

POW WOW BOOK 2012-2013

JUNGLE OF FUN



Life can be a lot like a jungle.

There are exciting new things to discover as well as dangerous pitfalls that can threaten your life. Jungle animals leave footprints, or imprints in the soil that other animals can follow. Cub Scout leaders also leave imprints—impressions in the hearts and minds of young boys which will help them find their way in an often-dangerous and scary world.

What imprint are you making?



BOY SCOUTS OF AMERICA—UTAH NATIONAL PARKS COUNCIL

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Monthly Core Values and Supplemental Themes

Cub Scouting has 12 Core Values which teach boys character traits that will last a lifetime. Each month, one of the Core Values is highlighted in Pack Meeting. Recently, the BSA has introduced three Supplemental Themes to accompany each Core Value to give additional scope to the imagination and help with planning activities. These themes were carefully selected to bring out important points of the Core Value in a fun way. Three sets (A, B, C) of 12 Supplemental Themes (one theme for each month) will rotate on an annual basis, while the Core Values for each month will remain the same. Roundtables will highlight a certain theme each month; however, **any Pack may use any theme for any month.**

In the following section, each month's Core Value and Supplemental Theme (Set A) will be highlighted, with ideas for Gathering Activities (pre-openers), Opening and Closing Ceremonies, Advancement Ceremonies, Activities, Games, Songs, Skits, Cheers, Applauses, Jokes, Run-ons, Recipes and Crafts. Most of these ideas are brand new, and were submitted by Cub Scout leaders in our council. Many times these activities will fulfill advancement or elective requirements for Bobcat, Tiger, Wolf, Bear, and/or Webelos Scouts. Ideas in this section will be helpful to all Cub Scout leaders, but especially to Cubmasters and Committee Members as they plan educational, character-building, and fun Pack Meetings every month.

One of the mantras of Cub Scouting is that it is "Fun with a Purpose." The purposes of Cub Scouting are: Character Development, Spiritual Growth, Good Citizenship, Sportsmanship and Fitness, Family Understanding, Respectful Relationships, Personal Achievement, Friendly Service, Fun and Adventure, and Preparation for Boy Scouts. It is possible to accomplish each of these purposes while having fun! Having a book full of ideas for each month that are tried and true will help Cub Scout leaders have more fun. When the leaders are having fun, boys will have fun, their families will have fun, and the purposes of Cub Scouting will be more easily accomplished. Families will be supportive of the program, boys will want to participate, and leaders won't get "burned out."

NOTE: For the year 2012-13, District Roundtables will be using Set B of the Supplemental Themes. Unfortunately, those themes were not announced until July 2012, around the same time as the deadline for this Pow Wow book. Never fear! You can choose whatever Supplemental Themes you want to support the Core Values. *Supplemental Themes in each set are shown in the table on the next page.*



Monthly Core Value and Supplemental Theme Rotation

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

Pack Meeting plans and ideas for the using the Supplemental Themes can be found online at:

<http://www.scouting.org/scoutsource/CubScouts/Leaders/DenLeaderResources/DenandPackMeetingResourceGuide/PackMeetingPlans.aspx>

Remember, the focus of Pack Meetings should still be the Core Value, with the Supplemental Themes used only for enhancement.

For me,

Cub Scouting has helped me to

Understand my

Boys and teach them to

Serve others with

Compassion, enjoy the great

Outdoors and do

Useful things in their spare

Time.

I love learning along with my Cubs—

New adventures await us as we

Grow together.



For my husband, Jared, and our six sons

Julia Paulson Oldroyd

31 July 2012

SEPTEMBER



Core Value:

Cooperation

Supplemental Theme:

Hometown Heroes

Cooperation

Cooperation is being kind and considerate, and showing concern for the well-being of others.

- Be helpful to others and work together
- Do your part in a project
- Listen to and consider the ideas of others
- Be unselfish
- 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

Cub Scout Leader Book (2010), p. 14

Hometown Heroes

Hometown heroes are those who see a need, bring others together to cooperate in achieving a common goal, and solve problems to keep us safe in our community by working together as a team. Firefighters, police officers, members of the military and other leaders cooperate to make our lives better. Our founding fathers represented different colonies but joined together to create the United States of America. Our space program combined the efforts of the government, military, and private businesses to explore our universe and provide innovative ideas for our daily lives.

www.scouting.org, *Pack Meeting Plans, September: Hometown Heroes*



Gathering Activities

Location, Location, Location

Materials: Ask each den leader and scout parent to submit a photograph of the building where they work. They can then e-mail these to you. Print each photo on card stock paper and laminate it if you want.

Directions: The kids must guess where each adult works. Several scouts will be proud to point to, and announce, which buildings are where their parents work. This is OK. You can then invite some adults to quickly summarize what they do to cooperate in their work environment.

Submission Credit: Dodger Run



Setting Up

Materials: A printed floor plan of how your Pack Meeting is going to be set up, including chair locations, game materials, flags and posts, podium, dessert table, craft table, etc.

Directions: Show up at the Pack Meeting location shortly before Pack Meeting is going to begin. The activity is to have all people that show up for Pack Meeting to help set it up. To do this effectively, they need to have access to, and understand, the floor plan. Then, everyone must cooperate to accomplish the task in a timely manner.

Who am I?



Materials: 8 ½ x 11 pieces of paper with pictures or names of hometown heroes on them.

Directions: As boys and families come in the door, tape a piece of paper on each person's back that has either a picture or the title of a hometown hero (fireman, policeman, soldier, etc.). You can use duplicates, but you probably want at least 10 to 15 different ones so the game is not too easy. People move around the room, asking only yes or no questions to someone else about who they, themselves are (e.g. "Do I wear a hat to work?"). The person they are asking must look at the sign on the asker's back to determine if the answer is yes or not. Each participant tries to figure out which hero they represent.

Submission Credit: Angela Johnson

Opening & Closing Ceremonies

Lights in the Darkness

Setting: Indoors where lights can be turned off and windows covered (or the ceremony is at night)

Materials: Several battery-operated tea lights and some flashlights.

Directions: As Cub Scouts and families arrive, give the scouts and one or more family members a tea light or flashlight, along with a letter of the alphabet. The first to arrive would be A, followed by B, and so on. When the ceremony is to begin, turn off all lights so that it's as dark as the room can be. Memorize (or better yet, paraphrase) the following:



“In this world there is much darkness and confusion. Some people take all they can, and give little in return. Others attempt to make individuals as miserable as they are. There are temptations, vices, lies, and unhappiness in every part of the globe. But each person can make a difference. Scouting exists to help boys BE that difference. Scout A, turn on your light. [A little tea light turns on] <Name of scout> is letting his light shine. He has done something for someone without thought of reward. He has given something to someone. He has given someone the benefit of the doubt, or withheld judgment, or stopped a rumor. He has not eliminated all the darkness in the world, but has made a difference. Scout B, turn on your light. [Another tea light turns on] <Name of scout> is now letting *his* light shine. He has helped a sibling with his homework, done a chore, told his parents he loves them, or wiped the tears from a hurt sibling's face. The darkness is still in the room, but not immediately around the lights that are on. Scout C, turn on your light. [Another tea light, or flashlight, turns on]. <Name of scout> has now turned on *his* light. He has forgiven a trespass or comforted a stranger who just needed someone to talk to.”

The Cubmaster continues until more lights are turned on, and more attributes are added. Soon, there is much light in the room. There is darkness only in the far recesses of the room, like corners, or behind objects. One person can make a difference, but the more people there are with light in their lives, the bigger the difference. We can cooperate as scouts, families, and friends to brighten our world with the Core Values of Cub Scouting.

Submission credit: Dodger Run, heavily modified from page 37 of Staging Den and Pack Ceremonies, 1973

Flag Ceremony

Materials: A detachable American flag with a flagpole

Setting: Opening and/or closing flag ceremony

Directions: Study the methods of properly folding and unfolding an American flag. This takes cooperation. Note that this process requires not only foreknowledge, but good practice by the pack. This isn't one you want to fumble in front of an audience, no matter how small.

Additionally, you may use scripts and explain that the folds represent something. The following web site has some examples: <http://www.ushistory.org/betsy/more/folds.htm> . The web site is maintained by USHistory.org, created by the Independence Hall Association, Philadelphia, PA.

Lastly, you may want to have a military or ex-military personnel participate in the ceremony. This could be your hometown hero for the evening. This community member can lend some professionalism, dignity, integrity, and seriousness to the ceremony.

Submission Credit: Dorothy Gillespie

9/11

Materials: One or more accounts of the events of 9/11 (2001).

Directions: You will need to come up with specifics, but the idea is this: September marks the anniversary of the attacks on the 11th in 2001. There are many, many stories of individuals who gave their lives, and who survived, as heroes during and after the tragedy. Helpers came from all over the nation, including Utah, to lend a hand in the search-and-rescue, and clean-up, efforts. Internet searches on the topic should yield some choice stories (first- or second-hand) that can be used as part of a solemn flag ceremony before saying the Pledge of Allegiance.



National Historic Heroes

Materials: One narrator; 6 Cub Scouts; printed parts, below.

Directions: The narrator and Cub Scouts read their parts in turn.

Narrator: "American pioneers have been men with curious minds, strong purpose, courage, determination, and a proud, fierce loyalty. Through every hardship, they have refused to give up."

Cub #1: "In 1607, about 100 men and several venturesome boys stepped ashore at Jamestown and founded the first English settlement. Soon others came seeking new homes and religious freedom."

Cub #2: "During the Revolutionary War, the minutemen and other great patriots fought for our independence and founded our nation. There were men like Patrick Henry, Nathan Hale, Benjamin Franklin, George Washington and Thomas Jefferson."

Cub #3: "Daniel Boone, Lewis and Clark and others opened the way westward. Then came the pioneers, trappers and settlers. This was the great westward movement over the famous trails with scouts like Buffalo Bill Cody, Kit Carson and Davy Crockett."

Cub #4: "Robert Fulton produced the first steamboat for river travel and Peter Cooper built the first steam locomotive which brought forth our railroads. Robert Morse invented the telegraph. Colonel Drake drilled the first oil well; Edison gave us the electric light; Bell invented the telephone, and Abner Doubleday gave us baseball."

Cub #5: "As we entered the 20th century, Teddy Roosevelt taught us to conserve our resources; Ford gave us a motor car, and the Wright brothers, an airplane. Lindberg made a non-stop flight across the ocean and Byrd explored the Antarctic. William Beebe began exploring the ocean floor with his bathysphere."

Cub #6: "From the 1940s until now, progress by our people has been ever increasing. Because of many men in science, we have automatic machines, television, planes that fly faster than sound and rockets on the moon. It was Neil Armstrong who first stepped out on the surface of the moon and spoke the words heard round the world: "One small step for man, one giant leap for mankind."

Narrator: "For us, the United States is still a land of expanding opportunity. The doors of education are open to every American. You can be trained for any one of thousands of skilled jobs in industry, business, science or social fields. In whatever way you choose to earn a living, you can look forward to a life of opportunity because of our nation's great pioneers. Today let us salute the flag in honor of these great people who have gone before us and had visions of today's America. Please rise and join us in the Pledge of Allegiance."

Submission Credit: Simon Kenton Council, Ohio

Advancement Ceremonies

Co-Operation

Setting: Webelos Scout receiving multiple Activity Badges

Materials: The Operation® game from Hasbro, with working batteries inside; medical garb such as scrubs, dust/surgical masks, stethoscope, lab coat, etc.

Directions: The award recipient is paired with another Cub Scout or family member. They dress up in medical garb while the Cubmaster puts the Webelos Activity Badges to be awarded inside the Operation® game. The Cubmaster calls out the name of an award to remove and the scout surgeon or his assistant remove the pins while trying not to make the game buzz. The pins are carefully put aside, then on the Webelos Colors or hat. This ceremony fits with the Core Value through a play on words: co-operation.



Submission Credit: Sue Hart

Knights of the Round Table

Setting: Several boys receiving awards, preferably not those with rank advancement. Examples are Wolf and Bear instant recognition beads, arrow points, and Webelos Activity Badges.

Materials: A large, circular table, or pieces to create one (such as a small coffee table and a large, circular, wooden surface); name placards of the boys receiving awards, with “Sir” in front of their first names, followed by a descriptor, such as Sir David the Brave. Optional props would include kingly attire, such as paper crowns, wooden scepters, paper bag tunics, etc.

Directions: The boys sit at the table with their placards in front of them. The placards face the center of the table, if single-sided. For each boy receiving an award, the Cubmaster introduces the knight to the audience, and then describes how they got their name doing something to earn their award. These texts are best prepared ahead of time as they can be difficult to make up on the spot. One example would be introducing Sir David the Brave, who earned his Communicator Activity Badge by giving a three-minute talk in front of his den. This fits in with cooperation because of the tale of King Arthur and the Knights of the Round Table who made decisions together.

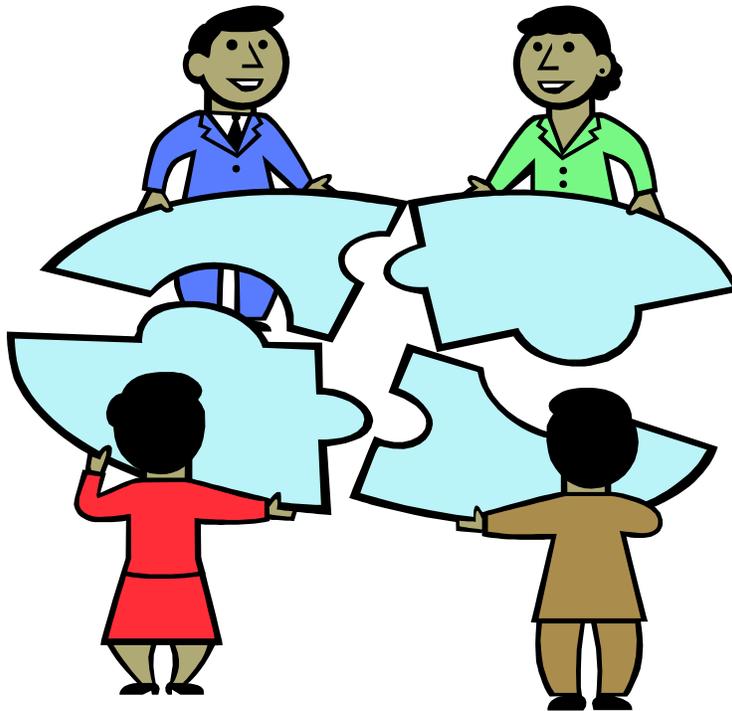
Submission Credit: Dodger Run

Name Cooperation

Materials: Each name of a Cub Scout earning awards is written on a standard piece of paper in big letters. Cut the name papers in half, though it's up to you if it's horizontal or vertically halved. Tape the names on, behind, or under chairs in the audience.

Directions: When it is time to present awards, ask the audience to find the half-name papers on their chairs. For those that found a half, they must work to find the other half of the name. That means talking to people, showing it, shouting it, whatever. This takes cooperation. The joined names are taped back together and either given to the boy, or back to the Cubmaster to call the boys up when it's their turn.

Submission Credit: Dorothy Gillespie



Activity Ideas & Games

Hometown Heroes

Materials: A local adult who serves (or has served) in a branch of military, police force, firefighting brigade, emergency room staff, etc.

Directions: Invite the selected person to talk about how his or her job helped other people. Perhaps they have a story or two to share with Cub Scout-aged children and their siblings. They can talk about why they wanted to do what they do, and how the scouts themselves can be heroes in their own right.

Relay Race

Materials: A few items that can be used as batons (the batons should be all the same shape, size, and weight, but can differ in color); a race track (circular, oval, or straight).

Directions: There are a few ways to conduct a relay race. One way is to split the Cub Scouts into any number of teams, where no team has less than one boy, though the teams don't have to have the same number of boys. If running a circular or oval track, start the boys at the appropriate lines on the track. If a straight track is chosen (like inside a gym), then determine starting and reverse lines. For instance, on a basketball court, the cubs can start at one side's out-of-bounds and run to the other.

Runners start with a baton in hand. Their teammates are empty-handed. The runners start at the same time (Cubmaster shouts "On your marks, get set, go!"). They run around the track on the circular track; or to the return point on a straight track and back again. When they meet their teammate, they are to pass the baton to them. The recipient can't start running until the baton is in their hand. That runner runs the same route, handing the baton to the next teammate when he finishes his section of the race. After a pre-determined number of sprints (which should be at least the number of teammates on the largest team), the race's winning team is the one whose runner passed the finish line first.

Relay races have to do with cooperation since each member of the team works as one to accomplish a goal.

Cooperative Building

Materials: Large-ish toys that can build upwards (e.g wooden blocks, Lincoln Logs®, Jenga blocks, DUPLO® or Quatro® blocks, etc); measuring tape; stopwatch or timer (timer must be able to be set for small amounts of time like half a minute or two minutes).

Directions: Divide the building materials as evenly as you can amongst the teams that will compete. If using a timer, set for 30 seconds. On the signal to start, begin the timer or stopwatch. Teams will attempt to build as high as they can. Once the time runs out, shout for the teams to stop. The measuring tape is used to determine the highest structure and which team wins.

Submission Credit: Dorothy Gillespie

Job Race

Materials: Safe, sturdy items that represent jobs (e.g. construction hat, police hat, fireman hat, baseball mitt, cowboy hat, military hat, toy stethoscope, etc.); stopwatch.

Directions: All participants stand in a line behind a starting place and all the items are in a spot somewhat far from them. On the count of 3, the first player in line runs to go get an item and bring it back. Once he crosses the second player, that player can dart across to the pile and get an item and return with it. This continues until every player in line has gone to retrieve one item and returned, and the stopwatch stops. Note the time. The items are put back where they belong and the race is run again, with the goal of beating the previous time.

Submission Credit: Dorothy Gillespie

Silly Fire Brigade

Materials: One large plastic cup per participant; a water source; two buckets per line; colored adhesive tape; towels.

Setting: Outdoors

Directions: Form one line (or more, if you want to race) of people all facing the front of the line. In front of the first person in line is a bucket full of water. Behind the last person in line is an empty bucket. Inside the empty bucket, colored tape marks the level that the line of people must fill. This should only be a few inches above the bottom of the bucket. Each participant holds an empty cup. When the activity starts, the first person in line scoops water out of the bucket. Then, holding the cup with both hands, the person must lift the cup over his or her head and dump the water behind him or her into the waiting cup of the next person in line. Some of the water will be lost (like on the ground or on the participants), but that is the fun part. That person then takes the water he or she caught and passes in like manner to the person behind him or her. Water continues to be passed from cup to cup, being held with both hands, over heads, until what's left falls in the bucket at the back of the line. However, as soon as the second person has an empty cup, the first person in line can already be scooping out another cup of water to pass back. This continues until the silly fire brigade has put out the "fire" in the bucket.

Submission Credit: Northridge Stake



Human Knot

Directions: Participants huddle very closely together and reach out their hands. Then they grab other hands that don't belong to them. The group is now in a knot. Using dexterity, reasoning, logic, and cleverness, the group must figure out how to unravel themselves into one big circle of people. The only rule is that no one can stop touching the hands they're connected to. It's not required that the hands be in handshake position, or interlocking fingers. Sometimes people need to keep a finger in the palm of the other person's hand so that they can rotate or face the same direction. Often people need to climb through others' arms, or stoop so they can be stepped over. But hands must always be touching other hands. A great deal of coordination is involved as the group becomes a ring.

Submission Credit: Cherie Greyland

Parachute Bubble

Materials: A large parachute or king-sized sheet (parachutes can sometimes be found at elementary schools or rented from city parks or recreation centers).

