter paper carefully, a little at a time, away from the jar and drop in seeds.

It doesn't matter how the beans are turned. In fact, if they are turned sideways or upside down, they are more exciting to watch.

Gently push blotter paper back against jar. Add ½ inch of water to the jar so that the bottom of the blotter paper is always kept in water. Add water as this evaporates.



Dryer Vent Pumpkin

You will need: White dryer vent, Orange spray paint, Brown lunch bag, Stapler Raffia, silk leaves, Glue, Wire cutters

1. You'll need to count 17 rings on the dryer vent and cut.
2. Bring the ends together and making sure that the ends of the wire are tucked in. Staple the two end rings together just behind the wire a few times.
3. Paint, making sure to cover the top and bottom.
4. Cut the top half of the lunch bag off and twist to form the pumpkin stem and glue down into the center of the dryer vent.
5. Decorate with leaves and raffia.



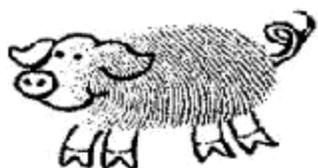
Horse Tie Slide

Supplies: Horse colored fun foam, a "google" eye, markers, yarn, paper, pipe cleaners, scissors, duct tape, glue

1. Sketch a design of a horse's head or entire horse, and transfer it to the fun foam. Cut out the basic design.
2. Draw on details, glue on the eye and yarn for the mane.
3. Tape a 1½-inch piece of pipe cleaner to the back. Twist the ends of the pipe cleaner around the neckerchief to wear as a slide.



Thumbprint Animals

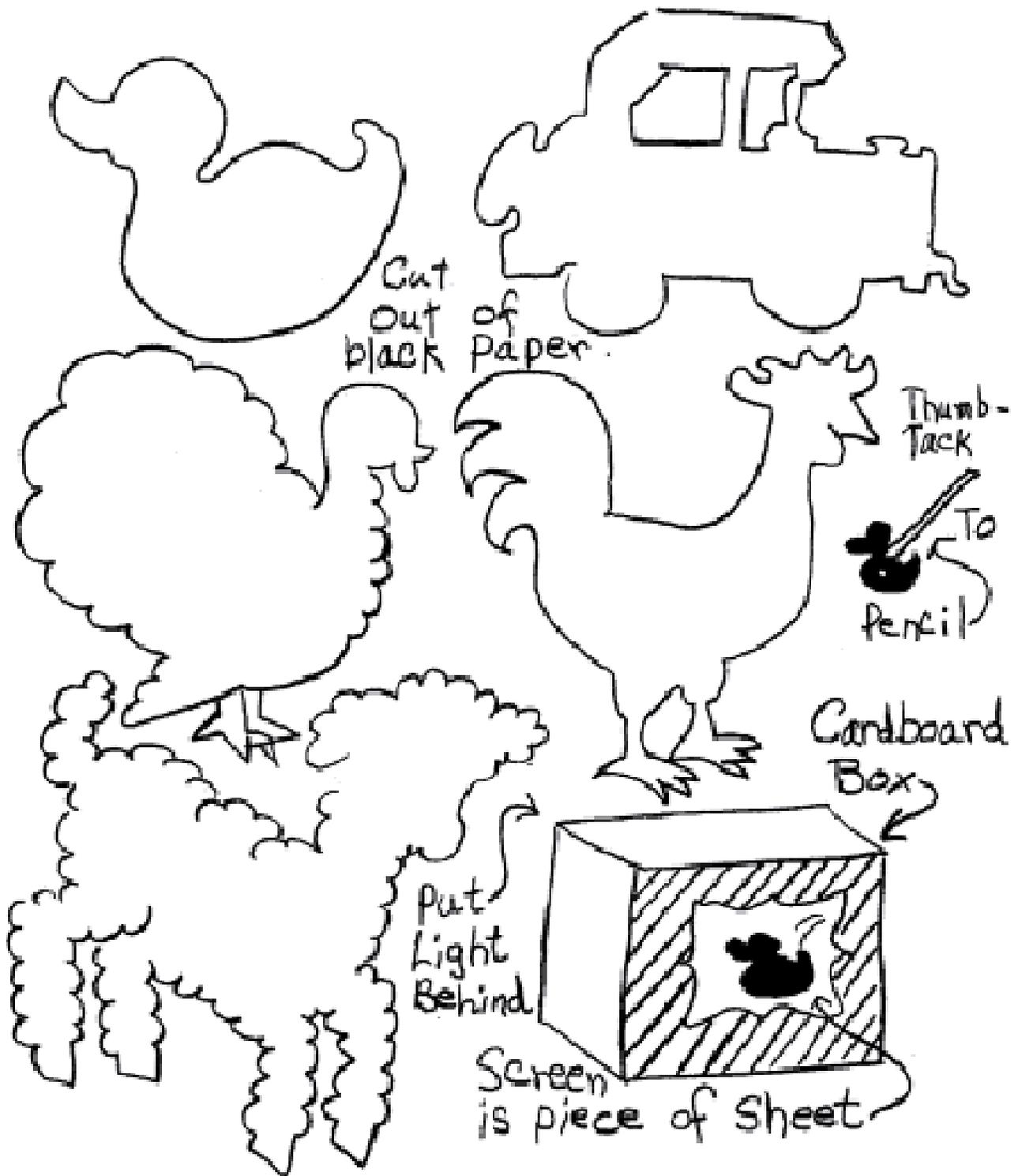


Supplies: poster/tempera paint, construction paper

Using your thumb put pink thumbprints on a piece of construction paper and make the prints into pigs. Use black paint for cows, red for roosters, etc.



Barnyard Shadow Puppets





Did you know?

- Horses will often stand “tail to tail” and shelter each other from annoying flies by swishing their tails for each other! As well as using them for fly swatters, horses use their tails to send signals to each other about how they are feeling. Roosters are the only birds with a comb on their head.
- When a male pig weighs more than 120 pounds, it is called a hog.
- Good milk cows give about 10 to 11 gallons of milk each day. Cows at many farms are milked twice daily.
- During the summer months a dairy cow might drink up to 40 gallons of water each day.
- Pigs are very smart.
- Pigs roll in the mud to protect themselves from the sun and insects.

Butter

You will need heavy whipping cream, a small (4-5 oz.) jar or plastic container with a lid that seals well, and salt. Put a small amount of cream (about ½ inch) into the container and shake well (about 15 minutes). You’ll be making three different things. Do you know what they are? First, the cream will be whipped into whipping cream. But if you keep on shaking, the whipping cream will start to separate into something solid and something liquid. The whitish liquid you see is a sweet buttermilk (not sour like you get in the store) and the lumps that look like popcorn are butter! You can drain off or drink the buttermilk. It tastes like sweet nonfat milk. And what you have left is a sweet cream butter. If you like, add salt, and spread it on a cracker or fresh bread. Congratulations! You’ve just made butter!

Roasted Pumpkin Seeds

As you hollow out a pumpkin, set aside seeds so you can roast them. They make a tasty snack treat!

1. Wash the seeds and pat them dry.
2. Soak for about an hour in soy sauce or Worcestershire sauce (you might want to try a batch of each just to see which you like better).
3. Sprinkle with garlic powder if desired.
4. Roast on cookie sheet at a low heat 225-250 degrees. After ½ hour, turn the seeds over and continue roasting for another ½ - 1 hour. Test by biting into one — they’re done when they’re crunchy.

Some variations: Soak in butter instead of the soy or Wooster sauce. Sprinkle with a few Italian spices — oregano for instance. Experiment until you find a flavor you like!

Animal Chips

Ingredients:

1 large tortilla Cooking Spray Salt

Use animal-shaped cookie cutters to cut shapes from a large flour tortilla. Arrange the animals on a baking sheet. Lightly coat them with cooking spray and sprinkle them with salt. Bake at 350° for 5 to 7 minutes and your chips are ready for a dip in salsa or guacamole.



Drink a Purple Cow

Ingredients: Vanilla ice cream Grape juice Lemon lime soda

Drop a scoop of ice cream in a clear cup. Pour the juice and soda on top.



Dinner in a Pumpkin

Ingredients:

1 sm. or med. pumpkin

1 lb. ground beef sautéed with onions, celery and pepper

1/4 c. soy sauce

2 tbsp. brown sugar

1 (4 oz.) can sliced mushrooms, drained

1 can cream of chicken soup

2 c. cooked rice

Paint a face on the pumpkin with acrylic paints before it's baked. Preheat oven to 375°. Cut the top of the pumpkin off and clean it out. (Save top.) In medium bowl, combine beef mixture, soy sauce, brown sugar, mushrooms, soup and rice. Put into pumpkin. Replace pumpkin lid. Place on baking sheet and bake 1 hour or until pumpkin is tender. When served--scoop some pumpkin out with mixture. Makes 6 to 8 servings.



Growing Crops

Here's how to give your pumpkin a great head of hair:

Have an adult help cut off the top of the pumpkin. Scoop out some of the seeds and matter, but don't break into the soft center. Line the hollowed-out part with moist absorbent cotton. Plant grass seeds on the moist cotton. Keep it watered until the head has a crop of green hair. Then cut out or paint a face on your pumpkin.

Miniature Greenhouse Materials: clean 2-litre bottle flower pot, seeds, pebbles or small rocks peat moss

Cut the plastic bottle in half. Place a handful of rocks in the bottom of the pot. Fill the pot with peat moss and plant your seeds. Water the soil and seeds. Place the top half of the bottle over the flower pot and set in a sunny spot. Water your plant a few times a week or when the peat moss gets dry.



Games

Barnyard Frolic

A hat or cap containing folded pieces of papers is passed around. Each Cub Scout and Scouter takes out one, without opening it. No one should open his message until the Leader gives the signal: "Open it" When the paper is opened each player will discover the name of a barnyard critter.

Pig, chicken, sheep, cow, rooster, etc. Each player begins making the sound of his animal. The object of the game is to find those of your own "species" that is those making the same sound. The first group to gather his entire "family" wins.



Poor Spud

Mark a large circle on the floor with chalk or twine. In the circle, place potatoes, one fewer than the number of players. Play music as boys march around the circle. When the music stops, all players try to grab a potato. The boy who didn't get a potato either drops out and potato is removed, or a point is scored against him. Continue for a specified time or until only one- player remains.

The Farmer Says

Play a game of Simon Says, but substitute the Farmer for Simon. Use farmyard sounds and movements. For example, the Farmer could ask the boys to flap their wings like a chicken, crow like a rooster, stomp their feet like a horse, drive a tractor, etc.

Barnyard Din

Hide small objects, cutouts or wrapped pieces of candy around the room. Form two teams-the Cats and the Dogs-each with a leader. On a signal, individual players begin hunting for the hidden object. But only the leader may retrieve the object. When a Cat discovers an object, he must "meow" loudly enough to attract the attention of the leader, who then retrieves the item. When a dog discovers an item, he must "bark". If the group is large, form additional teams of Chickens, Sheep, or Donkeys. The team that recovers the most items in five minutes wins.

Gobble Gobble

One player, the farmer, stands in the middle of the playing area. The other boys, the turkeys, line up across one end of the area, the safe area. The game begins when the turkeys leave the safe area to hunt for food. When the farmer thinks they are far enough away, he calls "Gobble, gobble" and tries to tag the turkeys as they run back to the safe area. Those tagged join the farmer in trying to tag the others for the next round. Continue until all turkeys have been caught. Last turkey caught is the farmer for the next round.

Seed Planting Relay

6 cups or jars per team, One bag of seeds, pasta shells, or dried peas

Following a line, or rope on the ground, and by walking heel to toe, each team member must stop (about every 3 feet and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back and taps the next boy on the team.

Driving the Pig

A 3' pole per team, A 1 gallon plastic milk carton per team

Fill each bottle with a little water as ballast. In turn, each member of the team uses the stick to push the bottle (pig) to the end of the hall (fair) and runs back with the equipment. (Game not too suitable for varnished wood floors) Variation: Teams run laps around a grand-prix course around several chairs in a circular or (harder) figure-of-eight course.

Ducks And Cows

Play: This is a great way to divide a large group into smaller groups.

Players close their eyes while the den or pack leader goes around tapping them on the shoulders designating them either a duck or cow. On a given signal, the players keep their eyes closed and must find other members of their team by "mooing" or "quacking". More animals could be used to make more groups.



Skits

The Farmer

Farmer – “Get out of my field!” (shake fist) Birds – caw, caw, caw (flap arms like wings)

There was this **farmer** who had many fields. And throughout all his fields, the **farmer** worked very, very hard at keeping all the **birds** away, and as such, out of his crops that the **farmer** worked very, very hard to plant. And... the **farmer** was successful in keeping all the **birds** out. No **birds**, no NOTHING got through all his wire fences and traps that the **farmer** had set out to keep the birds out.

As time went on, this **farmer** missed the **bird's** song. He missed it so much that one day, the **farmer** went out into his fields, held his arms out wide and called to all of the **birds** to come. The **farmer** stood there all day and night with his arms out wide, calling to all the **birds**, but you know what, none of the **birds** came. No, not one. And what was the reason none came?

Because everyone knows that **birds** are afraid of new scarecrows.

A Trip to the Farm

Cubmaster - Do your best! (Cub Scout salute) Old Car - Chug a chug a chug a (Shuffle feet)
Den Leader - Now, boys! (Shake finger) Cow - Moooo (fingers at head, like horns)
Webelos Den Leader - We'll be (Stomp feet) Song Leader - Encore, encore (Clap hands)
Loyal Scouts! (Stomp feet again) Sheep - Baaaaa (Wag tail)
Pig - Oink, oink, oink (Push up the end of your nose)

Once upon a time a CUBMASTER, a DEN LEADER, a WEBELOS DEN LEADER, and a SONG LEADER were traveling across the countryside in an OLD CAR. As the night approached, they passed a farm. Grazing in the pasture were a COW, a PIG, and a SHEEP. Rain began to fall as darkness closed in around them. Suddenly the OLD CAR stopped dead. Unable to fix the OLD CAR, the CUBMASTER, the DEN LEADER, the WEBELOS DEN LEADER, and the SONG LEADER walked back to the farm where they had seen the COW, the PIG, and the SHEEP.

Greeted at the farmhouse door by the farmer, the CUBMASTER, the DEN LEADER, the WEBELOS DEN LEADER, and the SONG LEADER asked to spend the night. “Certainly,” said the farmer. “I myself have an OLD CAR and know how undependable they can be. But I only have room for three in my small house and one of you will have to sleep in the barn with my COW, my PIG, and my SHEEP.” “That’s okay,” said the CUBMASTER. “I will sleep in the barn.”

Ten minutes passed and there was a knock on the door of the farmhouse. When the farmer opened the door, there stood the CUBMASTER. “I’m sorry,” he said. “But the COW made so much noise I couldn’t sleep.” “I am used to COWS,” said the DEN LEADER. “I will sleep in the barn.”

Ten minutes passed and there was a knock on the door of the farmhouse. When the farmer opened the door, there stood the DEN LEADER. “I’m sorry,” said the DEN LEADER. “I am used to COWS, but the PIG made so much racket that I couldn’t sleep.” “Think nothing of it,” said the WEBELOS DEN LEADER. “I am used to COWS and PIGS. I will sleep in the barn.”

Another ten minutes passed and there was another knock on the farmhouse door. “I am used to COWS and PIGS,” the WEBELOS DEN LEADER said when the door opened. “But the SHEEP made so much noise that I couldn’t sleep.” “Then I will sleep in the barn,” said the SONG LEADER. “But before I go to sleep, I will practice the songs for the next pack meeting.”

The farmer went to bed for the night. Immediately, there was yet another knock on the door. He got up and opened the door. There stood the COW, the PIG, and the SHEEP.



Hamming It Up

Personnel: 8 Cub Scouts

Equipment: Pig masks and tails (There are many ideas on mask making in the Cub Scout Leader How-To Book)

Piggy #1: I sure had a high fever last night.

Piggy #2: How high?

Piggy #1: Two bales.

Piggy #3: Two bales? That's no way to take a temperature.

Piggy #1: Of course it is. I have hay fever!

Piggy #4: Hey, why did the pig cross the road

Piggy #5: I give up. Why?

Piggy #4: It was the chicken's day off.

Piggy #6: What do you think my Uncle Porky pig sang when he joined the Navy?

Piggy #7: I don't know. What?

Piggy #6: (*singing*) "Oinkers away, my boys, oinkers away."

Piggy #8: What do you call a pig who crosses the road twice but refuses to take a bath?

Piggy #5: What?

Piggy #8: A dirty double-crosser.

Piggy #3: (*Holding up a blank piece of poster board*) Here is my famous painting of five hogs eating in a field of corn.

Piggy #2: I don't see a field of corn.

Piggy #3: The hogs ate it all.

Piggy #7: I don't see the five hogs either.

Piggy #3: Of course not. Why should the hogs stay around when the corn is gone?

All: And that, ladies and gentlemen, is the end of our tail! (*All pigs turn around and show off curly tails.*)

The Mice Family

Characters: Mother Mouse (Den Leader), Mice (Cub Scouts or children), Cat (Den Leader).

Props: Make signs for Mother Mouse, Cat and Mice.

Mother Mouse is taking her children for a walk in the barn. Suddenly the Cat appears in their path. Mother Mouse calls out in a loud voice. "Bow wow wow! Bow wow wow!" The cat shrinks in fear and runs away. The Mouse children say, "Oh, Mother, we were so scared." Mother Mouse replies "Let that be a lesson to you children. It pays to learn a second language."

Ooooo

Characters: Two Cub Scouts

Props: Two bowls, spoons, table and two chairs.

Both scouts are sitting down eating. One scout says to the other I think my Alphabet soup is spelling out something "OOO" "OOOO." The other scout says you are not eating Alphabet soup you're eating CHEERIOS.



Songs

Take Me Out to the Barnyard

Tune: Take Me Out To The Ball Game

Take me out to the barnyard
Take me out there right now
Show me the cows, pigs and horses too.
I hear an oink and a neigh and a moo
There are chickens laying their eggs
If they don't lay, it's a shame
Oh, it's one, two, three eggs today,
And I'm glad I came.

Ghost Chickens

(Tune: Ghost Riders in the sky)

A chicken farmer went out
One dark and dreary day.
He rested by the coop
As went along his way,
When all at once a rotten egg
Hit him in the eye.
It was the sight he dreaded..
Ghost chickens in the sky.

Chorus: Bok, bok, bok, bok
Bok, bok, bok, bok,
Ghost chickens in the sky.

The farmer had raised chickens
Since he was 24,
Working for the Colonel
For 30 years or more.
Killing all those chickens
And sending them to fry
Now they want revenge...
Ghost chickens in the sky. (Chorus)

Their feet were black and shiny,
Their eyes were burning red;
They had no meat or feathers:
These chickens were all dead.
They picked the farmer up
And he died, by the claw.
They cooked him extra crispy...
And ate him with cole slaw. (Chorus)

Oink, Oink, Oink, Oink, Little Pig

Tune: Twinkle, Twinkle, Little Star

Oink, oink, oink, oink, little pig,
Can you do a little jig?
In the bright light of the sun,
Are you having lots of fun?
Oink, oink, oink, oink, little pig,
I think that you will grow big.

A-Gardening We Will Go

Tune: Farmer in the Dell

All Dens

A-gardening we will go,
A-gardening we will go,
Hi, Ki, Akela,
Cub Scouts are not so slow.

Chorus: Let's garden all the more,
Let's garden all the more,
Hi, Ki, Akela,
We'll garden more and more.

Den 1--Preparing

We rake and spade and plow,
We rake and spade and plow,
Hi, Ki, Akela,
We're getting somewhere now. (Chorus)

Den 2--Planting

We water, plant, and hoe,
We water, plant, and hoe,
Hi, Ki, Akela,
Every Tom and Jack and Joe. (Chorus)

Den 3--Cultivating

We weed and weed and weed,
We weed and weed and weed,
Hi, Ki, Akela,
We must protect our seed. (Chorus)

Den 4--De-Bugging

We spray and kill and pick,
We spray and kill and pick,
Hi, Ki, Akela,
We'll make those bugs all sick. (Chorus)

Den 5--Harvesting

We harvest all our food,
We harvest all our food,
Hi, Ki, Akela,
We've done the best we could. (Chorus)

Mules

Tune: Auld Lang Syne

On mules we find two legs behind
And two we find before;
We stand behind before we find
What the two behind be for.
When we're behind the two behind,
We find what these are for;
So stand before the two behind;
And behind the two before.

Oh, I Had A Silly Chicken

Tune: Turkey in the Straw

Oh, I had a silly chicken
And he wouldn't lay an egg,
So I poured hot water
Up and down his leg,
And he giggled and he giggled,
And he giggled all the day.
And my poor little chicken
Laid a hard-boiled egg.

Oh, I had a silly chicken,
And he wouldn't lay an egg.
So I poured hot water
Up and down his leg.
And he sang a silly song
Which turned out to be a ballad.
And my chicken laid a sandwich
Filled with egg and tuna salad.

Oh, I had a silly chicken
He went scratching in the dirt.
And he scratched so hard
That his feet they hurt.
So he bandaged them way up
From the thigh bone to his toe.
And you should have seen that chicken
Do a do-si-do!

Birds on the Scarecrow

Tune: Old Gray Mare

Here we sit like birds on a scarecrow
Birds on the scarecrow
Birds on the scarecrow.
Here we sit like birds on a scarecrow
Waiting for the rest to come.
Waiting for the rest to come
Waiting for the rest to come.
Here we sit like birds on a scarecrow
Waiting for the rest to come.



Inspirational

A Heap Of Care And Patience

It takes a heap of working with a boy to make a man.
A heap of care and patience, and you've got to understand
That he won't be any better than you were as a lad,
Unless a spark is kindled to show him what is bad.
He looks to you for guidance, and he looks to you with pride.
It's up to you to demonstrate, you can't just let it slide.
For with that eager mind of his, he watches you each day
Judges you by what you do, not just by what you say.



NOVEMBER YOUR VOTE COUNTS



CORE VALUE
CITIZENSHIP

Themes Similar to Your Vote Counts		
Month	Year	Theme
Citizenship		
September	1960	Cub Scout Citizens
September	1972	Cub Scout Citizens
October	1980	Cub Scout Citizen
July	1983	Stars and Stripes
October	1988	Cub Scout Citizens
February	2003	Uncle Sam Depends on You
History		
February	1962	Parade of Presidents
October	1972	Discovery of America
February	1973	Famous Americans
June	1973	Flags of America
October	1976	Outstanding Presidents
June	1981	Flags of America
November	1985	Parade of the Presidents
September	1987	Flags of America
November	1989	Parade of the Presidents
Neighborhood		
January	1943	Do Your Bit
April	1944	Our Town
July	1952	Exploring Your Neighborhood
May	1965	My Hometown
March	1980	Explore your Neighborhood
September	1984	Our Town, U.S.A.
September	1990	Explore Your Neighborhood
September	1992	Our Town, U.S.A.
September	1994	Explore Your Neighborhood
September	1997	Our Town, U.S.A.
June	2005	Destination Parks
Patriotic		
October	1951	Strong for America
February	1955	Let Freedom Ring
July	1964	Our American Heritage
February	1966	Strong for America
February	1971	Our American Heritage
June	1976	Historical Flags
July	1976	July 4th Picnic
December	1978	Duty to God & Country
February	1989	Strong for America
September	1989	Our American Heritage
February	1993	Old Glory
June	1994	Strong for America
July	1999	Our National Treasures
July	2006	Red, White and Baloo
July	2007	The Rockets' Red Glare
July	2010	Celebrate Freedom



NOVEMBER – YOUR VOTE COUNTS

Citizenship is taught through Cub Scouting. Our flag stands for our country. Learn about our flag and its history. How many different flags has the US had? Learn how to properly display the flag, carry it, and retire it. Learn about the many people who have given their lives for our flag and why we need to show respect when we handle our flag. Invite your local troop or VFW post to the pack meeting and have them perform a flag retirement ceremony. Practice patriotic songs like "You're a Grand Ole Flag" and "The Star Spangled Banner" and sing them at the pack meeting. Invite a veteran to be a guest speaker and talk about defending our flag. Let's all be proud of our flag and what it represents.