Directions: Participants hold the parachute or sheet by the edges while it is on the ground. At a signal, participants yank the parachute or sheet up in the air, but they don't let go. Gravity will pull it down, but slowly, so that it looks like a deflating bubble. Once they get the hang of this, count off the participants alternating the numbers 1 and 2. Once the parachute or sheet is in the air, call a number (1 or 2, remember). The people that got assigned that number can run underneath the parachute or sheet to an empty spot on the edge where someone else used to be. You'll find many will linger until the parachute or sheet is completely covering them.

Submission Credit: Cherie Greyland

Water Balloon Volleyball

Materials: Water balloons; water source and method of filling balloons (nozzle); one towel per pair of participants; a volleyball net and court.

Directions: Split participants into two teams. Each pair of people on a team has a towel to share between them. Each person holds two adjacent corners so that the long side of the towel separates them. A referee puts a water balloon on one such towel and those holding it must launch the water balloon over the net to the other side. This is best done by having the towel-holders go towards each other, then spring back which straightens the towel rather fast, and launches the balloon. A pair on the other side of the net must catch the airborne water balloon with their towel. This is best done by standing apart to make the towel taught, then as the balloon lands in the towel, quickly getting closer together to minimize the impact the balloon as on the towel. The water balloon is then returned to the other side. **NOTE:** Water Balloon Volleyball is difficult and takes much cooperation. Participants will get wet. It is suggested that there be no scoring system, as even getting a balloon over the net is difficult. You may also want to ignore out-of-bounds. However, you may find other rules that you may want to invent and enforce so that it's fun (like, not launching water balloons horizontally at the other team).

Submission Credit: Northridge Stake

3-Legged Race

Materials: Rope of medium thickness, cut-off shirt sleeves, a starting line, a finish line.

Directions: Participants get paired up with someone of their approximate height. They stand side-by-side. They (or someone else) tie their inside legs together. To make this clearer, the partner on the left has his or her right leg tied to the other person's left leg. In order to move forward, they must swing the tied legs together, take a shared step, and then their free legs move forward. For those wearing shorts or skirts, the rope may hurt their legs. That's what the cut-up shirt sleeves are for. They can slip those sleeves up their legs before tying the legs together.

Charades

Materials: Slips of paper with hometown, local, national, and/or historic heroes' names on them.

Directions: Divide participants into two teams. Play charades, where one team has a person acting like the hero described on a slip of paper they chose at random. Their teammates try to guess who they are. If they can guess in less than 30 seconds (or 1 minute if 30 seconds is too short), the team gets a point. Otherwise, the opposing team gets one guess of what the actor was portraying. If the second team guesses correctly, they get the point. Either way, the next turn is theirs! Both teams get a reward, but maybe the winning team gets a slightly better award.

Submission Credit: Angela Johnson

Folklore

Materials: Stories of the heroes listed in Bear Handbook, Achievement 4 (Tall Tales), currently pages 43-47.

Directions: Explain that many of our cultural stories come from a hometown hero (or one someone's hometown wishes they had!) Complete the matching game in the Bear Handbook that goes with the folklore requirement. This will help out your Bear Den Leaders, too! If the boys do not already know the folklore stories, you can have reminders or pictures around the room that will help. (*Bears Achievement 4*)

Submission Credit: Angela Johnson



Audience Participation

Audience Participation means giving speaking parts to the members of the audience, based on a keyword they'll hear in the story. Instruct them that when their word is heard, they shout out their part, which may be a phrase or sound effect. The keywords in the story are in all **CAPITAL LETTERS**.

The Story of a Pack

Directions: Instead of separating the audience into groups based on where they're sitting, everyone's part depends on who they actually are. For instance, all the Bobcats will make the loud meow sound when the word BOBCAT is read in the story. Same pattern for parents, Bears, etc. When the word PACK is said, everyone in the room says the Pack part.

Parts:

PACK (Everyone)	"We're Number One!"
PARENTS	"I'll help! I'll help!"
BOBCAT	(Tough-sounding meow)
WOLF	(Howl)
BEAR	(Roar)
WEBELOS	"To the top!"

Story:

Once upon a time there was a pretty good **PACK** who did a lot of things and had a lot of fun. The **PACK** has a few new **BOBCATS** who had just joined the **PACK**. There were also a few **WOLF** Cub Scouts, who were eight years old. Most of the Cub Scouts in the **PACK** were **BEARS**, who were 9 years old and some of these **BEARS** were almost 10 years old.

After a Cub has been a **BOBCAT**, **WOLF**, or **BEAR**, and has turned 10 years old, he becomes a **WEBELOS** Scout. **WEBELOS** means, "We'll be loyal Scouts". The **WEBELOS** program differs from the **BOBCAT**, **WOLF**, and **BEAR** because **WEBELOS** prepares the **WEBELOS** Scout to be a Boy Scout. The **WEBELOS** uniform is different too.

The **WOLF** and **BEAR** Cub Scouts work on achievements and electives for gold and silver arrow points with their **PARENTS**. The **WEBELOS** work toward activity badges. These awards are presented at the **PACK** meeting for all the **PARENTS** to see.

The **PACK** was going along very well until summer came and a few **PARENTS** moved. The **PACK** is now in great need for **PARENTS** of the **BOBCAT**, **WOLVES**, **BEARS**, and **WEBELOS** to help the **PACK**.

The **PACK** needs the help from the **PARENTS** so the **PACK** can grow and continue to provide lots of fun for the **BOBCATS**, **WOLF** and **BEAR** Cub Scouts and the **WEBELOS** Scouts too! The **PACK** can't do a good job with only a few **PARENTS** doing everything, so **PARENTS** help your **BOBCAT**, **WOLF** and **BEAR** Cub Scouts and your **WEBELOS** Scouts get a better program of fun and adventure in our **PACK**. **PARENTS** help us now. What do you say **PARENTS?**"

Submission Credit: Yvonne Russell

Smokey the Bear

Directions: Based on a true story. Choose one person to be the babbling brook. He or she will start at the back of the audience, standing. When his part is called, he will babble as he or she travels down an aisle in the middle or side of the audience.

Parts:

BIG TREE	"I am so big!"
MIDDLE-SIZED TREE	"See my pretty leaves?"
BABY TREE	"I'm just a bush."
CAMPER	"I love this beautiful forest!"
FIRE	(Crackle, crackle)
SMOKEY	"Only you can prevent forest fires."
BABBLING BROOK	(Babble, blobble, bloop, blip, blah bla)

Story:

Once upon a time in a beautiful, lush green forest, there stood three trees—the **BIG TREE**, the **MIDDLE-SIZED TREE** and the **BABY TREE**. A **BABBLING BROOK** coursed its way through the forest. A **CAMPER** made a **FIRE** for his breakfast without clearing the area for ten feet and then went for a hike without making sure the **FIRE** was dead out.

The **FIRE** threw some sparks into some dried grass. It started smoldering. The **BABBLING BROOK** was not close enough to put out the sparks. In a short time, the dry forest was ablaze. The animals heard the sounds of the **FIRE**, smelled the smoke, and tried to flee. A bear cub couldn't see where his mother had gone so he did what she had taught him when there was danger. He climbed the **BIG TREE**. The **FIRE** roared by. It burned up the **BABY TREE** and **MIDDLE-SIZED TREE**. It singed the **BIG TREE** with the bear cub clinging to the top.

After the **FIRE**, a ranger found the bear cub still in the top of the **BIG TREE** and got him down. He was singed and scared. The ranger healed his burns and raised him. He called him **SMOKEY**. He became the symbol to remind **CAMPERS** and hikers to be careful with **FIRE** and protect the **BIG TREES**, the **MIDDLE-SIZED TREES** and the **BABY TREES** so we can enjoy the forest with the **BABBLING BROOKS** running through them. Remember, "Only you can prevent forest fires!" The one who says that is **SMOKEY BEAR.**"

Submission Credit: Simon Kenton Council, Ohio

Digraph Cheer

Materials: Prepare a written list of these digraphs from the English language: th, ch, gh, ng, qu, sh, oo, oy, and ow.

Directions: Explain to the audience that in English, letters cooperate to make different sounds than they normally would, and you're going to give them some examples. Just like a cheerleader, the Cubmaster will do the following with each digraph, with the Cubmaster and audience yelling their parts:

Cubmaster: Gimme a T!

Audience: T!

Cubmaster: Gimme an H!

Audience: H!

Cubmaster: What does that spell?

All: TH!

This continues as the audience is yelling out these silly-sounding digraphs, but the order of the digraphs is somewhat important. Leave the digraphs starting with O till the very end. The last digraph should come out as "OW!" to which the Cubmaster feigns worry and says, "Oh, are you guys all OK?"

Submission Credit: Dodger Run



Songs

Rounds

Materials: A song that can be sung in a round (like “Row, Row, Row Your Boat”)

Directions: Make sure your audience knows the song, or is taught the song, or has the words printed for them, whichever is appropriate. Split the audience into two or more groups. Make it clear how many times the song will repeat, even if it’s just once. Each group also needs to know when they are going to come in. Each group will need a song leader. An order needs to be established so that the leaders and the groups know who is going first, second, third, etc. When the first leader is ready, he starts his group singing. At the right time, the second leader starts his group singing. This continues until the last group has sung the song the specified number of times. Singing like this takes hearing coordination so that you stay with your own group, while not singing what the other groups are singing.



Songs of the Armed Forces

Materials: Printed sheet music; printed words; musical tune of a song (or songs) from a branch (or branches) of the Armed Forces.

Directions: Learn a song (or songs) from one or more branches of the Armed Forces. Community neighbors are really good assets for this as they are committed to memory early on in training. Teach the song to the audience so that all can sing together (which is why printed hand-outs work so well).

On Top of the Rockies

Materials: The following song printed on small sheets of paper to hand out to the audience and the person leading the song.

TUNE: On Top of Spaghetti

On top of the Rockies,
All covered with trees,
We went for a small hike
And skinned up our knees.

The ‘squitoes were biting
And so were the gnats.
We had no repellent
So smacked ‘em with hats.

We ran up the trailheads
With leaders in tow.
A big storm blew in there,
Got covered with snow.

The snow was eight feet thick,
Our tents were too small.
We packed up the cars and
Went home, that’s all.

Submission Credit: Judy Watson (rhythm editing by Dodger Run)

Cheers & Applauses

Milk the Cow

Directions: Instruct the audience members to pair up with a neighbor. One person in each pair interlocks their finger knuckles and points their thumbs down. These people pretend to be cows. The other person faces the cows and grabs the thumbs like udders. Then with alternating pulls pretends to milk the cows. The cows say, “Moo!” and the milkers cheer. You also might hear some squirting sounds.

Submission Credit: Sue Hart

Two-Handed Saw

Directions: Instruct the audience members to pair up with a neighbor. Each person puts both their fists out toward the other, with the thumbs up. The pairs then put their thumb-fists on top of each other, first one person, then the other. The pair can then pretend to saw a log, pushing and pulling back and forth, making sawing noises.

Submission Credit: Sue Hart

Partner Clap

Directions: Instruct the audience members to pair up with a neighbor. Each person gives high fives with both hands with the person facing them. Therefore, the clapping sound comes from opposite hands hitting one another. The audience can then add audible cheering noises as appropriate, such as, “Yay!”, “Good job!”, and “Woo Hoo!” This demonstrates cooperation because, although there are many things we can do alone, it’s great to do things with other people, too.

Ate-per-opp-co

Directions: Divide those present into four groups (as opposed to groups of four). The first group is to yell “Ate” when you point to them. The second group is to yell “Per”, the third “Op”, and the fourth “Co.” Point randomly until the last cheer when you point to the fourth, third, second, then first groups and you end up with “Co” “Op” “Per” “Ate”!

Submission Credit: Brian Jarvis

The Wave

Directions: Just like at a sporting event, act like the mascot and have the audience rise as you run in front of them, then sit as you run past. The whole audience is cheering the whole time, but those that rise do a kind of “Woo!” sound. This demonstrates cooperation as a one-person wave is underwhelming.

Beehive

Directions: The audience makes the buzzing sound of a bee. The Cubmaster’s hand represents the volume level he desires. A high hand is requesting a loud buzz, while a low hand is requesting a very soft buzz. This demonstrates cooperation because bees work together.

Submission Credit: Sue Hart

Traditional

Directions: Explain that when heroes are cheered, we frequently shout, “Hip, hip, hooray!” But since this is Cub Scouts, we’ll improve on it a bit. Every time you say hip, you stick your hip out to the side, perhaps with your hands on your hips. So when you shout “Hip hip hooray” you kind of do a little dance.

Submission Credit: Dorothy Gillespie and Dodger Run

Skit

Is it Time Yet?

Materials: Newspaper

Directions: The Cub scouts line up sitting on chairs (or whatever else is available) facing the audience. The boys hold up newspapers and pretend that they are reading them. The boys all need to be crossing their legs the same way. The boy on the left end says to the boy next to him, "Is it time yet?" The boy then replies, "I don't know," and asks his neighbor the same question. This is repeated down the line. The last boy in the row will say, "No" and it is repeated down the line back to the first scout in answer to his original question. This is repeated two or three times. On the last iteration, the last boy will instead say, "Yes." Once the first boy hears the yes, the boys all switch their legs at the same time.

Diagram, using 5 scouts:

Round	Boy 1	Boy 2	Boy 3	Boy 4	Boy 5
1 -->	"Is it time yet?"	"I don't know. Is it time yet?"	"I don't know. Is it time yet?"	"I don't know. Is it time yet?"	"No"
		"No"	"No"	"No"	←
2 ->	"Is it time yet?"	"I don't know. Is it time yet?"	"I don't know. Is it time yet?"	"I don't know. Is it time yet?"	"No"
		"No"	"No"	"No"	←
3 ->	"Is it time yet?"	"I don't know. Is it time yet?"	"I don't know. Is it time yet?"	"I don't know. Is it time yet?"	"Yes"
<-	(They all switch legs)	"Yes"	"Yes"	"Yes"	←



Crafts

Super Scouts

Materials: Clean, kid-sized T-shirts from a second-hand clothing store; appropriate scissors; magic marker; construction paper; super stickers; glitter glue, etc.

Directions: The Cub Scouts use sharp fabric scissors to cut the T-shirts from the bottom of the sides up to the armpits, then to cut around the sleeves, and around in front of the collar. You'll end up with a cape-like item since the sleeves will be gone, as well as the front of the shirt, and the collar keeps the cape on the boy. The scouts then decorate their capes with the other items to be super scout heroes.

Submission Credit: Sue Hart

Hometown Map

Materials: A large-format map which can be free or purchased from your city hall building, markers, stickers

Directions: Instruct each participant to find, circle, and label their house, along with the routes they take to school, to work, to the local park, grocery shopping, etc. Show how we're a community with the paths we cross and our proximity to one another.

Submission Credit: Dodger Run

Food Fun

Hero Sandwiches

Materials: The makings for hero sandwiches (e.g. hero sandwich bread, sandwich meat, mayonnaise, mustard, lettuce, tomatoes, etc.); spreading knives; scooping spoons; paper plates; napkins; serving table; eating surfaces.

Directions: Everyone attending makes his own hero sandwich and consumes it. Then they help clean up afterward.

Submission Credit: Dorothy Gillespie

Match Sticks

Materials: Hard, long pretzels (these can be the short or the tall kind); frosting dyed red; napkins.

Directions: Dip the very tip of the pretzels with red frosting to look like matches. Explain how matches are normally dangerous, but these are not since they can't start a fire. Explain that fire-fighters are hometown heroes and will help put out a fire no matter whose fault it is. Eat the matches. (Scouts caught pretending to smoke or light a cigarette are prevented from eating more matches).

Submission Credit: Dorothy Gillespie

Police Route

Materials: Doughnuts for all participants, napkins. *Optional:* hot chocolate (but not too hot), marshmallows, plastic spoons, straws.

Directions: Explain that one way police officers keep our neighborhoods safe is by driving around them, living out of their cars for many hours at a time. One stereotypical eating spot for cops is the doughnut shop where they can get a sweet breakfast or snack.

Submission Credit: Dorothy Gillespie

Patriotic Popsicles

Materials: Red and blue powdered drink mix; water; lemon-lime soda; tiny paper cups; popsicle sticks; pitchers; long, plastic stirring spoons (wooden spoons will become discolored). Four packs each of red and blue powdered drink mix and one 2-liter bottle of lemon-lime soda will make 65 tiny paper cup popsicles.

Directions: Mix the red powdered drink mix with half the required water. Pour lemon-lime soda into a pitcher and let it sit on the counter to flatten a little. Line a cookie tray with cups that have been filled one-third full with the reconstituted red drink mix. Freeze until firm but not solid. Once soft enough, insert the popsicle sticks into the red drink mix and return them to the freezer until solid. Once that's done, add Sprite so that the combined layers are two-thirds up the cup and freeze again. Meanwhile, make blue drink mix. Once the two previous layers are frozen solid, add the blue drink mix almost to the top of the cup. Once all three layers are frozen, you'll want to set them out about 10 minutes before serving; they will pull right out of the cups.



Submission Credit: Kiersten Haderlie

Graham Cracker Fort

Materials: A small pan; 16 square graham crackers; small mixing bowl; 1 tsp. vanilla; 1 C. powdered sugar; 1 tbsp. water; 1 tbsp. butter or margarine (makes 8 cookies); wax paper; serving plate; napkins.

Directions: 1) Pour powdered sugar in the small mixing bowl. 2) Melt butter or margarine in the small pan then add to powdered sugar. 3) Put more than 1 tbsp. water into the pan that had melted the butter and boil it. 4) Scoop out 1 tbsp. boiling water and add to the powdered sugar mixture. 5) Stir the mixture until smooth and creamy. If it's too stiff, add bits of water till it's soft. This is the frosting. 6) Spread the frosting on a graham cracker. 7) Sandwich another graham cracker on top. 8) Wrap the finished cracker sandwiches until ready to serve. 9) To serve, unwrap sandwiches from the wax paper and stack them like a fort, structure, castle, house, wall, tower, etc. You can also decorate with toothpick flags

Credit: Cub Scout Fun Book, Boy Scouts of America, 1956, p. 28-29

OCTOBER



Core Value:

Responsibility

Supplemental Theme:

Jungle of Fun

Responsibility

Responsibility is fulfilling our duty to God, country, other people, and ourselves.