Gathering Activities

Our Flag (True or False)

Divide into two or more small teams. Give each team a given time to mark and hand in their paper. You might enjoy making up your own lists:

1. T F The Grand Union flag was partly British.
2. T F The Betsy Ross flag had 15 stars.
3. T F Our flag once had 15 stripes.
4. T F June 14 is Flag Day.
5. T F We now have one star for each state.
6. T F If in uniform, salute the flag when it passes.
7. T F If not in uniform, salute just the same.
8. T F Stand when "America" is played.
9. T F Do not fly the flag after sunset.
10. T F The flag may be used as a table cover.



Match the Presidents

Thumbtack a list of the best—known Presidents to a board. Around the names, place pictures related to each man. Give each item a number and provide a checklist card to match them. These are some suggestions:

George Washington	Mount Vernon, Valley Forge
Thomas Jefferson	Monticello, Declaration of Independence
James Monroe	Monroe Doctrine
Andrew Jackson	Hermitage, Battle of New Orleans
Abraham Lincoln	Gettysburg Address, log cabin
Ulysses S. Grant	Grant's tomb, Civil War General
Theodore Roosevelt	Panama Canal, Rough Riders
Woodrow Wilson	League of Nations
Franklin D. Roosevelt	Pearl Harbor Attack, wheel chair
Dwight D. Eisenhower	General, Interstate Highway system
John F. Kennedy	Youngest President, PT boat
Lyndon Johnson	Moon landing, ten-gallon hat



Respect To Our Flag

Divide into Dens giving each group paper and pencil. At the start, each will write as many different ways of showing respect to our flag as they can remember. The team with the most correct methods in a given time is the winner. Example: "Never let the flag touch the ground."

Patriotic Word Search

P N A I N I G R I V D A M W
W F R E E D O M L A T Y A V
G G B S W T R I I U H A R X
N P T E J V B U C Q K B Y U
E A P X E E K I N G F S L I
W R L A R U T Z O I L T A D
Y A W T S C L M R J T T N N
O D Y H E S O E T N O E D A
R E V N Y D W T H Z W S D L
K A N I L O R A C H T U O S
C O N G R E S S A R W H G I
C S A K L F T M R C G C E E
E U S D B A P F O S O A O D
A H Q J T S N C L W V S R O
Q A D E H J M D I A K S G H
N N S I Z U U Z N B G A I R
Q L R D E L A W A R E M A J
P E N N S Y L V A N I A N H

Congress	Connecticut
Delaware	England
Fireworks	Flag
Freedom	Georgia
July	King
Liberty	Maryland
Massachusetts Bay	New Hampshire
New Jersey	New York
North Carolina	Parade
Pennsylvania	Rhode Island
South Carolina	states
Taxes	United
Virginia	

Opening Ceremonies

Patriotic Opening

In this ceremony, four Scouts take part. Room is in complete darkness. Spotlight is on the flag with color guards on one side of the room. Three colored candles red, white and blue are on the table.

Scout 1 (Lights red candle) The red of my flag is the lifeblood of brave men, ready to die or worthily live, for this, our country.

Scout 2 (Lights white candle) The white of my flag is for purity, cleanness of purpose, thought, word and deed.

Scout 3 (Lights blue candle) The blue of my flag is for truth and justice, like the eternal blue of star filled heavens.

Scout 4 (ALL SALUTE) My flag - the flag of America, home of liberty, land of opportunity, where men of all races and creeds live in friendship and peace together.

SCOUTMASTER: TWO! Lights!



I Am Your Flag

I was born June 14,1777
I am more than just cloth shaped into a design.
I am the refuge of the world's oppressed people.
I am the silent sentinel of Freedom.
I am the emblem of the greatest sovereign nation on earth.
I am the inspiration for which American patriots gave their lives and fortunes.
I have led your sons into battle from Valley Forge to the jungles of Vietnam.
I walk in silence with each of your Honored Dead to their final resting place beneath silent white crosses, row upon row.
I have flown through peace and war, strife and prosperity, and amidst it all I have been respected.
My red stripes symbolize the blood spilled in defense of this glorious Nation.
My white stripes signify the burning tears shed by Americans who lost their sons.
My blue field is indicative of God's heaven, under which I fly.
My stars, clustered together, unify 50 states as one, for God and Country.
"Old Glory" is my nickname, and proudly I wave on high.
Honor me, respect me, defend me with your lives and fortunes.
Never let my enemies tear me down from my lofty position, lest I never return.
Keep alight the fires of patriotism: strive earnestly for the spirit of democracy.
Worship Eternal God, and keep His Commandments, and I shall remain the bulwark of peace and freedom for all mankind.

I Am Your Flag, - written by Marine Master Sergeant Percy Webb for a flag booklet distributed in 1933.

Flag Makers

I am not the flag; not at all. I am but its shadow.
I am whatever you make me; nothing more.
I am your belief in yourself, your dream of what a people may become.
I am song and fear, struggle and panic, and ennobling hope.
I am the day's work of the weakest man, and the largest dream of the most daring.
I am the Constitution and the courts, statutes and the statute-makers, soldier and dreadnaught, drayman and streetsweep, cook, counselor and clerk.
I am the battle of yesterday and the mistake of tomorrow.
I am the mystery of the men who do, without knowing why.
I am the clutch of an idea and the reasoned purpose of resolution.
I am no more than you believe me to be, and I am all that you believe I can be.
I am what you make me, nothing more.
I swing before your eyes as a bright gleam of color, a symbol of yourself, pictured suggestion of that great thing which makes this nation. sly stars and stripes are your dream and your labors. They are bright with cheer, brilliant with courage, firm with faith, because you have made them so out of your hearts.
For you are the makers of the flag and it is well that you glory in the making.

Franklin K. Lane, former Secretary of the Interior (1913-1920)

from an address given on Flag Day, June 14, 1914

The entire text of the speech is available at

<http://www.oocities.org/songkhla.geo/FlagMake.html>



Advancement Ceremonies

The Pioneer Trail

Prop: A wall sized map of the United States (or facsimile)

CUBMASTER: The pioneers who traveled west across the great United States had many obstacles and tasks to take care of on their trek. One, of the first stops along the Oregon Trail was Independence, MO. Much as our Bobcat award, is the first stop on the Cub Scout Trail. Will the following boys and their parents please come forward. (present awards)

The next stop on the trail out west was Fort Laramie. Next for Cub Scouts is the Wolf rank achievement which is met by completing 12 requirements. It requires parent help just as the pioneers banded together and helped each other. Will the following boys and their parents please come forward. (present awards)

The next stopping point was Whitman Mission. Many more challenges were met on the road to here, just as there are harder challenges on the trail to the Bear rank. We have several boys who have met these challenges. Will the following boys and their parents please join me? (present awards)

The final rank of Cub Scouting is the Arrow of Light. This is the only Cub Scout rank that transfers to your Boy Scout Uniform. Many, many days of effort have been put forth to reach this goal. We have some boys tonight who have reached this highest Cub Scout award. Let us honor them tonight. Will the following boys and their parents please come forward? (present awards)

Akela's Pack Advancement Ceremony

Equipment: Badges to be awarded.

Personnel: Akela (Cubmaster), boys who have earned badges and their parents.

If there is enough room at the front of the hall, ask the pack to make a big council circle around Akela. If not, boys remain at tables.

In turn, Akela asks each boy who has earned an award to step into the council circle with his parents. Akela asks the pack, "Look well, O Wolves. Is this Cub worthy of his _____ (badge or arrow point)?"

Pack responds "He is!"

Akela then gives badge to parents to pin on sons' uniform. When all badges have been awarded, Akela asks the pack to stand, make the Cub Scout sign, and repeat the Law of the Pack.

America the Beautiful

Put the rank awards for the Cub Scouts on the back of cut out stars on a blue board. You may want to use a card board with pins or a blue blanket.

Cubmaster: To many of America's citizens, the flag is very symbolic of "America the Beautiful". For in its Red, White, and Blue, we see America working as a team, a nation under God. In the firth of our flag, the stars in a field of blue were meant to represent a new constellation in the heavens. Tonight we add some new stars to our own constellation. As we add more and more stars, the heavens become brighter as the rays light up the path to truth and knowledge through Scouting. Will our new stars please come forward with their parents as their names are called?





Patriotic

This ceremony could allow some leaders to portray the characters in costume.

CUBMASTER: Ladies and gentlemen, we have some honored guests here tonight. I would like to introduce Uncle Sam, Lady Liberty, and Yankee Doodle. Each of these individuals is an important symbol to the people of our country. Tonight, they are here to present some other symbols to some deserving young men. These symbols represent hard work, diligence, and jobs well done.

YANKEE DOODLE: We have some Cub Scouts who have earned some special awards. Would the following Cub Scouts and parents please come forward? (Call the names of those receiving Wolf badge and arrow points.)

LADY LIBERTY: I would like to call forward those Cub Scouts who have been working for some time and have achieved much. I would like them to present them with their awards. (Call the names of those receiving Bear badge and arrow points and their parents.)

UNCLE SAM: I would like to recognize some of the older boys in this group. You have given unselfishly of yourselves. For your loyal support over the years, I would like to present you with your awards. (Call the names of those receiving Webelos badges, activity badges, or compass points and their parents.)

CUBMASTER: I would like to thank our three guests for coming to help us tonight. And a special thanks to all the boys who have worked so hard to be examples and role models of good American citizens!

Closing Ceremonies

Patriotic Closing

Arrangements Three flashlights with red colored tissue paper (one thickness) banded on one and blue colored tissue 2 paper (one thickness) banded on the other; the third one will show as white. The American Flag. Three Cubs.

Cub 1: (Turn Light on) The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country.

Cub 2: (Turn Light on) The white of my flag is for purity; cleanliness of purpose, thought, word and deed.

Cub 3: (Turn Light on) The blue of my flag is for truth and justice, like the eternal blue of the star-filled heavens.

Cub 4: My flag... the flag of America... home of liberty, land of opportunity, where men and women of all races and creeds live together in peace and friendship.

Cubmaster: As we journey homeward today, let us remember that each of us represent the freedom of America; it's one-ness is unique in the entire world, just as each of us are unique. We are all one family, together. Smile at those around you. Enjoy the freedom to be friendly without someone questioning your motives. Do your best to help other people enjoy this wonderful land of ours.

America The Beautiful

This evening we have shared our respect for our great country. We have seen some of the glory that is the United States. The most fitting end to our meeting is to sing "America the Beautiful". In this great song we sing of the glory of our great land, but the last two lines of every verse have an acknowledgement of God who guides us all.



Just to recall the last two lines of the first verse.

“America, America,
God shed his grace on thee.
And crown thy good with brotherhood,
From sea to shining sea.”

Everyone please stand and join me in singing “America the Beautiful.”

It's Just a Piece of Cloth

It's just a piece of cloth, that's all it is

Just a piece of cloth.

But when a little breeze comes along, it stirs and comes to life

And flutters and snaps in the wind, all red and white and blue....

Then you realize that no other piece of cloth could be like it.

It has your whole life wrapped up in it...

The meals you eat, the time you spend with your family,

The kind of things boys and girls learn at school,

The strange and wonderful thoughts you get in church. Those stars on it...

They make you feel just as free as the stars in the wide, wide, deep night.

And the stripes....they are the bars of blood

To any dictator who would try to change this way of life.

Just a piece of cloth, that's all it is

Until you put your soul into it and give it meaning;

Then it is the symbol of liberty and decency and fair dealing for everyone.

It is just a piece of cloth

Until we breathe life into it.

Until we make it stand for everything we believe in

And refuse to live without it.

Pizzazz

Jokes

What did Delaware when Mississippi lent Missouri her New Jersey? *I don't know. Alaska.*

What did Paul Revere say at the end of his famous ride? *Whoa.*

Dink: Do you know what time it is?

Duff: Nome, I don't.

Dink: Alaska 'nother person.

What did Tennessee? *Whatever Arkansas. (Arkan saw.)*

Which three states have the most ducks? *North Duckota, South Duckota, and Kenducky.*

Where do they grow the green vegetable that is put in gumbo? *Okrahoma.*

What did Delaware? *Her New Jersey. (new jersey)*

Where has Oregon? *To see Idaho. (Ida hoe)*

Where does Maryland? *I don't know. Alaska. (I'll ask her.)*

Theme Activities & Crafts

Neckerchief Slide

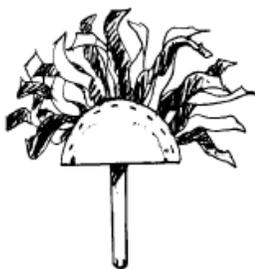


Materials: One postage stamp, one piece of lightweight wood, one piece of 2-by-2-inch PVC pipe, paint, glue

Choose a new or canceled postage stamp. Cut a piece of thin wood (about 2 inches larger in diameter than the stamp). Paint the wood a color that will look nice with the stamp.

Glue the stamp to the front of the wood. When dry, paint over the stamp with white glue to give it a shiny effect and to protect it. Attach the PVC pipe to the wood.

Parade Wavers



Fold a red paper plate in half. Glue one large blue and one large white star cut from construction paper onto the front and the back of the folded plate. Glue about 2 feet of red, white, and blue crepe paper streamers to the inside of the folded plate, alternating colors. These streamers should be glued near the center of the inside fold so that they remain secure while waving. Staple or glue the unfolded edges of the plate together. Attach a tongue depressor or paint stick for a handle by gluing one end of the stick to the back side of the plate.

Cheese Dog Roll-Ups

Preheat oven to 375 degrees

1 can crescent dinner rolls, 8 hot dogs
8 strips cheddar cheese

Directions: Separate rolls into 8 triangles of dough. Cut narrow slit lengthwise in each hot dog and put in strip of cheese. Place hot dog on wide end of dough triangle and roll up. Cook on ungreased cooking sheet, cheese side up for 10-15 minutes or until brown.

Cinnamon Toast

1 slice of bread Soft margarine
1 tsp. Sugar ¼ tsp. cinnamon

Directions: Toast bread in toaster. Spread at once with butter. Sprinkle on sugar and cinnamon. (Or mix 1/4 cup sugar, 1 T. cinnamon and use shaker.)

Grilled Cheese Sandwiches

1 slice American Cheese 2 slices bread
1 T. butter or margarine

Directions: Put the cheese between bread slices. Melt butter in skillet. Toast the sandwich over low heat. Flip the sandwich over with a turner. When both sides are toasted, eat and enjoy.

Tootsie Rolls

2 tablespoons margarine (room temperature)
2 squares of chocolate melted
½ cup corn syrup 3 cups powdered sugar
1 tsp vanilla ¾ cup dry powdered milk

Put all ingredients in zip lock bag, knead until well mixed. Roll into ball or log shapes.

Dump Cake

1/2 cup brown sugar
1 egg
1 can cherries
1 cake mix
1 stick margarine

Spray pan with non stick cooking aerosol. Spread brown sugar evenly on bottom of pan. Cut margarine into thin pats and distribute evenly in pan. Add cherries in juice. Mix beaten egg with cake mix and spread over cherries. Bake at 400 degrees for 25 minutes or until brown.

BBQ Wieners

Take 1 package of wieners and cut into bite sizes. Place in pan and let brown, but not dark. Add 1½ cups of your favorite BBQ Sauce. Let simmer for 15 minutes.

Uncle Sam's Hat Tie Slide

Cut 1¼" wood dowel 1¼" long with a coping saw. Cut a 2½" diameter circle from ¼" plywood or paneling. Sand smooth. Center dowel over circle and glue. With 5/8" drill bit, drill a hole through top of wood dowel and through plywood to make tie slide. Paint red, white and blue.

Uncle Sam Windsock

Curve the ends of a half sheet of white poster board back until they overlap slightly. Staple the ends in place. Paint or draw vertical stripes in red around the top half. Glue a dark blue paper strip around the middle of the cylinder, covering the ends of the red stripes.

Draw a face on the bottom half of the cylinder. Red, white, and blue streamers can be glued to the inside of the bottom of the cylinder. For the hat rim, cut a blue circle larger than the cylinder's diameter. Center the cylinder atop the circle, draw the outline of the cylinder's diameter onto the blue circle, and then cut that outline from the interior of the blue circle. Slide the resulting blue "loop" onto the cylinder and tape in place.



Games

Flag Tag

Give each player two "flags" – 1 x 16-inch strips of leather, vinyl cloth. Players loop their flags over their belts along the trouser seams, with only one inch behind the belt. On signal, each player tries to grab the others' flags while protecting his own. Winner is the last player still in possession of at least one of his own flags and the one who captured the most flags.

Steal the Flag

Divide into two teams. The two teams line up about 20 feet apart facing toward the center and number off beginning at opposite ends; One person stands in the center of the playing field with his arms outstretched and loosely holding, in each hand, a corner of the flag. (use piece of old fabric for the flag). The leader calls out a number and the person from each team, who is that number, runs to the center and circles the person holding the flag. At any time, they try to grab the flag and run back to their spot in the line without getting tagged. If they are tagged before they get back, they must trade places with the person in the middle. Keep score by counting the number of times each team gets the flag safely back to their side.

Yankee Doodle Handicap

Line up the Dens in relay formation. Each boy runs up a judge, eats a cookie provided by him, sings one verse of "Yankee Doodle," and then races back to touch off the next boy. The first team to finish wins. The losing Dens must serenade the winners with "Yankee Doodle."

Famous People

The players are seated in a circle. The leader names a famous person. The next player must name another famous person starting with the last letter of the first famous person's name (time must be allowed for determining the last letter). For example, the first person names 'Washington'. The next names 'Nigh' and third, 'Hank Aaron.' If a player cannot name a famous person before the count of ten, he must pay a forfeit.



United States

Have boys make a list of as many states as they can remember. After 5 or 10 minutes, the one with the longest list wins.

Independence Tag

As in all tag games, 'it,' pursues the rest of the players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was tagged and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag people in inconvenient places, on the ankle, knee, etc.

Miss Betsy Ross

Give each player paper and crayons or pieces of colored construction paper and tell them that they have been commissioned to design a new American flag. After the designs are finished, take a vote to see which design wins. The winner is crowned 'Miss Betsy Ross.'

American Heritage

Make posters of well-known buildings or symbols and put them up around the room, Number each poster. Give each person a piece of paper that is also numbered. Ask them to identify the posters and write the proper name by its corresponding number on the sheet of paper. Suggestions are: American flag, 'White House, Lincoln Memorial, Eagle, Presidential seal, Uncle Sam, Statue of Liberty, etc.

Logrolling Contest (Lincoln)

Make logs from 4-inch cardboard cylinders, Paint. This can be a relay with each boy rolling a log with a dowel or stick to a given point and back to the next person in line. (To add to the fun, have each boy during his turn wear tall hat and beard.)

Penny Toss

Have boys form two lines facing each other, Give each boy on one side a penny in a paper cup, and the boys on the other side only paper cups. Have the boys with the pennies toss the penny to the boy opposite him and he catches it in his paper cup. The tossing continues back and forth with each side stepping back one step further apart until only two boys have not missed. Elimination occurs upon missing the cup with the penny.

Log Cabin on a Pop Bottle

Divide the den into two groups. Give each boy 10 toothpicks.

The object is for each player to alternately place a toothpick across the top of the pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first side to get rid of all their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick.

Coin on the Plate (Penny for Lincoln, Quarter for Washington)

Each player is provided with five coins and in turn stands about six feet away from an aluminum plate. The player who manages to throw the most coins so that they land on the plate...and don't bounce off....is the winner. An extra bonus might be given each time the face of a president lands face up.

Scrambled Presidents

Each player is given a list of about ten names of presidents, with letters scrambled. Allow about 15 min. to unscramble names.



Corncob Darts

Corncobs can become colorful, harmless darts for games and contests. Take a 3 or 4-inch section of corncob and bore a hole through one end. Cut different colored crepe paper ribbons and put them through the hole in the side of the cob so they trail 12 to 15-inches on each side. The darts are ready to be thrown at a target.

Feed the Pumpkin

Place a miniature pumpkin (artificial) on the floor in the corner of the room. Give each boy five nuts, such as walnuts or acorns, From a predetermined distance, the boys toss nuts underhand into the pumpkin. High scorer is presented with a chocolate turkey.

Corn-Shelling Contest

Give each boy an ear of hard field corn and a sack or bowl. At signal, the boys begin shelling their ears of corn. Boy to finish first is the winner.

Turkey-Feather Relay

Divide group into teams, relay style. First player in each team holds a long turkey feather. At signal, he throws his feather, javelin style, toward the finish line, As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up and runs back, hands the feather to his next teammate. Each team uses different colored feathers. First team to finish flaps arms and gobbles like triumphant turkeys.

Churning Butter

Put a small amount of half-and-half or cream into a jar and screw the lid on tightly. Boys shake jars until butter is formed. (try this in advance to determine how long it will take). Boy who finishes first is winner.

Plate and Turkey Feather Race

Players line up in teams at one end of the room and each is given a feather on a paper plate. Carrying their plates, the first two on each team race to the other end of the room and back again tagging the next player on their team. If the feather comes off his plate a player must stop and put it back on his plate. First team to run through each player wins.

Skits

Flags of America

Do you know that a hundred flags or more have waved over what is today the United States of America? For almost 300 years, the flags of half a dozen foreign countries flew, at various times, over different parts of our country. Explorers and military leaders planted their standards on American soil; During the Revolutionary War, still more flags were added, until finally our country emerged with one flag.

Thirty of these flags have special historical significance. Every night of the year one of them is hoisted by a Scout honor guard, to wave beside a majestic American flag of today, with its 50 stars. This ceremony takes place in the Flag Plaza of Pittsburg, Pennsylvania. This is one of 20 places in our country where the flag of the United States is flown 24 hours a day.

S.: George Cross: This was the first English flag used in North America. It was flown by John Cabot in 1497 under the reign of King Henry VII.



King's: In 1620 when the Mayflowers landed in America, a new flag was used for the colonies. Our English forefathers brought with them their nation's flag, the British Union Jack, or King's Colors. Obviously this flag did not fulfill the need of the independent desires of the colonies.

Cromwell Flag: In 1707 Queen Anne adopted a new flag for England and her colonies. The King's Colors were placed on a field of red. This was called the British Red Ensign or Cromwell Flag.

Continental Flag: During the Revolutionary War, the colonists began unfurling new flags. Among them was the popular Continental Flag. It replaced the King's Colors with a Pine Tree, symbolic of the New England way of life.

Rhode Island Flag: In the early 1770s, resentment against the oppressive acts of the British Parliament led to acts of violence by early patriots. Such an incident occurred on June 10, 1772 when an angry group of Rhode Islanders captured and burned His Majesty's revenue cutter, Gaspee. Their regimental flag was the basis for their state flag today.

Pine Tree Flag In 1775 the colonies launched some floating batteries in the New England area. These vessels were put into service against the British shore defense. The flag flown on these ships was the famed Massachusetts Colony Flag or Pine Tree Flag.

Bunker Hill Flag: On the night of June 16-17, 1775, the Americans fortified Bunker Hill overlooking Boston Harbor. The next day, the British attacked with 2400 men. Twice they were driven back. The Americans, short of powder and shot, had to withdraw on the third assault, but not before they had felled almost half the British force.

Gadsden Flag: The Southern Colonial States played an equally important part in writing our flag history. Colonel Gadsden of South Carolina designed the Snake Flag or Gadsden Flag as an answer to the British. It is said the inscription on the flag was a warning meaning it was dangerous to tread on the colonies.

Grand Union Flag: On January 1, 1776, the Continental Army came into formal existence. The next day, General Washington, commander in chief, accepted this flag "in compliment to the United States". The 13 stripes signified the original 13 colonies.

Bennington Flag: This flag with its unusual arrangement of the stars and seven white and six red stripes, flew over military stores in Bennington, Vermont, in 1777. It was under this flag that General John Stark's militia defeated a large British raiding force, thus protecting the precious military supplies that had been stored at Bennington,

Stars and Stripes: The first Stars and Stripes was adopted June 14, 1777, when the Continental Congress resolved that "the flag of the 13 United States be 13 stripes, alternate red and white, and the union by 13 stars, white on a blue field representing a new constellation". The stars were arranged in a circle, presumably on the idea that no colony should take precedence.

Star Spangled Banner: Shortly before the War of 1812, two new states were added to the Union and the flag was changed from 13 to 15 stars and stripes. On September 13, 1814, when the British fleet attacked Fort McHenry, Baltimore, Francis Scott Key, a Washington lawyer, was detained on board a British ship during the bombardment. The sight of the American flag still waving the next morning inspired him to write our National Anthem.

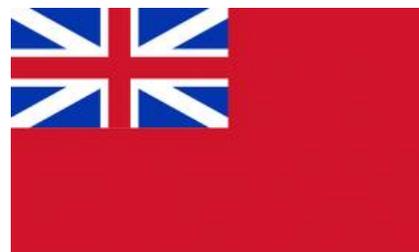
Old Glory: As the United States expanded and more states entered the Union, it became necessary to adopt a practical design to represent each new state. Fearing that too many stripes would eventually spoil the design of the flag, an 1818 law returned the flag to its original design of 13 stripes, and provided for a new star to be added to the blue field as each new state came into the Union. Our present 50 starred flag still follows this plan.



St. George Cross
1497



King's Colors
1620



Cromwell Flag
1707



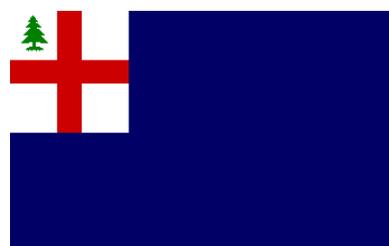
Continental Flag
1770



Rhode Island Flag
1772



Pine Tree Flag
1775



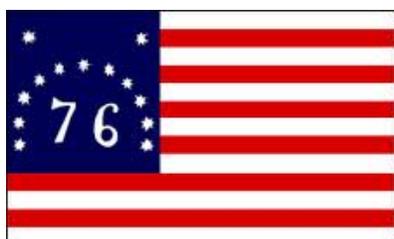
Bunker Hill Flag
1775



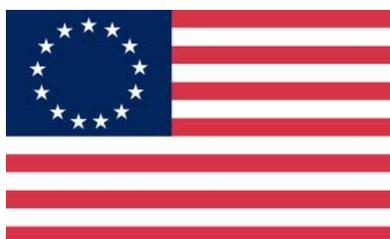
Gadsden Flag
1776



Grand Union Flag
1776



Bennington Flag
1776



Stars and Stripes
1777



Star Spangled Banner
1777



Old Glory
1818



Lewis and Clark Get Lost

Characters: 4 Indians, Lewis and Clark

Setting: 4 Indians on stage, Lewis and Clark enter.

LEWIS: Hello Indians, my name is Lewis.

CLARK: And mine's Clark, and we're exploring our way across this new land.

INDIAN 1: We don't think it's new land. We've lived here for many moons.

LEWIS: Great! You should know your way around very well.

CLARK: And that's great because you see, we are lost. Could you help us find our way to the Missouri River?

INDIAN 2: Missouri River? Never heard of it.

INDIAN 3: Me either. I've heard of the Misery River, but it's downstream quite a ways.

INDIAN 4: I once ate some liver from a cow from Missouri, but I guess you're not looking for the Missouri Liver.

LEWIS: You are all crazy. Missouri River? You've lived here all these years, and you can't tell us how to get to the Missouri River?

CLARK: You must not roam much.

INDIAN 1: That may well be, but at least we aren't lost!

City Slickers

Cast: Ma, Pa, Boy, Sis, all dressed as hillbillies. Two boys dressed as city slickers.

Props: Large cardboard car cutout with handles on back. A log cabin prop or backdrop.

Setting: Two city slickers drive up in front of log cabin and honk their horn.

MA: (comes out of cabin) Howdy! What ya'll want?

DRIVER: How do we get to Tulsa?

MA: Well, I don't rightly know, but I'll ask my son. (yells into cabin) Sonny, how do ya'll get to Tulsey?

BOY: (comes out) Well, Ma, I don't rightly know. I'll ask Sis. (yells into cabin) Sis, how do ya'll get to Tulsey?

SIS: (comes out) I don't rightly know. I'll ask Pa. (yells) Pa, how do ya'll get to Tulsey?

PA: (comes out) Let me see now. I don't rightly know how to get to Tulsey?

RIDER: Boy! You people sure are dumb. You don't know anything do you?

PA: Well ... it's this-a-way. We might not be right smart ... but we ain't lost!

Songs

You're A Grand Old Flag

Music and lyrics by George M. Cohan

You're a grand old flag,

You're a high flying flag

And forever in peace may you wave.

You're the emblem of

The land I love.

The home of the free and the brave.

Every heart beats true

'neath the Red, White and Blue,

Where there's never a boast or brag.

Should auld acquaintance be forgot,

Keep your eye on the grand old flag.



This Land Is Your Land

Chorus: This land is your land,
This land is my land,
From California,
To the New York Island,
From the Red Wood Forest,
To the Gulf Stream waters,
This land was made for you and me.

As I went walking that ribbon of highway,
I saw above me that endless skyway,
I saw below me that golden valley,
This land was made for you and me.

I roamed and rambled,
and I followed my footsteps,
To the sparkling sands of her diamond desert,
All around me a voice was sounding,
This land was made for you and me.

When the sun came shining,
then I was strolling,
And the wheat fields waving,
and the dust clouds rolling,
A voice was chanting as the fog was lifting,
This land was made for you and me.

The Cub Scout Pack

Tune: "You're a Grand Old Flag"

We're a Cub Scout Pack, we're a highflying pack;
Down the trail of Akela we go,
From Wolf to Bear to Webelos,
As into good Cub Scouts we grow.
Every Cub is true to the gold and the blue,
And he never forgets the fact
That all the fun a boy could want
He can find in a Cub Scout Pack.

America's for You and Me

Tune: Clementine

Once a year, we have a party
A celebration for the states.
In honor of our country's freedom
And lady Liberty in bay.

We shoot fireworks, sing "Happy Birthday"
Celebrate the whole night long.
For we're proud to be Americans.
Yes, America's for you and me.

I Love America

Tune: Battle Hymn of the Republic

I love this great America,
The land that God has blessed,
Where the hope that stirs the hearts of men
will never be suppressed.
Through the flame of faith came forth a
nation choice above the rest,
This great America!

Chorus: Glory to the land of freedom,
Glory to the land of freedom,
Glory to the land of freedom,
I love America.

I love this great America, the land of liberty.
For I know the price of freedom countless
others paid for me.
Do we hear their call to carry on and serve
as valiantly?
This great America!

Yankee Doodle

Yankee Doodle went to town
A-riding on a pony
Stuck a feather in his hat
And called it macaroni.

Chorus Yankee Doodle, keep it up
Yankee Doodle dandy
Mind the music and the step
And with the girls be handy.

Father and I went down to camp
Along with Captain Gooding
And there we saw the men and boys
As thick as hasty pudding.

Chorus

There was Captain Washington
Upon a slapping stallion
A-giving orders to his men
I guess there was a million.

Chorus



Inspirational

The ABCs of Being an Effective Leader

- A. Attitude: accent the positive...attitudes determine effectiveness
- B. Boys: remember the program is for them
- C. Communications: help keep the lines open
- D. Diplomacy: be a diplomat...always put your best foot forward
- E. Effort: you'll get out as much as you put in
- F. Flexibility: to be able to change and adapt
- G. Guide: guide, but don't force
- H. Harmony: you can help maintain this in your pack
- I. Interest: keep interest high by KISMIF (Keep It Simple, Make It Fun)
- J. Joy: spread it...pass it on
- K. Knowledge: Cub Scouts depend on you for this; stay informed
- L. Listen: with understanding
- M. Morale: keep your spirits high
- N. Nobody is a nobody in Cub Scouting
- O. Organized: set goals and reach them
- P. Problems: there are none...just look at them as unresolved opportunities
- Q. Quandary: keep yourself out of this state
- R. Resourceful: know where to get materials and ideas
- S. Scout: our goal is for every Bobcat to become an Eagle Scout
- T. Training: be sure to keep yourself up-to-date
- U. Uniform: promote the uniform and set a good example by wearing it
- V. Volunteers: that's most of us in the Cub Scout program...try to recruit others
- W. Wisdom: this includes perseverance, tolerance and tact.
- X. Xtra Special: each Cub Scout is definitely that
- Y. Year: Cub Scouting is year-round and plan your program that way
- Z. Zest: perform your job with it



Webelos Ceremonies

Bear To Webelos With Neckerchiefs

Props: Spirit of Scouting candle and holder, badges, colors and neckerchiefs.

Webelos Den Leader: Mr. _____, will you and the Den please come forward and join me on stage. Tonight we have (number) Bear Cub Scouts who have entered the fourth grade and are joining our Webelos Den. Den Chief, _____, escort Bear Cub Scouts, _____, and their parents to our awards table please.

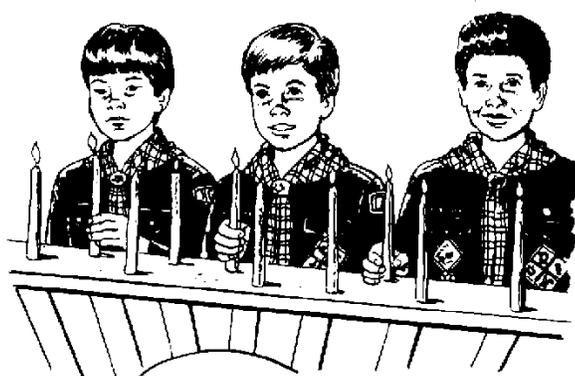
(Cub's names) you have shown yourselves worthy of joining our Webelos Den by working hard through the ranks of Wolf and Bear. We would now like to present to you the new parts of your Cub Scout uniform. (Webelos Den leader presents parts as they are explained.) Mr. _____, please remove their neckerchiefs and replace them with the Webelos neckerchief. Next, place the Webelos badge of colors on their right shoulder. These colors will tell everyone that you are an older boy preparing for the adventures of Boy Scouting. The badge of colors will hold the Activity Badges that you earn as you explore some of the 20 Webelos activities with your Den. Mr. & Mrs. _____, you have helped your sons along the Cub Scout trail this far. It is important that you continue to go along with your sons and learn about the Boy Scout trail in his Webelos Den. We know that we will soon have the pleasure of seeing you present your son with Activity Badges, the Webelos badge, and finally, the Arrow of Light award, the highest in Cub Scouting. Congratulations _____, & _____, and remember to keep the spirit alive in all that you do.

We have a very active Webelos Den. Since our last meeting, every one of our Webelos has earned a new Activity Badge. As I call your names, would each boy and his parents please come forward. (Call all Webelos)

Each boy, in order to earn his Webelos badge, must earn three Activity Badges including the Citizen and Fitness activity badges, be an active member of the Webelos Den for three months, know and understand the requirements to be a Boy Scout, know the parts of and meaning of the Webelos uniform, and lead a flag ceremony in his Den, and fulfill a religious requirement. We have (number) Webelos Scouts that have earned their badges this month.

Would and their parents please come forward. (List activity each boy has earned to qualify for badge, and present to parents to pin on his chest.) Congratulations to all of you, and keep up the good work.

Pack, how about a cheer for the Webelos, their parents, and especially for Mr. _____, their leader.





Drum Beat

Narrator: Many moons ago a Webelos brave started on the trail of the Arrow of Light. Much work and many hard hours went into preparation. After many council files--Akela came forward. (*Drum beats while Akela enters.*)

Akela: The great Eagle, bird of truth, has come to me with the name of a candidate for the sacred award of the Arrow of Light. (*Drum beat*) Will (name), and his parents please come to the Council fire. Will his Webelos Leader also come forward. (*Drum Beat*)

Akela: Brave (name), I now ask your Webelos Leader if you have tried to follow the Cub Scout Promise and Law of the Pack. Have you learned from the trail of the Bobcat, Wolf and Bear, and from the tribe of the Webelos?

Webelos Leader: Yes, he has.

Akela: I now ask you one question. Have you TRIED to do your best?

Brave: Yes, I have.

Akela: This is indeed a proud moment for our tribe, when we can see you advance. It symbolizes the cooperation in your Pack and in your teepee. You have shared many experiences and much knowledge. Without this sharing and caring along the trail of the Arrow of Light it would have been far more difficult. As your parents take the Webelos scarf from around your shoulders, I want you to think about the one question I asked you before. You answered Yes, that you had done your best. If this is true, when we pass your scarf over the flame of truth (a flashlight with the top covered with red and yellow cellophane to look like a torch) it will not be consumed by the fire.

Akela: Welcome to the Brotherhood of the Arrow of Light. You have indeed done your best.

Because of new fire regulations, this ceremony has been adapted to remove the actual use of fire and acetone to "burn without consuming."

Below are some suggested alternatives:

"The Bear Bag": A bag that looks "kind of like" a bearskin. It is formed into a pouch with 2 pockets inside. Make up some kind of story about the skin and Scouting, then pre-stuff the next rank neckerchiefs into one pouch. During the ceremony, tell the legend, then take the boys, one at a time, and remove the old neckerchief and stuff it in the "Bear's mouth" (the empty pocket). You can wiggle and squirm a bit, like it was a real test, then pull the new neckerchief from the other pocket.

"The Colors of Scouting": This one requires a large pot of some sort, with a can inside, big enough to hold the demo water. Take a glass jar or pitcher of plain water, and talk about the different colors involved in Scouting. Put some food coloring from a bottle marked "Blue Scout Spirit" in the water to turn it Blue. Pour the blue water into the can in the pot. Do the same with another jar, and Gold or yellow. If this is a transition to Boy Scouting, do it with red, also. Take the old neckerchiefs from the boys and put them in the pot (To the side of the can that you have been pouring the colored water into). From the pre-loaded pile of new neckerchiefs, take one to pull out to give to the boy. It is very important that the pot be high enough that the boys cannot see into it.

Bridge To Boy Scouting

Personnel: Webelos Den leader (Akela), Scoutmaster, Den chief as torchbearer, Boy Scouts from Troop, graduating Webelos and parents, senior patrol leader.

Equipment: A wood bridge with railings, campfires, camp candle lantern to be carried by the torchbearer, Boy Scout neckerchief.

Setup: Campfires are at each end of the bridge and the Webelos Scout and parent(s) are seated around one campfire, and the Boy Scouts around the other.

Webelos leader: Hello, Scouts of (name of Troop).

Scoutmaster: Hello, Webelos Scouts of Akela, what do you desire?

Webelos Leader: We have a Webelos Scout of Akela's council ring of (name of Pack).

Scoutmaster: Bring him forward to the bridge that joins our two council rings.

The Webelos Den leader, accompanied by the torchbearer, leads graduating Webelos Scout and his parents to bridge. Scoutmaster crosses over bridge and is introduced to the parents and the Webelos Scout.

Webelos Leader: (Name of graduate), you have contributed much to your Den and Pack and we shall miss you and your parents. Now you are leaving us to enter the Boy Scout Troop of your choice. There you will continue to grow in Scouting skills and friendship. An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our Pack and Cub Scouting, will you remove your neckerchief and give it to me? Your new Scoutmaster will place the neckerchief of your new Troop around your neck.

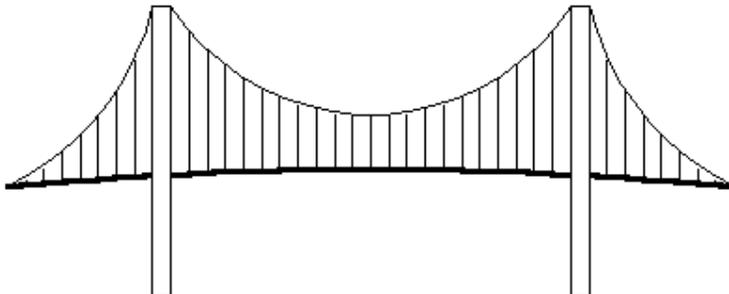
The Webelos Scout removes his neckerchief and gives it to the Webelos Leader.

Scoutmaster now beckons the graduate to follow him across the bridge.

Scoutmaster: (Standing before the Boy Scout campfire) As the Scoutmaster of Troop (number), I welcome you and your parents. There are many traditions in Troop (number) that will interest you.

Scoutmaster will explain one or two of these traditions and tell of important activities planned for the near future.

Scoutmaster: Now it is my pleasure to present you with the neckerchief of our Troop. *(Places the neckerchief around the neck of the incoming Boy Scout.)* Wear it with pride as many have done before you. Your Senior Patrol Leader (name) now wishes to express the Troop's happiness in having you as a new member. *(Cheer or Scout Song follows now and should end with the Scout Oath being said and congratulations to the new Scout(s) and his parent(s).)*





Webelos Activity Badges

Aquanaut

(Physical Skills Group)

As a general rule, every boy likes water as long as it isn't in a tub. This badge should be used to get a boy well rounded in the basic water safety procedures.



To become an aquanaut, the Cub Scout must be comfortable in the water. At the same time, he must realize that the water can become a hazard if not treated with respect. He will need to take all precautions necessary for a fun and safe swim.

One of the things that should always be used with any water activity is the Safe Swim Defense plan.

Swimming and water safety are extremely important matters in making the difference between having fun in the water or an unfortunate experience.

The Webelos Scout is developing the use of many muscles that will allow him to extend his areas of recreational opportunities. As he continues to feel at home in the water, he will feel a self-confidence that will last a lifetime. Water tragedies can be averted through self defense. The Aquanaut requirements help a Webelos to see the water as a friend and area of enjoyment.

Not every aquanaut will be able to do all the requirements perfectly, but with practice, the learning will come. Some boys will know how to swim, others will need help in learning how.

Games are a wonderful way to get your boys to feel comfortable in the water. This is also a good way for you to classify your Webelos according to their abilities.

Plan a time to take your Den swimming. Make a board to be used to identify who will be "swimming buddies".

Have the boys jump in the water and see how many can pass the 100 foot requirement.

Allow the boys to rest by floating on their backs and observe their floating ability.

Determine which boys need help and encourage them to become more proficient. You may wish to incorporate Den chiefs or parents in helping the boys become better swimmers.

Den Activities

1. Invite a swimming instructor or lifeguard to the Den meeting. Discussions on water safety and life-saving would be desirable. The meeting may be held at a pool for actual in-water demonstrations.
2. Make a simple buddy board and have buddy tags for all the boys and insist that they are to be used each time they go swimming. Each boy is responsible for his buddy.
3. Take the Den swimming and classify the boys according to swimming ability. See how many can pass the 100 foot requirement.
4. Have someone, perhaps a Den chief, who knows how, demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment, or have them use their own. Start off with fins and show them the difference in speed with and without them. Have the boys practice getting in the water with the masks and learning how to breath. Next, have the boys try the snorkel, in shallow water (learning to breath) before venturing out where the water is deep.



5. Take the boys to a swim meet or diving exhibition.
6. Have the boys play water games, such as races in shallow water, doing the two-man wheelbarrow race. Water dodge ball can be played with one group encircling another and eliminating each other by hitting the other player with the ball.
7. Have an evening of fun in the water, including games. Invite parents to join the fun and aid in instructing poor swimmers.
8. Stress rescue methods as shown in the Webelos Scout Book. Make a game of rescue by throwing a line or buoy and awarding points for accuracy.

Games

Dog Race

Racers line up, bark three times like a dog, and swim with a dog paddle stroke to the finish line.

Table Waiter Race

For this race, each swimmer carries a paper plate containing a stone or cork on the plate when he crosses the finish line. If it falls off, the swimmer may replace it.

Rope Throw Rescue Relay

Each team has a coil of rope (clothesline will do). Fathers representing drowning persons are in the water. Each Webelos Scout throws the rope to the “drowning person” who grabs it and lets go. The Webelos Scout recoils the rope and hands it to the next boy on the team. Repeat until all members have thrown.

Snorkeling Do's and Don'ts

Try snorkeling. All you need is a mask, snorkel and fins. With snorkel gear, you can see a lot of marine life. And the skills you learn will help you later if you decide to scuba dive.

Mask and snorkel: Choose a mask with clear shatter-proof glass. Plastic face masks scratch easily. Test your mask when you buy it. Put it up to your face then breath in through your nose. If the mask sticks to your face, it fits. If not, the mask is not airtight. It will not keep water out. Buy a snorkel that is shaped like a J.

Fins: If you are a beginning diver, choose fins with soft blades. They won't tire your leg muscles. Later, as your muscles get used to the hard work of kicking, you may want fins with stiff blades for greater speed. Fins that cup around your heels like shoes won't slide off. Adjustable heel straps can slip.

Practice breathing through the snorkel. Then try clearing your snorkel after a dive. When you surface, the tube will have water in it. Expel breathe sharply into your snorkel mouthpiece. After you have blown the water out, you can breath air in through the tube.

Don't Panic! When you first start using flippers, the muscles of your calves may cramp.

Keep calm. Rub the cramped muscle with your fingertips, working from the knee down.

Rub gently until you feel the muscle relax. Then swim slowly.



Crafts

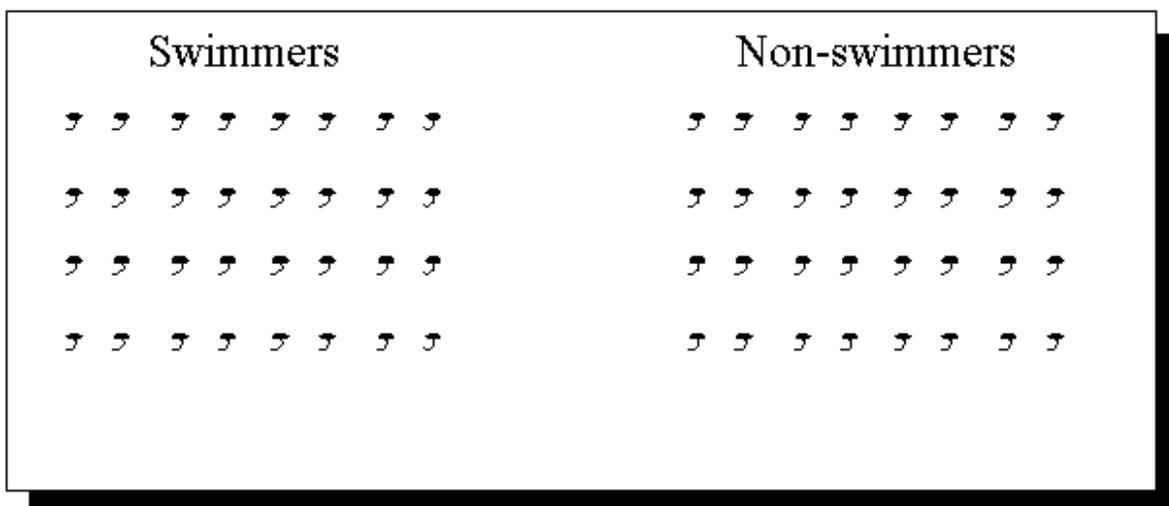
Buddy Board

The buddy board is made of pine or other ¾” stock wood. The dimensions will vary according to the number of boys you have.

Ordinary cup holders may be used as holders.

Name tags may be made of closure tabs found at food stores vegetable areas. Also in bulk food areas, the bag holding clamps may be used.

Group the boys as to classification. Each boy is responsible for his buddy. Have a buddy check at the pool at intermittent times.



Reach, Throw. Row And Go

Say you are walking alone, along a lake. “Help me!” cries a small child, struggling in the water. What should you do? If you’re a good swimmer, you’ll be tempted to jump in and swim to the child. Resist the temptation. Instead, remember these words: REACH. THROW, ROW and GO.

Reach: Reach out to a swimmer in trouble with an arm, leg, pole or anything. Try this method of rescue first.

Throw: Throw a line, buoy, or any object that will float, to the troubled swimmer. Try this method of rescue second.

Row: Row a boat or canoe as rescue method #3. Two rescuers can do a better job than a single person.

Go: Go as a last resort. Swimming rescues are for older people. If you must try, push something that floats - an inner tube, log, etc. - to the victim. Do not let them grab you!

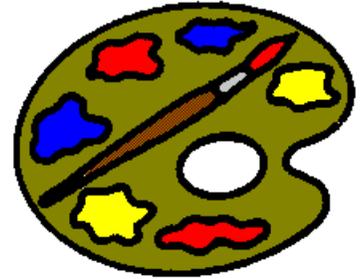
If you are working on the Aquanaut activity badge, you already know that these are catchwords to describe BSA water-rescue methods.

Webelos Scouts are not expected to try rescues that trained Scouts and adults would. However, if you take a look at the illustrations of the four rescue methods, you’ll see that the first three - REACH, THROW. ROW - do not require swimming. Discuss these rescue methods in a Den meeting. Can a Webelos Scout do the first three? Practice these rescues the next time the Den goes swimming.