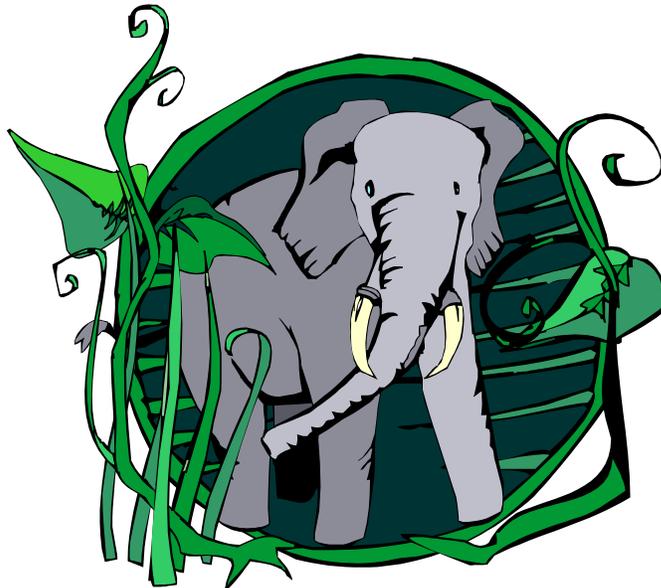
- Be dependable; do what you say you will do
- Finish your homework
- Take care of chores at home
- Be helpful
- Accept the consequences for your actions
- Take care of your personal possessions

Cub Scout Leader Book (2010), p. 16

Jungle of Fun

This jungle theme is used to show how being responsible is an important part of any society. In the Jungle Book story used in the *Wolf Handbook*, Akela, Baloo, and the other jungle creatures take responsibility for Mowgli's safety and learning the ways of the jungle, making him a responsible part of their pack. It directly relates to the Cub Scout Law of the Pack and how the leaders, parents, and Scouts are all responsible for the success of their pack. In today's society, we understand our responsibility to preserve and protect the natural habitats of other creatures as we follow the Outdoor Code.

www.scouting.org, *Pack Meeting Plans, October: Jungle of Fun*



Gathering Activities

Jungle Book Match-up

Directions: Match the name of the Jungle Book character to its type of animal

Chil	Wolf
Baloo	Monkeys
Akela	Python
Kaa	Tiger
Shere Khan	Mongoose
Rikki-Tikki-Tavi	Black Panther
Nagaina	Bear
Bandar-log	Cobra
Hathi	Kite (Bird)
Bagheera	Elephant

Answers: Chil=Kite, Baloo=Bear, Akela=Wolf, Kaa=Python, Shere Khan=Tiger, Rikki-Tikki-Tavi=Mongoose, Nagaina=Cobra, Bandar-log=Monkeys, Hathi=Elephant, Bagheera=Black Panther

Jungle Animal Gathering

Materials: Small strip of paper with the name of a noisy animal on it for each person attending. Choose only 4-6 different animals (i.e. elephant, monkey, tiger, snake, bear, etc.), having several strips with the same animal on them.

Directions: As people come in to Pack Meeting, pass out the strips of paper. Each person makes the sound of the animal on his strip of paper, while mingling with the other “animals.” All the animals of the same type must find each other and continue making the sound of their animal until everyone has arrived and found their group. Have each group take turns making one final animal call for the Pack.

Opening and Closing Ceremonies

Jungle Opener

Materials: Signs that spell J-U-N-G-L-E (one letter per sign)

Directions: Each Cub Scout holds up a sign and recites his part

Cub #1: J is for JUMP, like a panther from a tree [pounces into the air and back down]

Cub #2: U is for UPSIDE-DOWN, like monkeys hanging from their tails [hangs head upside down while still looking at the audience and making monkey noises]

Cub #3: N is for NAP, like a tiger in the sun [pretends to fall asleep]

Cub #4: G is for GROWL, like a bear in his den [growls and shows teeth and claws]

Cub #5: L is for LOUD, like an elephant stomping his feet [stomps feet]

Cub #6: E is for EVERYTHING [boys repeat their actions all at the same time]

All: It's a JUNGLE out there!

Outdoor Code Opening or Closing Ceremony

Materials: Four signs, each showing one main point of the Outdoor Code (in **bold**, below)

Cubmaster: As an American, I will do my best to . . .

Cub #1: Be clean in my outdoor manners.

I will treat the outdoors as a heritage. I will take care of it for myself and others.

I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.

Cub #2: Be careful with fire.

I will prevent wildfire.

I will build my fires only where they are appropriate.

When I have finished using a fire, I will make sure it is cold out.

I will leave a clean fire ring, or remove all evidence of my fire.

Cub #3: Be considerate in the outdoors.

I will treat public and private property with respect.

I will use low-impact methods of hiking and camping.

Cub #4: and Be conservation-minded

I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, wildlife, and energy.

I will urge others to do the same.

Cubmaster: Let us show respect to our county, whose freedoms allow us to enjoy the great outdoors, by . . . *(standing and reciting the Pledge of Allegiance for Opening Ceremony, or by singing "America, the Beautiful" for Closing Ceremony).*

Advancement Ceremonies

Shere Khan Tiger Cub Graduation

Cubmaster: Many moons ago in a jungle far across the ocean, a small man-cub, lost and alone, crawled into the cave of a wolf family. He wolves wanted to keep this small man-cub and rear him as one of their own, but they knew they must first have approval of the entire pack.

When the pack held its meeting at the council rock and the father wolf asked permission to keep the man-cub, it was the tiger, Shere Khan, who roared his disapproval. He didn't want to share the man-cub; but the bear, the panther, and all the wolves of the pack spoke in favor of this small man-cub, Mowgli, and he was allowed to enter the pack and learn the Law of the Pack.

Tonight, many moons later, the descendants of Shere Khan have learned the fun of sharing. Tonight we have a group of Tiger Cubs who have been working hard since last winter, earning the right to move up in the pack to become Wolf Cub Scouts. They have been busy searching, discovering, and sharing new skills and experiences. Who are these Tigers? Who will pronounce them worthy?

(One by one, parents introduce their sons and pronounce them worthy)

Cubmaster *(asks the Pack):* How says the pack?

(Pack should roar or howl their approval for each boy.)

Cubmaster: Congratulations! You are now a Wolf Cub Scout.

Animal Safari Advancement

Materials: Many house plants and trees, a stuffed animal from the home of each boy receiving an award, large butterfly net, safari hat.

Directions: Attach awards to the stuffed animals and hide them among the plants and trees. Cubmaster dresses as though he is going on safari, with a net to catch the "wild" animals. He weaves in and out of the trees until he comes to a stuffed animal, which he catches in his net. The Cubmaster then presents the award, along with the animal, to the Cub Scout and his parents.



Submission Credit: Santa Clara County Council Pow Wow Book, Oct 2002.

Shere Khan Advancement Ceremony

Materials: Large signs to identify the characters; badges to be awarded

Personnel: Father Wolf; Mother Wolf; Shere Khan, the tiger; Akela (Cubmaster); man-cubs (boys who have earned badges); and their parents.

Directions: The Cubmaster calls forward all Cub Scouts and Webelos Scouts who have earned badges.

Akela: Our scene opens in the cave of Mother Wolf and Father Wolf. They and the man-cubs have just settled down for the evening. Shere Khan, the tiger, lurks outside. Suddenly the great head and shoulders of Shere Khan block the moonlight shining in at the cave entrance.

Father Wolf: What does Shere Khan want?

Shere Khan: The man-cubs. Give them to me!

Father Wolf: The wolves take orders only from Akela, the head of the wolf pack. The man-cubs are ours.

Shere Khan: The man-cubs are mine. Give them to me!

Mother Wolf: The man-cubs are ours. They shall not be harmed. They shall live happily, to run and hunt with the pack.

Shere Khan: We shall see what the pack will say about that.

Father Wolf: Shere Khan is right to wonder. What will the pack say?

Akela: Our scene now shifts to the pack meeting.

Shere Khan: Akela, the man-cubs are mine. Give them to me!

Akela: *(motions boys who have earned the Wolf Rank forward)* These man-cubs have shown themselves worthy of the Wolf rank in our pack. They belong to the pack, not to Shere Khan. The members of the pack want them to have the mark of the Wolf. *(Cubmaster asks the parents of the Wolf candidates to join their sons. He gives the Wolf badges to the parents to present to their sons.)*

Akela: We also have man-cubs who have shown themselves worthy of the Bear rank. Our pack wants them to have the mark of the Bear. *(Motions boys who have earned the Bear Rank forward)*

(Cubmaster asks the parents of the Bear candidates to present the Bear badges to their sons. Repeat for Webelos badges. After all advancing boys have been recognized, the Cubmaster leads the whole pack in the Law of the Pack.)

Submission Credit: BSA Cub Scout Program Helps, February 1999

Safari in the Jungle Advancement

Materials: Cubmaster can dress as an explorer with pith helmet and pack, and put decorations around the room to represent a stream, trees, etc.; or you could keep it simple.

Assistant Cubmaster: I'm ready for the Jungle Safari you said you would lead me on!

Cubmaster: Great!! Let's set out at once!

Assistant Cubmaster: How will we know how to get through the jungle?

Cubmaster: Easy! We have a trail to follow – the SCOUTING trail!

Assistant Cubmaster: Lead on.

Cubmaster: The first part of the road is easy, as we approach the jungle. It's an easy path, through low rolling hills, with lots of fun things to see along the path. Now, here we are at the top of the last easy hill. Watch for Bobcats!

Assistant Cubmaster: BOBCATS!!! WHERE???

Cubmaster: Right there! We have some Bobcat ranks to hand out tonight. Will the following Cub Scouts who have earned their Bobcat rank and their parents please step forward? *(Assistant Cubmaster hands out awards as Cubmaster reads names)*

Assistant Cubmaster: Well, those Bobcats weren't so scary. What's next?

Cubmaster: Well, we walk carefully through a small marsh and come to a stream to cross.

Cubmaster: We just need to watch out for Tigers now.

Assistant Cubmaster: Tigers?!?

Cubmaster: Right! And here are some now. Will the following Tiger Cubs and their parents please step forward? *(Assistant Cubmaster hands out awards as Cubmaster reads names)*

Assistant Cubmaster: I'm getting the hang of this jungle stuff. What's next?

Cubmaster: Now we head into a thickly vegetated part of the jungle - we must maneuver through dense thickets, and impassable trees.

Assistant Cubmaster: Whew, we got through those, we deserve an award.

Cubmaster: Actually, the young men that have fought that hard to get through the Wolf program deserve an award. Will the following Wolf Cubs and their parents please step forward? *(Assistant Cubmaster hands out awards as Cubmaster reads names)*

Cubmaster: Now there's some more jungle ahead – but we're getting to some bigger trees—harder than those thickets. Let's climb a tall tree here and look to see our progress.

Assistant Cubmaster: Good thing these are only imaginary trees – I didn't bring my climbing boots.
(They both act out climbing a tree.)

Cubmaster: Look how far we've come!

Assistant Cubmaster: Wow! That's about 3/5ths of the way through!

Cubmaster: Right you are, and it's time for more awards! Will the following Bear Cubs and their parents please step forward? *(Assistant Cubmaster hands out awards as Cubmaster reads names)*

Cubmaster: Now, look forward.

Assistant Cubmaster: Wow, that's a big mountain! Are we going there?

Cubmaster: Yes, that's our destination. The jungle changes at this point, and now we're hiking up into the foothills.

Assistant Cubmaster: Can we get out of this tree, first?

Cubmaster: Sure! Just take a leap of faith... *(Acts out a jump)*

Assistant Cubmaster: I hope you know what you are doing. *(Acts out hiking)* This trail is harder going now.

Cubmaster: Yes it is – as these Scouts grow in ability, the trails they want to take get more challenging.

Assistant Cubmaster: *(Stops suddenly)* Whoa! Look out! There's a cliff here!

Cubmaster: Yes, here we are at the top of Webelos cliff. Quite a view from up here, no?

Assistant Cubmaster: Yes! In fact, I can see all the young men who have earned the Webelos rank from here!

Cubmaster: Will the following Webelos Scouts and their parents please step forward? *(Assistant Cubmaster hands out Awards as Cubmaster reads names)*

Assistant Cubmaster: Well, is that it?

Cubmaster: No, no! Let's go all the way to the top of the Mountain!

Assistant Cubmaster: I was afraid you were going to say that. *(They act like they are climbing some more.)*

Cubmaster: Well, here we are.

Assistant Cubmaster: Look at this! There's a fancy arrow up here at the top of the mountain!

Cubmaster: Yes, that's the Arrow of Light – the highest rank that can be achieved while still in Cub Scouting.

[optional part]

Cubmaster: Will the following Webelos Scouts and their parents please step forward to receive their Arrow of Light Rank: (Assistant Cubmaster hands out awards as Cubmaster reads names)

[end of optional]

Assistant Cubmaster: So this is the highest point, now?

Cubmaster: Only of CUB Scouting! Look behind you.

Assistant Cubmaster: Wow! The trail goes on to higher and higher peaks from here!

Cubmaster: It sure does. This point is the end of the Cub Scout trail and the beginning of the Boy Scout trail. We aren't going down this road today.

Assistant Cubmaster: Oh, good.

Cubmaster: ... But it's nice to know that it's there someday. Thanks to everyone for coming with us today on our safari through the jungle, and congratulations to all the new rank recipients.

Submission Credit: Sam Houston Area Council

Cubmaster Minutes

The War Inside Us

A wise man once said that everyone has two animals at war inside them—a wild animal and a tame one. The wild animal is irresponsible, ferocious, attacks others, and is mean-spirited. The tame animal makes good decisions, is trustworthy, and is helpful to others. "Which animal will win?" you may ask. It is simply the one you feed.

Three-legged Stool

Demonstrate the importance of doing your part with a 3-legged stool. While it is possible, with extra effort, to sit with only one or two legs, all legs are important for stability. When each person takes responsibility for part of the work, a job becomes easier for everyone.

What's Important to You?

Ask members of the audience what's important to them. Peace? Winning a game? Getting their turn? A clean house? Explain that taking responsibility is doing what they can to make these goals come to pass. If they want a turn, they need to let others have a turn. If they want to win a game, they need to practice at home as well as at team practice.

Activity and Game Ideas

The Missing Piece

Remove one piece from a simple puzzle (large floor puzzles are the best). Have the boys put the puzzle together. When they are finished, they will tell you that a piece is missing. Explain that if someone fails to do their part, they are like a missing piece in a puzzle. Everyone needs to take responsibility and do his part for everything to work smoothly. Bring out the missing piece and complete the puzzle.

A Little Bit Makes a Difference

Have everyone bring three pieces of clean (recyclable) trash. Have them walk around a small yard or room and nonchalantly drop each piece of trash around the yard. When everyone's finished, have them look at the difference only three pieces of trash makes. Then clean up the yard or room and recycle the trash properly. You can make it a contest by dividing into two groups and seeing which group can pick up more trash, or time the boys to see how fast they can clean up the mess.

Jungle-land Game

Materials: Pack of Construction Paper; masking tape (the green or blue painter's tape is best); pictures of Arrow of Light symbol, Webelos symbol, Baloo, Akela, a Tiger, Monkey, Black Panther, and Snake; index cards with colored squares on them (to match the colors of the paper). Most cards should have one square on them, some can have two of the same color. There should also be one index card with a picture of each of the animals.

Directions: Using masking tape, tape the construction paper to the floor of a gym or large room in a curving, winding pattern like a path through the jungle. Replace seven of the pieces of construction paper with the pictures of animals or Cub Scout symbols. Make sure the Arrow of Light symbol is at the very end.

To play, have everyone get in a line at the start of the path. The Cubmaster draws a card and shows it to the first boy. He moves to the first space the same color as shown on the card. Then the Cubmaster draws another card. The second boy moves to the first space the same color as shown on that card, and so on. If an animal card is drawn, the person moves to the space with that animal on it. The goal is to get everyone to the Arrow of Light at the end.

You can spice the game up a bit by adding some shortcuts or pitfalls, if you like. Putting houseplants or potted trees along the path will make it seem more jungle-like.

Songs and Skits

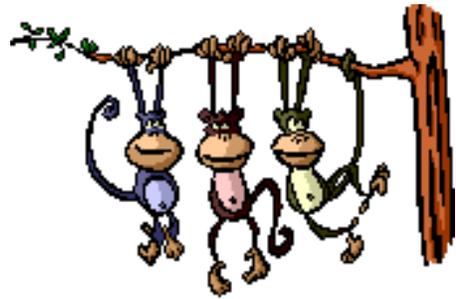
Seven Old Monkeys

by John H. Oldroyd

TUNE: Oh, Dear, What Can the Matter Be?

Chorus:

Oh dear, what the can the matter be?
Seven old Monkeys got stuck in a mango tree.
They were there from Sunday 'til Saturday
Nobody knew they were there.



The first little monkey was old Mr. Lee,
He's the one who suggested that they climb the tree,
But then they got stuck and then couldn't get free
Because nobody knew they were there.

Chorus

The second old monkey was old Mrs. Hannah,
She thought Mr. Lee's tail was a banana,
He screamed and he slapped her and then fell on Ana
And nobody knew they were there.

Chorus

The third little monkey was poor Ana Stellon,
Was minding her business and eating a melon,
But then from above she sudd'nly got fell on,
And melon got stuck in her hair.

Chorus

The fourth little monkey was old Mr. Pranch,
Was thinking of home because he owned a ranch,
But then the poor fellow got hit with a branch,
Don't ask me—ask him, he was there.

Chorus

The fifth little monkey was Vladamir Brown,
And he only wanted to go into town,
But the ambitious monkey just couldn't get down,
The guy, he was stuck in the air.

Chorus

And of course we can't leave out Strombolio Trix,
Because old Strombolio was monkey six!
He was constantly poked by the tree's pointy sticks,
And he cried out, "This just isn't fair!"

Chorus

The seventh old monkey was grumpy old Dwight,
He's allergic to mangoes—he was quite the sight.
I feel bad he wasn't freed from his plight
Because nobody knew he was there!

Chorus

Come A-Hunting

TUNE: Are You Sleeping?

Come a-hunting, come a-hunting,
Wolf cubs all, Wolf cubs all,
Out into the jungle, out into the jungle,
Hear the call, hear the call.

Submission Credit: BSA Cubmaster's Packbook (1967), p. 277

Leave No Trace Hike/Skit

This can be done in a park, around your Pack Meeting building, etc.

Materials: Map, scooter or bicycle, statue/stick/flower, clean (recyclable) trash (like empty water bottles), plaque or poster with Leave No Trace guidelines written on it (with a place at the bottom for the boys to sign)

Personnel: Three Den Leaders, Two Den Chiefs, Cubmaster

Den Leader 1: For our activity tonight, we will all be going on a short hike to enjoy the outdoors. But first I need some other Cub Scout leaders to help me out.

Den Leader 2: I'll help—where are we going?

Den Leader 3: I'll help, too! Let's go! *[Act like you are ready to leave right away.]*

Den Leader 1: Wait...We need to go over our plans first and look at our trail. It would be a good idea to pack a water bottle, snack, a small first aid kit, and a trail map.

Den Leader 2: We should let people know where we are going, too, and when we plan to be back.

Den Leader 3: Looks like the weather will be good, so no problems there.

(Show a map/trail and invite all the cubs, kids and parents to come along the trail. It will only take about 10 minutes to walk and we'll meet right back here for refreshments.)

Den Leader 1: I need 4 volunteers to hold our trash bags and if anyone sees trash along the way, put it in these bags.

(At the beginning of the trail, Den Chief(s) come along on bikes/scooters. Den Leaders encourage everyone to move to the right side so the bikes can pass, and bikes carefully go by.)

Den Leader 1: It is fun to ride bikes/scooters on some trails, but they should go slow and always watch for others. As hikers, we should pass them on the right and let them pass on the left. That is the same with passing other hikers.

(Farther down the trail we come upon Den Chief walking his "dog" (another Den Chief) without a leash. The dog goes crazy and runs up to kids and jumps on them and runs off. The Den Chief chases after him.)

Den Leader 2: When we want to bring pets on an outing, we need to be sure pets are allowed on the trails and take care of them. They should be on a leash and you should clean up after them.

(Continue walking.)

Den Chief: Hey—what's that over there? Way beyond the hill?!

Den Leader 1: We should always stick to the trail so please stay here.

Den Chief: I'm gonna go check that out. I'll be right back. Go on without me. I'll catch up.

Den Leader 1: I really don't want you to leave the trail or go out alone. Besides it can ruin the surrounding vegetation if you go tromping off over there. Then other visitors can't enjoy the trail.