Artist

(Mental Skills Group)

School can be one of your most valuable resources for this activity pin. Not only does it reinforce the techniques taught in the classroom, it also shows the boys that learning can be fun. Not all the things you do in school go to “waste”. During the fourth and fifth grade, art teachers generally work with the basics, like doing line drawings, working with color wheels, showing how different colors combine to make new ones. Have the boys bring their Webelos books to the teacher and ask him or her to sign off on the things they do in school. Most teachers will be happy to assist and are pleased that Scouting is teaching the finer “arts” as well. Some teachers even expand the lessons to include some of the requirements in the Webelos book which were not originally in the curriculum. Even if a boy does not have a talent for art, he will have fun learning how artists work. He will learn how to mix colors, make designs, and make mobiles and sculptures. Most of all, though, this activity pin should be FUN!



Den Activities

1. Take a nature hike. Find a quiet area where the boys can sit and ask them to draw a picture of what they see. Bring along a picnic lunch or some snacks as a reward for after the pictures are finished. Transport them home safely. At your next meeting, make frames for them. Use construction paper, craft sticks, or natural fibers (leaves, grass, seeds) and mount the frame and picture on a stiff piece of cardboard.
2. Modeling clay can be purchased at most craft stores. As long as you are working with it, the clay stays soft. Put equal amounts in bags for each boy. At the meeting, let them “play” with the clay, making several different and quick designs. They will get familiar with handling the clay and have fun coming up with some strange ideas. Show the boys how to make some simple shapes and how to smooth the clay so the lines that form when two pieces come together can be made to disappear. Explain the need to keep the clay in the sealed plastic bag, as the longer the clay is exposed to the air, the harder it becomes. At the end of the meeting, ask the boys to take their clay home, think of something they would like to sculpt, and have them bring the finished piece back to the next meeting.
3. Make a group mobile, Pick a theme and have each of the boys bring something to the next meeting that can be hung from the mobile. Keep in mind size and weight. Have the boys construct the mobile at the meeting. Present it at a Pack meeting.
4. Make a “Thing-a-majig” kit for each or team of boys. Include several different items (construction paper, crayons, glue, scissors, dowel rod, scrap wire, coat hanger, Styrofoam or wood for the base). Use your imagination in supplying the kits. Then let the boys use their imagination in creating a “masterpiece”.
5. Take a trip. Find a local art exhibit or museum to visit. Consider Arts and Craft Shows, Starving Artists Displays, Model Railroad Clubs and other “not so ordinary” forms of art.
6. Invite a school art instructor or artist to your Den meeting to talk about art and answer any questions the boys may have.
7. Visit the art department of an advertising agency.
8. Study the color wheel and let the boys practice combining paints (water color and tempera) to make shades and tints.



Wire Sculptures

Use wire, copper, aluminum or colored telephone wire. Use wire cutters and a wood block, hammer and nails, scraps of paper, metal or fabric to help shape your creation. Twist wire around a pencil to make coils.

1. Choose a figure or plan a design for a sculpture.
2. Shape the wire until you are happy with the figure you have created.
3. Add color, details or a new texture by using bits of other materials as part of your sculpture. Try wood scraps or snips of tin or cloth.
4. Nail wire sculpture to wood if it needs a base for support.

Artist Palette Neckerchief Slide

Use small, thin piece of wood, cardboard, or plastic. Put different colors and shapes of paint or markers around edge. Draw on paint brush or use a piece of black yam and shape it to resemble a brush. (Could use an old nail polish applicator brush.) Glue or tack holder on the back or enlarge the slide so the neckerchief will fit through the thumb hole of the palette.

Salt Scenes

1. Pour salt (or white sand) on paper or in jars with lids to mix.
2. Add colored chalk or powdered tempera and mix.
3. Pour salt in bottle or jars in layers to make designs.
4. Use a toothpick or an object with a sharp point to poke holes in layers to make designs.
5. Seal with wax.

Sand Casting

Sand casting is also fun and fits in with sculpture. Boys sculpt a design in damp sand, using hands, tools, and shapes available (plastic animals, letters, cars. etc.) Then, pour plaster into the mold. Casting will have sand sticking to the plaster. Mount on a velvet, burlap or varnished board.

Silhouettes

Sit the silhouette in front of a bright light so that the shadow of his profile is projected on a wall. Trace the outline of his shadow on a piece of construction paper or poster board. Cut this out and mount it on a contrasting colored sheet. These are effective when done with black on white or vice versa. The size of the shadow can be regulated by changing the distance of the light from the subject. You may wish to frame your profile portraits.

Den T-Shirts

Use wax crayons to transfer a design to fabric. Maybe the boys would like to design and personalize their own Den T-shirts.

Draw the design with wax crayon on thin paper. Lay the paper on an ironing board with the design facing up. Then lay the fabric face down on top of the paper. Be careful to place the fabric over the design so it will appear where you want it to. Remember also, this will print a mirror image. so be sure the design is drawn backwards from what you want it to look like on the finished product. Place a damp cloth over the fabric, and press it with the iron.

Games

Eyes-Shut Drawings

Have the boys draw a picture of a pig with their eyes shut. The curly tail of the pig makes this game funny.

Outlines or Wiggles

Give everyone a pencil or paper and have him draw a wavy or zigzag line. Then tell the boys to exchange papers and make their line into a picture. The one with the funniest picture or the best picture is the winner.

Crazy Artist

Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, with each player drawing no more than two straight lines. One player from each team runs forward about 30 feet, draws his two lines, then returns and hands the chalk to the next player in line. The team with the best looking house wins.

Blindfold Drawing

Tack or tape a large sheet of paper to the wall. Choose a subject fairly simple to draw, then blindfold one boy at a time and have him walk to the sheet of paper. Tell him what part of the drawing you want him to do. When he is through, blindfold another boy and have him add to the drawing. The boys should all get a kick out of the finished product.



Color Chart for Blending Colors

Number of drops of coloring to achieve desired color.

	RED	YELLOW	GREEN	BLUE
Orange	1	3		
Coral	3	1		
Lime Green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

You can find similar charts for blending colors on the back of boxes of food coloring.



Athlete

(Physical Skills Group)

Webelos Scouts are bursting with energy and eager to impress their Webelos Leader with their physical powers. Since most 10-year-old boys already have the skills necessary to pass this badge when they first enter the Den, it is a natural first activity badge. Athlete is one of four optional badges, which may be used to fulfill the requirements for the Arrow of Light. The Webelos Leader may make this badge a basic foundation for a good relationship with the boys for the coming year by giving his/her Den some encouragement and praise as they bear down to earn this one.



If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any 10-year-old will recognize the importance his body plays in his life. This badge gives the leader a chance to impress on the boys the importance of keeping physically fit.

Make up a permanent Fitness Progress Chart and re-test the boys at different times throughout the year. They will be interested in bettering their records.

“Champ-Nit”

Your Den can stage its own decathlon - not in track and field, but in fitness duels. For extra excitement, use the “champ-nit” method of scoring.

The “champ-nit” method is a Baden-Powell idea. The founder of Scouting wasn’t too happy about “winner-take-all”. The losers, he felt, needed to stay in. to try again.

Let’s say you have eight boys in your Den. After the first duel, you have four winners, four losers. The winners drop out. After the second duel you have two winners, two losers. The losers square off again. Finally, you have one loser, the Den “champ-nit”.

This method is very effective for knotting games, first-aid competitions. or fire-building contests. In an eight-boy Den, the camp-nit will have had seven tries. So the loser wins. He gets the most practice. He needs it.

Permanent Fitness Progress Chart

Rating	Sit-up (number)	Pull-ups (number)	Broad Jump Ft. In.	50yd Dash (seconds)	600yd Run (minutes)
Excellent	60	6	5’ 6”	7.6	2:15
Good	47	3	5’ 0”	8.1	2:30
Satisfactory	30	2	4’ 8”	8.6	2:45
Poor	22	1	3’ 4”	9.0	2:58



Personal Fitness Chart

ATHLETE'S NAME _____ PACK NO. _____ DEN NO. _____

EVENT	DATE	SCORE	GOAL	DATE	SCORE	DATE	SCORE	DATE	SCORE	DATE	SCORE	GOAL MET
SIT-UPS												
PUSH-UPS												
PULL-UPS												
LONG JUMP												
50-YARD DASH												
600-YARD DASH												
15-SECOND FLOAT												
100-YARD SWIM												

On your first attempt for your chosen events, try your best, record the date and your score for that event in the first space on the chart. For example, if you did 22 sit-ups, you would write 22 for your score. If your time for the 50-yard dash was 9.1 seconds, you would write 9.1 for your score. If you swam for 50 yards and floated for 10 seconds, your scores for those events would be 50 and 10. Set a goal to do better. You Webelos book tells you what you have to do to earn this activity badge, but you may want to try to do better. You may want to be able to do 20 push-ups or run the 50-yard dash in 8.3 seconds. Practice these events for a month and record your best scores for each week. At the end of the month, see if you have met your goals.



Den Activities

1. Attend a high school or college athletic event.
2. Invite a professional athlete to a Den meeting or discuss exercise, training rules and why they are important. If not a professional athlete, then use a college athlete or a high school coach.
3. Practice light stretching exercises to be done before strenuous exercises.
4. Review exercise requirements with boys and have a demonstration on correct way to do the exercises.
5. Help the boys set up a regular schedule of exercise with a chart for keeping records of activity and improvement. Encourage them to exercise at least 15 minutes each day, not just while working on this activity badge, but every day.
6. Visit a local gym or fitness club. See if someone there will give you a tour and describe some of the equipment and what it is used for.
7. Plan a short physical fitness demonstration for a Pack meeting.
8. Make an obstacle course with boxes to crawl through, hurdles to jump, and bars to chin. Time the boys as they go through it.
9. Measure some of each boy's muscles at the beginning of the month. Do the same at the end of the month to see if their regular exercise has made any difference

Dizzy Dash (or Den Leaders Revenge)

Sometimes for a Cub to plop down on the ground and whip out 30 sit-ups or 8 push-ups can be such a hassle. They usually can, except for the thought of it. So maybe you can try hiding it in a game like this. (Don't tell them what they are doing.) Every leader should try this at least once.

Line the Cub Scouts up side by side with some room between each. Have them lay down on the ground in the up (start) position (for push-ups). Have them touch their face to the ground and come back up (one push-up). Then while still in the up position, "walk" their feet up so they can do one somersault, stopping on their back with their knees up in the air. They can then touch their elbows to their knees (one sit-up). Have them do the somersault and the sit-up combination three more times for a total of four sit-ups in a row. Then when doing the next somersault, have them "roll" on over to their bellies and do one push-up. Have them continue this one push-up with four sit-ups and a somersault in between each. When they have done the 9th push-up, they have also done 32 sit-ups. Challenge another Den, or other leaders to laugh, too!

Muscle Building Exercises

Some muscles need more building than others do for increased strength and stamina. Start out slowly and increase gradually in these exercises designed for a 15 minute home workout program.

Biceps Builder: Bend one arm at the elbow and extend, palm up, from your side. Make a fist with this hand. With the other hand, grab the extended arm just below the wrist. Push up with the extended arm while pushing down with the other. Hold 10 seconds. Do this five times with each arm.

Neck Builder: Grab each end of a good bath towel with one hand on each end. Put the towel behind your head. While holding your head up straight, push hard against the back of your neck with the towel until your neck muscles quiver. Try this for three minutes.



Abdominal Muscle Builder:

Lay on your back on the floor with you arms at your sides and your feet together. Raise and spread your legs slowly without touching the floor and hold for ten seconds. Do this three times, and then repeat.

Back and Chest Strengthenener:

Lie face down with hands at the back of your neck, elbows out. Raise head and chest and hold. Repeat.

Arm and Shoulder Muscle Builder:

Pushups are great for this. Keep back and arms straight while raising and lowering your body. Work up to 20 pushups a day.

Citizen

(Community Group)

The Citizen Activity Badge is one of the requirements for the Webelos Badge. Although it is listed as a badge for second year Webelos in the recommended badge chart, since it is now a requirement for the Webelos badge, it should be done as a first year Webelos.

This is a good badge to start the boys on as soon as they join the Den. The written requirements and readings may be done at home with Mom and Dad, which points out the continuing importance of parent involvement in the Webelos Den. This pin relates directly to developing responsible citizenship. one of the prime purposes of Cub Scouting and the Boy Scouts of America.



The badge area is also of interest to the leader, because they can learn much about the boys from their writings on the what is meant by “all men are treated equal” and on the Star Spangled Banner. The leader should keep in mind that all boys are different, so will have different ideas and opinions on this badge. Each boys “best” should be judged individually.

The Webelos Leader should plan carefully, so that boys get a feeling for the real meaning of citizenship without spending a lot of time in studying. There are various ways to do this. You might give them the opportunity to get a close look at government by planning a field trip to a local government agency or court. One of the best ways to stress the meaning of good citizenship is by practicing the good turn. This should be a must for every boy.

Den Activities

1. Attend a naturalization ceremony. Offer your services as flag bearers, ushers, etc. at a citizenship naturalization ceremony. Invite a new citizen to speak to your Den on what becoming an American citizen means to him/her.
2. Observe the voting process. Make voting posters and have the boys take them to local merchants and get permission to display them.
3. Visit a court. Have the judge or a bailiff speak to the boys about court procedure. Maybe the judge would be willing to talk to the boys about citizenship.
4. Tour a municipal building.
5. Visit a police station, fire department and/or a local jail.
6. Visit a city council meeting, school board meeting, etc.



7. Remind people to fly the flag. Practice hoisting and lowering the flag. Get permission from your school or sponsoring church to use the flagpole there. Discuss flag etiquette. Maybe the boys would like to prepare a pamphlet or other handout on the proper ways to display the flag for distribution at school or in their neighborhood.
8. Take the boys on a tour of the Council Service Center and arrange for them to talk to some of the executives there.
9. Discuss ways to preserve our natural resources. Carry out an anti-litter campaign. This could include making posters for display, cleaning up litter in local parks, making litter bags, and collecting items for recycling.
10. Plan and make a display on citizenship for a Pack meeting.
11. Learn more about your community. Your local historical society can help with this.
12. Discuss the various organizations in your community that help people. Visit one of these organizations and find out what they do and how they are run.

The appeal of this badge to the boys will be determined in large part by the method used by the Webelos Leader in presenting the material. It can be exciting, fun, and informative; or it can be just some more reports to write. Because of the pins' importance, the leader should be encouraged to make a special effort in planning for the Citizen Activity Pin.

Just how much importance does the Scout program attach to Citizenship?

- One of the nine purposes of Cub Scouting is developing habits and attitudes of good citizenship.
- One of the three aims of Scouting is "Citizenship - used broadly this means the boys' relationship to others.
- The one of the two required Activity Badges for the Webelos rank is Citizen.
- To become an Eagle Scout, the boy must earn a total of 21 merit badges, which must include: Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World.

So, for a boy on the road to Eagle Scout, the Citizen Activity Badge is a very important step during his Webelos years.

Resources For Citizen Activity Badge

- Webelos Scout Book
- Scout Handbook
- Merit Badge Pamphlets:
 - Citizenship in the Community
 - Citizenship in the Nation
 - Citizenship in the World
- Your Flag (BSA literature No. 3138)



Your Duties as a Citizen

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of. Your duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on government issues.
- To vote in elections.
- To serve and defend your country.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.

Games

Scrambled Names

Just for fun, see how many of our Presidents' names you can unscramble. Make sure the Scouts are working as a family or Den. Make sure they are working quickly -- the fastest is the winner!

- | | | | |
|---------------|-------|----------------|-------|
| 1. SDMAA | _____ | 18. NISWOL | _____ |
| 2. VHEROO | _____ | 19. NODISAM | _____ |
| 3. LLNNIOC | _____ | 20. MUTRNA | _____ |
| 4. NJHOONS | _____ | 21. SBHU | _____ |
| 5. VOOSRTEEL | _____ | 22. YTLOAR | _____ |
| 6. DORF | _____ | 23. WHOEEEINRS | _____ |
| 7. SFFJOEREN | _____ | 24. TRCEAR | _____ |
| 8. RTANG | _____ | 25. EPICRE | _____ |
| 9. INLTCNO | _____ | 26. HRATUR | _____ |
| 10. RRAIOHNS | _____ | 27. FATT | _____ |
| 11. KLOP | _____ | 28. ONAWSHIGTN | _____ |
| 12. LYTRE | _____ | 29. ANNABCUH | _____ |
| 13. GAERNA | _____ | 30. MOERLLIF | _____ |
| 14. VEECLLND | _____ | 31. DYNNEEK | _____ |
| 15. NVA NUBRE | _____ | 32. IGHARN | _____ |
| 16. EYHSA | _____ | 33. KCNLYINE | _____ |
| 17. AEFGLDR | _____ | 34. RNOOME | _____ |

Answers To The "Scrambled Names" Puzzle

- | | | | |
|--------------|---------------|----------------|----------------|
| 1. ADAMS | 10. HARRISON | 19. MADISON | 27. TAFT |
| 2. HOOVER | 11. POLK | 20. TRUMAN | 28. WASHINGTON |
| 3. LINCOLN | 12. TYLER | 21. BUSH | 29. BUCHANAN |
| 4. JOHNSON | 13. REAGAN | 22. TAYLOR | 30. FILLMORE |
| 5. ROOSEVELT | 14. CLEVELAND | 23. EISENHOWER | 31. KENNEDY |
| 6. FORD | 15. VAN BUREN | 24. CARTER | 32. HARDING |
| 7. JEFFERSON | 16. HAYES | 25. PIERCE | 33. MCKINLEY |
| 8. GRANT | 17. GARFIELD | 26. ARTHUR | 34. MONROE |
| 9. CLINTON | 18. WILSON | | |



Citizen Remote Control

You may have seen the game show “Remote Control” on MTV. If not, don’t worry, your kids probably have! In this off-the-wall game contestants sit in lazy-boys and select categories by choosing channels on a giant TV set. Our game is played along the same lines. But, instead of categories about Sitcoms and “The Brady Bunch”, our questions all relate to the requirements for the Citizen Activity Badge.

Before we begin with the questions, lets gather a few props to make our game a little more fun. Instead of lazy-boy recliners, we use folding lawn chairs. To make remote control “clickers”, use small candy boxes like “Junior Mints” or “Good-n-Plenty”. Cover the box with brown paper and decorate with magic markers so it looks like a TV remote control. Be sure to add lots of buttons. For our giant TV screen, draw a picture of a TV set on a piece of poster and hang on the wall. On the screen draw the words “Remote Control”. Now, we’re ready to play!

Our categories are: Leaders, Flag History, Duties, Flag Etiquette, Rights, and Grab Bag. Now, make up five questions for each category or use the ones below:

<p>LEADERS</p> <ol style="list-style-type: none"> Who is the President of the United States? Who is vice-president of the United States? Who is the Governor of Maryland? Name one of Maryland’s U. S. Senators. Name the Mayor of your town. 	<p>FLAG ETIQUETTE</p> <ol style="list-style-type: none"> Show how to salute the flag when not in uniform. When folded, what part of the flag shows? When on stage, where does the flag go? Name one time when you should salute the flag. How many people does it take to raise the flag?
<p>FLAG HISTORY</p> <ol style="list-style-type: none"> What’s the nickname of the 1st official U. S. Flag? How many stars did “Old Glory” have? How many stars did “The Star-Spangled Banner” have? How many stripes did “The Star-Spangled Banner” have? In what year was the flag last changed? 	<p>RIGHTS</p> <ol style="list-style-type: none"> Name one thing you can do because we have Freedom of Religion. Name one thing you can do because we have Freedom of the Press. Name one right that ensures you won’t be punished unfairly. Who determines if the law violates the constitution? Name one right included in the Bill of Rights.
<p>DUTIES</p> <ol style="list-style-type: none"> Name one law you obeyed this week? Name one way you can help the police. Name one civic duty your parents have. Name one way we pay for government. Name one non-elected community leadership position. 	<p>GRAB BAG</p> <ol style="list-style-type: none"> Describe a conservation project. Name one way our country helps another country. In the Pledge of Allegiance, what do you pledge allegiance to? Where was Patrick Henry when he said “Give me liberty, or give me death!” Where was Francis Scott Key when he wrote “The Star Spangled Banner”?

Communicator

(Community Group)

You are already a communicator. So is every other human being. A communicator is one who gives information. It is the Den Leader's responsibility to teach the Webelos Scouts how to express oneself and to present him with many ways of communicating. Communication is a big field and the Webelos Den Leaders can help the boys sample that field through the Den working on the Communicator Activity Pin.

We often consider communication as the expression of our thoughts or feelings through speech, gestures, print and electronic devices. Communication, however, is really comprised of both the transmission of the message, and decoding by the receiver. In other words, communication does not exist unless the message is both sent and received. When the intended recipient of the communication understands the message, the communication is effective.



Den Activities

1. Demonstrate and teach the Webelos Scouts the Boy Scout Motto using sign language.
2. Have a deaf, blind or mute person visit the Den and describe special problems they have in communicating.
3. Instruct Scouts how to address a group.
4. Have four Scouts take part, reading in full, one point of the Scout Law.
5. Visit an Amateur Radio user and let him explain the use and rules of an Amateur Radio Band radio. Let Scouts examine the equipment and talk with someone over the Amateur Radio.
6. Instruct Scouts in the use of secret codes. Then let several Scouts complete and invent their own code.
7. Get a copy of the CB Ten Codes and have the boys use them.
8. If you cannot visit a radio or television newsroom, invite a newscaster to your meeting to talk to the boys about their job.
9. Review the instructions on addressing a group and have several Scouts compete.
10. Invite a High School or Middle School speech teacher to your meeting and have them talk about communications.
11. Form Den in a circle. Scouts recite, not sing, the National Anthem (have words handy).

What Is a Code?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers. A cipher is a code in which every letter of a word is written in a secret way. The Morse Code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down. Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on airplanes and ships are also kinds of codes.

Codes usually have two parts. The first part is for making the code. This is known as ENCODING the message. You need to know how to make your message a secret one.



The second part is called DECODING the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means. The more you know about codes, the more fun they are. Many people like secret codes, and so will the Webelos Scout.

Some of the easiest codes use numbers for letters. There are many different ways to make this code. Here are some samples. Try making your own Den code using this concept.

Number Codes

Draw lines on paper or use lined paper. Print the letter of the alphabet on the paper. Then start with the number 1 and write the numbers in order below the letters.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

Each letter of the alphabet will now have a number that means the same as the letter.

Webelos Scouts will undoubtedly accomplish the above code very quickly, so assign the numbers backwards; that is, assign 26 to the letter A, 25 to the letter B, and so on.

Another example of a number code is to use even numbers, beginning with A being #2, B being #4, C being #6, etc.

Write the name of your Webelos Den using the Number codes listed here:

Codes can be set up in the same fashion, using only odd numbers, skipping by 5's, etc. Let your Webelos experiment and develop their own code and write out a message for another Scout to decipher.



Symbol Code

The chart to the right is a symbol code, It uses symbols in the place of letters or numbers. It's easy to make, but hard to decode, unless you know the symbol for each letter. Be careful! Some of the symbols look alike but they are not the same.

A	⊥	B	⊥	C	⊥	D	-	E	⊥
F	⊥	G	⊥	H	⊥	I	⊥	J	⊥
K	⊥	L	⊥	M	=	N	⊥	O	⊥
P	⊥	Q	⊥	R	⊥	S	⊥	T	⊥
U	⊥	V	⊥	W	⊥	X	⊥	Y	⊥
Z	⊥								

Using this symbol code, have your boys code certain messages such as:

Communicator or Scouting is fun or Arrow of Light



Another example of different coding is the Square Box Code. Draw a large square on a piece of paper with a pencil and ruler. Divide the square into 25 smaller squares. You can fit the 26 letters of the alphabet into the 25 squares by putting two letters in one of the squares. W and X would be good ones to put in one square.

COL UMN

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I	J
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W/X	Y	Z

R
O
W

The code uses number in place of letters. The code for A is 11, because A is in row 1. column 1. The code for M is 33, because it is in row 3. column 3. Always use your row number first. Read across for rows and down for columns.

The message RUN FOR HELP would look like this: 43 51 34 21 35 43 23 15 32 41

Games

Communication Game: This is a game that can be played in any Den setting, and is instructive for both the boys playing the game and for the rest of the Den watching.

Cut identical sets of geometric shapes (various shapes: triangles, squares, rectangles, octagons, etc.) out of different colors of construction paper. Give one set to each of two boys. and set them so they are facing away from each other at two tables, or on the floor.

The first boy is told to arrange his shapes in whatever fashion he chooses. When he has done so, he is told he must now tell the second boy how to arrange his identical set of shapes in the same arrangement. The second boy cannot ask questions or otherwise communicate with the first boy. See how things work out.

The second time, the roles are reversed, with the second boy arranging his shapes any way he wishes, The difference now is that the first boy may ask questions and the second boy may answer them.

A discussion can ensue about the value of questions and answers in effective communication.

Who Am I? Have one player pretend to be some figure in nature - plant or animal. He tells brief facts about himself such as "I live along the seashore and am an animal". The one guessing correctly becomes the new leader.

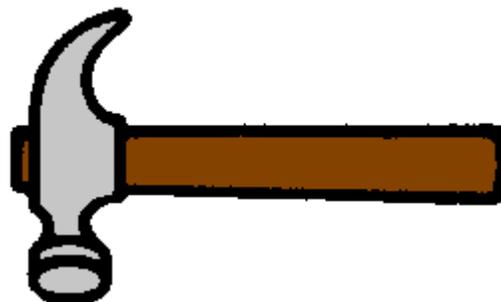
Hear, Hear Game: This game is identifying sounds. The Den chief produces the sounds below from behind a screen or in another room and the Webelos listen. As each sound is produced, the boys write down what they think it is.

Sample sounds: sandpaper rubbed on glass, Pack of cards dropped on a table, egg whipper whipping cream, golf ball or ping-pong ball bouncing on a bare floor, piece of metal being filed, slicing bread, cutting glass with a glass cutter, and bursting a paper bag.

Craftsman

(Technology Group)

Webelos Scouts who have spent a year or two in a Cub Scout Den before coming into the Webelos Den will already have had some craft experience. They may have already worked with simple woodworking tools; but chances are, they will not have had much experience with leather craft or tin craft. This is a good opportunity for a boy to gain some knowledge in these skills.



To earn the badge, the boys must complete ten craft projects. There is no way these can all be completed at Den meetings, so this is a chance to involve parents; both in working at home with their boys, and in furnishing tools to be used at Den meetings.

While working with boys on this activity badge, keep these things in mind:

Patience - Some boys require a high degree of patience. Stick with it; you'll be glad you did. Enlist the help of the assistant Den leader, Den chief, and fathers, so you won't need to do it all alone.

Preparation - Have all tools laid out at separate workstations before the Den meeting starts. Build a sample of the item yourself before the meeting and make note of the steps that require the most coordination. Be prepared to help boys individually in these areas. Show them your sample so they can get an idea of what the finished product will be like.

Perseverance – You should insist that the boys finish the item which they begin. This is very important. If necessary, work individually with them outside the Den meeting or enlist the help of others. Don't even consider using a project, which the boys can't complete within a reasonable amount of time. Watch for signs of discouragement, and help the boys who seem to be having trouble.

Help the boys understand safety practices and to take safety precautions where needed. They should realize that sharp tools are a necessity and that they should use them with care and safety. Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.



Den Activities

1. Visit a furniture factory, lumberyard, saw mill or cabinet maker.
2. Visit a tannery or leather goods manufacturer.
3. Invite an expert to give a demonstration on the proper care and use of tools.
4. Have someone with experience demonstrate leather tooling and the use of various leather tools.
5. Have someone give a demonstration of metal work, using tin snips and a vise. Be sure to caution the boys on the sharpness of the edges of the metal.
6. Discuss the proper finishing methods for wood projects; the importance of sanding methods; fillers for holes and scratches; the various type of finishes such as shellac, stain, lacquer, varnish, and enamel, etc.
7. Make a tool chest or a bench hook for sawing.
8. Have a birdhouse building contest.



9. Make a Den knot board (see Webelos Activity Book).
10. Make a tote tray for carrying tools.
11. Have a nail-driving contest. Each boy has a scrap of wood, nails and a hammer. Let them practice driving the nails into the wood straight.

Games

Tool Identifier

Use a piece of “peg board” 4 feet x 4 feet. Paint it a bright color of your choice. Now outline commonly used tools found in the household such as: Hammer, saw, wrench, pliers, etc. Be sure to label what each item is. Now insert “peg board hooks” for each item.

Upset The Tool Box

The toolbox has been upset and we must get it back in order. The following is a group of tools with the letters scrambled. Can you straighten them out?

- | | |
|----------------------|----------------|
| 1. Urel _____ | 1. Rule |
| 2. Aws _____ | 2. Saw |
| 3. Lnai _____ | 3. Nail |
| 4. Memhar _____ | 4. Hammer |
| 5. Elrwot _____ | 5. Trowel |
| 6. Alnep _____ | 6. Plane |
| 7. Careb _____ | 7. Brace |
| 8. Itb _____ | 8. Bit |
| 9. Rcsewvirder _____ | 9. Screwdriver |
| 10. Velel _____ | 10. Level |
| 11. Cenhrw _____ | 11. Wrench |

Nail Driving Contest

Give each boy a hammer and five nails. On the word “Go”, they are to nail all five nails completely into a round log 4 inches in diameter. First one to finish is the winner.

Board Sawing Contest

This is the same as the Nail Driving Contest. Give each boy a small hand saw and a 2” x 4” board. On the word “Go,” each boy is to saw his board in half.

Name The Tools

Cut different silhouettes of tools from construction paper, such as a hammer, plane, brace, bit, wrench, screwdriver, etc. Glue these on lightweight cardboard, and use as flashcards.



Crafts

Candlebolder

Cut a cube from a piece of 4 x 4 fir lumber.

Mark the center of the cube (block) at the top and drill a first hole 7/8 inch diameter to 5/8 inch depth. Then drill another hole 3/8 inch deep with a 5/8 inch diameter drill.

With a sharp knife or round file, smooth the hole to a tapered fitting. This will enable a tapered candle to fit snug.

Now sand the block, rounding all edges. The block can now be finished smooth or engraved with any design using a wood-burning tool.

“Chip Off The Old Block” Paperweight

1. Cut block of wood from a piece of 4 x 4 fir lumber.
2. Burn message with wood burner, or paint message on.
3. Add small snapshot on end.
4. Varnish block for finish.

Wall Hanging

Materials: Four 1” blocks, pre-cut hearts, stencils, paint & brushes/sponges. drill, jute or ribbon, glue

1. Drill holes in each block of wood.
2. Thread jute or ribbon in through each block of wood.
3. Glue hearts onto the jute/ribbon, leaving space between the blocks. Add a little glue in each block to hold in place.
4. Tie a bow in the jute/ribbon at the top (and bottom if desired).
5. Decorate.

Bookends

Materials: 1” x 6” pine, ¼” plywood (12” x 6”), glue and screws, paint or stain and brush, sandpaper.

1. Cut Scout emblem out of 1 /4” plywood and paint gold.
2. Glue and screw ends to base, sand smooth and paint or stain.

(Helpful hints: drywall screws work great without needing pilot holes. If staining, use a one-step stain and clear coat finish like Min-Wax.)

Old Fashioned Lamps

The lamps are made with pliable, 12-ounce aluminum soda cans. Glue plastic bottle caps to the bases to hold the candles. For gluing, use a glue suitable for metal, such as epoxy. To cut the cans, use kitchen shears. When necessary, use your fingers to curl or bend strips cut from the cans. Use a hammer and nail to punch holes. Spray paint the finished lamps with metallic or flat black paint.

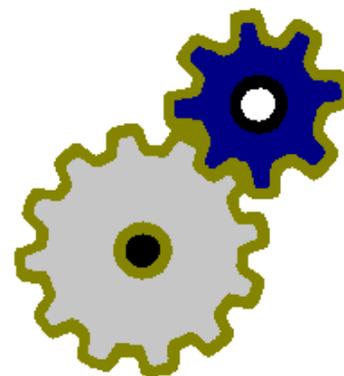
Simple Lamp

For the base, cut a soda can down to 1” high and invert it. Form the cutoff sides of the can, cut a 1” strip for a decoration on the base. Curl one end of the strip and insert the other end through a slit cut in the base; bend the end on the inside of the base and tape.

Engineer

(Technology Group)

The engineer is someone who may be doing just about anything from working on a new chemical process, to planning how to get water to your house. Point out to the Webelos in your Den that an engineer is a planner who is found in many fields: civil engineers - plan towns, electrical engineers - plan power plants and large scale electrical wiring. Chemical engineers, mechanical engineers; any field that needs to have its work done for utmost efficiency and reliability.



Den Activities

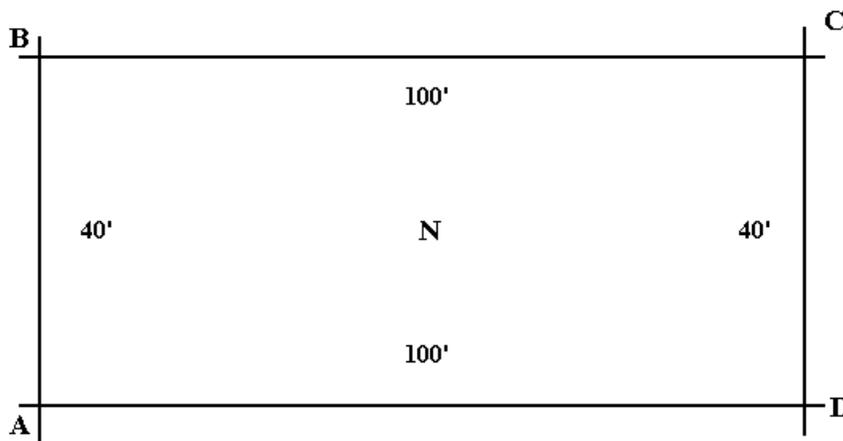
1. Arrange for boys to visit an engineer or surveyor in a municipal or county office. Plan for the boys to look through a surveyor's transit and "read a rod" or visit a construction site and see the plans, which are being followed.
2. Make a block and tackle. Be sure to explain its purpose - to lift weights easily. A single block and tackle has an ideal mechanical advantage of two, which means that if there was no friction, a one pound force can pull two pounds. A double block with one pound pulling force could lift four pounds. As additional blocks are added, the mechanical advantage is increased, but each additional pulley also decreases the distance the load is moved. Friction is a factor affecting the lifting power.
3. Have the boys find pictures of different bridges and bring them to a Den meeting. The differences in many kinds of bridges will become apparent as the boys study them and construct models. The simplest ones are plank, beam, pier, deck, truss, and arch types. The more complex kinds are the bascule (the old castle drawbridge type), vertical lift, cantilever, and pontoon. Many swinging bridges are in use today.
4. Make a catapult.
5. Discuss property lines. Have an expert show the boys how property lines are determined, and how to measure one.
6. Discuss different types of engineers. If one of the dads is an engineer, ask him to describe briefly to the boys what his duties are.

Surveying Land

Survey land, whether it be yours, or just stake out a section in the school yard or park using fixed points, such as a nail pushed through a rag.

To do this, you will need a compass and a 100-foot tape measure. Put the compass on top of a 2 x 4 approximately three feet long. Start at one corner of the area to be surveyed. Take a reading of

your compass and measure the distance to the next point. Do this all around the area that you have chosen to be surveyed - marking down your distance and degree.





360 degrees North 40' Points A to B

90 degrees East 100' Points B to C

180 degrees South 40' Points C to D

270 degrees West 100' Points D to A

A surveyor's transit works much the same way. It gives the surveyor degrees in elevation as well as the degrees horizontally.

Steam Electric Power Plants

They create steam by heating water in a nuclear reactor or in a combustion chamber, where coal, oil or gas is burned. The steam turns a turbine that runs a generator. The generator has a rotating electromagnet called a rotor and a stationary part called a stator. A separate generator called an exciter powers the rotor, creating a magnetic field that produces an electric charge in the stator. The charge is transmitted as electricity. A transformer boosts the voltage. Exhaust steam passes cool water pipes in a condenser and turns back to water for re-heating. The water that has absorbed the steam's heat in the condenser is piped to a cooling tower to be cooled.

Things To Make

Balance

A balance is not a weight scale, but is a device to measure an amount of one thing equally to another (in weight), not to a scale.

Materials:	1" x 4" - 12" long	1" x 1/2" - 12" long
	1/2" x 3" x 3" plywood for base	Wire coat hanger
	2 cup hooks	2 1/2" bolt with washers and nut
	(2) 1/2" x 3" diameter plywood circles	6 lengths of 6" chain

1. On the 1" x 1/2", carefully measure and find the centers for a hole in the middle, equal distance from both ends and from both edges. Drill it. Put the cup hooks in the bottom of the board 1" from the ends. On the bottom, equal distance from both ends, drill a hole big enough to put a piece of coat hanger in.
2. On the 1" x 4", drill a hole 2" from the top and equal distance from both sides on the 4" side of the board from top to center.
3. Attach the 1" x 4" to the 3" x 3" base, in the center of the base.
4. Cut a straight section of coat hanger about 6 to 8 inches long and glue into the hole on the 1" x 1/2".
5. Bolt the 1" x 1/2" to the 1" x 4" - You want enough play so the 1" x 1/2" moves freely, but not sloppy.
6. On the 3" diameter circles, find 3 points equal distance around the edge and tack a length of chain to each point, then attach the three chains to the cup hooks.
7. If all works well, the coat hanger should lay on the centerline of the 1" x 4". If this doesn't happen, weights (bent nails) can be hooked over the lighter arm and moved back and forth until balance is gained.

Block And Tackle Power

To show how a simple block and tackle increases pulling power, try this demonstration. You need two dowels of broomstick diameter and a length of clothesline. Tie the line to one of the sticks. Wrap it around both sticks two or three times. Have two of your larger Webelos Scouts grasp the sticks. Have the smallest boy pull on the line. He will be able to pull the two sticks together no matter how hard the bigger boys try to hold back.

Bridges

The earliest bridges were probably a log fallen across a stream. Someone probably learned that several logs side by side made it wider and easier to cross. You could make a longer bridge by putting logs or slabs of stone across stepping-stones over a wider stream. These are the same principles that are used in many modern bridges.

Make a plank bridge out of a piece of poster board or a cereal box 10 inches long and 4 inches wide. Place it between two blocks or thick books. See how many toy cars it will support. Now bend the sides up 1/2 inch from the sides like handrails. See how many toy cars it will now support.

What you have done is changed a plank bridge to a beam bridge. It acts like a much thicker plank without the weight or expense of more material.

Beams are thick at the center where more weight is supported and thinner near the ends where there is less weight. The beams are usually made lighter by making them out of lots of small triangles. The beams are started at the center and built out on both sides equally to maintain balance like a seesaw.

Try this experiment to see why triangles are used. Nail the ends of four scrap boards together to form a frame. Use only one nail per corner. See how easily this collapses? This is how a bridge would act made from triangles. Now nail a cross board on the frame to form two triangles. See how much stronger it is? Arch bridges are some of the longest lasting in the world. Some are over 1,500 years old! The arch can be entirely over the roadway, entirely under the roadway, or in the center. You can make a pretty good model of an arch bridge by using a hole saw, like you would use to drill a hole for a door knob, and drilling holes in a board. Cut this out with a cut through the center of the holes and you have the two sides of an arch bridge. Place another board on top for the road the draw and paint the stones on the side.

Bridge Activity

Have boys build two demonstration bridge side frames - one of rectangles and one of triangles. Use stiff cardboard or thin wood and brass fasteners. Have them experiment to see which type of bridge is stronger.





Family Member

(Community Group)

A family is a group of people who care for each other and share with each other. The family of many boys includes mother, father, and perhaps brothers and sisters. Other boys live with just one parent or grandparents. Still others live with guardians or in foster homes or boarding schools.



The family gives food, shelter, clothing, and love. It teaches religious beliefs and helps to learn right from wrong.

Problems: Lack of family support.

Solutions: This badge is a good first badge as the Cub comes into the Webelos Den from the Cub Scout Den or as a new member. It can also be used to win parents into the Webelos Den. The badge may be completed almost entirely at home, but you can highlight it at meetings by having the Webelos Scout tell about it on completion of the requirements. If there is no support from the family, the leader can review the requirements with the Cub and help him make out the lists. This badge is a good project to bring up at a Den family get-together; some plans can be made right there.

To help the Webelos develop a sense of family responsibility. To help the boys see how finances affect their families. To help Webelos gain insight into the running of a household.

Den Activities

1. Play a game of hazards. Set up a room with several hazards. Have boys come in and find as many hazards as they can.
2. Practice house cleaning skills by cleaning the chartered organization areas. Be sure to get permission and ideas first.
3. Have a parent come in to the next Den meeting and talk about washing clothes. Announce that next week's meeting will be at the local Laundromat. Each Scout is to bring a load of wash, soap, and change for the washer and dryer. (Better bring a parent along, too.)
4. Make outlet insulators. Use foam meat trays. (Save at home or ask your local grocery store for some.) Use outlet covers as guide.
5. Invite a home economics teacher or dietitian to talk to your Den. Perhaps your Den could also plan a week's worth of meals for a family and visit a retail food establishment and price the food required to sustain their family and see how it relates to the budget of a family budget. This would also cover the requirements in the Fitness Activity Badge.
6. Keep a personal budget for a month.
7. Have the boys make a chart showing the jobs they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next two months and how they will do them.
8. Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning, they must plan the meal, shop for the food, and then cook it.



Fire Safety Quiz

Use at a Den meeting by reading the questions and asking the boys to write down the letter of the correct answer or by making copies and giving one to each boy.

1. What should you do to be ready if fire should strike your home?
 - a. Keep pails of water handy.
 - b. Have an escape plan and rehearse it often.
 - c. Be ready to carry out the furniture.
 - d. Have a suitcase packed.
2. In making your escape plan, why should you know two ways out of every room?
 - a. So you can see different parts of the house when you practice.
 - b. In case fire or smoke blocks the escape route.
 - c. To keep people guessing.
 - d. To make home fire drills more fun.
3. If your clothing catches fire, what do you do?
 - a. Run for help.
 - b. Look for water to throw on yourself.
 - c. Roll on the floor or ground, wrapping yourself in a coat, blanket, or rug if possible.
 - d. Call your best friend for help.
4. What should you use for light in a dark closet when there is no light bulb?
 - a. A match.
 - b. A candle.
 - c. A cigarette lighter.
 - d. A flashlight.
5. When you check extension cords in your house, what should you look for? Choose two.
 - a. Frayed, broken insulation.
 - b. Whether the color matches the wood.
 - c. Whether they run under the rugs.
 - d. Whether the plug is brown or white.
6. If there are small children in your home, you should be especially careful that they don't play with these.
 - a. Pile of blankets.
 - b. Matches.
 - c. Tennis balls.
 - d. Pots and pans.
7. In checking around a furnace for fire hazards, you should remove which of these?
 - a. Fishing rods and reels.
 - b. Table.
 - c. Garden tools and aluminum folding chairs.
 - d. Gasoline can, greasy rags and newspapers.

Correct answers: 1-b; 2-b; 3-c; 4-d; 5-a,c; 6-b, 7-d



Laundry Lizard

Boys will probably gripe about doing the laundry. However, when they leave home, they will probably wish they knew how to do it easier and faster, especially when a new white shirt turns pink overnight. The following games can make this a fun activity.

Wash-Sort Game

The boys may think this is silly at first, but when they get into the competition of sorting laundry before the other team finishes, they have a ball. Gather some “dirty” laundry -clean enough for the boys to get through in roughly a minute. Mix into two piles having about the same amount of white, colored, and delicate items in each. You can add to the fun by including something that must be dry cleaned so the boys must read the labels to properly sort things. Also, put some pens and/or papers into pockets for even more reality. Split the Den into two teams. First team to sort properly wins. You may want to time each boy individually for another variation.

Fold-Em Game

When you get done sorting the laundry, you may want to do the fold-em game. It's just that fold each item neatly. First team done is the winner.

Wash-Em Game

You will want to have the boys help do this for real. Since everyone will have a vested interest in the outcome of how this laundry is done, you will want to make this a special laundry day!

Home Job Lottery

This isn't really a lottery, but the name is catchy. Here are a list of jobs that must be done at home. Write them on slips of paper. Put the slips into the job jar. At the Den meeting, each boy draws a job to do at home for the next week. You may want to send a note home to let his family in on the project - then they can verify it for you.

- | | |
|------------------------------------|---|
| Take out the trash on trash day | Do the dishes every night this week |
| Mow the lawn | Fold three loads of laundry this week |
| Rake the leaves | Wildcard (do a special job for parents) |
| Sweep the floor | Wash the windows |
| Dust the furniture twice this week | Clean the bathroom(s) |
| Vacuum the house once this week | Hug my family every day |

Feelings

Use this pre-opener to lead into a discussion about various feelings. Relate this to the family with questions such as: When someone in your family is feeling sad, what can you do to make them feel better? If your little brother or sister is afraid of the dark, what could you do to make him/her less scared? How does it affect your family when you are feeling angry? Find the words listed and circle them when you find them:

- | | | | | |
|---------|--------|--------|--------|---------|
| SERIOUS | HAPPY | ANGRY | SILLY | SAD |
| JEALOUS | BORED | LONELY | GUILTY | JEALOUS |
| GROUCHY | SCARED | PROUD | | |

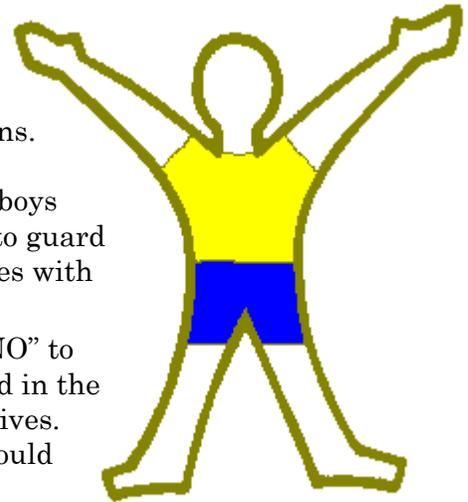
G U I L T Y N C B
Z K A N G R Y G O
P O H V D H O R R
S S C A R E D O E
G E S T P R O U D
S J R X Q P L C S
L Y S I L L Y H Y
P R N U O W M Y L
J E A L O U S B O
L O N E L Y S I P

Fitness

(Physical Skills Group)

When we hear the word “Fitness” it gives us the image of a healthy body. For each of us to keep our bodies in good shape, we have to eat right, exercise, and overcome a lot of temptations. The Athlete Activity Badges stresses health through physical activity. The Fitness Activity Badge is designed to inform the boys against the harmful temptations in life. This badge warns us to guard against the effects of tobacco, drugs, alcohol and help our bodies with proper diet and exercise.

This badge is an excellent way to encourage our boys to say “NO” to drugs and alcohol. The boys are never too young to be educated in the daily temptations that could confront them in their everyday lives. Fitness is for all of us. The lessons learned from this badge should be an ongoing process to be carried on to their adulthood. The Fitness badge, along with the Citizen badge is required to earn the Webelos badge.



Den Activities

1. Have a nurse, doctor, or EMT talk about the harmful effects of tobacco and drugs or diet.
2. Contact a local anti-smoking and / or anti-drug group and have someone come to speak and / or show a film.
3. Have a dietitian come and talk about a balanced diet.
4. Visit a fitness center and have someone give a talk on exercise and learn an aerobic routine. Work on the Presidential Physical Fitness Award, Department of Health & Human Services, President’s Council on Physical Fitness & Sports, Washington DC 20001.
5. Make a poster on saying “NO” to drugs to be displayed at the next Pack meeting. Show films on drug abuse.
6. Plan a simple meal based on what they learned about a balanced diet. If convenient where your Den meeting takes place, cook and let the boys sample.
7. Show tricks that you can’t do with your body due to balance.
8. Have a sports figure or a coach from the local high school come and talk to the boys about fitness.

Body Parts

Solve the code to identify the parts of the body.