Den Chief: It'll be fine, it's just me going. I'll be ok. *(He runs off up the hill. As he gets close to the top, a bear (Den Chief) comes running after him and he runs off screaming.)*

Den Leader 1: It's important to stay on the trail and never go out alone.

(As we are near the end of the trail, the lost Den Chief comes running back to the group.)

Den Chief: Wow! I'm so glad I found you guys. That bear had me up in a tree for a while. Then I couldn't find my way back. I've been lost for a long time and I'm so thirsty and tired. I didn't bring anything with me. I shouldn't have left the trail.

Den Leader 3: You are lucky to be alive and that you found us. Here, have some of my water.

(As we round the next corner, we pass a statue/stick/flower)

Den Chief: Hey, this statue (stick/flower) is really cool! I want one. I'm going to take it home with me!
(He runs over to the statue and pretends to try to pick it up and take it.)

Den Leader 3: Den Chief, don't you remember the Leave No Trace rules? We should always leave what we find. We don't take cool items along the trail like rocks or sticks, or statues, or pick the flowers. We need to leave everything as we find it so that the next time we come, or the next visitors that come through, can enjoy the trail. Okay? Now leave the statue (stick/flower) where it is and stay with us.

Den Chief: Ok, I didn't know we shouldn't take things with us.

(Coming up along the trail there will be lots of trash planted on the trail—like recycling bottles, etc.)

Den Leader 1: Hey, what's up ahead? It looks like a bunch of garbage left behind. We should always take our trash out with us and make it look like we were never here. Can everyone help gather up this trash? *(Everyone picks up trash.)*

(As we round the last corner, a "ranger" (Cubmaster) stops everyone to see how they liked the trail and if they know the Leave No Trace rules. He should ask everyone what the rules are before letting them pass and see if they can come up with the six things they learned)

1. Plan ahead
2. Respect other visitors
3. Manage your pets
4. Stick to trails
5. Leave what you find
6. Trash your trash

(Have all the boys sign their name on the wedge/plaque of wood/poster with the Leave No Trace pledge written on there, signing their commitment to follow the Leave No Trace guidelines.)

Submission Credit: Laura Rytting

Jokes and Run-ons

Q: What keys can't open locks?

A: Monkeys

Q: Why is a snake so smart?

A: Because you can't pull its leg.

Q: Why do giraffes have such small appetites?

A: Because with them, a little goes a long way.

Q: What is as big as an elephant but doesn't weigh an ounce?

A: An elephant's shadow.

Q: What do you call a story told by a giraffe?

A: A tall tale.

Q: Why did the parrot wear a raincoat?

A: She wanted to be polyunsaturated.

Q: What do you call a parrot that visits the north pole?

A: A Brrrrrd.

Q: Where are elephants found?

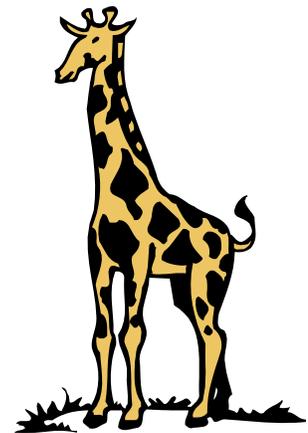
A: They're so big, I didn't think they could get lost!

Q: How do you fix a broken chimp?

A: With a monkey wrench.

Q: What kind of snack do little monkeys have with their milk?

A: Chocolate Chimp Cookies.



Safari Expert

An American was on his first African safari, and he studied all about safety before he left. He was sure he knew what to do if there was an emergency. He told his guide, "I know that carrying a torch will keep lions away."

"That's true," the guide answered. "But it depends on how fast you carry the torch."

Hungry Lion

A hungry lion was roaming through the jungle looking for something to eat. He came across two men. One was sitting under a tree reading a book; the other was typing something on his laptop. The lion quickly pounced on the man reading the book and ate him.

Even lions know that readers digest and writers cramp.

Snakebite

Little Snake: Are we poisonous?

Big Snake: Yes we are! Why do you ask?

Little Snake: I just bit my tongue.

Safari Family

Two brothers were on a safari in the jungle. A huge panther suddenly leaped out in front of them and grabbed one of the men.

“Shoot!” he screamed to his brother. “Shoot!”

“I can’t!” The second brother yelled. “I’m all out of film.”

Cheers and Applauses

Rainstorm Applause

Directions: Slowly move from one movement to the next to mimic the sound of a rainstorm.

- Tap fingertips together
- Rub palms together
- Clap hands lightly, then harder
- Clap hands on thighs, getting louder as you go
- Sustain loudly for a few moments, then get softer
- Clap hands hard, then lighter
- Rub palms together
- Tap fingertips together

Hint: This is a good applause to end with, as everyone is very quiet when you finish.

Tarzan Cheer

Directions: Beat fists on chest while yelling like Tarzan.

George of the Jungle Cheer

Directions: Yell, “Watch out for that . . .” then make a loud thudding noise, followed by, “tree!”

Wizard of Oz Cheer

Directions: Look around like you are afraid and say repeatedly, “Lions, and tigers, and bears, Oh MY! Lions, and tigers, and bears, Oh MY!”

Jungle Animals Cheers

Directions: Choose jungle animals to imitate.

Examples:

- Monkey: Scratch under arms while saying, “ooo, ooo, ooo”
- Lion: Roar like a lion
- Elephant: Lift one arm up like a trunk and make an elephant call.
- Frog: Say, “Ribbit, ribbit” while hopping around.

Crafts

Kaa Neckerchief Slide

Materials: Modeling clay, paint and brushes

Directions: Roll modeling clay or dough into a long roll and shape around your finger like a coiled snake. When the clay hardens, paint head and body as desired. Slide onto neckerchief.

Variation: You can also make a snake out of a pipe cleaner, googly eyes, and felt.

Jungle in a Jar

Learn to grow and care for plants by making a terrarium, a little garden sealed in a glass container. Rich soil and moisture inside the jar make the garden grow quickly. In planting your garden, use wild ferns, violets, moss and small cutting of icy or any houseplant that grows in water. (*Wolf Elective 15—Grow Something, Webelos Naturalist Activity Badge*)

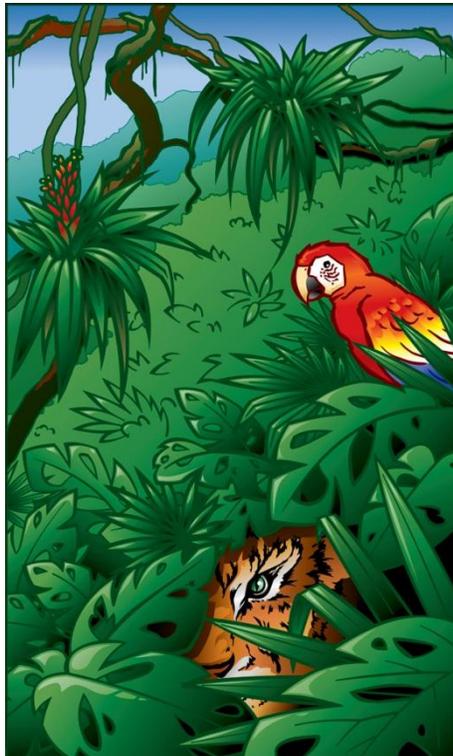
Materials:

- A clear, wide-mouthed, one-gallon glass or plastic jar and lid (ask at your neighborhood grocery store, restaurant, or deli for an empty pickle jar).
- A piece of burned wood or some charcoal
- About two cups of rich garden soil
- 12-inch by 8-inch piece of plywood
- Strips of wood, ½-inch thick and 1-inch wide (2 nine-inch long pieces and 2 five-inch long pieces)
- Thin brads or nails
- Hammer & Saw
- Paint or stain, if desired
- Sandpaper
- Variety of small plants

Directions:

- Build the base for your jungle in a jar
 - Five pieces of wood are used to make the base. Nail the small wood strips onto the plywood, making a rectangle frame to set the jar in. Sand the inside edges of the frame to make the jar fit snugly within it. Paint or stain base, if desired.
- Plant your garden inside the jar
 - Place the jar, thoroughly clean, on its side on the wooden base. Put a ½-inch layer of sand or bird gravel in the bottom of the jar as it lies on its side.
 - Crush a piece of charcoal or burned wood between newspapers and sprinkle a layer of charcoal over the sand.
 - Add a 1-inch layer of rich dirt. The garden can be higher at the back side of the jar, but be sure the dirt is smoothed away from the mouth of the jar so that it will not spill out.
 - Set your plants at least an inch deep in the soil.
 - Spray the garden with water. Do not get the dirt too wet.
 - Seal the jar with the lid and set the tiny greenhouse in a spot where it will get some sunlight each day.
 - Watch the garden carefully for a day or two. If it appears to be too wet, take off the jar lid for a day or more until the garden dries some.
 - The garden will grow for two or three months without having to be opened.

Cub Scout Fun Book (1997), p. 67



Food Fun

Stuffed Pizza Snake

Ingredients:

- Refrigerated Pizza Dough
- Grated cheese
- Chopped ham or pepperoni
- Olive oil
- Spaghetti or pizza sauce
- Sliced Mozzarella cheese
- Decoration: Bell peppers, olives, pepperoni

Directions:

- Divide the dough into 12 balls for the snake's body and head, and stuff each ball with some grated cheese and ham.
- Arrange the balls in the shape of a snake on a greased cookie sheet.
- Brush the whole snake with olive oil & cover snake with spaghetti or pizza sauce.
- Decorate with cheese slices and shapes cut from peppers and pepperoni with olives for eyes.
- Bake for 15-20 minutes. Remove from oven, make a hole at the front of the head and add a tongue cut from red pepper.

Recipe adapted from Pizza Fun (1997) by Judy Bastyra.

Animal Crackers

Ingredients:

- ½ cup oatmeal
- 2 tsp. honey
- ¼ + 1/8 tsp. salt
- ¾ cup flour
- ¼ tsp. baking soda
- ¼ cup real butter, softened (not melted)
- 4 Tablespoons buttermilk

Directions:

- Grind oatmeal in blender until fine.
- Add honey, salt, flour, and baking soda.
- Cut in butter.
- Add buttermilk. If sticky, add more flour.
- Roll very thin. Cut with animal cookie cutters. Place on ungreased cookie sheet.
- Bake at 400 degrees until brown (10-12 minutes).

Recipe from Kinder Krunchies Too (2005) by Karen S. Jenkins.

Tropical Fruit Kabobs

Ingredients:

- Tropical Fruit (pineapple, mango, banana, etc.) cut in bite-sized chunks
- Milk chocolate to melt
- Shredded coconut

Directions:

Melt chocolate in microwave or double boiler. Slide fruit onto skewers, then dip into chocolate. Sprinkle with coconut. Chill on waxed paper for 10-15 minutes, or until ready to eat.

Pumpkin Squares

A delicious and sweet autumn treat!

Crust:

- 1 Package yellow cake mix (reserve 1 cup)
- ½ cup melted margarine or butter
- 1 egg

Filling:

- 1 14-oz can pumpkin (this is a small can—a large can makes 2 batches)
- ½ cup sugar
- ¾ tsp. nutmeg
- 1 ½ tsp. cinnamon
- ½ tsp. salt
- 2-3 eggs (use 5 if making a double batch)
- 2/3 cup evaporated milk (not a whole can)

Topping:

- 1 cup cake mix
- ¼ cup sugar
- ½ tsp cinnamon
- 2 Tbl margarine or butter (cut it in, don't melt!)

Directions:

- Mix the crust and pat into ungreased 9x13 glass casserole dish (fingers work best).
- Blend filling and pour evenly over crust.
- Cut margarine or butter into dry topping ingredients. Sprinkle evenly over filling.
- Bake at 350 degrees for 50 minutes, or until knife inserted in center comes out clean.
- Let cool, then refrigerate before serving (if you can wait that long!) Cut into squares.

NOVEMBER



Core Value:

Citizenship

Supplemental Theme:

Fifty Great States

Citizenship

Citizenship is 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
- Protect the environment and our natural resources
- Be helpful. Do a Good Turn for your family, school, or community

Cub Scout Leader Book (2010), p. 14

Fifty Great States

“Fifty Great States” reminds us that we are to contribute our service and show responsibility to local, state, and national communities. Cub Scouts develop good citizenship skills when they learn about respecting the flag and providing service to the community.

www.scouting.org, *Pack Meeting Plans, November: Fifty Great States*



Gathering Activities

Where am I?

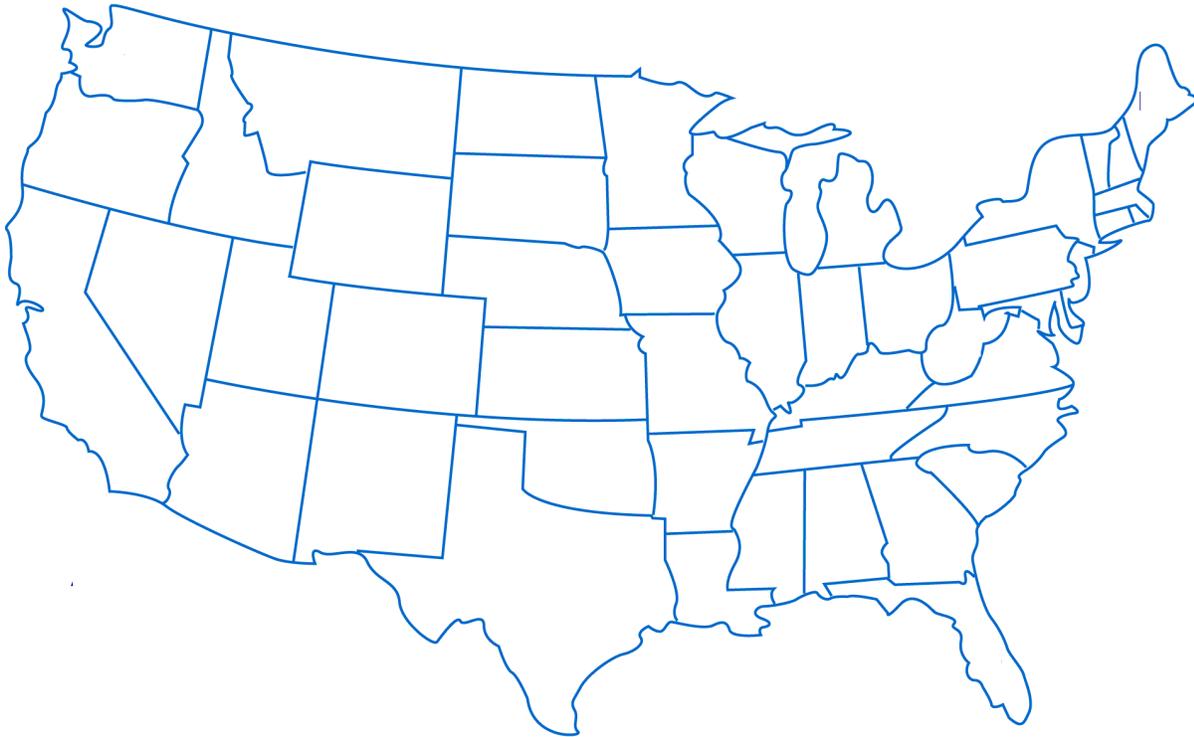
Directions: Match the place with its state.

- | | |
|------------------------------|-----------------|
| 1. Pearl Harbor | A. Washington |
| 2. Mt. Rushmore | B. California |
| 3. Cape Canaveral | C. Montana |
| 4. Zion National Park | D. South Dakota |
| 5. Yellowstone National Park | E. Texas |
| 6. Redwoods | F. New York |
| 7. Niagara Falls | G. Hawaii |
| 8. The Alamo | H. Florida |
| 9. The Space Needle | I. Utah |
| 10. St. Louis Arch | J. Missouri |

Answers: 1-G, 2-D, 3-H, 4-I, 5-C, 6-B, 7-F, 8-E, 9-A, 10-J

What States Do You Know?

Directions: Fill in the names of as many of the United States as you know.



Thirteen Colonies

Directions: Unscramble the names of the original thirteen colonies (some of them have two words).

1. EWARDLAE _____
2. ANANEVISPYLN _____
3. WEYNREESJ _____
4. ROGAIGE _____
5. NOTNETUCICC _____
6. HSAMSACSTSTUE _____
7. DRAMNAYL _____
8. OIRATHOUSCLAN _____
9. WHENMAPRIESH _____
10. GNIVRIIA _____
11. WOKRENY _____
12. RONNCATHAICOR _____
13. SIDEHORDLAN _____

Answers: 1-Delaware, 2-Pennsylvania, 3-New Jersey, 4-Georgia, 5-Connecticut, 6-Massachusetts, 7-Maryland, 8-South Carolina, 9-New Hampshire, 10-Virginia, 11-New York, 12-North Carolina, 13-Rhode Island.

Flag Etiquette

Directions: Provide some small flags for the boys to practice their flag-folding skills, or learn to raise and lower a US flag properly for an outdoor ceremony. Demonstrate proper ways to display the flag. (See *Wolf Achievement 2*, *Bear Achievement 3*, and the *Webelos Citizen Activity Badge*.)

National Anthem Fill-in-the-blank Activity

Directions: How well do you know our National Anthem? See if you can fill in the twenty missing words.

The Star-Spangled _____

O say, _____ you _____, by the _____ early light,

What so _____ we hail'd at the twilight's last _____,

Whose _____ stripes and bright _____, through the perilous _____,

O'er the _____ we watched were so _____ streaming?

And the rockets' red _____, the bombs _____ in air,

Gave _____ through the night that our flag was _____ there;

O _____, does that star-_____ banner yet _____,

O'er the land of the _____, and the _____ of the brave?

Know Your States

Directions: Figure out the play on words for each state.

1. Which state has a ton? _____
2. Which state starts with a pen? _____
3. Which state has a tuck in the middle? _____
4. Which state has a ham? _____
5. Which state is cut on the end? _____
6. Which state has a tan? _____
7. Which state is a color? _____
8. Which state has ore in it? _____
9. Which state is an island? _____
10. Half of which state is land? _____
11. Which state starts with ten? _____
12. Which state greets you with "Hi!" _____
13. The first thing you see in two states is a miss.
What are they? _____
14. Four states are new. What are they?

Answers: 1—Washington, 2—Pennsylvania, 3—Kentucky, 4—New Hampshire, 5—Connecticut, 6—Montana, 7—Colorado, 8—Oregon, 9—Rhode Island, 10—Maryland, 11—Tennessee, 12—Ohio, 13—Missouri, Mississippi, 14—New Hampshire, New Jersey, New Mexico, New York

Submission Credit: BSA Cub Scout Program Helps, July 2001, p. 8

Opening and Closing Ceremonies

America Opening Ceremony

Directions: Have cards that spell A-M-E-R-I-C-A, with the parts written on the back. Seven Cub Scouts should hold the cards and read the parts in order.

Cub #1: A is for America, our beautiful country.

Cub #2: M is for Military, who keep us safe and sound.

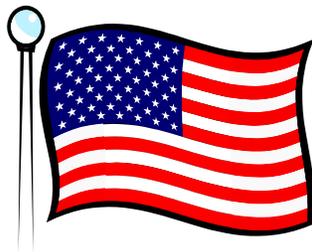
Cub #3: E is for the Eagle, our national symbol of pride.

Cub #4: R is for Remembering those who have gone before.

Cub #5: I is for Independence, since 1776.

Cub #6: C is for Community, where each one does his part.

Cub #7: A is for Allegiance, which we all pledge to the flag. Please stand, salute, and join us in the Pledge of Allegiance.



Citizenship Opening Ceremony

Materials: Piece of trash (like an empty water bottle or candy wrapper), large smiley-face picture, picture of a police officer, picture of a school or a school textbook, small US flag.