- | | | |
|---------------|------------|-----------|
| 1. KVLQWAT | 2. TPWZ | 3. WFQK |
| 4. OPRK | 5. TWYZK | 6. SPPV |
| 7. QXKAOPK | 8. KBJY | 9. TWJF |
| 10. DOLLZ | 11. DJAPMK | 12. TPWFV |
| 13. OCYRK | 14. YPFGPK | 15. DWAB |
| 16. GPFVPDFWP | 17. PUP | 18. PWF |
| 19. QLXVT | 20. YKJP | 21. BYPP |

Answers:

1. Stomach, 2. Head, 3. Arms, 4. Legs, 5. Hands, 6. Feet, 7. Muscles, 8. Skin, 9. Hair, 10. Blood, 11. Biceps, 12. Heart, 13. Lungs, 14. Nerves, 15. Back, 16. Vertebrae, 17. Eye, 18. Ear, 19. Mouth, 20. Nose, 21. Knee



Meal Planning... the Pyramid Way

Use this chart to see what you eat throughout the week. Write in the foods eaten in each day and color in the corresponding pyramid shape. For example, if a slice of toast is eaten for breakfast, write in "toast" and fill in one Grain group pyramid. The number of pyramids shown for each food group is the number of servings to be eaten each day. At the end of the week, you should only have a few blank pyramids.

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Milk	△ △	△ △	△ △	△ △	△ △	△ △	△ △
Meat	△ △	△ △	△ △	△ △	△ △	△ △	△ △
Vegetable	△ △ △	△ △ △	△ △ △	△ △ △	△ △ △	△ △ △	△ △ △
Fruit	△ △	△ △	△ △	△ △	△ △	△ △	△ △
Grain	△ △ △ △ △	△ △ △ △ △	△ △ △ △ △	△ △ △ △ △	△ △ △ △ △	△ △ △ △ △	△ △ △ △ △
Breakfast							
Snack							
Lunch							
Snack							
Dinner							

Crafts

Make a Food Plate

Cut out pieces of colored fun foam to match the food groups. Make them the size to fit on a paper plate. Let the boys label the pieces as shown. Lead a discussion on the various food groups and how they affect our bodies.



Games

Balance Tricks

No matter what type of shape you're in, there are just some things we can't do. These tricks are to show what happens when your balance is off-center.

1. Stand with heels and shoulders against the wall - try to pick something up that is dropped in front of you - see what happens.
2. Stand with one shoulder, arm, leg and foot against the wall. Try to raise the other foot. What happens?
3. Keep a person sitting down, using only one finger - place finger between their eyes and push gently as they try to stand - they must be sitting a straight chair.



Newspaper Race

Each contestant is furnished with two sheets of newspaper. Each step in the race must be made on the newspaper. Thus, he puts down a sheet, steps on it, puts another sheet down, steps on it, reaches back to get the first sheet, and so on until he reaches the goal line.

Fitness Circle Game

Form a circle as large as the room permits with all Webelos facing the same direction. Give instructions for various activities as follows:

1. Start walking in a circle, and keep walking between these exercises.
2. Start hopping.
3. Make yourself as small as possible and continue walking.
4. Make yourself as tall as possible and continue walking. Now reach your hands high over your heads.
5. Bend your knees slightly, grasp your ankles and continue walking.
6. Walk as if the heel of one foot and the toes of the other were sore.
7. Walk stiff-legged.
8. Squat down and jump forward from that position.
9. Walk on hands and one foot with the other leg held high, imitating a dog with a lame foot.
10. Walk forward, raising your knees as high as possible with each step.
11. Take giant steps.
12. Walk backward, raising your knees as high as possible.
13. Run, lifting your knees high.
14. Walk on your hands and feet.

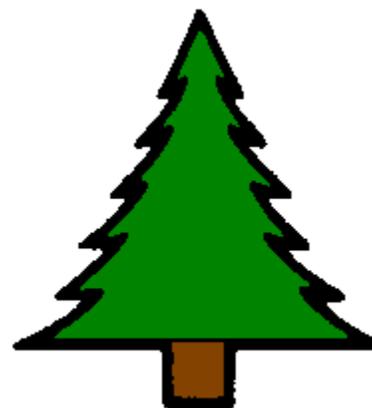
Forester

(Outdoor Group)

A forester deals with the care and growing of trees, and a Webelos Scout working on his Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark and types of wood, as well as how they live and grow.

America is a land of trees. They grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees ... our wooden houses and furniture in them, the rayon clothing we wear, the film in our cameras, and many of the fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. Think what beauty we would be missing if there were no trees. Our world wouldn't be nearly so interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and making of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.





Den Activities

1. Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
2. Make a collection of leaf prints.
3. Visit a lumberyard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
4. Check with a local conservationist for advice on planting projects and seedlings.
5. Plant a tree.
6. For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things.
7. Make a tree identification kit for your Den from strips of bark, leaves, needles, cones and seeds.
8. Teach boys how to measure tree diameter and height.
9. Make a "window on the insect world" display for a Pack meeting.
10. Make a tree exhibit "from roots to fruit" for a Pack meeting.

What Tree Am I?

- | | |
|---|--|
| 1. What tree is a double tree? | 11. The tree used in a bottle? |
| 2. What tree is nearest the sea? | 12. A tree worn in Oriental countries? |
| 3. Name the languishing tree? | 13. A tree that belongs to the sea? |
| 4. What tree will hold things? | 14. A tree used to describe pretty girls? |
| 5. What tree will keep you warm? | 15. A The tree used in wet weather? |
| 6. The Egyptian plague tree? | 16. The Canadian emblem? |
| 7. The tree we offer friends in greeting? | 17. A tree used by carpenters for securing straight lines? |
| 8. The tree found in some churches? | 18. The fisherman's tree? |
| 9. An emblem of grief? | 19. The name of a girl plus the name of a boy? |
| 10. The tree used in kissing? | |

ANSWERS:

1. Pear, 2. Beech, 3. Pine, 4. Box Elder, 5. Fir, 6. Locust, 7. Palm, 8. Elder, 9. Weeping Willow, 10. Tulip, 11. Cork, 12. Sandalwood, 13. Bay, 14. Peach 15. Rubber, 16. Maple, 17. Plum, 18. Bass, 19. Sumac

Bark

When most people think of trees, they think of leaves and branches, but when you're out walking in the woods, what part of the tree is closest to you? What part do you see most clearly? Not the leaves and branches. You see the trunks -- and particularly the bark covering them.

Tree bark comes in all sorts of colors and textures, depending on the kind of tree. Paper birch trees are famous for their satiny, light-colored bark that peels off in strips. Some North American Indian tribes used the bark to make canoes. Maple trees have a gray, shaggy bark.



Bark Rubbing

What you'll need:

- A tree
- A piece of construction paper
- A piece of screening 7½" by 14½"
- Masking tape
- A crayon

What to do:

1. Find an interesting patch of bark, and tape the construction paper over it.
2. Holding the crayon flat against the tree, rub up and down over the paper, pressing firmly. Keep coloring until you get an interesting pattern.

Remove the tape and inspect your bark rubbing. Try different trees, and look at the different patterns you get.

Get To Know A Tree

Find two trees with different shapes. Observe and sketch one tree at a time.

1. Look at the tree from a distance.
2. With your fingertip, "trace" in the air the shape of the tree. Start from the ground. go up to the top and back down to the ground.
3. Describe the shape of the tree.
4. Make a telescope with a rolled up paper or your hands. Look through this telescope at your tree from a distance.
5. Hold out your arms to show how the branches grow out from the tree (up, straight out, down?)
6. Go closer to your tree. What other things do notice about it?
7. How are you and your tree alike? Different?
8. Get close to the trunk of your tree. Look up into the tree. What do you see?
9. Go to a comfortable place where you can see your tree. Sketch it with the crayon you brought. Add some of nature's colors to your sketch. Pick some grass and rub it on your paper to make the green of the tree. Use a dandelion blossom for yellow. Is there a burned stump or fallen log that has some charcoal to use for black color?
10. Repeat all of these things with the second tree that has a different shape.

ASK: What differences did you notice in the two trees?

What did the trees look like when you were born?

How might they look 25 years from now, or 100 years?

What can we say (in summary) about these trees?

What do all trees have in common?

How are some different from others?

How many things that we need and use come from trees?

How could you use this tree? To help build a house?

Where did the paper come from that you made your sketch on?

The wood in your pencil? The eraser? (Rubber)

If your tree was used, is it gone forever? How can it be replaced?



Things To Make

Window on the Insect World

More than 180 million Americans depend on 489 million acres of forest land for their wood supplies. By the year 2000, there may be more than 300 million Americans. They will look to the same (or perhaps less) amount of land for forest products.

Every minute of the night and day, billions of insects are busily chewing, biting, sucking, and boring away at our trees, gardens, homes, livestock and agricultural crops. They destroy 10 percent of everything man attempts to grow. You can watch them at work, see what and how they eat, by putting a window on the insect world.

1. With a forester's or entomologist's guidance, obtain a section of insect-infested tree bark, leafbuds and leaves. Or termite-infested wood can also be used.
2. Without disturbing the feeding insects, cover the bark, leaves, buds or wood with a thin sheet of plastic. Punch several small air holes. Leave enough space under the plastic so the insects can move freely.
3. Label to tell the story of each kind of insect -- the kind of tree it attacks, how much timber it kills or damages each year and what is being done to control it.

Tree Insect Zoo

At little cost, an interesting and educational tree insect zoo can be had just for the fun of making it. Studying tree insects and what damage they do is an education in itself. Have a local forester or entomologist or landscape artist help identify local tree insects. Collect live specimens, placing each kind in separate glass jars. Carefully label each jar to identify the insect, the kind of trees it attacks, the amount of damage it may do locally if uncontrolled, and the methods of control used. This makes an attractive exhibit for public display.

Wall Plaque

A most unusual craft is a wall plaque from the cross section of a tree log. All that is necessary is to sand both sides smooth, allowing the cambium rings to show clearly. Apply several coats of varnish for a deep, glossy finish.

Flag Stand

Using the same idea as above, cut a slice of a tree limb, such as cedar, any size or thickness desired. If cedar is used, be sure to let the piece age for several days. Then drill a hole in the center of the piece. Sand until smooth. Coat with a clear varnish or leave as is for the rustic look. Insert a flag in the middle. (This would make a good Blue & Gold table decoration.)



Geologist

(Outdoor Group)

Most boys, at one time or another, have a rock collection of some sort. Some may be surprised that geology deals with rocks and can be fun. The Webelos book contains information on many things.

This is one of the badges that seems to be oriented toward increasing the Webelos' awareness of the outdoors. They will learn how the earth was formed, how rocks and minerals are formed and how a geologist works.

If you can locate a "rock-hound" in your Pack or community, he can help the boys with some of the technical aspects of geology. There are also the some rock quarries in the area that may be able to help, and any museum is worth a visit.



Den Activities

1. Visit an industry that uses geological materials.
2. Visit a jeweler's shop.
3. Visit a museum of natural history.
4. Have the boys start a rock collection.
5. Have the boys begin drawings of causes of volcanoes, geysers and earthquakes.
6. Make a volcano.
7. Identify rocks and minerals collected.
8. Ask a rock-hound to demonstrate a rock tumbler.
9. Make a mineral hardness kit.
10. Make a buckskin pouch to carry rocks. This will not help with the Geologist badge, but it will complete a requirement for the Craftsman badge.
11. Invite a geologist, or a member of a geological club, to come to a Den meeting to demonstrate the use of a geologist's tools.
12. Have a contractor come to talk about materials used in home building, such as slate, brick, limestone, marble, cement, gypsum, etc.

Crafts

Make Your Own Fossils

The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it left behind a trace of its presence.

To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First, cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found on the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You now have produced a mold.

Next, mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell.



Now compare the original shell with the plaster cast. Notice that even some of the more delicate markings on the shell are preserved in the plaster.

The paleontologist uses this same technique in reconstructing the shell of long dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting cast will usually show clearly the size and shape of the foot of the animal which made the track. From this information, the paleontologist can often tell what animals left the footprint.

Crystals

Add table salt to water (stirring) until some stays undissolved on the bottom of the glass. Pour some of this clear liquid over some dirt from your garden in a jar lid until you have thick mud. Place a loop of bare copper wire on top of the mud, and place it in the sun to dry.

You will see crystals form in the mud and have crystals on a copper bracelet.

Most soluble salts will form crystals if dissolved in water and then evaporated. Dissolve the salt by stirring it into room temperature water until some stays on the bottom of the jar. Bend a pipe cleaner so it hangs down the center of the liquid and let the water evaporate. Another method is to pour the solution into a shallow pan. You will need something in the pan for the crystals to form on. Rocks or nails or paper should work for this. Rain water or distilled water will work best because it is free of minerals that would "poison" the crystals.

Try these salts:

Table salt

Epsom salts

Copper sulfate (plumbing supply for killing roots)

Potash alum

Potassium chloride (salt substitute from grocery store)

Add a touch of food coloring to the solution for dramatic results.

Rock Collections

Cut a piece of poster board or construction paper to fit the lid of a shoebox or other shallow box lid. Glue each rock to the paper and write a label under each one. Fasten the paper inside the box lid for a frame. It is a good idea to number each rock and then keep a logbook of what kind of rock it is, when and where it was collected and other interesting information you can find about it, like what it could be used for, how it was formed, and how old it is.

A large collection may have one lid entirely of igneous, another two or three of sedimentary, and yet another of metamorphic. You may want to make a reference collection by arranging the specimens in order of hardness.

How They Measure Earthquakes

Ancient people thought that the gods in the earth caused earthquakes. Later scientists began to develop different theories. With the invention of the seismograph, they could begin to pinpoint the exact location and strength of a quake, and even of atomic explosions.

Today there are several types of seismographs, including sensitive electronic types. The basic one is a tall, massive, iron frame, which is sunk deep into the earth - down to bedrock where it can sense the three different types of waves and earthquake produces.

From the top of the frame a heavy weight is hung by a single wire. This weight is so heavy that there is no possibility of being moved accidentally by the wire on which it is hung. Only a shock



wave from an earthquake somewhere on the globe can move it. A drum slowly revolves under the weight and an ink-filled pointer of the weight just touches the drum. It records shock waves as a zigzag on the drum's paper. The bigger the zigzag, the more powerful the earthquake.

Richter Scale

The Richter scale measures the intensity of earthquakes. Each number indicates a quake 10 times as strong as the previous number.

1	Felt by instruments only.	7	A major quake.
2	Felt by sensitive people.	8	A disaster.
3	Felt by most people - feels like a truck going by.	8.3	San Francisco, 1906
4	Felt by all - pictures may fall of the wall.	8.5	Alaska, 1964
5	Might crack masonry walls.	8.9	Lisbon, 1755
6	Destructive in populous areas (smokestacks may fall, etc.)	9	None higher than Lisbon.

Games

King of the Mountain

Draw a large circle on the ground. One boy is King of the Mountain and stands in the circle. Others must remove the King from the circle to become the next King.

Nuggets in the Bag

The Den chief puts a certain number (known only to him) of different sized rocks in a cloth bag. Each boy has the bag for 15 seconds and then passes it to the next boy. When all have had a chance to feel the bag for 15 seconds, it is returned to the Den chief. Each Webelos makes a guess, and the one nearest to the correct number in the bag takes a turn at putting the nuggets in the bag.

Geologist Day Hike

Take a hike downtown. Have each boy bring a notepad and pencil. As you hike, have the boys write down some of the different stones and other rocks they see used in building construction. Have each boy write down the name of the building; its age; name of stone spotted; its color; natural or man-made; if it is used for decoration or structure.



Handyman

(Technology Group)

When we say someone is a handyman, we mean that he can do a lot of different jobs. He knows how to clean things, how to take care of a house and lawn, and how to build things.

The purpose of this badge is to learn how to perform simple repairs.

The requirements for this badge are among the easiest of all the badges. Most kids grow up doing these simple tasks. This badge can be earned with parents help and is a good one to introduce at a family Den meeting.

The requirements involving bicycle maintenance and repair can be worked into a meeting that features a bike rodeo. The automotive requirements can be addressed during a Den or Pack car wash fund raiser, can be done during a trip to a car show or by a brief talk by a mechanic. Some of the requirements will blend in with those of Craftsman. Since this badge will be mostly completed at home, have the parents send a note on completion or initial beside the requirement.



Den Activities

1. Arrange for a local mechanic to visit your Den or visit his garage. Perhaps he can show your Den the safe way to change a tire, light bulb, and to check the oil and transmission fluid.
2. Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a bicycle safety check on your bike and perform minor adjustments.
3. If a local bike shop cannot help you, check the community for a bike riding club for assistance.
4. Put on a bicycle rodeo for your Pack or Den.
5. Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe for small children. Discuss safe storage areas for cleaning supplies. At the next Den meeting, have the boys tell what they did to store and label these things at home.
6. Check the garage or storage shed in your house to ascertain if tools or implements are properly and safely stored. Have the boys draw up a plan for storing the family's lawn and garden equipment. Have some of this equipment on hand and demonstrate their uses.
7. Visit an automobile assembly plant.
8. Check with the local police department to see if they have a program called "Operation Identification", or a program similar to this and find out how to mark valuables in your home for identification.
9. Invite parents to bring the family car to Den meetings so that the Webelos Scouts can practice checking the oil and tire pressure.
10. Demonstrate how to repair a flat bicycle tire. If any of the Webelos have a flat tire on their bikes, have them bring them to the next Den meeting so they can practice fixing a flat.
11. Webelos leaders can collect a bonus this month. Have the boys demonstrate the proper way to wash a car with your car!
12. Arrange with your chartered organization or another public property for a service project involving mowing the grass and disposing of the clippings. Stress SAFETY!



13. Introduce the boys to some simple home repairs and have them help you with some of those projects around the house that you have been putting off. Or. see if the Den could adopt an elderly couple and make simple repairs or maintenance checks in their home.

Map Your Breakers Or Fuses

Your electrical supply is protected by fuse boxes or circuit breaker boxes. These boxes contain devices that cut off the electricity when a “short” occurs or when too much electricity is being used. One of the problems with breaker and fuse boxes is that no one in the family knows which fuse or breaker controls which part of the house or which appliance.

With a parent, map out the breaker or fuse box in your house. Write down the number of the breaker or fuse on a piece of paper. Turn on a light or appliance in each room. Turn off the breaker switch until the light or appliance goes out. Keep doing this until the entire house is mapped.

Breaker/Fuse	Appliance or area of the house
1.	_____
2.	_____
3.	_____
4.	_____
5.	_____
6.	_____

Continue the chart in the same fashion to accommodate the number of fuses in your breaker box.

Something To Make

Emergency Road Marker

These easy to build roadside markers add a measure of safety when changing a tire or performing other repairs along a busy street.

Materials needed: Two 1” hinges with screws, two small screw-eyes, 2” plumber’s chain or string, reflective tape and/or glass reflectors, two boards 4” x 24” x ¾”

Sand the edges of the boards smooth and apply the reflective tape or reflectors to one side of each board. Attach the hinges to the tops of each board and place the screw eyes about 8” up from the bottom of each board. Attach the string or chain between the two screw eyes.

Tie Slides

Emergency Kit Slide

Materials needed:

Plastic 35mm film container with lid, nail, pipe-cleaner, Band-Aid, money for emergency call, needle, scrap of soap, tissue, any other first-aid item that will fit

Hold nail with pliers over flame until nail is hot. Poke nail through plastic to make two holes. Make loop of pipe-cleaner and thread through holes, twisting on inside of container. Fill can with first aid items. Label can with tape or paint.



Hand Sewing Kit Slide

Materials needed:

Plastic 35mm film container with lid, nail, pipe-cleaner, small piece of cardboard or index card, thread, needle, pins, buttons, safety pins

Use nail as above to make holes. Fit pipe cleaner through for slide. Paint or cover with tape or contact paper. Cut card to fit inside container (use pinking shears if handy) and put needle and pins through the card. Wind several different colors of thread around the card. Add a few small safety pins and buttons.

Mr. Fixit Tie Slide

Materials needed:

Plastic 35mm film container with lid, nail, pipe-cleaner, small nails, nuts and bolts, screws, any other small hardware

Use nail as above to make holes. Fit pipe-cleaner through for slide. Use paint or tape to label outside of container. Put nails, screws, etc. into container for use as needed.

Bike Repair Tie Slide

Materials needed:

Plastic 35mm film container with lid, nail, pipe-cleaner, tire patch, small piece of emery cloth or sandpaper, small tube of adhesive.

Use nail as above to make holes. Fit pipe-cleaner through for slide. Draw bicycle on the outside of the container with paint. Put patch and patching materials inside of container. Use on any bike outings.

Be Handy with the Family Car

Checking the Engine's Oil Level

Oil in a car's engine forms a cushion between moving parts, which helps them to slide past one another easily. This cuts down friction and reduces the heat and wear friction can cause. When the car is at rest, the oil slops around quietly in a container located at the bottom of the crankcase called the oil pan. When the car is operating, the oil is circulated through special channels in the engine and keeps the engine parts from grinding one another into oblivion.

Be sure the engine is cold or has been shut off for a few minutes before you check the oil. Look around the side of the engine block for a dipstick with a ring on the end of it. This is what you look at to check the oil.

Pull out the stick and wipe it on a clean rag. Shove it back in the tube it came out of. If it gets stuck on the way in, turn it around. The pipe it fits into is curved and the metal stick will bend naturally in the direction of the curve if you put it in the way it came out.

Now pull the dipstick out again. Look at the tip. There are markings and words "ADD" and "FULL" on the end of the stick. You should see a film of oil. If the oil only comes up to the mark that says "ADD", the oil level is low and it's time to add more. If it comes up to the "FULL" line, the oil level is okay.

Naturalist

(Outdoor Group)

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history, which includes the many things found in nature. The Naturalist activity badge is concerned mainly with plants or animals. This badge helps the Webelos Scouts learn about the world of nature and develop an appreciation for it.



A naturalist stands like Columbus on the prow of his ship with a vast continent before him. except that the naturalist's world can be at his feet ... a world to be discovered. It could be in the boy's backyard, a nearby park, the woods, fields or even a country roadside. It is inhabited with many kinds of insects, birds, plants, animals, trees, and other forms of life.

A boy's interest in this badge may lead him into a new hobby or vocation. It will help him prepare for the new adventures in the world of nature, which he will find in the Scout Troop.

Den Activities

1. Make an insect study laboratory.
2. Make bird feeders or houses and observe the birds that use them.
3. Make terrariums.
4. Start a nature collection.
5. Invite a conservationist to visit a Den meeting and talk about some phase of nature.
6. Make a leaf collection ... and leaf prints.
7. Learn to identify poisonous plants and reptiles.
8. Take a bird watcher's hike. Identify birds. Make notes about location, species. etc.
9. Collect tadpoles; keep in aquarium and watch them grow.
10. Make bird migration maps.
11. Study wildlife homes.
12. Make a list of all plants in a given area.
13. Take a nature hike and look for animal tracks. Make plaster casts of the tracks.
14. Make a net and go insect hunting for an insect zoo.
15. This is a great time of year to visit the zoo. It may be a good place to learn to recognize the poisonous snakes in the area.
16. Observe fish life at night. Put a flashlight in a plastic bag and seal it. Attach a string and place in a stream or lake. Watch the fish that are attracted to it.



Make a Terrarium

An old fish tank makes a great terrarium. It doesn't matter if it leaks, because you are not going to fill it with water. If you use an old fish tank, place a sheet of glass on top over rubber washers to allow air space between top and sides.

You can also make your own terrarium from windowpanes. Tape the panes together as a glass-sided box. Place this on a board and mark the outline of the glass sides. Cut a ¼" groove in the board in which to set the sides. Tape a glass lid to the top on one side so that you can raise or lower it.

Painting a scene on the back of the terrarium adds much to its appearance. You could cut appropriate scenes from a magazine and paste them on. Paint or paste scenes on the outside of the terrarium so that your pet will not scratch it off and ruin it.

Plants – Mosses are good plants to collect for terrariums. Make sure you put enough water in the terrarium to prevent moss from drying out. Every bit as important is that you do not put too much water in the terrarium, or the plants will die from being rotted by molds and other fungal organisms. Many kinds of grasses can be use in terrariums. Many times, the unusual or larger kinds of wild plants do not survive in terrariums because the root may be injured during transplanting, or too much water, too rich soil, or too warm a temperature. (Wild strawberries survive very well.)