Directions: Have Cub Scouts read the following parts:

Cub #1: I can be a good citizen by . . .

Cub #2: (*Holds up a piece of trash*) Picking up my trash and throwing it away or recycling it.

Cub #3: (*Holds up a large smiley face*) Being a good neighbor.

Cub #4: (*Holds up a picture of a police officer*) Obeying the law.

Cub #5: (*Holds up a picture of a school or a textbook*) Learning about our country's history.

Cub #6: (*Holds up a small US flag*) Showing proper respect to the flag.

Cub #1: Please stand and join us in the Pledge of Allegiance.

“This is My Country” Closing Ceremony

Directions: Cubmaster and six Cub Scouts recite the following parts.

Cub #1: This is my country. I will use my eyes to see the beauty of this land.

Cub #2: I will use my ears to hear its sounds.

Cub #3: I will use my mind to think what I can do to make it more beautiful.

Cub #4: I will use my hands to care for it.

Cub #5: I will use my feet to serve it.

Cub #6: With my heart, I will honor it.

Cubmaster: Please sing, “America” with us (or choose another appropriate song):

TUNE: Rose, Rose

America, America
Let us tell you how we feel,
You have given us your riches,
We sing to you.

Flag Retirement Ceremony

Plan to retire one or several worn-out flags at Pack Meeting.

Materials: Burn barrel or fire-pit; enough kindling and wood to make a very hot, blazing fire; flags to retire; bucket of water; history of the flag to be retired.

Directions: Have four people hold the flag to be retired by the four corners. Hold it up facing the audience.

Narrator: *(Describe the history of this particular flag—where it was flown, for how long, what great historical events may have transpired during that time, etc.)* This flag has given its all—it has done its best, and now, we pay tribute to it one last time. Please rise, salute, and Pledge Allegiance to the flag.

(Audience rises and the Pledge is given.)

Narrator: Please remain standing at attention, in silence, as we retire the flag.

(Audience remains standing and continues to salute the flag. Those holding the flag turn it horizontally and place it directly over the fire. As soon as it catches fire, the four corners should be quickly put in the fire as well, so that the flag can be completely consumed as quickly as possible. This would be a good job for parents of the Cub Scouts. When the flag is completely burned, another may be retired. When all is done, the signal “two” is given and the audience may be seated.)

Advancement Ceremonies

History of the Flag Advancement Ceremony

Cubmaster: The first flag of our country was the Grand Union Flag. It was used during the Revolutionary War as the standard of the Continental Army.

The first rank of Cub Scouting is the Bobcat. It is the standard of Cub Scouting and all boys must earn this award first. Will all those who have previously received this rank please arise.

(Cubmaster calls up new Bobcats and their parents to receive their awards.)

The second flag of our country was the Stars and Stripes, whose birthday we celebrate on Flag Day, June 14th. The Continental Congress declared: "That the flag of the thirteen United States be thirteen stripes, alternate red and white: that the union be thirteen stars, white in a blue field, representing a new constellation.

Likewise, the second rank of Cub Scouting, the Wolf Rank, symbolizes a new beginning. Will all those who have previously received the rank of Wolf please arise.

(Cubmaster calls up new Wolf Cub Scouts and their parents to receive their awards.)

The third flag of the United States of America was the Fifteen Stars and Stripes. This was our flag from 1795 until 1818. This is the flag that inspired Francis Scott Key to write "The Star-Spangled Banner."

The third rank of Cub Scouting demonstrates that a boy has learned greater skills and is worthy to be called a "Bear." Will all those who have previously received the rank of Bear please arise.

(Cubmaster calls up new Bear Cub Scouts and their parents to receive their awards.)

Our fourth flag was the flag of 1818. More states were joining the Union and Congress felt that it would be awkward to keep adding more and more stripes to the flag. They decided to go back to having 13 stripes, but that there would be one star for each state. This flag had 20 stars.

Our fourth Cub Scouting rank is the Webelos rank. Webelos stands for "We'll be loyal scouts." These scouts are loyal to our country, our flag, and the ideals of Cub Scouting. Will all those who have previously received the rank of Webelos please arise.

(Cubmaster calls up new Webelos Scouts and their parents to receive their awards.)

Our final flag is that flag that you see flying here today. It represents all that has gone before—the sacrifice, the purity, the love, the devotion, and the community of the United States of America. It stands for the past, present, and future of our country.

The final award in Cub Scouting, and its highest honor, is that of the Arrow of Light. Will all those who have previously received their Arrow of Light awards please arise.

(Cubmaster calls up Arrow of Light recipients and their parents to receive their awards.)

NOTE: It would be appropriate to allow the Arrow of Light recipients (and their parents, if only one or two) participate in a flag retirement ceremony at this point in the program.

Fifty Great States Advancement Ceremony

Materials: Hawaiian shirts and leis for those receiving rank of Bobcat, leis for their parents; snowsuits for those receiving rank of Wolf, scarves or stretchy gloves for their parents; hiking sticks, hats, water bottles, and toilet-paper tube binoculars for those receiving rank of Bear, toilet-paper tube binoculars for their parents; cowboy hats and shoelace & button bolo ties for those receiving rank of Webelos, bolo ties for their parents; sunglasses for boys receiving Arrow of Light and their parents. Cubmaster also needs to wear tourist-type clothes.

Directions: Before the awards ceremony, have the boys receiving awards go backstage and put on their costumes, then wait offstage for their cues.

Cubmaster: *(wearing tourist-type clothes—shorts, Hawaiian shirt, sunglasses, sun visor, camera around neck, etc.)* I just got back from a fantastic trip where I visited some of our fifty great states. One of the places I visited was Hawaii. While I was there, I did some surfing, ate some really great shaved ice, and found some BOBCATS.

(Boys who are dressed in Hawaiian shirts and leis come on stage)

Will the parents of these Bobcats please come up?

(Cubmaster gives the parents leis and the awards to present to their sons.)



The next place I visited was Alaska. While I was there, I slept in an igloo, went snowmobiling, and rode on a sled pulled by dogs. I also found some WOLVES.

(Boys who are dressed in snow clothes come on stage)

Will the parents of these Wolves please come up?

(Cubmaster gives the parents scarves or gloves and the awards to present to their sons.)

The next place I went was Utah. While I was there, I skied, went whitewater rafting, swam in the Great Salt Lake, and hiked eleven peaks. While hiking, I found some BEARS.

(Boys dressed as hikers come on stage.)

Will the parents of these Bears please come up?

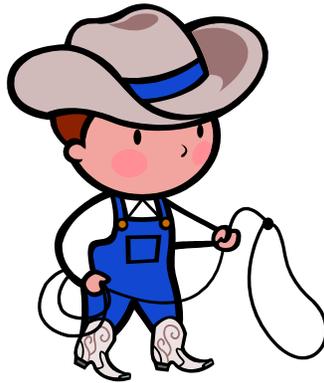
(Cubmaster gives the parents toilet-paper tube binoculars and the awards to present to their sons.)

The next place I visited was Texas. While I was there I rode a horse, roped a steer, and struck oil. I also found some WEBELOS.

(Boys dressed as Texas cowboys come on stage.)

Will the parents of these WEBELOS please come up?

(Cubmaster gives the parents shoelace and button bolo ties and the awards to present to their sons.)



Finally I travelled to New York. While I was there I saw Niagara Falls, the Atlantic Ocean, Yankee Stadium, and Times Square. I also saw the lights on Broadway, and in them shone an ARROW OF LIGHT.

(Boys dressed as regular kids wearing sunglasses come on stage.)

Will the parents of the ARROW OF LIGHT recipients please come up?

(Cubmaster gives the parents sunglasses and the awards to present to their sons.)

I really enjoyed my vacation. I sure hope I get to go again soon!



Activity Ideas and Games

Thank a Veteran

Directions: Have each family bring a large plate of goodies to Pack Meeting. Provide paper, pens, pencils, stickers, and markers. Have each family write letters to a veteran. It is a good idea to have a chalkboard or poster listing some ideas of what they could say. The veteran could live in your neighborhood, be a member of your chartered organization, or be the parent or grandparent of a member of your pack. After the letters are written, place them in envelopes. Prepare small plates of goodies for each veteran and have the families deliver the goodies and letters on their way home from Pack Meeting.

Fifty States Elimination Game

Directions: Mark the names of all fifty states on paper plates. Spread out the paper plates on the floor. At the signal, everyone scrambles to stand on a different plate. A state is called and that plate is removed. If someone is standing on that plate they are removed, too. The last person left on the last plate is the winner. For a shorter version, use fewer states but keep track of the ones used.

Submission Credit: Laura Rytting

The Fifty Stars Relay Game

Directions: Divide the group into equal teams lined up a few feet away from a table. Place a bowl on the table for each team. Lay 50 cutout paper stars (approximately 2 inches in diameter) on the table beside each bowl. Give each player his own straw. On a signal, the first player in each team runs forward and picks up one star (or as many as he can with one breath) by sucking on the straw, thus holding the star to the end of the straw. No hands! He releases the stars into the bowl, and then runs to tag the next player and gets at the end of the line. He may need to run again. The first team to have all 50 stars in the bowl is the winner. The game could be varied by using the original 13 stars for a smaller group of boys.

Hint: If you use tissue paper, it is easier to pick up the stars.

Military Guest Speaker

Directions: Invite a member of the military to come speak to your pack about flag etiquette, citizenship, or freedom.

Attack on Fort McHenry Target Game

Directions: Make a circle that is twelve feet in diameter. In the center, place a five-gallon bucket. Firmly attach a small US Flag to the bucket. Boys must stand on the circle and try to bounce a tennis ball into the bucket (give each boy 3-5 tries). Tell the boys that their tennis balls are like cannon balls firing at the fort. Francis Scott Key was watching the attack when he wrote the words to "The Star-Spangled Banner."

Submission Credit: BSA Cub Scout Program Helps, 2006-2007 (July, p. 10)

Flat Cub Scout Exchange

Directions: Copy the Flat Cub Scout on the following page onto sheets of cardstock. Have the boys color them to look like themselves, then cut them out. Take photos of the boys with their flat friends, then mail the cut-outs and the photos to Cub Scouts or kids in other states. Have them take the flat friends on an adventure, take photos, write about what they did, and then send everything back to your Cub Scouts. Show on a map all the different places that the flat Cub Scouts visited and tell about their adventures at Pack Meeting. **Copy the rest of this page and send it with your flat friend:**

Hi! My name is Flat _____, and I am a friend of _____, a
Cub Scout from _____. Some of the things I like to do
with my friends are:

_____.

*Please fill out the following information and send it back with Flat _____
after you have taken him on an adventure where you live. Don't forget to send me some pictures!*

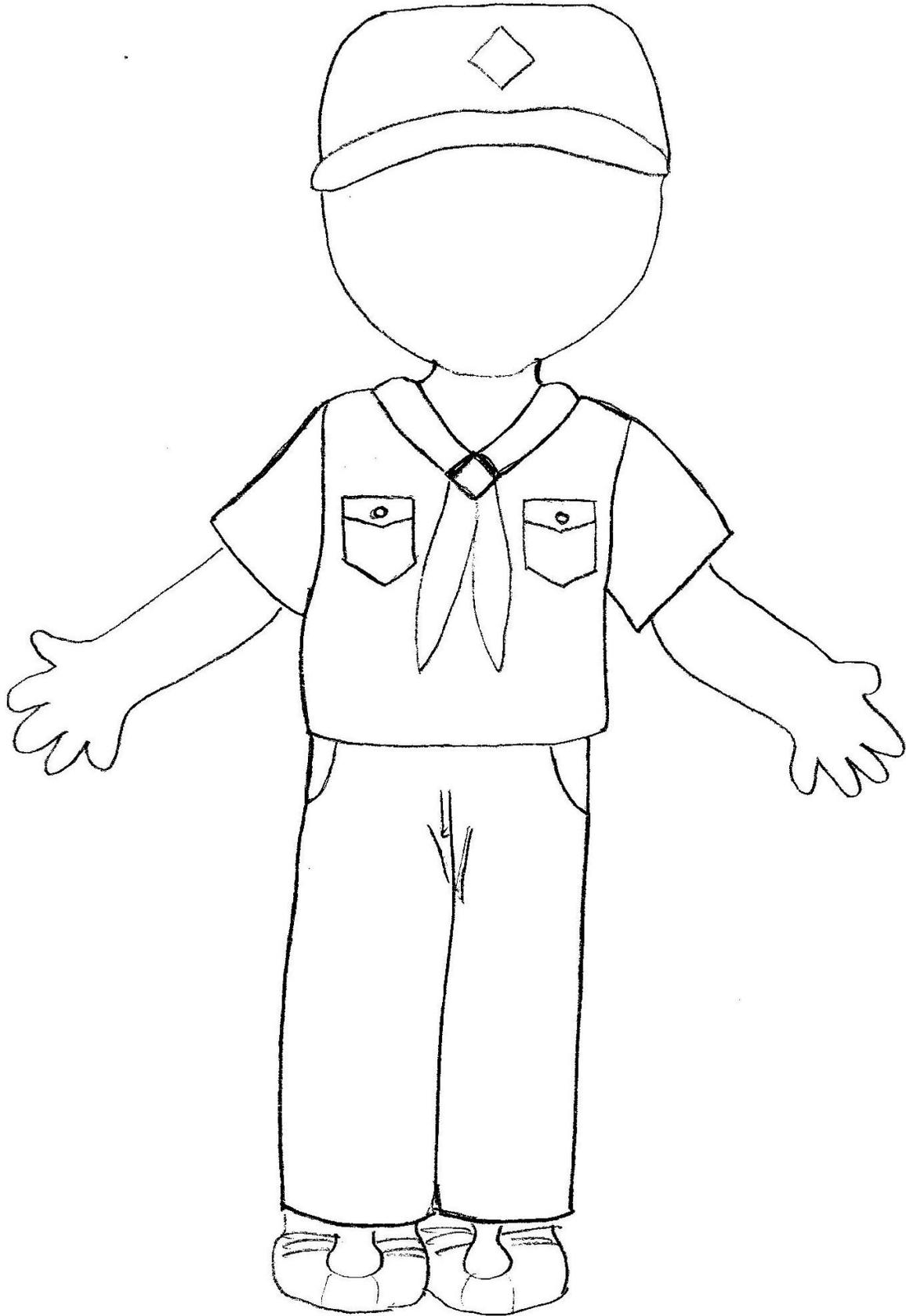
My name is _____, and I got to go on a fun adventure
with Flat _____. I live in _____,
which is _____ miles away from _____, where you live.

On our adventure, we:

_____.

It was great to have fun with Flat _____!

Sincerely,



Songs

The Traveler

TUNE: Head, Shoulders, Knees, and Toes

Directions: Sing several times, getting faster and faster each time.

There's a traveler in our town, in our town.
There's a traveler in our town, in our town.
He went to all the fifty states
And he says he thinks they're great, thinks they're great.

Thanksgiving Day

By Lydia Marie Child

Over the river and through the wood,
To Grandfather's house we go;
The horse knows the way
To carry the sleigh
Through the white and drifted snow.

Over the river and through the wood—
Oh, how the wind does blow!
It stings the toes
And bites the nose
As over the ground we go.

Over the river and through the wood,
To have a first-rate play,
Hear the bells ring,
"Ting-a-ling-ding!"
Hurrah for Thanksgiving Day!

Over the river and through the wood,
Trot fast, my dapple-gray!
Spring over the ground
Like a hunting hound,
For this is Thanksgiving Day.

Over the river and through the wood,
And straight through the barnyard gate . . .
We seem to go
Extremely slow—
It is so hard to wait!

Over the river and through the wood—
Now Grandmother's cap I spy!
Hurrah for the fun!
Is the pudding done?
Hurrah for the pumpkin pie!

The Cub Scout Pack

TUNE: You're a Grand Old Flag

We're a Cub Scout pack, we're a high-flying
pack;
Down the trail of Akela we go.
From Wolf to Bear to We-be-los,
As into good Scouters 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 the Cub Scout pack.

Submission Credit: BSA Cubmaster's Packbook (1967), p. 277

Skits, Jokes, and Run-ons

The Car Trip

Personnel: 4 Cub Scouts (one is the driver), 1 audience member

Materials: 4 chairs, 1 paper plate

Directions: Set up the four chairs like the seats in a car. Call up one audience member volunteer. Have him get down on hands and knees in front of the chairs. He is going to be the car's engine. Have him make engine noises during the whole skit.

Driver: *(using the paper plate like a steering wheel)* Isn't this a great vacation?

Cub #1: It sure is. We've been able to see 49 of the 50 great states!

Cub #2: I can't wait until we get home. How long will it be?

Cub #3: I'm hungry. When's lunch?

Driver: We can stop when we get over this hill.

(They ride along in silence for a few seconds.)

Cub #3: There's a restaurant right over there. Let's stop now.

Driver: Okay. Wait a minute! The brakes won't work! What do I do? What do I do?

Cub #1: Kill the engine!

Cub #2 & Cub #3: Yeah, kill the engine!

(All the boys look at each other, then go for the person who is making the engine noises and pretend to beat him up.)

Run-ons

Q: Why don't crabs walk on the interstate?

A: Because they prefer the SIDE-WALK.

Q: What kind of perfume did Americans use three hundred years ago?

A: *Cologne-ial*

Q: Why does Utah always have sore feet?

A: Because it has high ARCHES.

Q: What was on the bottom of America's foot?

A: The Civil Wart

Q: How did Betsy Ross like her work?

A: Sew, sew.

Q: Where was the Declaration of Independence signed?

A: On the bottom.

Q: What was the colonists' favorite tea?

A: Liberty.

Food Fun

Pumpkin Pie Ice Cream Bars

Serves 15



Ingredients:

Crust

- Approximately 12 graham crackers (1 ½ packages)
- 6 Tablespoons butter, softened

Filling

- 2 cups plain canned pumpkin
- ½ cup sugar
- ½ teaspoon cinnamon
- ½ teaspoon ginger
- 2 quarts vanilla ice cream

Directions:

- To make the crust, crush the graham crackers, mash in the butter, and press into glass 9x13 pan.
- In a medium bowl, mix pumpkin, sugar, and spices.
- Soften ice cream in a large bowl.
- Add the pumpkin mixture to the ice cream and stir until well blended. Use an electric mixer, if desired.
- Spoon the mixture into the pie crust and smooth the top. Place in a freezer for several hours, until firm.
- Allow to thaw for a few minutes before serving. Add whipped cream to the top, if desired.

Recipe adapted from The Big Book of Party and Holiday Fun (1998), by Penny Warner

Cran-Apple Cider

Ingredients:

- 1 pint cranberry-juice cocktail
- 1 quart apple juice
- 1 cup water
- 6 whole cloves
- 2 cinnamon sticks
- 1 lemon, sliced thinly

Directions:

- Mix cranberry-juice cocktail, apple juice, water, cloves, cinnamon, and lemon together in large saucepan.
- Heat and strain.
- Serve warm in mugs to cold guests.

Recipe adapted from The Big Book of Party and Holiday Fun (1998), by Penny Warner

Baked Alaska

Ingredients:

- 2 quarts vanilla ice cream, softened
- 1 (18.25 ounce) package white cake mix
- 1 egg
- 1/2 teaspoon almond extract
- 8 egg whites
- 1/8 teaspoon cream of tartar
- 1/8 teaspoon salt
- 1 cup white sugar

Directions:

- Line the bottom and sides of an 8-inch round mixing bowl or deep 8-inch square container with foil. Spread ice cream in container, packing firmly. Cover and freeze 8 hours or until firm.
- Preheat oven to 350 degrees. Grease and flour an 8x8-inch pan.
- Prepare cake mix with egg and almond extract. Pour into prepared pan.
- Bake in preheated oven according to package instructions, until center of cake springs back when lightly touched.
- Beat egg whites with cream of tartar, salt and sugar until stiff peaks form.
- Line a baking sheet with parchment or heavy brown paper. Place cake in center. Turn molded ice cream out onto cake. Quickly and prettily spread meringue over cake and ice cream, all the way to paper to seal. Return to freezer 2 hours.
- Preheat oven to 425 degrees F (220 degrees C).
- Bake the Alaska on the lowest shelf, 8 to 10 minutes, or until meringue is lightly browned. Serve at once.

Recipe from allrecipes.com



Texas Toast

Ingredients:

- 2 sticks unsalted butter, at room temperature
- 8 cloves garlic, pureed or granulated garlic
- Salt and freshly ground pepper
- 2 loaves good white bread, cut into 1-inch thick slices

Directions: Mix together the butter and garlic in a bowl and season with salt and pepper to taste. Brush both sides of the bread with the butter and place on the grill. Grill the bread for 1 to 2 minutes per side until lightly golden brown.

Recipe from foodnetwork.com

Alabama Pecan Pie

Ingredients:

- 9" unbaked deep dish pie crust
- 3 eggs
- 1/8 tsp. Salt
- 1/2 cup Sugar
- 1 Tbsp. all-purpose flour
- 1 cup clear or white Karo Syrup
- 1/4 cup melted butter
- 1 cup chopped pecans or pecan halves



Directions:

- Preheat oven to 350 degrees.
- Beat eggs and salt together. Mix in flour and sugar. Gradually add Karo syrup, beat well. Add melted butter and pecans. Pour into pie crust.
- Bake 45 minutes to an hour. Pie is done when the top cracks.

Recipe from homeschooling.about.com

Hawaiian Brownies

from a Hershey's Cookbook circa early 1980s

Ingredients:

- 3 oz. Hershey's Unsweetened Baking Chocolate, melted in top of a double boiler (*can substitute 9 Tbsp cocoa plus 3 Tbsp vegetable oil, creamed together*)
- 1 cup butter or margarine, softened
- 1 teaspoon vanilla
- 4 eggs
- 1 ½ cups flour
- ½ teaspoon baking powder
- ½ teaspoon salt
- ¼ teaspoon cinnamon
- 1 cup fresh pineapple (*or one 15 1/2 oz. can, drained*)
- ½ cup chopped nuts (*optional*)

Directions:

Cream butter, sugar, and vanilla. Add eggs and beat well. In a separate bowl, combine flour, baking powder, salt and cinnamon. Blend into the creamed mixture. Press excess moisture from pineapple. Remove 1 ¾ cups of the batter to a separate bowl and mix in the pineapple. Set aside. Blend chocolate into remaining batter. Stir in nuts (if desired) into the chocolate batter and spread into a greased 9x13 pan. Spread pineapple batter evenly over the top. Bake at 350 degrees F for 40-45 minutes. Cool completely in pan, frost and serve.

Frosting Ingredients:

- 1 cup powdered sugar
- 1 Tablespoon shortening
- 1-2 Tablespoons milk
- ½ teaspoon vanilla

Frosting Directions:

Combine and beat until smooth spreading consistency.

It works best to double this recipe for spreading across the entire 9x13 pan.

Submission Credit: Sariah Hillam



Cubmaster Minutes

Thanksgiving—A National Holiday

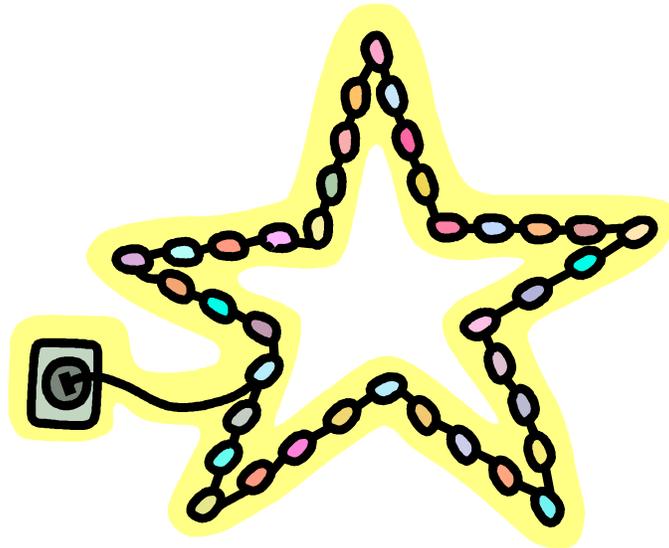
The first Thanksgiving was held by the Pilgrims in Plymouth, Massachusetts, after their first harvest sometime around 1621. They invited Native Americans to join in the celebration, and all enjoyed a feast of deer, goose, duck, oysters, eel, bread, fruit, and cornmeal pudding.

President George Washington proclaimed November 26, 1789 a national Thanksgiving Day so people could offer thanksgiving and prayer for prosperity, freedom, and hope. However, it was not a national holiday until 1863, when President Abraham Lincoln declared Thanksgiving to be the last Thursday in November. President Franklin D. Roosevelt changed it to the fourth Thursday in November, which is when we celebrate Thanksgiving today.

May we always be thankful for our many blessings.



DECEMBER



Core Value:

Respect

Supplemental Theme:

Holiday Lights

Respect

Respect is 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

Cub Scout Leader Book (2010), p. 16

Holiday Lights

Many of our holiday traditions this month involve lights—the star of Bethlehem, miracle of the lamps, the morning star that enlightened Buddha, the bonfires at yule. We show respect for the customs of others by sharing our holiday traditions with the pack and den: lights on a Christmas tree, candles on a menorah for Hanukkah, or on a Kwanzaa kinara. Boys can light the way this month by brightening someone's holiday season while learning more about how others celebrate this season.

As a pack or den, visit a nursing home, preschool, or children's ward, and sing holiday favorites. Conclude your outing by sharing cookies decorated by the boys. Help those less fortunate with a service project or toy drive. How about a holiday dessert pot luck? Each family can bring a traditional dessert to share at the pack meeting.

This might be a perfect time to ask pack families to donate to the World Friendship Fund of the Boy Scouts of America, which assists developing nations in providing Scouting to their youth (search "World Friendship Fund BSA" on the Internet). This is also an appropriate month to work on the Language and Culture belt loop and pin, or the Heritages belt loop and pin.

www.scouting.org, *Pack Meeting Plans, December: Holiday Lights*



Gathering Activities

Decorate a Christmas Tree

Materials: Small Christmas Tree, paper, stickers, markers, glitter, etc. to make decorations

Directions: Have the boys make decorations to place on a Christmas Tree to be given to a family in need.

Christmas Cheer Song Match

Directions: Match the phrase with the song title.

- | | |
|--|---------------------------------------|
| 1. Was a happy jolly soul | A. I saw Mommy Kissing Santa Claus |
| 2. Are you listening? | B. Grandma Got Run Over by a Reindeer |
| 3. In a one horse open sleigh | C. Frosty the Snowman |
| 4. No crib for his bed | D. Joy to the World |
| 5. Let Earth receive her King | E. Jingle Bell Rock |
| 6. As they shouted out with glee | F. Santa Claus Is Coming to Town |
| 7. The lights are brightly shining | G. Oh Come, All Ye Faithful |
| 8. Now you say there's no such thing as Santa | H. Away in a Manger |
| 9. Like the ones I used to know | I. Silent Night |
| 10. Bring us some figgie pudding | J. Jingle Bells |
| 11. Sing, choirs of angels | K. O Holy Night |
| 12. All is bright | L. We Wish You a Merry Christmas |
| 13. She didn't see me creep | M. White Christmas |
| 14. He knows when you're awake | N. Winter Wonderland |
| 15. Dancing and prancing in Jingle Bell Square | O. Rudolph |

ANSWERS: 1-C, 2-N, 3-J, 4-H, 5-D, 6-O, 7-K, 8-B, 9-M, 10-L, 11-G, 12-I, 13-A, 15-F, 15-E

Christmas Carol Scramble

Materials: Choose several well-known Christmas carols. Write each line of the songs on separate slips of paper.

Directions: Give a slip of paper to everyone as they come in. Tell them to find the people who have the other lines to their song and arrange them in order. The first song team to find all the right people and sing the song is the winning team.