Animals – Frogs, toads, salamanders, and lizards are easy animals to keep in a terrarium (toads give off an offensive odor). Common insects can be placed in the terrarium with these animals for food. What do lizards and frogs eat? Water and common insects. Commercial turtle food can also be used sometimes.

Make an Aquarium

Plants – There are many kinds of algae. Algae is what many people incorrectly call "moss" that is growing in the water. These algae plants are teeming with microscopic organisms that will provide food for many of the larger aquatic organisms you may collect. Algae itself is eaten by many kinds of aquatic organisms.

Animals – Aquatic insects, such as water boatmen, back-swimmers, whirligig beetles, and stonefly nymphs are very common in this area and are interesting to keep in an aquarium. Care should be take to obtain some of the aquatic plant life (algae, etc.), some of the bottom soil and an extra gallon or so of water. Tap water may be added if it is allowed to set out for 12 hours or more to remove the chlorine gas. Also make sure that the aquarium is not placed in direct sunlight for long periods of time.

Make an Insect Zoo

In addition to the insects listed with the requirement in the Webelos Scout book; beetles, caterpillars, and termites may also be used. When setting up your "insect zoo" you should keep the following things in mind:

1. Make sure when collecting any of the suggested insects, that you collect and keep them during the months when there is plenty of food for them. During the winter months, it is difficult to keep them alive because of the unavailability of natural food.
2. Care should be taken not to allow the "zoo" to become contaminated with uneaten food and waste materials.
3. If soil is used, it should be kept moist - not wet - by sprinkling or spraying (misting) many times a day.
4. Make sure you do not overcrowd.



What Do Insects Eat?

Praying Mantis	Feed flies or insects, raw meat on a toothpick in small pieces.	Click beetle	Feed soft bodied insects and water.
Field cricket	Fill bottom of cage with inch of soil. Fill bottle cap with water. Feed bits of bread soaked in water, lettuce, and even peanut butter.	Meal worms	Oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies. It becomes a beetle within 3 weeks.)
Grasshopper or walking stick	Grass sod in bottom of cage. Water grass from time to time and add a dish of water.	Caterpillar	Always feed the kind of leaf from where you found the caterpillar.
Tarantula	Water and most any insects that are alive. They especially like small grasshoppers.	Spiders	Live flies or other small insects, live inch worms.
Ants	Honey or sugar in water.	Lizards	Most all insects and water.

Games

Fin, Fur, Feathers: Scouts stand in a circle. One holds a bean bag which he tosses to another Scout. While the bag is in the air, the first Scout shouts either “fin, fur or feather”. Scout who catches the bean bag has ten seconds to name an animal that has the named characteristic. All Scouts help count to ten. If receiving Scout names an animal with the same required characteristic, he throws the bag to another Scout while calling, either “fin, fur or feather”. If Scout can’t think of an animal or repeats one previously named, he is out. Last survivor wins.

Nature Scavenger Hunt: Divide the Den into teams. Give each a list of nature objects to find within a given period of time. The winning team is the one that finds the greatest number within the allotted time.

Pass & Touch: Form a circle with hands in back. Pass a series of nature objects (leaf, stone, twigs, shell, thorn, cone, feather, etc.) from hand to hand around the circle. Have each boy identify the object by feel. After several items have been passed, see who can repeat (or write) the most items correctly.

Peek-a-Boo Bird House

Make a bird house from wax-coated half gallon milk carton and two-way mirror that lets you see but not be seen.

Cut an entrance hole in one side of the milk carton. The size of the hole depends on the type of bird that will be using it. Insert a piece of dowel rod below the hole as a perch. The perch should reach all the way to the back of the carton. A few drops of epoxy will help to secure it in place.

You can get a two-way mirror in sizes of 2” x 3” or 3” x 4” from most hobby shops. Cut a hole slightly larger than the size of the mirror in the side of the carton opposite the entrance hole. Glue the mirror in place.

You can hang this birdhouse from a tree or porch out of the reach of animals with a wire or, you can fasten it to the outside of your window where you can look into it and watch the eggs hatch. Push an aluminum strip between window sashes, bend it back and hold it in place with a small screw.

Outdoor man

(Outdoor Group)

This badge is one of the most important in the Webelos program because it gives the Webelos Scout a preview of what lies ahead for him in Scouting. It is also one of the required badges for the Arrow of Light award.



The activities that the Webelos Scout will do with his father/mother and his Webelos Den Leader in earning this badge, will influence his feelings about camping and the out-of-doors in general. Since the Scout program emphasizes hiking and camping, it is important that the Webelos start off right, that they have fun as they learn to make themselves comfortable in the out-of-doors with a small amount of equipment.

The best way to work on this badge is on a Den campout with the Webelos Den Leader and the boys' fathers. Policies of the Boy Scouts of America encourage overnight campouts. This is not full-fledged Scout camping, but is only a taste of what is to come when the boys join a Troop.

Den Activities

1. Have a tent-making project of a simple tarp tent which will provide adequate shelter for two boys. (See Webelos Scout Book for instructions.)
2. Do fire laying for regular wood fires or charcoal fires so Webelos can learn to lay fires for cooking or for campfires.
3. Build a charcoal stove from a tin can obtained from school cafeterias. Be sure to vent them at the top and bottom with a can opener and help your Webelos to build a fire in them.
4. Show the boys how to make an improvised sleeping bag or bed.
5. Make sure the boys are familiar with fire safety principals which include no flames in tents and no liquid starters for charcoal fires.
6. Show the boys how to make a list of items they will need for camping.
7. Learn several cooking techniques, including the foil Pack method.
8. Go camping.
9. Have a Den cookout.
10. Have a Scout visit a Den meeting and show the boys his Pack. Have him describe the different kinds of Packs and what he carries in his.
11. Make up a Den first-aid kit. A number of kits are on the market but as a Webelos Den project, you can make one for the Den. The first-aid kit is best packed in a waterproof container such as a plastic refrigerator box. Include soap, box of adhesive dressings, adhesive tape, sterile gauze bandages (small and large), burn ointment, small scissors, tweezers, and a packet of needles, safety pins, ammonia inhalant capsules. Chapstick, snake bite kit and poison ivy lotion.

Campouts

The key to any successful program is planning. In preparing for a Webelos and parents campout, certain amounts of planning are necessary to obtain good results. That is, happy boys, and parents, and a relaxed leader.

Prepare Yourself - Select the date and camping area. This should be done well in advance - several weeks if possible.



Make Reservations - If you decide to use a privately owned campsite, arrangements should be made with the owner. If you plan to use Scouting facilities, make reservations through the Council Service Center at 891-4073. In either case, a Local Camping Permit is required. Turn this in to the Council Service Center at least two weeks prior to the campout.

Prepare the Boys - Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials, which will be helpful to the boys in their Webelos training.

Prepare the Parents - Preparing the parents is equally as important as preparing the boys. The end result of this operation is a smoothly run campout with everyone knowing what is expected. Properly informed parents will reduce the load of responsibility on the Webelos Leader to a minimum and will make the campout more enjoyable for everyone.

A meeting with the parents should be held about two to three weeks prior to the campout. This should give a fairly good estimate of how many dads will be going and is close enough to the actual date that last minute changes can be avoided. Probably 10% of parents will not attend. So be sure that those who don't are contacted soon after the meeting and informed of its content. This is a planning meeting for parents. More will be accomplished if the boys do not attend.

Cover these items at your meeting:

- Date of campout.
- Location - give out maps and cover in detail how to get there.
- Time and place of rendezvous and estimated time of arrival back home.
- Schedule of events at campout. Plan activities in which you feel the boys would like to participate. For example: nature walk, hikes, swimming, fishing, campfire program.
- Menu for Webelos Scouts and parents.
- Keep the menu simple, remembering that each parent and son cook, eat and clean up together. (This includes cleaning up afterwards, too.)
- Suggest that similar (not necessarily identical) meals be planned for all involved.
- At least two meals involving some cooking should be anticipated. (Saturday evening and Sunday morning.) Bring bag lunch for Saturday afternoon. A light snack could also be included for Sunday noon.
- Equipment: Parents should have a checklist of personal equipment similar to their boy's. Don't forget the first aid kit.

The meeting with the parents can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the parents an opportunity to participate in leading the activities.

Aside from the fun that your Webelos Scouts experience on this campout, they should have satisfied the requirements for most of the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for other badges may be completed on this campout.

Plan your camp schedule to take into consideration the religious duties of the boys. If your camp extends into Sunday morning, be sure they have an opportunity to attend services at their own church back home, a nearby church or include a camp church service in your planning.

A planned program is necessary so that your Webelos Scouts do and learn, as well as live in a camp setting. Your schedule should be flexible. The plan may look rigid, but it should be used only as a guide. If you have allotted one hour for a nature hike, and the boys are enjoying it and



learning from it, don't hesitate to extend it. In the same way, cut short any period, which is not working out as well as planned.

BE SURE TO MAKE PLANS IN CASE OF RAIN - HAVE PLAN B READY - TRY NOT TO CANCEL THE CAMPOUT BECAUSE OF RAIN UNLESS IT IS LIGHTNING, FLOODING, OR VERY COLD.

Outdoor Cooking

This can be great fun, even make the difference as to whether a trip is enjoyed or not. One of the greatest boons to the outdoor cook, especially one who doesn't like to do the dishes, is aluminum foil. Practically everything you can do with pans, can be done with aluminum foil.

Here are a few things to remember about foil cooking. It has the same principles and advantages as pressure-cooking: you must have an air space; and your cooking retains its juices. It is quick and healthy.

Have a bed of hot coals, never a flaming fire. Start your fire well ahead of the proposed eating time and allow it to die down to glowing embers. You will need a shallow bed of glowing coals, which will last for the length of time required for cooking. Next in importance is the way you wrap and seal the food. The important thing is to keep the wrapping air tight to keep the moisture in. This way you cook by steam. Foods that require different cooking times should be wrapped separately. When food is done, take the packages out of the coals. Unwrap and make a criss-cross slit in the top layer of foil, open up and use the foil as your plate.

Foil Cooking:

Use two layers of lightweight or one layer of heavy-duty aluminum foil. Tear off sheet large enough to go around food and allow for crimping the edges. Put food on one half of sheet. Fold over other half. Crimp long edges in tight seal. Crimp two ends with firm double crimps.

Make sure package is sealed completely.

Recipes

Foil Dinner: Lay a large flat hamburger or pork chop on a sheet of heavy duty aluminum foil: cover with slices of raw potato, onion, and carrots; season with butter, salt and pepper; wrap with foil. Cook for about 20 minutes over hot coals, turning twice.

Baked Apples: Core an apple and place it on a square of aluminum foil. Fill the core with raisins, brown sugar and a dash of cinnamon. Wrap and bake for ten minutes in hot coals.

Corn On The Cob: Select a good ear of corn and peel back the husks enough so that it can be inspected. Do not take husks off. Cut off the top end and trim out any blemishes. Pull the husk back on so that it serves as a wrapping. Place on coals, turning it frequently. Cook for about 30 minutes. Husk and serve with salt, pepper and butter.

Hot Diggities: Split frankfurters lengthwise, tuck in small amount of cheese. Place in buns, wrap well with foil and heat in coals, turning at least once.

Tuna Burgers For 8: 1 can tuna 2 tomatoes 8 buns ½ cup sandwich spread ¼ cup hamburger relish Mix tuna, spread and relish. Spread on buns, top off with tomato slice. Wrap in foil and heat through in coals.



Readyman

(Community Group)

This activity badge stresses to the boy the importance of knowing how to deal with life's problems and emergencies. The boys will "Be Prepared", the Boy Scout motto. This is also one of the two badges required to earn the Arrow of Light award.

By giving boys step-by-step instructions, they will be better able to handle many of the situations requiring a level head and first aid know-how. Keep in mind that the instructions of first aid needs to be directed to 9 and 10 year old boys.

While instructing this badge, keep in mind that not all problems and emergencies are medical in nature. Teach boys how to deal with some of the home-related problems that could occur. This activity badge will reinforce the Handyman activity badge and may even overlap. This only proves to strengthen the boy's ability to react correctly in any situation. In earning the Readyman activity badge the boys will have a faster start on being prepared as a Scout.



Den Activities

1. Have a Paramedic visit and explain emergency care.
2. Visit an ambulance service or a fire station.
3. Take a First Aid or CPR class, or have a Red Cross instructor talk to the group.
4. Have a Water Safety Instructor tell the Webelos the rules of safe swimming and then go swimming.
5. Demonstrate using coolers, picnic jugs, and buckets as flotation devices for swimming. Let the boys try them.
6. Have a police officer or safety person give a talk on bicycle safety and then hold a bike rodeo.

Crafts

Soap Leaves

Soak a paper towel in a solution of 50% liquid and 50% water. Lay out to dry. Cut into 2" x 3" strips and staple together. They can be used to wash up when you don't have a bar of soap handy. (One leaf at a time is enough.)

Phone Number Shutters

Purchase a shutter at a local hardware store or discount store. Decorate it with decals, wood burning and seal it with a wood sealant or paint it.

Use permanent marker to write names and phone numbers directly on the wood or use file folder labels. These make handy and decorative quick references by the kitchen phone.

Matchstick Pulse Meter

Your pulse can be converted to a visual display. You can easily make this pulse-watching device with a bit of clay and a matchstick. Roll a ball of clay about the size of a dime. Stick a wooden match in it. Place the clay and matchstick on the inside of your wrist and watch the stick move in reaction to your heartbeat. Move it around until you find the strongest beat. Impress your friends, tell them that you have made a device to test cardiac beat frequency. Try it out on them.

First Aid Kit

The first aid kit is made from a metal Band-Aid box. Slits can be cut in back of box for a belt to pass through so that it can be worn on the belt.

Suggested contents:

- Band-Aids (different sizes)
- Small amount of adhesive tape wrapped around pill bottle
- Small pill bottle with safety pins, needles, 2 or 3 waterproof matches
- Gauze
- Razor blade (be sure that blade is stored between two pieces of cardboard)
- Antiseptic swabs
- Small bar of soap
- Tweezers



72 Hour Home Emergency Kit

This emergency kit should meet the basic survival needs of your family for 72 hours. It is a generic tool that can be tailored to fit your particular needs. Most families prefer to store their emergency supplies in one location which would be relatively safe from hazard, yet easily accessible if evacuation is necessary. Items may be stored in 32-gallon trash can, suitcase, footlocker or individual backpack as desired.

Emergency Needs

- Instruction manual on emergency preparedness
- Battery powered radio
- First aid kit and manual
- Sleeping bags and blankets (wool and thermal)
- Can opener
- Waterproof/windproof matches
- Non-perishable food **
- Flashlight
- Water storage container (1 gallon per person per day)
- Water purification tablets
- Utility knife
- Emergency candle
- Extra eyeglasses
- Essential medications
- Extra clothing

** Suggested items: ready-to-eat foods in unbreakable containers, canned meats, juice, fruits & vegetables, powdered milk, infant care foods, crackers, peanut butter, freeze-dried and dehydrated foods, meals ready to eat.

Sanitation Kit

- Plastic bucket with tightly fitted lid
- Toilet paper
- Plastic bags and ties
- Tin foil
- Disinfectant (Lysol or bleach)
- Paper towels
- Improvised toilet seat
- Personal hygienic needs
- Paper cups and plates
- Plastic utensils
- Soap

Stress Factors

- For children: puzzles, crayons, coloring books
- For adults: books, magazines, games, needlework

Other Emergency Needs

- Paper and pen
- Address and phone number lists
- Tools as desired
- Money
- Work gloves



General Directions for Giving First Aid

- Keep the injured person lying down
- Do not give liquids to an unconscious person
- Restart breathing with mouth-to-mouth artificial breathing
- Control bleeding by pressing on the wound
- Dilute swallowed poisons and call the Poison Control Center
- Keep broken bones from moving
- Cover burns with thick layers of cloth
- Keep heart attack cases quiet and give CPR if it is necessary and if you have been trained
- Keep a fainting victim lying flat
- For eye injuries, pad and bandage both eyes
- Always call a doctor

Personal First Aid

Accidents happen, many of them while you're alone. Thinking ahead and practicing for emergencies could save your life. Here are some hints for when the chips are down and you're all by yourself:

1. If you cut an artery in your arm - lie down quickly to keep shock to a minimum. Raise your arm. Try to stop the bleeding by holding a compress directly over the wound. If that doesn't work, twist a neckerchief or belt around your arm.
2. Should you cut your leg, press a compress directly on the wound to stop bleeding. If bleeding doesn't stop, place arm under knee, bending the leg sharply to cut blood supply to the leg.
3. For a nosebleed, sit down and bend your head back. Pinch your nostrils together, or press your upper lip hard against your teeth with a finger.
4. If your clothes should catch fire. DON'T RUN!! You'll fan the flames. Put one hand over your mouth to prevent the inhalation of flames. Get to the floor or ground quickly. Roll over and over. This will extinguish the flames. If a blanket or coat is handy, grab it and wrap it around yourself to smother the flames as you roll!
5. When you feel faint, sit down on a log or stump and lower your head so that it's below your heart. Another method is to lie flat on your back, with your legs up against a tree. The extra blood supply to your head should revive you.

Craft

Refrigerator Magnet

Cut out cards as shown. Have the boys come with the number of their family doctor. If your local emergency number is not 911 have emergency and Poison Control center numbers available. After the numbers are written in, laminate the card between two pieces of clear contact paper. Apply an adhesive backed strip magnet to the back.

<p>EMERGENCY - 911</p> <p>Fire, Police, Ambulance:</p> <p>_____</p> <p>Poison Control Center:</p> <p>_____</p> <p>Doctor: _____</p>

Scholar

(Mental Skills Group)

The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a 10 year old.



You will need to find out who works at the school and how the education chain-of-command works in your locality. The school secretary can usually be very helpful. Also, the Board of Education will be glad to furnish you information. P. T. A. Officers will also be able to help you get information. Try to find out some of these things:

What jobs are there at school for the boys to do? What extra-curricular activities are available? For what activities in the community is the school used? Who are the people on the office staff, cafeteria staff, custodial staff? What are their responsibilities? What are some of the problems of the school and how can you help?

Den Activities

1. Invite a teacher or principal to one of your Den meetings. Not only will this provide you some expert help, but it will give the boys a chance to relate to this adult on an informal basis outside the classroom.
2. Let the boys talk about what's going on in school. Don't try to change any of their ideas, but guide the discussion in such a way that they will see the value of an education.
3. Prepare a chart of the school system and explain and discuss with the boys.
4. Obtain some old school books for the boys to browse through. It will be interesting for them to see how fast education is moving forward.
5. Discuss possible Den service projects for the school.
6. Take a tour of the Board of Education.
7. Exhibit: Chart of school system, old school books along side current books.

Demonstration: Oral report on field trip. Explain chart of school system, oral report on responsibilities of employees of school.

NOTE: Most of the work on this badge will be done by the boy in school; but don't let this deter you from planning interesting Den meetings. You needn't limit the meetings to discussion. You might take a trip to a high school or college to show the difference from elementary school. The service project will make the badge seem more real to the boys.

Here are some suggestions to help a Webelos leader increase the value and effectiveness of the boys' education, which can be worked into the Den program:

- By keeping physically fit, the boy is more likely to get the most out of school. Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his problems and listen when he does. Pat him on the back when he does well.
- Help each boy lead a balanced life. Studies should be counter-balanced with recreational and social activities.
- Help him make wise use of his time. Horace Mann wrote: "Lost, yesterday; somewhere between sunrise and sunset; two golden hours, each set with 60 diamond minutes. No reward is offered for they are gone forever."



- A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's looking to you for guidance.
- Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education and you, as his leader, are an integral part of his growing up process.

Brain Teasers

1. Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string. Subtract the number of nickels in a quarter.
Answer: 20
2. Take the number of toes on both feet. Multiply by the number of pints in a quart. Add the number of months in a half-year. Subtract the number of thumbs on two hands. Divide by the number of oranges in a dozen. Answer: 2
3. If three cats can catch three rats in three minutes. How many cats could catch one hundred rats in one hundred minutes? Answer: The same 3 cats
4. A boy, driving some cows, was asked how many cows he had. He said: "When they are in line, there are two cows ahead of a cow, two cows behind a cow, and one cow in the middle." I-low many cows were there? Answer: 3
5. If you went to bed at 8:00 at night and set the alarm to get up at 9:00 the next morning, how many hour of sleep would this permit you to have? Answer: 1 hour
6. Do they have a 4th of July in England? Answer: Yes
7. Why can't a man living in Winston-Salem, North Carolina be buried west of the Mississippi? Answer: He must be dead first
8. How many birthdays does the average man have? Answer: 1
9. If you have only one match and you enter a room in which there is a kerosene lamp. an oil heater and a wood burning stove, which do you light first? Answer: The match
10. A man built a rectangle house. Each side has a southern exposure. A big bear comes wandering by. What color is the bear? Answer: White

Math

Answer:

8	1	6
3	5	7
4	9	2

Arrange the numbers 1 through 9 in a three by three box so that the totals for each column, row, and diagonal are equal. Each number may be used only once. Can you calculate what each row, column, and diagonal are going to equal before you solve the puzzle?

Arrange the numbers 1 through 16 in a four by four box so that the totals for each row, column, and diagonal are equal.

Answer:

10	8	15	1
13	3	12	6
4	14	5	11
7	9	2	16

Games

Scout Law Dart Board

Equipment: Dart board and darts. The dartboard should have spaces with numbers through 12. Each boy, in turn, throws a dart at the dartboard and scores a point if he can recite the point of the Scout Law represented by the number in which his dart sticks. Score one point for each correct throw and identification. Permit each boy to continue throwing until he misses either in his throw or in his identification of the Law the point of.



Quiz Games

For laughs, ask your Scouts the following:

- At what time was Adam born? [A little before Eve]
- What is it that can't run and can't walk, has a tongue and can't talk? [A wagon]
- On which side is a pitcher handle? [The outside]
- What is the best bet ever made? [The alphabet]
- What increases in value when it's turned upside down? [The number "6"]
- What is it that can't talk but always tells you the truth? [A mirror]
- What insect can be found in school? [A spelling bee]

Following Directions

1. If you ever saw a cow jump over the moon, write V in spaces 2, 3, 18, and 19. If not, write L in these spaces.
2. If X comes before H in the alphabet, write Z in space 16. If it comes after H. write
3. W.
4. If 31,467 is more than 12 dozen, write G in spaces 8 and 12.
5. If you like candy better than mosquitoes, indicate with an 0 in spaces 13 and 14. If not, consult a psychiatrist at once!
6. Closing one eye and without counting on your fingers, write the 5th letter of the alphabet in space 11.
7. If Shakespeare wrote "Twinkle, Twinkle Little Star," put an 0 in spaces 9 and 17. Otherwise, put an I.
8. If white and black are opposites, write V in space 10. If they are the same, write nothing.
9. If 16 quarts make one pint, draw an elephant in space 7. Otherwise, write S.
10. If summer is warmer than winter, write the 3rd, 2nd, and 4th letters of the alphabet in spaces 4, 6, and 15 respectively.
11. If you can read this sentence, place the first and last vowel in spaces I and 5 respectively.
12. Now, read the message ... it makes sense!

- | | | |
|----------|-----------|-----------|
| 1. _____ | 8. _____ | 15. _____ |
| 2. _____ | 9. _____ | 16. _____ |
| 3. _____ | 10. _____ | 17. _____ |
| 4. _____ | 11. _____ | 18. _____ |
| 5. _____ | 12. _____ | 19. _____ |
| 6. _____ | 13. _____ | |
| 7. _____ | 14. _____ | |



Scientist

(Technology Group)

Ask any boy what a scientist is and he can tell you. A scientist is the guy who sends men to the moon, and who builds space ships that travel to distant planets to send back pictures for them to study. A scientist is a person who builds lasers and atom-smashers, and computers. A scientist makes and designs all kinds of neat inventions.

Ask the same boy what makes the scientist any different from anyone else and he may not be able to answer. Perhaps most people wouldn't be able to answer. The answer is that as a person the scientist is no different from anyone else, but when he is working he questions everything and makes tests and experiments to make sure things are true. If he can't explain something, he makes up a hypothesis. If one hypothesis doesn't work, he looks for another, until he finds one that can be proven over and over again by experiments.