It's All About Respect Word Search

The words below can be found in any direction. Each word either describes an aspect of respect or names something a person should have respect for.

```

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

AKELA	COUNTRY	COURTEOUS	ELDERLY	ESTEEM
FATHER	FRIENDS	KINDLY	LANGUAGE	MANNER
MOTHER	PEOPLE	POLITE	POSSESSIONS	
	REVERENCE	SELF	TEACHER	

Belt Loop Display

Have a display about the different Belt Loops and Pins that might be used to encourage RESPECT. Many times, parents are not aware of the many different belt loops and pins available! Some ideas are: Citizenship, Communicating, Disabilities Awareness, Family Travel, and Good Manners.

Gift of Respect Exchange

Ask each family to bring in various items that could be used to put together kits for homeless children – toothpaste and brushes, soap, deodorant – items that help maintain self-respect. Assemble the gift bags during the Gathering Time.

Respect Secret Message

SERTEPC	—	—	—	—	—	—	—
			6				13
PELAES	—	—	—	—	—	—	
						8	
REANSMN	—	—	—	—	—	—	
							9
NEILPHG	—	—	—	—	—	—	—
	1			10			
NIRCAG	—	—	—	—	—	—	
			7				
TSTUR	—	—	—	—	—		
			5				
BYOE	—	—	—	—	—		
	2			4			
CENREIS	—	—	—	—	—	—	—
				12	11		
SAWL	—	—	—	—			
			3				

Answers: **RESPECT, MANNERS, PLEASE, HONESTY, SHARING, TRUST, HELPING, OBEY, CARING, SINCERE, LAWS**



Respect Word Search

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

ADMIRE CHERISH ESTEEM PRAISE RESPECT
 APPRECIATE COMPLIMENT HONOR REGARD VALUE

Opening and Closing Ceremonies

Tree Opening

HINT: Use tree decorating as a Gathering Activity

Directions: Cubmaster uses Cub Scout sign to get everyone's attention, then Assistant Cubmaster lights the Christmas tree.

Cubmaster: "Cub Scouts, isn't that a beautiful tree? It's full of Holiday Lights making it bright and colorful, like the joyous seasons we celebrate this month." *(Name seasons celebrated by Pack members, such as Christmas, Hanukkah, Kwanzaa, and any others.)*

Assistant Cubmaster: "And we all had a part in making it so beautiful. When all Cub Scouts work together and do their best, the result is always something fine like this tree. Let's remember that as we repeat the Cub Scout Promise." *(Leads Promise)*

Cubmaster: "Now let us repeat the Pledge of Allegiance"

Holiday Lights

Personnel: 5 Cubs and Cubmaster (CM)

Materials: Log candle holder with 3 candles (12") multipurpose lighter

Cub # 1: The theme of this month is "Holiday Lights" and we have been busy getting ready for the Holiday season. This month there are three major holidays celebrated by a different Religions, Hanukkah, Christmas and Kwanzaa. And each uses light in a special way.

Cub # 2: Hanukkah is the Jewish Feast of Lights or Feast of Dedication. The Hebrew word Hanukkah means dedication. It is a celebration of God's deliverance of the Jews in 165 BC. The Hanukkah holiday begins on the eve of the 25th day of the Hebrew month of Kislev, and lasts eight days. It usually falls in the month of December and is celebrated by lighting of candles in a special Hanukkah menorah. I light the first candle for Hanukkah. [Lights the first candle]

Cub # 3: Christmas is the celebration of the birth of Jesus Christ. Advent is the season of preparation for Christmas. In preparing for Christmas, Christians use an Advent wreath with four candles in the wreath and one in the center. They light one candle in the wreath each week and the center, or Christ, candle on Christmas, for Jesus is the Light of the World. The word *Christmas* is taken from old English, *Christes maesse* or Christ's Mass. I light the second candle for Christmas. [Lights the second candle]

Cub # 4: Kwanzaa is an African American holiday based on the traditional African festival of the first harvest crops. The word Kwanzaa comes from the phrase *Matunda ya Kwanzaa*, which means "first fruits" in Swahili. The holiday was developed in the United States in 1966 by M. Ron Karenga, a professor of Pan African studies and a black cultural leader. It begins on December 26th and lasts for seven days. Each day of Kwanzaa, another candle is lit on the Kinara. The candles stand for the seven principles of black culture developed by Karenga. The principles are: Unity, Self-determination, Collective Work and Responsibility, Cooperative Economics, Purpose, Creativity, and Faith. I light the third candle for Kwanzaa. [Lights the third candle]

Cub # 5: With the spirit of the holiday candles now burning, let us begin our own celebration of our accomplishments this month.

CM: All rise for the Pledge of Allegiance. [Perform proper flag protocols.]



Flag and Candle Ceremony

Materials: American flag, Pack Flag (optional), white candle, blue candle, red candle, white 5-pointed star, and five Cub Scouts. The flags have been posted in their stands before the beginning of the Pack Meeting. The Cub Scouts walk to the front of the room carrying their unlit candles. (Candle-shaped lamps with batteries may be used in place of wax candles.)

Cub Scout 1: Practically from the beginning of time, man has used symbols to express hope, ideals, and love of his own nation. Our Flag represents the ideals of science, commerce, and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home and everything and everyone you hold dear. I light the red candle, which represents the red in our flag, and stands for hardiness and valor. It reminds us of the lifeblood of brave men and women shed in our defense.

Cub Scout 2: I light the white candle, which is the symbol of purity and innocence, and which represents the white of our Flag.

Cub Scout 3: I light the blue candle which symbolizes perseverance and justice. The blue in our Flag directs our view toward the heavens. It reminds us of a power greater than our own.

Cub Scout 4: The stars in our Flag represent the individual states. They indicate that the height of achievement for our nation is as limitless as the heavens above us.

Each Cub Scout places his candle on a table in the center of the meeting room, situated between the American Flag and the Pack Flag. The candles remain lit until the end of Pack Meeting.

Cub Scout 5: Will the audience please stand and join me as we pledge our allegiance to the Flag.

Closing Ceremony: Three Candles

Directions: Three Cub Scouts, either the ones from the opening ceremony or new ones, may take part. They walk to the front of the room to extinguish the candles.

Cub Scout 1: As I put out this white candle, which represents purity, may we be mindful that a Cub Scout is clean. He is clean in body and thought. He stands for clean speech, clean sports, and clean habits. He travels with a clean crowd.

Cub Scout 2: As I put out this blue candle, which represents loyalty, may we as Cub Scouts be ever mindful to be loyal to whom loyalty is due. We are loyal to our den leader, our home, our parents, our country, and our God.

Cub Scout 3: As I put out this red candle, which represents courage and sacrifice, may we be mindful of the sacrifices that have been made for us by many others that we may continue to enjoy freedom, liberty and justice in the great nation of the United States of America.

A Cub Scout Prayer

Dear Lord, from your judgment seat on high,
Help me to work with others and be kind.
Look down on a Cub Scout such as I.
Be helpful with my hands and mind.

Search me through and find me whole,
Keep me Lord, both well and strong,
Then help me Lord to reach my goal.
To help Thy growing boys along.

Help me Lord to work for Thee,
Control my thoughts, keep them right,
Guard my homeland—Keep it free.
Sound, clean weapons for life's fight.

Protect my morals, keep them high,
Grant this to a Cub Scout such as I.

Respect is Where You Find It!

Directions: Assign each boy to find one way that respect can be demonstrated in the activities in his Scout book. This can be done at home or in the den. Each boy picks an example, and could either draw a picture or just be assigned an item to bring. At the Pack Meeting, boys come forward and one by one, show their picture or item, and tell how respect is shown. (Following are examples from the Wolf Book, but any of the books would work as well):

Narrator: All of us went looking for examples of RESPECT this month.

Cub # 1: *(show sign or picture)* I learned to show respect by listening to Akela when I worked on the Bobcat badge.

Cub #2: *(show toothbrush & toothpaste or picture)* I learned to have respect for my body and take care of my teeth.

Cub #3: *(Show an item used to do a chore around the house, or a picture)* I learned to show my respect for my home by helping take care of it.

Cub #4: *(Show a two-liter bottle or a picture of recycling)* I learned to show respect for the earth by recycling.

Cub #5: *(Show a game, the BSA Fun for the Family Book, or a picture of the family)* I learned that I show my respect for my family when I help and cooperate at home.

Cub #6: *(Show a book of Scripture or a picture of his church)* I learned to show respect for my God and my church by following my beliefs.

Cub #7: *(Show a picture of himself)* I learned to have respect for myself and stand up for what is right.

Narrator: And guess where we found these examples of Respect? *(hold up a copy of the Cub Scout handbook)* They were right in our Wolf book, as we worked on the requirements.

And we all learned about showing respect to our country and Flag. Please join us in honoring our Flag.
(Transition to Opening Flag Ceremony)

Our Land Deserves Respect

Materials: Eight Cub Scouts and a U.S. flag (or 6 Cubs and a Leader for Cub #1 and #8)

CUB #1: This is the land of the Great Spirit.

CUB #2: Using our eyes, we will observe its great beauty.

CUB #3: We will walk softly so it won't be disturbed.

CUB #4: Using our ears, we will hear its magical sounds.

CUB #5: Our minds will concentrate on those things we can do to make it more beautiful and productive.

CUB #6: Using our hands, we will care for it.

CUB #7: And, with our hearts, we will honor it.

CUB #8: This is our country. Pledge with me to give our land the respect it deserves.

(Ask audience to stand and say the Pledge of Allegiance.)

Respect Flag Ceremony

CM: There are many ways that we can show respect.

CUB #1: Respect means using good manners.

CUB #2: Respect means to disagree, without being disagreeable.

CUB #3: We show respect to the flag by hanging it correctly, and not letting it touch the ground.

CUB #4: We show respect for our country by obeying the law.

CUB #5: We show respect for our belongings by taking good care of them.

CUB #6: We show respect for ourselves by dressing neatly.

CUB #7: We also show respect for ourselves by taking care of our bodies—exercising, eating healthful foods, and getting enough sleep.

CUB #8: We show respect to parents and leaders by listening and following directions.

CUB #9: We show respect for our environment by using resources wisely, and not littering.

CUB #10: We show respect for God by not swearing, and by following His commandments.

CM: These are just a few of the ways we can show respect. Please join me now as we show respect to our flag and country by saying the Pledge of Allegiance.

Respect the Earth

Materials: (Items or Pictures) aluminum can, book, basketball, flower, car.

BOY 1: (Holds up aluminum can) "I respect the earth by recycling"

BOY 2: (Holds up book) "I respect my parents by doing my homework when told"

BOY 3: (Holds up basketball) "I respect my teammates by passing them the ball."

BOY 4: (Holds up flower) "I respect nature by planting"

BOY 5: (Holds up car) "I respect the air by riding with friends"

LEADER: "Please show your respect to the flag by giving it the proper salute.

Cubmaster Minutes

Holiday Lights

During this pack meeting, we celebrated the many ways lights are used during this time of year. Whether we are decorating our homes, celebrating our faith, or lighting a path for our Cub Scouts, lights bring a special glow of warmth to our hearts. The Cub Scout spirit held by each of our Cub Scouts brings that same special glow because the spirit of Cub Scouting lights up their path with its ideals and purposes. All Cub Scouts everywhere share special lights of character, citizenship, and fitness. It is these lights that challenge them to consistently do their best.

A String of Lights

When I see a string of lights on a tree, I am amazed at how bright the small lights can be. They are like our Cub Scouts. One light by itself may not be very bright, but it certainly does its best. One Cub Scout by himself is certainly doing his best, too, but think of how much better all the Cub Scouts do when they can work together on achievements and Activity Badges. Look at the lights on a string of lights. When one fades, they all fade until the one light is fixed. Our Cub Scouts help each other, too, in this way – when one needs some extra support, they all pitch in and help their friend. Just as lights shine their brightest when they all work together, it is keeping our program working together for our Cub Scouts that allow them to shine their brightest.

The Season of Lights

This is the season of lights. It is a time when the days are shorter so the nights are longer, yet somehow things are brighter. Stores and homes are bright with holiday lights. Thousands of homes have a single light to show the way for the Christ child, others have candles burning to commemorate the miracle of Hanukkah, and some light candles to honor the heritage of Kwanzaa. Even the stars in the winter sky seem brighter at this time of year. But the most important glow is from the spirit of goodwill that WE live with year-round in the Cub Scout Promise and the Law of the Pack. Before we all leave to get on with our holiday celebrations, let's stand and repeat the Cub Scout Promise and Law of the Pack together. Happy Holidays!



Potential

The boy you love and teach today,
Could be the man who saves your life one day.
A Lawyer or Fireman, Mechanic or Doc,
Who knows the potential these boys have got.
Well, he's in a wheelchair or this one can't read.
Hey, that doesn't mean these boys don't have speed!
The sky is the limit and the sky has no end.
We know not the limits of how far they can bend.
Just give them the power and the love then you'll see,
What these sweet boys can grow up to be.

Religion
Environment
School
Pack
Everyone
Community
Traditions

Respect

- To respect others means that you consider them of great worth. This includes yourself. You are of great worth.
- A simple rule to follow: "If it is not yours, leave it alone."
- The best rule of all: "Do unto others as you would like them to do unto you."

Happy Thoughts

- "Some think that happiness comes from getting. Others know it comes from giving." *Lord Baden-Powell, founder of Scouting*
- You can be grouchy and grumpy, or you can be happy and cheerful. It is up to you. We have a choice. We can be pleasant or unpleasant. Which do you chose?

Advancement Ceremonies

Climbing the Tree

Materials: Have a Christmas tree with various colored lights. (This can be a cardboard tree with holes for the lights.) The bulbs should be unscrewed slightly so that they can be easily turned on at the proper time.

Personnel: Cubmaster (CM) and Assistant Cubmaster (CA)

CM: As we look at our tree this evening, we see that it is dark, with only one light on. [Screw in top light.] This is the light which represents the Webelos Arrow of Light Award.

Let us see if there are boys here tonight who can help light the way to the top of the tree, to the highest rank in Cub Scouting.

The first step along the Cub Scout trail is the BOBCAT. [Turn on light at the bottom. If there are any Bobcats to be inducted do it here. Call boys and parents forward, present badges to parents to award to sons. Lead cheer.]

Once a boy has achieved this honor, he is ready to climb.

- CA:** There are 5 achievements to complete for the Tiger rank. They are Making My Family Special, Where I Live, Keeping Myself Healthy and Safe, How I Tell It, and Let's Go Outdoors. Each achievement has three parts: a den activity, a family activity, and a Go See It. The following boys have completed these requirements: [Call boys and parents forward and any boys who have earned any Tiger Track beads, too. Present badges to parents to award to sons. Lead cheer.]

Thank you, boys. We are now able to turn on the light representing the Tiger rank. [Turn on next light.]

- CM:** There are 12 achievements to complete for the rank of Wolf. Some of these require knowledge of the United States flag, keeping strong, safety, and being useful to the family. The following boys have completed these requirements: [Call boys and parents forward and any boys who have earned arrow points, present badges to parents to award to sons. Lead cheer.]

Thank you, boys. We are now able to turn on the light representing the Wolf rank. [Turn on next light.]

- CA:** As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult for the Bear rank. [Call boys and parents forward and any boys who have earned arrow points. Present badges to parents to award to sons. Lead cheer.]

Thank you, boys. We are now able to turn on the light representing the Bear rank. [Turn on next light.]

- CM:** These boys have helped us light our tree, but it is still not quite as bright as it might be. Since they have received help from their parents and leaders, let us turn on a light for the parents, too. [Turn on another light.]

Now the boys have reached 4th grade or 5th grade and have more climbing to do. This last climb will bring them to the top of the tree and the coveted Arrow of Light. To reach it they must first attain the Webelos Award. In order to reach the Webelos Award they must earn three activity badges. [Call boys and parents forward, present activity awards to parents to award to sons. Lead cheer.]

Thank you, boys. As you have learned throughout Cub Scouting, you have helped to make the world brighter. [Turn on another light.]

- CA:** And now the boys who have earned their Webelos badge and have begun to learn what Scouting really is. [Call boys and parents forward, present Webelos badges to parents to award to sons. Lead cheer.]

We are now able to turn on the light representing the Webelos rank. [Turn on next light.]

CM: Now our tree is complete. As you have seen, it has taken boys plus parents and leaders to complete it. With the same effort you have shown before, keep working for the highest rank in Cub Scouting. Congratulations to you and your parents for the fine work you have done.

Submission Credit: Capital Area Council

The Lights are Beautiful

Set Up: Have enough appropriately-sized light bulbs so that each Scout receiving an award (or each Scout in attendance) will receive a light bulb to give to his parents to screw into a socket on the string of lights.

Materials: Long string of large outdoor Christmas lights (C7 or C9 style) where each light screws into the base and is not dependent upon other lights in the string.

The string of lights should:

- Be **UNPLUGGED**
- Have no lights screwed into it (or as many sockets empty as there are Scouts receiving awards or as there are Scouts in the pack – could have more than one string... depending on how you want to do it)

Scene: Ask two or more adult leaders (depends on the length of your string of lights) to come to the front of the room to hold the string up... OR you could lay the string of lights across a large table or tables.

Cubmaster: This month we've really talked about all the lights around us at the holidays. I want you to know that you Cub Scouts that are a part of our pack are bright lights to me at all times. Your shining faces and examples help me and the other adults all year round – but we seem to notice that more as we watch your excitement during the holidays.

Your lights have been really shining this month in the work that you've done toward ranks, arrow points, and activity badges.

Cubmaster announces and distributes Bobcat, Tiger, Wolf/Arrow Points, Bear/Arrow Points, Webelos/Activity Badges and Arrow of Light.

As awards are distributed, give each Scout a light bulb. Make sure to include Scouts who might not be on your list of awards this month. Ask each Scout to give the light bulb to his parents to take up and put into the string of lights...

OR other adult leaders could add their "lights" as well.

Cubmaster: All of our lights are now part of this long string, and when we add the Cub Scout program [plug in the lights] we are beautiful to see! [Replace non-working bulbs at this point... ☺] Thanks for all of you this month for being a great part of our pack!

The Many Roles of Respect

Note: This could also be altered to be an Opening Ceremony. If so, boys can bring up the letters one by one – and you can finish with the optional ending. Have large individual letters prepared, spelling out R-E-S-P-E-C-T. During the Ceremony, each letter can be mounted on the wall or a board where they can be seen by everyone.

NARRATOR: The boys in our pack have been learning about the many ways to show RESPECT this month. Let's take a closer look:

(Letter R is put up) – One of the first ways a Cub Scout learns to use RESPECT is by following Akela and showing RESPECT to his leaders – and by using good manners at all times. We have some good examples here tonight.

(Call up boys earning Bobcat, or those who have earned the Good Manners Belt Loop and/or pin. Parents of Bobcats should be called up and handed the badge to present to their sons. Bobcat boys should present the parents' pins.)

NARRATOR: *(Letter E is put up) – Since Scouts have always spent much of their time outdoors, RESPECT for the Environment is one of our main goals.*

(Boys who have earned their Tiger Cub Award have shown this respect in Achievement 5, Let's Go Outdoors which is part of the Leave No Trace Award. If you have no Tigers that month, use it for Leave No Trace or World Conservation awards, or to give out special patches for a service project involving the environment)

NARRATOR: *(Letter S is put up) – One important lesson we each need to learn is that without having Self-RESPECT, we will not be able to RESPECT others. Self-RESPECT is shown by how we act, how we talk, even how we dress. Wolf Scouts have learned how important it is to wear the scout uniform proudly – it's a symbol of Self-RESPECT!*

(Boys earning Wolf badges and their parents can be called up.) **NOTE:** *If you have boys who have earned the Disability Awareness Belt Loop or Pin, they could also be given at this time – make the connection that Self-RESPECT means you can RESPECT others, including those who are different from you.*

NARRATOR: *(Letter P is put up) – RESPECT for Parents is an important way for all scouts to show they value those who love and guide them.*

(If you have Sports Belt Loops or pins to give out, they could be given out now, with a connection made to how parents demonstrate good sportsmanship and encourage boys to follow safety rules in sports.)

Parents are often the best example of good sportsmanship for their sons, and urge boys to follow the safety rules so they will be safe.

NARRATOR: *(Letter E is put up) – In completing the Character Connection for RESPECT, Bear scouts learn to have greater RESPECT for their elders as they learn what Cub Scouting was like for them, and learn more about their own family and community history.*

(Boys and parents are called up to receive their Bear badges) **NOTE:** *If you have boys getting the Belt Loop or pin for Heritages, they could also be given now.*

NARRATOR: *(Letter C is put up)* – Webelos Scouts have a world that is becoming larger and wider – as they learn about other people, they come to value and RESPECT Cultures, Customs and languages that are different from their own.

(Webelos Scouts receiving their badge, compass emblem and points can be called up with their parents)

NOTE: *If you have boys getting the Languages & Cultures Belt Loop or pin, they could be given now, or you could refer to the diverse ways in which people celebrate the Holidays.*

NARRATOR: *(Put up letter T)* – RESPECT isn’t just about people, it’s also about Things. We need to have RESPECT for our possessions and those of other people, whether it’s our clothes, a bike, a piece of furniture, or your scout book. Boys who are working toward the Arrow of Light award have learned to keep good records and take care of them and will value the only badge that can be worn on the Boy Scout uniform.

(If you have anyone getting the Arrow of Light, they could be called up now and you can move into a special Arrow of Light ceremony.) **NOTE:** *If not, close with this:*

NARRATOR: You’ve seen how many different ways the scouts in our pack have been learning about and practicing RESPECT this past month – Let’s all commit to showing RESPECT for everyone and everything!

OPTIONAL ENDING IF USED AS AN OPENING CEREMONY:

NARRATOR: One important thing that every Scout should always RESPECT is our Country’s Flag.
(Transition into the Flag Ceremony)

Puzzle

Materials: Since the core value Respect is during the month of December, cut a shape representing Christmas, an ornament, tree, etc. out of colored paper and could be about 2 feet by 3 feet. Cut the shape into several puzzle pieces. On each piece, write something the Cub Scout has done to complete his Rank Advancement.

Directions: Have the boy hang each piece on the wall, reading each statement as he does, until the shape is complete. Explain that the experiences each Cub has as he completes each rank are the “Spirit” of scouting. As they learn and grow through their various activities, their heart will be touched and they will be better young men. Invite parents to come up and help present the rank advancement.

Activities

Interesting Facts: Festivals of Light around the World

By Judie Haynes

The diversity in many [packs] provides a starting point for children to begin to understand and value the many distinct cultures of the world. What better way to do that than to feature a winter unit on light festivals from around the world. Teach your [Cub Scouts] about the cultural traditions in France, Sweden, Thailand, Philippines, India, Egypt, Holland, and Mexico.

When English language learners see their home cultures and languages being studied [at Cub Scouts], they feel their culture has been validated. This helps to develop positive self-esteem in culturally and linguistically diverse children.

Festival of Light: St. Lucia's Day in Sweden

According to folk tradition, December 13th follows the longest night of the year in Sweden. During the winter there are only a few hours of sunlight each day. St. Lucia is honored this day with her wreath of candles.

- The oldest girl in the family is declared St. Lucia on December 13th. On this day she dresses up wearing a white robe with a red sash and a wreath with candles on her head.
- The "St. Lucia" of the family serves everyone a special bun called Lussekatter.
- Schools have a celebration with a St. Lucia choir. All the girls dress up as St. Lucia and the boys are "Star Boys."
- Have students make a St. Lucia wreath by cutting a hole in the center of a paper plate so that a child's head will fit in it. Cut out leaves from green construction paper and have students glue them to the paper plate. Make 7 paper candles stand up around the inside rim of the plate.
- Have boys dress as Star Boys. Cut an 18 inch wand from cardboard. Cover it with construction paper. Make a white star on the end of it. To make the hat roll a piece of construction paper so that it has a point on the end and staple it in place.
- Have students parade around the classroom or school.



Traditions of Light: Christmas in France

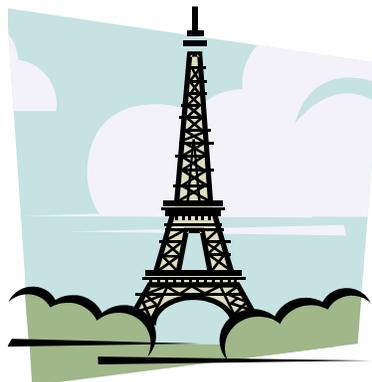
The Christian tradition of light during the Christmas season is demonstrated by the Advent Candles which are lit each of four consecutive Sundays before Christmas Day. Additionally some families burn a yule log. This tradition goes back pre-Christian celebrations during Winter Solstice.

Directions:

- Explain that French children put their shoes by the fireplace on Christmas Eve in hopes that "Pere Noel" (Santa Claus) will bring them some toys. They leave a snack and a glass of wine for Pere Noel and beet greens for the donkey that travels with him. Pere Noel is tall and thin. He has a long red robe trimmed with fur.