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Den Activities

1. Visit an eye specialist and find out how the eye works.
2. Have a visiting scientist demonstrate an experiment related to the badge requirements.
3. Visit an airport and ask an expert to explain flight principles.
4. Have a slow-motion bicycle-riding contest to demonstrate balancing skills.
5. Do some of the experiments found in the Webelos Scout book.
6. Practice balance skills.
7. Make some optical illusions and show how the eyes converge.
8. Discuss various branches of science and how they differ.
9. Study fog and how it is formed.
10. Invite a weather expert to talk to the Den or visit a weather station to learn about weather and air pressure.

Kitchen Chemistry

Make Crystals You Can Eat

If you've ever eaten rock candy or spooned sugar onto your morning cereal, then you've come face-to-face with crystals. Ice, table salt, glassware and sugar are just a few of the many substances that make up crystals. The best way for Webelos Scouts to learn how crystals are formed in nature is to perform an experiment to make crystals.

Pour one cup of water into a small pan. Cover and bring it to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick across the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few days. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. After several days, large crystals, hard as a rock, will have formed around the string. Lift the string out of the glass and taste some delicious homemade rock candy.

Unlike living things, crystals grow by adding layer upon layer of their own substance to the exterior surface. In growing, tiny atoms in a crystal naturally arrange themselves in planes or flat surfaces. They eventually form a geometric pattern in space. Some crystals arrange

themselves in a six-sided structure; others in ten-sided or twelve-sided formations. It is impossible to see these tiny atoms when you look closely at a crystal, but the sparkling light you do see is caused by reflection from many inner surfaces of the crystal.

Many minerals found in the outdoors are crystals, too. Quartz, mica, gold, silver, and graphite are some of these. If you are hiking in the woods and find a shiny stone embedded in a duller one, then you've probably discovered quartz. If the shiny stone peels in layers, then you've found mica. Take a good look at all the crystals that you find. Examine them under a magnifying glass, and hold them up to the light. You will have begun the exciting study of crystals.

Vinegar Magic

Vinegar combined with baking soda produces carbon dioxide, a colorless, odorless gas. This is what you breathe out when you exhale. It is also the gas that gives soda pop its fizz. Try these experiments with distilled white vinegar.

Genie of the Bottle

Put a tablespoon of baking soda in a bottle. Add vinegar and quickly fit a balloon over the rim of the bottle while the mixture is fizzing. Use a balloon that has been blown up before so that it will stretch easily. The carbon dioxide produced will inflate the balloon.

Bouncing Buttons

Stir a teaspoon of soda in a glass of water. Drop in some buttons and pour in vinegar to make the buttons bounce to the top. Bubbles of carbon dioxide that have formed are lighter than water and these bubbles lift the buttons. They will bounce up and down for quite a while. Add more vinegar when they slow down.



Atmospheric Pressure

Boiling Water with Ice

To show that the boiling point of a liquid depends on the atmospheric pressure, try this experiment. Use a heatproof glass container (like a Pyrex coffee maker) with a stopper. Boil a half inch of water and when some of the steam has escaped, stopper the container and turn it upside down. Now put an ice cube on top of the inverted container. Presto! The water begins boiling again. Why? Because the cold of the ice cube has lowered the air pressure by condensing the water vapor left in the container. As the air pressure is reduced, the boiling point of the still hot water drops and the water boils.

Geyser

To make a geyser, fill a shallow pan nearly full of water. Put an inverted glass funnel in the water, with a nail under one side to raise it. Heat the water. As the steam is generated, air bubbles force water out of the neck because the water pressure becomes higher than the atmospheric pressure.

Welding Glasses

Use two matching drinking glasses. Light a candle in the bottom glass and place it over a piece of thick, damp paper. Put the other glass on top. When the candle flame goes out for the lack of oxygen, the glasses will be "welded" together. The heat from the candle drives out enough air so that atmospheric pressure holds the glasses together.



Bernoulli's Principle

Tent Flattening Trick: Fold a 5" x 8" piece of paper into a pup tent shape and place it on a table. Now blow through the tent. Does it blow away? No? Why not? The moving air stream through the tent brings down the air pressure. The greater pressure above the tent pushes it down and prevents any horizontal movement.

Swinging Ping-Pong Ball

Materials needed:

A ping-pong ball Adhesive tape
1 foot of thread or string Faucet

Fix the string to the ping-pong ball with tape. Turn on the water to form a steady stream. While holding the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens: The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

Pascal's Law

Materials needed:

Two straws Pop bottle Clay

When you drink something with a straw, do you suck up the liquid? No! To prove this, fill a pop bottle with water, put a straw into the bottle, the seal the top of the bottle with clay. Taking care that the straw is not bent or crimped. Then let one of the boys try to suck the water out of the bottle. They can't do it! Remove the clay and have the boy put one straw into the bottle of water and the other on the outside. Again, he'll have no luck in sucking the water out of the bottle.

What happens: In the first experiment, the air pressure inside the straw is reduced, so that the air outside the straw forces the liquid up the straw. In the second experiment, the second straw equalizes the air pressure in your mouth.

Games

Air Cannon Hockey: This game will demonstrate air pressure. Use round cardboard oatmeal boxes. Cut a hole the size of a penny in the tops. Fasten the lid back to the box tightly. Use a table for the field, with a goal at either end. Have a boy sit at each end of the "field" with a cannon (box) and put a ping-pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of his oatmeal box cannon by using it to put out a candle. Fill cannon with smoke, then aim at candle, tap back of box, and flame will be put out. These cannons are effective up to about six feet.



Hot Air Balloon Power: Divide Cub Scouts into two or more teams. Each player is given a balloon, which he blows up and holds by the neck until his turn. A raceway is defined for each team and a ping-pong ball is placed at the beginning of each raceway. Team players take turns letting air escape from their balloons, blowing the their team's ball down the raceway. The winner is the team that blows the ping-pong ball the furthest down the raceway.

Showman (Mental Skills Group)



The Showman activity badge has something for every Webelos Scout. For the “ham” actor, there’s drama... for the shy boy, puppetry... and for almost every boy, music. After working on this badge, your boys should be able to provide some good entertainment for a Pack meeting or a Den family night.

You might decide to use as a theme for the Showman badge the Cub Scout theme of the month, so all the entertainment at the Pack meeting will be coordinated. Then again, your boys might have some ideas of their own about a good theme to follow.

It is doubtful that you will produce any skilled entertainers, but the badge should help expose the Scouts to theater and musical arts, and perhaps build self-confidence in some of them. It’s bound to be fun.

For the boy who is too self-conscious to perform in public, there is still plenty of opportunity to earn the badge - perhaps by concentrating on puppetry or by doing the “behind the scenes requirements for drama.

The goal of the activity is not to produce skilled entertainers, but to expose boys to theater and musical arts, and of course, to have fun.

At a Den meeting, discuss the requirements. Find out which of the three areas - puppetry, music, or dram. - each boy wants to work on. It may be that one of these areas attracts no one. Plan the remaining Den meetings accordingly.

The community may have some resources that can be used this month to enrich the program Is there a professional or amateur community theater group nearby? A choral society? Barbershop singing group? Puppet theater? If so, consider arranging a visit to one of these instead of the regular Den meeting. Invite a member of one of these groups to a Den meeting to answer questions and demonstrate their specialty.

Den Activities

1. Attend a high school play or a play by a local community theater group.
2. Invite a music teacher, art teacher, drama teacher or band director to a Den meeting.
3. Use a tape recorder to record boys’ voices so they can hear how they sound.
4. Write a puppet play and make puppets to do it with. Write a one-act play for a Pack meeting.
5. Visit a costume shop.
6. Plan a Den family night of entertainment. A variety show including musical numbers, a play and a puppet show would be fun.
7. Make a puppet stage from cardboard boxes.
8. Have boys bring their favorite CD’s or cassettes and play them for the group.
9. Take your entertainment to a children’s home or hospital as a good turn.
10. Make a shadow puppet screen and shadow puppets. Discuss stage directions and what they mean.
11. Make up a Cub Scout band to entertain at a Pack meeting.
12. Have Scouts bring a magic trick.
13. Make a short movie (videotape). Show it to parents at a Pack meeting.



Games

This Is How I Feel:

Webelos Scout sits quietly and thinks about how he would feel, then gets up and show how he would do the following:

How would you walk?

- he had to go into a room where a baby was sleeping
- he's done something he was ashamed of
- he were on skis
- if he had a nail in his shoe
- it's very hot
- it's very cold.
- he's scared
- he's pleased

How would you lift?

- avery young lady
- something very hot
- something heavy
- something very fragile
- something big and bulky
- something cold

How would you look?

- if someone gave you a ferocious lion
- if someone gave you a beautiful ring
- if you lost it
- if you found it again
- if you slipped on ice
- if your report card was all A's
- if someone pinched you
- if you smelled something bad

A Magician's Patter:

An important part of nearly every magician's act is his patter... the things he says while doing his tricks. Sometimes this is purely to amuse the audience; sometimes it misdirects the audience's attention while the magician is doing a bit of sleight of hand.

When your Cub Scouts have mastered a trick for the Pack meeting, help them develop a line of patter to go with it. Some books of magic suggest patter for certain tricks.

Fashion Show:

Divide the Den into teams of about four persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

The Five Senses

Hearing

- a sudden thunder crack
- afar away bell
- a whisper

Seeing

- an old friend
- an auto crash
- a house on fire

Smelling

- a burning dinner
- a skunk
- smoke from unknown source

Tasting

- food to see if it's properly seasoned
- hot soup
- bitter medicine

Feeling

- fresh paint
- sandpaper
- waves on beach





Guess What I'm Doing Game:

This is a pantomime game Webelos will like to play. The leader thinks up a number of action safety rules. (For example: Look both ways before crossing the street. Buckle your seat belt. Wear a raincoat on rainy days.) Write them down on separate pieces of paper and drop them into a box. Then ask for a volunteer to go first and start the game. He comes forward and selects a slip of paper. He reads it and then acts it out for the rest of the Den. The first one to correctly guess what he is doing gets to act out the next role.

Exploring Your Voice

Take a minute to explore your voice. Put your hand on your throat and hum. Feel the vibration inside your neck. Take a big breath and open your mouth to let out a vowel sound, like "ah" or "oh". How low can you make the sound go? Explore the bottom of your voice. Try making different vowel sounds.

Now bring the tone up. Did the vibration in your throat move? Keep moving higher. How high can your voice go? Be careful not to shriek or strain your voice. (Even though you didn't pay a lot of money for it, the human voice is still a delicate instrument that deserves good care.)

How softly can you sing before your throat stops vibrating? How loud can you make your voice? Are you surprised by how much sound is inside you, just waiting to come out?

Crafts

Homemade Strings

This creation uses rubber bands to create stringed sounds.

Get a plain wooden board, 2" x 4" or 1" x 4" (it doesn't matter). In fact, any narrow piece of wood will do. Hammer in three or four nails at either end. Add a bridge by nailing a crosspiece of wood. (You can use an empty tissue box as a bridge, too, adding to the basic design given above.)

Now attach rubber bands to each set of nails, and pull them fairly tight. (The thinner and tighter you stretch them, the higher the note they make.)

Paper Maché Balloon Marionettes

Use a large balloon for the head and a small one for the body. Cover both balloons with strips of newspaper dipped in liquid starch or wheat paste. Strips of newspaper should be torn, rather than cut with scissors. Burst the balloons when dry.

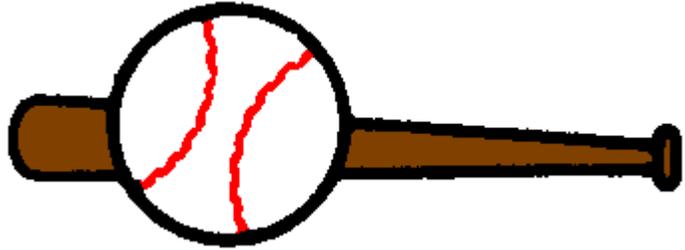
Bend pieces of wire to make arms and legs. Cover the wires with paper maché strips. Use tape to loosely attach the head, arms, and legs to the body. Add cardboard ears. Paint on the eyes, nose and mouth.

Attach strings to the head, hands and feet. Tie the strings to a pencil or an ice cream stick control. Pull on the leg string to make the leg move, on the arms strings to make the arms move.

Sportsman

(Physical Skills Group)

Sports are high on the list of favorites of Webelos age boys. You can be certain of instant interest of most members of your Den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, and techniques for several sports, so that they could pass the badge requirements easily. But that's not really enough. One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body". If your boys learn all the skills and rules involved in every sport this month, and don't get an inkling of what good sportsmanship means, then the Den, and you, have wasted your time.



Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled athlete gets just as much instruction and encouragement as does the best athlete. It means that the better athletes learn not just to tolerate the awkward, but learn to help him. It means that all boys can win and lose with grace and good sportsmanship. Sports in a Webelos Den should be fun for all boys.

The Webelos Den leader's major objective in this activity badge is to conduct Den meetings in such a way that every boy in the Den becomes sufficiently skilled to meet all the requirements of the Sportsman badge. Just participating in a sport is not enough. Each boy should be able to demonstrate his skill and knowledge in his four selected sports. He also learns that, by doing his best, he achieves a feeling of real accomplishment.

In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are interested most in doing. Seventy-nine percent of boys aged 7 - 11 considered learning how to play in team sports as very important. Only "building up the body" surpassed this figure.

Boys are interested in sports no matter where they live. Sports are fun to watch, but they will enjoy them more if they understand the rules and are able to participate in the game. When boys have difficulty with this badge, it may be because they do not participate in sports. With this in mind, try to plan Den outings, which will involve as many sports as you can work in. Include high school or college games, as these games generally have more all-round enthusiasm. Do not be too critical of those boys who do not excel, but instead, judge each boy on whether or not he is doing his best.

Sports are categorized into two areas - individual and competitive. Boys involved in both areas will see the wealth of growth that sports can give.

Den Activities

1. Explain what good sportsmanship means.
2. Invite a sports figure, coach, or referee to visit your Den meeting and tell the boys of the importance of teamwork, fair play, good sportsmanship and about signals.
3. Visit a bowling alley and bowl a few lines, or challenge another Den.
4. Conduct a Pack or Den Olympics.
5. Have boys run through an approved obstacle course to test their skills.
6. Conduct a Pack or Den Bike Rodeo.



7. Visit a gym or spa.
8. Watch for “free” tickets to sporting events. (Check with convenience stores, gas stations and grocery stores.)
9. Have each boy make a list of the sports in which he participated during the past few months.
10. Learn what two individual and two team sports the boys will want to do.
11. Plan a trip to a baseball or football game with the boys and dads.
12. Display posters on football signals and discuss them with the boys. Practice these signals until the boys know them well.
13. Decide on a sport to demonstrate at a Pack meeting. Select one that most Cub Scouts won't know much about, so they will learn something.
14. Let the boys practice archery, using a bale of hay behind paper targets. Teach them safety rules.
15. Make shuffleboard discs and cues as shown in the Webelos handbook. Lay out a court with chalk on the driveway and play a game.

Games

Signal Game

After going over the Official's Signals (see Webelos handbook) for football, basketball, and baseball, divide the boys into two teams to practice the signals for a set period of time. When it is time to start the game, have the two teams line up across from one another. Toss a coin to see who starts. The winners can elect whether to send or receive the first signal. The first player to send then states the name of the sport and gives the signal. The first player on the other team must state what the signal is without help. If he misses, neither team gets a point. If someone on his team tries to help him, he automatically misses and the other team gets one point. (If the boy misses, the sender says what the signal was. If the sender misses or gets help from his teammates, the receiving team gets a point.) The first person to be the sender then becomes the receiver and the game continues back and forth until all of the boys have had a chance to be both a sender and a receiver.

Tuff Sport

Want to give your Webelos an idea of “Good Sportsmanship”? Pick any really easy game to play like Red Light. Green Light. Leader is the light. Make it so tough that nobody wins. Usually after a short time they will start to complain about being too hard, not fair, no one can win. That's a great opening for a sportsman-like conduct, good loser vs. bad loser discussion. It not just winning but playing and how you play. Then continue to play the same game in the same way. They should laugh a little longer this time.

Beanbag Baseball

Here is a crazy kind of baseball where the batter does all the pitching! The two teams and the small diamond are set up exactly as for softball. Stand a bottle or an Indian club in small circle in the pitchers box. The pitcher stands back of this circle at all times and serves only as a fielder. The batter throws a beanbag underhand and tries to bowl over the bottle. He only has one try; if he misses, he is out. If he hits the bottle, the pitcher fields it by setting the bottle in the circle; he then throws the beanbag to cut off any runners. The catcher handles throws to home. The batter can get out by missing his throw or being caught at first. If the pitcher knocks over the bottle in error, that counts the same as if it were hit and the runners may try to advance. When three men are out, the sides change.



Golf in a Tin Can

For this one you will need some of Mom's or Dad's old golf clubs. The play is to try and get the golf ball into a tin can, turned on its side, some twenty feet away. As many can play as you have clubs. To make it more fun, use small cans as well as big ones.

Ball Over

Equipment: Ball about volleyball size

A line is drawn. One team is on either side of the line. Players cannot cross the line. Leader with a whistle is blindfolded or stands so he cannot see the players. When he blows the whistle, the ball is put into play. Object of the game is to keep the ball in the opposing team's territory. When leader blows the whistle again, a point is counted against the team on whose side the ball is when the whistle blew.

Hop, Step, and Jump Relay: Get the Denner to help you lead this relay race. Divide Webelos Den into two groups and then let each side practice the hop, step and jump until each member can do it. Then conduct the game. First member of each team toes a mark and takes in succession a hop, step, and jump. Second player does the same, toeing the last heel mark of his teammate. Other members repeat the performance. The team whose last man finishes out in front is the winner.

Bucketball: Two bushel baskets or other containers are placed on the ground at opposite ends of the playing area. Use a regular basketball, if available. Divide the Den into two teams and play basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

Bowling on the Green: Use old bowling balls and old pins and bowl on a smooth section of grass or lawn.

Maika Bowling: The people of Polynesia have enjoyed this game for centuries. Two sticks are driven into the ground several inches apart. Each contestant stands at a bowling line about 15 yards from the sticks. Players each have a Maika stone (a flat disc carved from lava). North American players may substitute shuffleboard discs. Players take turns. Each tries to roll his disc between the sticks. A point is given for each good roll, and the high scorer in 10 rolls is the winner.

Crafts

Football Official

Body: Cut 7" x 9" piece from cardboard. Glue in cylinder shape with 1" overlap for gluing. Punch holes for paper fastener.

Head: Use paper towel tube. Cut to 9" length and wrap with white paper, which reaches halfway down the tube. Draw face on front.

Hat: Cut from black paper. Top of hat is circle with flaps to be glued to towel tube. Brim is 5 3/4" long x 5/16" high. Top circle is 2 3/8" diameter with 3/8" slits.

Upper arms: Cut from cardboard 3 1/4" long x 7/8" wide with rounded ends. **Lower arms:** Cut from cardboard 3 1/4" long x 7/8" wide with rounded ends.

Punch holes in arms for fastening to body. Cut strips of black paper for stripes on shirt. Cover lower part of body with black paper.

Arms should be attached tightly at elbows and body. Now try out those signals!!

Traveler

(Mental Skills Group)



Almost everyone loves to travel. Webelos Scout-age boys no less than adults. But not everyone has the opportunity for extensive travel. Obviously, you can't give your Den members that opportunity during your month on the Traveler activity badge. You can introduce them to some of the joys of travel and perhaps to means of traveling new to them. They will learn something about trip planning, the costs of various means of transportation. They can learn skills such as reading timetables and maps.

Remember, to earn this badge, the boys must be involved in trip planning. The fun is in the traveling. Much of the learning is in the preparation for travel. Be sure to have a purpose for the trip besides passing the requirements. During your first and second Den meetings, make decisions on where to go, what to see, and details like costs, securing tickets, meals or snacks along the way, and your schedule.

Den Activities

1. Visit county, state or national parks.
2. Take a bus or train trip.
3. Visit nearby historic sites.
4. Visit a travel agency or automobile club office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a train depot, bus terminal, or airport, to see inside operations.
8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
10. Teach proper packing of a suitcase. Afterwards, have speed contests, stressing neatness as well as speed.
11. Locate points of interest on city and state highway maps.
12. Prepare a list of travel agencies and transportation media available in your area.

Games

Different Animals

Set a limit of 100 miles and see how many different animals you can observe in the distance. Make it a group project and keep score individually.

License Language

All players look for a license plate containing three letters. When one is spotted, the player whose turn it is has 60 seconds to make a sentence using words that start with the three letters in the order they were on the plate. The sentence may be longer than three words, but the first three words must start with the letters matching the license.

License Plates

This is a contest to see who can spot the largest number of license plates from different states. See if anyone can name the state capitals.



Careless Drivers

Keep a list of the careless drivers you see on a trip, and keep a record. This will not only pass the time, but will educate the young ones against careless driving so that when they are of age to start driving perhaps they will be safer drivers.

Seen Along the Roadside

Before starting on your trip, make a list of objects that may be seen from the highway. Then as you travel, see how long it takes you to find each of these objects. Examples might be: a wild rose, a haystack, a tractor at work in the field, a historical sign, a flock of geese, a broken windmill.

Signs

Players take turns looking for specific signs such as railroad crossing sign, arrow on sign, no parking sign, church sign, ice cream sign, no vacancy sign, etc.

Make a Car First Aid Kit

One of the requirements for the Traveler Activity Badge is to check the first aid kit in the family car. Chances are that there will not be one. Here is a chance to perform a useful service by assembling one. A minimal kit in a small box should include the following:

- a roll of 2" gauze
- sterile gauze dressings (2" to 3" square)
- cravat bandage
- soap
- sunburn ointment
- baking soda
- insect repellent
- tweezers
- various sizes of Band Aids
- small scissors
- adhesive tape
- jackknife
- first aid cream

It takes only one emergency to make this kit worth the effort it takes to put it together.

Additional emergency supplies for the car might also include:

- (2) 3" x 7" splints, ¼" thick
- fire extinguisher
- flashlight
- flares or red flags
- tow chain or rope
- small candle



Be Prepared for Emergencies

Auto Accident

Move the vehicles well off the road, if possible, and turn off the ignition keys. Place warning flares 10 feet behind the rear vehicle and 300 feet behind the same vehicle. Place another 100 feet ahead of the scene.

Help the injured, but don't move them unless they are threatened by fire or traffic. Administer first aid only if you are qualified. Send for the police and an ambulance, if necessary.

If you are the first at the scene of an auto accident, park well away from the crash, ahead of the scene. Account for all occupants of the vehicles.

WARNING: *Do not light flares near spilled gasoline.*

Car Fires

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the car's battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hands. If the fire is burning out of control and endangers the gas tank, get away from the car immediately.

Car Submersion

Don't panic. If the doors and windows are closed, the car should float for 3 to 10 minutes. This should be enough time to escape if you keep your head.

If the car does sink before you can get out, an air bubble will form in the section of the passenger compartment closest to the surface. You can take a breath from this bubble before making your exit.

Water pressure may make it difficult to open a door, but a window can be rolled easily. If you are forced to break a window, give it a blow with a hard, sharp object.

Headlight Failure

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

Check the battery terminals for loose connections. If this is not the trouble, send for help. Never drive at night without lights.

Stranded in a Blizzard

Don't sit with the motor running and the windows closed. Keep two windows partly open so that air circulates. To conserve gas, run the engine for a short time for the heater to warm the car, then turn it off until the car begins to get cold.

Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you, than you surviving on foot in severe weather.



A “Winter Storm Kit” for Self-Preservation

Wise motorists will prepare a “winter storm kit” particularly if cross-country travel is anticipated or if they live in the Plains states.

THE CAR KIT SHOULD CONTAIN:

1. Two or more blankets, sleeping bags, or newspapers if blankets are not available.
2. Two 1-gallon cans with plastic covers (empty 3-pound coffee cans) to be used for toilet facilities.
3. Supply of matches and candles or solid fuel in one can.
4. Extra clothing, such as winter cap, mittens, overshoes, face masks, etc.
5. Supply of high-calorie, non-perishable food, can opener, spoons.
6. Transistor radio or car radio.
7. Compass and map.
8. Pocket knife.
9. First aid kit.
10. Shovel.
11. Large box of facial tissue, safety pins.
12. One small sack of sand.
13. Flashlight and/or signal light, spare batteries.
14. Plastic scraper.
15. Coins for telephone.