- Pere Noel brings toys to children in a sack. As he comes, he calls out "tralala, tralala, bouli, bouli, boulah."
- Families go to church at midnight on Christmas Eve. After church everyone eats a huge dinner called *Le Reveillon*. After this large dinner of goose, turkey, chicken, or beef; a fish dish, cheese, bread, wine, and fruit, many families serve a *Buche de Noel*. The *Buche de Noel* is a sponge cake decorated like a yule log. Some families burn a real log in the fireplace. [Dens] can make a replica of a *Buche de Noel*.
- French families think that mistletoe is also lucky and hang it everywhere. Have [Cub Scouts] write a wish for the New Year on an index card and attach it to a picture of mistletoe.
- Teach your [cubs] how to say "Joyeux Noel" (Merry Christmas) and "Bonne Annee" (Happy New Year) to each other. Happy Hanukkah is "Joyeux Hanukkah." Have [cubs] practice in groups.
- Teach your [Cub Scouts] to sing "Jingle Bells" in French. Here are the words:

Tintez Cloches, Tintez Cloches	(Jingle Bells, Jingle Bells)
Tintez dans la nuit	(Ring in the night)
Pere Noel et ses grand daims	(Santa Claus and his big reindeer)
Arrivent toute de suite...ite	(Are coming soon)

Information for Christmas in France was contributed by Christine Gorman.



Traditions of Light: Hanukkah

Hanukkah is the Jewish Festival of Lights celebrated in countries all over the world. In 165 B.C. there was a great battle between the Maccabees and the Syrians. The Jews won the battle and when they went to their temple, they found that the Syrians had allowed their sacred light to go out. They only had oil for one day. The miracle of Hanukkah is that the oil lasted 8 days until a messenger could return with more. There are nine candles in the menorah.



One of the is used to light the other candles and the other eight stand for the eight days that the oil kept burning

- Let students play a game with a spinning top called a dreidl. This game can be played online at <http://torahtots.com/holidays/chanuka/dreidel.htm>
- Make special foods such as potato pancakes.
- On Hanukkah it is traditional for parents to give their children money or "gelt." This tradition can be replicated in the classroom by distributing small bags of chocolate "gelt" which is wrapped in foil to look like money.
- Have students send Hanukkah cards

Festival of Light: St. Martin's Day (Sint Maarten) in Holland

Saint Martin's Day is on November 11th and is celebrated in Holland. Children carry lanterns and go from house to house singing songs. People give them candy and other treats. Here is a song they sing to the tune of "My Bonnie Lies Over the Ocean:"



Saint Martin once saw a beggar
Who needed some food and some clothes
So he ripped his cape in two pieces
And eased some of the beggar's woes.
Martin, Martin
He always helped those in need, in need
Martin, Martin
He was a saint, yes indeed!

Martin was a good and kind man. On a winter night he was returning home during a snowstorm. He was wearing a cloak. A homeless man appeared in the darkness. Martin felt sorry for the man and gave him half of his cloak. Now he is called St. Martin and is known for his kindness to strangers. That is why Saint Martin's Day is celebrated in Holland.

Festival of Light: Loi Krathong (loy-kruh-thong) Festival in Thailand

This holiday is celebrated in Thailand in November each year. "Loy" means "to float" and a "Krathong" is a lotus-shaped vessel made of banana leaves. The Krathong usually contains a candle, three joss-sticks, some flowers and coins.

The festival starts at night when there is a full moon in the sky. People carry their Krathongs to the nearby rivers. After lighting candles and making a wish, they place the Krathongs on the water and let them drift away. People are offering thanks to the Goddess of water.

It is believed that the Krathongs carry away bad luck. The wishes that people make for the new year will start. It is the time to be joyful and happy as the sufferings are floated away.

- Make a paper boat with students to launch. Boats in Thailand have flowers and candles on them.
- Brainstorm with students what bad feelings or happenings they would like to put on the boat to send away. Explain how children in Thailand come to school dressed in special costumes on this day to launch their boats.
- Have students look at pictures of this festival on the internet. Go to [Holidays of Thailand](http://sunsite.au.ac.th/thailand/special_event/loykratong/index.html).
http://sunsite.au.ac.th/thailand/special_event/loykratong/index.html.

Festival of Light: Diwali in India

Diwali, meaning array of lights, is a Hindu light festival. It symbolizes the triumph of light over darkness. It is one of the most important celebrations in India.

- Although it was originally a Hindu celebration, Diwali is now enjoyed by people of every religion in India. It is a family celebration which takes place in October or November and lasts for five days. This festival of lights celebrates the victory of good over evil and the glory of light.
- Commemorating Lord Rama's return to his kingdom Ayodhya after completing a 14-year exile, people decorate their homes, light thousands of lamps and give out sweets. There are fireworks in the streets.
- Diwali is a time for fun and rejoicing. However, before the celebration begins there is a lot preparation.
- The house must be thoroughly cleaned and windows opened in order to welcome the Laxmi, the goddess of wealth. People light up their homes using thousands of clay oil lamps to welcome the Goddess.
- During Dawali, Indians buy puffed rice to offer to Lakshmi, the Goddess of Prosperity. Have students put one cup of puffed rice in small squares of plastic wrap. Tell them to hand the rice out to friends.
- New clothing is also purchased to be worn during the celebration.
- In India a design using rice flour is made on the floor in front of the family's shrine. Have students make their own Rangoli design in your classroom. Use white chalk to draw a design on

black construction paper. Have students color in the design with colored chalk. You can find a pattern at <http://www.theholidayspot.com/diwali/rangoli.htm>. Be sure to spray the finished designs with a fixative.

Festival of Light: Christmas in Egypt

Many Christians in Egypt belong to the Coptic Orthodox Church. Christmas is celebrated on January 6th and 7th. The churches have always been decorated with special lamps and candles. Copts also give candles to the poor. They represent the candles Joseph used to protect Mary with when Jesus was born.

On the night of the 6th, the Coptic Christians go to the church for mass and at midnight they eat dinner. On the morning of the 7th gifts are exchanged and people visit each other.

There are four weeks of Advent during which a candle is lit each week. In Egypt, Advent lasts for forty-five days and people fast. They do not eat any meat, poultry or dairy products.

Everyone buys new clothes to wear to the Christmas Eve church service.

Before Christmas, Christian homes are decorated with lights, Christmas trees and small mangers.

On Christmas morning people visit friends and neighbors. They bring a gift of shortbread which is called "Kaik."

Festival of Light: Christmas in the Philippines

The Philippines is the only country in Asia that is predominately Christian. This festival of light is marked by the sight of "parols" or star lanterns.

- Nine days before Christmas a special mass is celebrated where the story of the birth of Jesus is reenacted.
- Parols are displayed and fireworks heard over the next nine days.
- On Christmas Eve a procession is held and Mary and Joseph's search of shelter is reenacted. Members of the procession carry "parols" to light their way.
- Paroles of all sizes can be found decorating the homes of people in the Philippines. There are contests to pick the most beautiful parols.
- Families may pass down their expertise in parol making from one generation to another.
- Strolling musicians play handmade banjos in the streets. This is an important feature in the celebration of Christmas in the Philippines.
- Have students make their own lantern to decorate your classroom.

Festival of Light: Christmas in China

Christians in China celebrate Christmas by lighting their houses with paper lanterns.

They also have Christmas trees called "Trees of Light," with paper chains, flowers, and lanterns.

Chinese Children hang muslin stockings and await a visit from Santa Claus, whom they call "Dun Che Lao Ren" (dwyn-chuh-lau-oh-run) which means "Christmas Old Man."

Most Chinese people are not Christian so the main winter festival in China is the Chinese New Year which takes place toward the end of January. This is when children receive new clothing, eat fancy meals, get new toys, and enjoy fireworks.

Festival of Light: Christmas in Mexico

During the nine days prior to Christmas, Mexican families march from house to house with candles looking for a room at the inn. They are replicating Joseph and Mary's search in Jerusalem.

- Have students discuss one of their own holiday customs and share it with their class or ESL group.
- Point out Mexico on the map and ask questions about the location of Mexico such as "What continent is Mexico on? Is it north or south of the U.S.? What language is spoken there?"
- Explain that most Mexicans are Catholic and celebrate Christmas. In Mexico Christmas holidays start on December 16th and last 9 nights. Each night families act out the journey that Mary and Joseph made to Bethlehem. They knock at doors asking for shelter.
- Have students look at information about Christmas in Mexico on the internet. Brainstorm a list of the different events of the Mexican celebration with students.
- Families gather together. They march around the house singing a special prayer and carrying candles. They pretend they are Mary and Joseph looking for a room in an inn. This procession is called the "posada."
- Introduce the piñata to your students. Ask students to talk about their own experiences with a piñata. Explain that they come from Mexico and are made of paper-mache. If you cannot obtain a real piñata, have students color a picture of one and write a few sentences about how it is used.
- Families go to midnight church services on Christmas Eve.
- On January 5th the children put out their shoes for a visit from the Three Wise Men who leave gifts.
- Discuss the legend of the poinsettia. Have students color the poinsettia and explain how it got its name.



Field Trip: Visit special holiday light displays

(Every community or local paper usually puts out such a list) – as a den or pack, spend an evening taking in the sights, and then end with Christmas cookies and milk.

Games

Unscramble the String Lights

Directions: Everyone stands in a circle. Each Cub Scout crosses his hands right over left and joins hands with someone NOT standing next to him. Do not join both hands with the same person. Working as a group, try to untie the string of lights without breaking any grips. Hands may be rotated but should never lose contact. This can test the flexibility of the players/string. If the group is hopelessly tangled, the leader may break apart one set of hands and join somewhere else. If successful, the group will end up in an untangled circle.

Doubles

Materials: Giant candy bar, BIG work or snow gloves, tape, newspaper, dice, and table.

Directions: Wrap candy bars in newspaper, about 4-5 layers. Tape all individual edges of newspaper really well! Have everyone sit in a circle on the floor. Give a player two dice to start the game. He rolls once and then gives to next person until someone gets doubles. When someone rolls doubles then he runs up to the table, puts the gloves on and starts to open the candy bar. In the meantime the dice still go around the circle until the next person rolls doubles and then he gets to put the gloves on and try to get to the candy bar wrapper. This continues until the candy bar is unwrapped. Whoever gets the candy bar open first gets to eat it.

Snow Clothes Relay

Materials: Two outfits of outside clothing (i.e. coats, mittens, boots, snow pants, scarf, hat, etc.), two paper bags

Directions: Place the clothing in two bags. One team member must run across the room put the clothes on in order of receiving them out of the bag. Then run across the room and take it all off, for the next player to put on. First team to have all players finish, wins the game.



Ice Cube Race

Materials: A bag of ice, two spatulas, four containers

Directions: Place ice in two of the containers. Place the other two containers a fair distance away. Object of the game is to move the ice from one container to the other, by using the spatula. Boys must pick up an ice cube with the spatula and run to the other container and deposit the ice cube. First team to have all the ice in the opposite container wins.

Fumble Fingers Relay

Materials: 2 jars with screw on lids, 10 toothpicks, 2 pair of large mittens

Directions: Each team has a pair of large mittens. At a goal line is a jar, one for each team containing five toothpicks. On signal, the first person from each team races to the goal line, puts on the mittens, removes the lid, empties the jar, picks up the toothpicks and puts them back in the jar and screws on the lid. He takes off the mittens and races back to hand them to the next player, who repeats the action.

“Show Me Some Respect” Relay Game

I made up this game one month when I had some boys who needed this Character Connection Value, others who needed some of Wolf Achievement #1 or to review or finish Achievement #2 (Flag), so I combined it all into a game. But you could use it for a fun way to remind everyone of what respect really means. Feel free to change the format.

Materials:

- At least 7 cones (2-liter bottles or even water bottles weighted so they will stay standing)
- Labels to tape on your cones: Respect for Flag, Respect for the Environment, Respect for Parents, Respect for Teachers, Respect for someone different, Respect for Self
- Basketball or any large ball

Directions:

- Divide the boys into two teams, lined up at the starting line with some space between the teams.
- Your finish line could be a basketball hoop, or just a marker.
- Cones are laid out, with signs attached, between the two lines of boys and with plenty of space between each cone.
- Explain the game first, then demonstrate with one boy.
- Now, pass the ball to the first boy in each team in turn (If you have a Wolf den, you can use the chest pass, overhead pass and bounce pass, and sign off part of Achievement #1 as well)
- After getting the ball, the boy must name some way to show respect for.... If he comes up with a correct idea, he moves to the first cone.
- Ideas cannot be repeated, but if a boy is stuck, his teammates can help him.
- The idea is to get the whole team to the last cone, one boy at a time.
- After you have passed the ball to each boy on both teams, start the next category with the other team, so the advantage of first response changes from team to team.
- When every team member has made it through the course, give everyone a “High Five” for “You Showed Me Some Respect!”
- And of course, talk a little more about Respect.

Respect Charades

Directions: Boys act out situations in which they show respect. Ideas can include: picking up trash, raising their hands to ask/answer a question, opening a door for someone, etc.

Audience Participation

A Wintry Mix-Up

Directions: Print the following phrases, one per card. Distribute to the audience. The Narrator reads the story aloud, pausing at each blank space. The person with the next card fills in the blank.

A quart of eggnog	A Little Lamb	A Snowman
A pound of butter	A pair of dirty socks	A broken T.V.
A fluffy pillow	A dog' s bone	Chicken feathers
A snow shovel	A Stocking cap	An old innertube
14 cookies	Lipstick	Frozen fingers
Snow boots	Furniture Polish	Bubble Gum

It was a cold winter night. The icicles on the eaves of the cozy house hung down like _____, and the snowflakes were falling as fast as _____. Inside, Mrs. Woolley sat in her old rocker that creaked like _____. She was knitting a pair of mittens the color of _____.

"Where can my husband be?" she wondered as she went to the stove. She lifted up the lid and stirred a bubbling pan of stew. The stew smelled delicious, just like _____. Just then, two little children burst into the room. Their frightened faces were the color of _____.

"Mommy, come with us!" they cried. "Something is happening in the garage." Mrs. Woolley tossed her knitting into _____ and ran out the door so fast that she almost tripped over _____. With a noise like _____, the three quietly crept to the garage. In the frosty sky overhead, the stars twinkled like _____, and the snow lay on the ground as deep as _____. Through the window of the garage, they could see a figure pulling tools off the shelf and stuffing them into a sack that was as lumpy as _____.

"A robber," Mrs. Woolley whispered to the children. "You grab _____, and you grab _____, and I'll make a noise like _____ to scare him away."

But just then, the door opened, and the person inside quietly crept out. "Stop, thief", Mrs. Woolley tried to shout, but she was so frightened, her voice sounded like _____. The figure with the sack stopped short. Then there was a jolly laugh, and a voice said, "What are you doing out here so late?"

It was daddy, himself! He said he was just gathering some tools to fix the broken sled, which had lost _____. Daddy had the day off tomorrow, and wanted the whole family to go sledding. He took each child by the hand. "Your hands are so cold, they feel like _____," he said.

They all hurried into the house for a bowl of stew, which tasted better than _____ on that cold night. Then he gathered the family around the fire, which was crackling like _____, and read them all a story about _____. How wonderful it was to be together again.

Get-to-Know-You Circle

Directions: Have those in attendance at pack meeting sit in a circle or you can create more than one circle. Have each person say something they like. After each person has gone around, toss in a ball or something light to be tossed to one another. When a person catches the ball, they need to indicate who they are going to toss it to and say their like, tosses to that person and that person will continue on. Play this activity for about 10 minutes. This helps the group to appreciate things about others in their group.

Simon Says

Directions: Explain to boys and families that they will play a version of Simon Says in which only some of them will respond to each command. Tell them that they must watch carefully as they play the game because at the end, each person must tell one new thing they learned about someone else.

Lead a game of Simon Says. Provide such directions as

1. Simon says "Everyone with brown eyes, stand up."
2. Simon says "Everyone who has a dog as a pet, put your right hand on your head."
3. Simon says "Everyone whose favorite sport is soccer, stand on one foot."
4. Simon says "Everyone who speaks more than one language, jump up and down." and so on. Choose categories appropriate for your Cub Scouts.

At the end of the game, have everyone sit in a circle. Ask each person to name one way in which he or she and another person are alike. The trait they share must be something they didn't know before playing the game. They might say, for example, "I didn't know that Kyle spoke Spanish" or "I didn't know that John was left-handed."

Songs

Lights in the Window

TUNE: Clementine

We see lights outside of houses
Candles in the windows bright
But the thing that make our hearts glow
Is the fire at our campsite.

We like hiking, and adventure
Helping others is our quest.
And we always share Scout spirit
When we try to do our best.

As the lights glow at this time of year
We pause to say a grand thank you

To the leaders who spend time with us
Now and all the whole year through.

Submission Credit: Sam Houston Area Council

I Heard the Cubs

TUNE: I Heard The Bells

I heard the call of cubs one day,
Their old familiar laughter play
And wild and sweet the boys repeat
Oh come with us to Scouts today!

S-A-N-T-A

TUNE: BINGO

There was a chubby merry man
And Santa was his name-o
S-A-N-T-A, S-A-N-T-A, S-A-N-T-A
And Santa was his name-o

Respect

TUNE: We Wish You a Merry Christmas

I listen to my elders, I give to the needy,
I respect everyone's color, creed, religion and views.
I shovel neighbor's walks, whenever it snows.
I respect the air and water, plants and animals too.
I help my little sister, I honor my older brother,
As a family, we're together — we respect one and all.

The Law of the Pack

TUNE: Blowin' in the Wind by Bob Dylan

The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The Pack helps the Cub Scout grow.
The Cub Scout gives good will.
The Answer my friend,
Is growing from within.
The Answer is growing from within.

Golden Rule

TUNE: She'll be Coming Round the Mountain

Oh, we'll all be sure to use the Golden Rule,
Playing sports, at home, at church, or when at school.
We'll all treat one another
Like a sister, friend or brother,
We will always choose to use the Golden Rule.

R-E-S-P-E-C-T

TUNE: Twinkle, Twinkle Little Star

R-E-S-P-E-C-T,
What's it mean for you and me?
Honor, care, civility, Even when we disagree.

Those that fight are bound to fall, United we can
do it all.

R-E-S-P-E-C-T,

We are Cubs and we agree:
Keep the promise, Do our best,
Give good will and all the rest.
I'll do for you, you do for me,

That's how we build community.

The Winter Pokey

TUNE: The Hokey Pokey

You put your right mitten in,
You take your right mitten out
You put your right mitten in,
And you shake it all about.
You do the winter pokey (shiver)
And you turn yourself around.
That's what it's all about!

Continue adding additional verses:

left mitten, right boot, left boot, long scarf,
warm cap, snowsuit, etc.

Pack Meet

TUNE: Take me out to the ball game

Let's all go to the pack meet,
Let's all join in the fun.
Songs, and games and lots of joys,
We'll have fun with all the boys.
So, come on let's work together,
And make Cub Scouting a treat.
For it's Wolves, Bears, Webelos Scouts
At our old pack meet.

Cheers and Applauses

Snowglobe

Directions: Pretend to hold a ball in your hand, shake it up and down and say, "Oooo! Aaah! Oohh!"

Santa

Directions: "Ho, ho, ho!" Hold stomach as you laugh

Up on the Housetop

Directions: Pretend to slip, slide, fall off the roof, and scream.

Rudolph

Directions: Put thumbs to head with fingers pointing up and form antlers; wrinkle nose and say, "Blink, blink, blink."

Silent Night

Directions: Stand up, cup hands around mouth (as if yelling) and silently mouth the words "Great Job!"

Merry-Happy

Directions: One side yells "Merry Christmas" and the other side answers "Happy New Year." Repeat three times.

Genius Quiet Clap

Directions: Clap hands together four times and then loudly say, "How great I am, how great I am, Genius! Genius!"

Light Globe

Directions: Pretend to screw in a light bulb, while saying, "Bright, bright, bright!"

Idea

Directions: Put finger on side of face and close eyes as if thinking hard, suddenly jump up, open eyes real wide and yell, "That's the best idea yet!"

Cheese

Directions: Smile big and say, "Stinky Feet".

Poem

Directions: A cub walks on stage, faces audience, in a dignified voice says, "Poem by Henry Gibson, 'Ecology:' I shot an arrow into the air. It stuck!"

Wiggle Your Thummy

Directions: Ask everyone to wiggle their thummy. Most will try to wiggle their tummy. Put your fist in the air and wiggle your THUMB!

Stamp of Approval

Directions: Pound right balled up fist in open palm of left hand.

Nutty

Directions: Say, "This is a nutty applause. Everyone yell 'Cashew', three times." After they do that, you reply, "God, bless you!"

Okay

Directions: Divide into two groups. One group yells, "O!" the other "Kay!"

Tony the Tiger

Directions: Yell, "Greeaaaatttt!"

Jingle Bells

Directions: Stand and wiggle all over while saying 'jingle, jingle, jingle.'

Dancer

Directions: Have everyone stand up, link arms, and do the Can-Can.

Santa's Farewell

Directions: Shout, "Merry Christmas to all and to all a good night!"

Santa Claus

Directions: "Ho, ho, ho!" Pull on reins and say, "Where's Rudolph?"

Dad's Gift

Directions: Act as if opening a gift and when open say, "Oh, a new tie! Just what I needed."

Christmas Stocking

Directions: Pretend to empty your stocking and then put it on your right foot.

Jack in the Box

Directions: Squat down and then jump as high as you can and say, "Boing!"

Dasher

Directions: Slide hands against each other, making loud swishing noises.

Frosty the Snowman

Directions: Say, "Thumpity, thump, thump!" twice.

Mistletoe

Directions: Pretend to hold mistletoe over your head and make kissing sounds.

Banana Cheer

Follow Directions after each line

BANANAS OF THE WORLD UNITE (place hands together above head),

PEEL TO THE LEFT

(lower left hand to your side)

PEEL TO THE RIGHT

(lower right hand to your side)

PEEL DOWN THE CENTER

(place both hands above head again and lower simultaneously)

AND UMPH TAKE A BITE!

(Snap arms together in a giant bite)

GO BANANAS! GO, GO BANANAS! (while dancing around)



Skits, Jokes, and Run-ons

Christmas Flowers

#1: This year we are going to have lots of Christmas flowers.

#2: Why is that?

#1: Last year I planted all the Christmas Bulbs.

Ho, Ho, Ho

Q: How does Santa Claus water his garden?

A: With his ho, ho, hose

Q: How does Santa Claus keep his legs warm?

A: With his ho, ho, hose

Q: How does Santa Claus weed his garden?

A: With his hoe, hoe, hoe

Q: What does Santa Claus eat for breakfast?

A: His Cheerios, hos, hos

Q: What is Santa Claus's favorite dessert?

A: Hoho, hos



Run-ons

Q: What does a Christmas tree eat with?

A: U-tinsels.

Q: What do you get when you cross a shark and a snowman?

A: Frostbite.

Q: Who is two feet tall and sings "Blue Christmas?"

A: Santa's Elvis.

Q: What do little Elves learn in school?

A: The Elf-abet.

Q: What do you get when you cross Frosty the Snowman with a baker?

A: Frosty the doughman.

Q: Why is Santa like a light switch?

A: He goes up and down a lot during the night.

Q: Why did Comet stay home on Christmas Eve?

A: She was cleaning the bathroom.

Q: What do snowmen eat for lunch?

A: Iceburgers.

Q: Where does Frosty keep his money?

A: In a snowbank.

Q: What did the gingerbread man put on his bed?

A: A cookie sheet.

Q: What does an elf do after school?

A: His gnomework.

Q: What did the walrus say to the polar bear?

A: Have an ice day!

Warped Wiseman Wonders

If you say 'a penny for your thoughts' and they give you their two cents, what happens to the other penny?

What if there were no hypothetical situations?

News Flash

Directions: A boy runs on interrupting the leader "We interrupt this program for an important news flash." He then turns flash light on and off, shining it into the audience, then runs off.

Meetings

Directions: Five boys walk in and repeat the following script

BOY 1: (holding pillow to head) I don't want our meeting to be boring. What can we contribute to help change that?

BOY 2: I have brought a Fan, I want our meeting to be Cool.

BOY 3: I brought some weights, I want our meeting to be uplifting.

BOY 4: I brought a light bulb, I want our meeting to be Inspirational.

BOY 5: I brought a ball, I just want our meeting to be Fun!

BOY 1: Leader kneel on this pillow. This should make our announcements Short.

The Jogger

Directions: A boy comes in jogging, then jogs in place in front of speaker.

SPEAKER: "What are you doing?"

BOY: "Just waiting for the light to change." ("ding," and he jogs off)

Award Winner

CUB 1 – What did you get that silver medal for?

CUB 2 – For singing.

CUB 1 – What did you get the gold medal for?

CUB 2 – For stopping.

Late for Breakfast

CUB 1 – Why were you late for breakfast?

CUB 2 – Because of my alarm clock, everybody in the tent got up except me.

CUB 1 – How was that?

CUB 2 – There were nine of us, and the alarm clock was set for ' eight.'

Lettuce

CUB 1 – KNOCK, KNOCK.

CUB 2 – WHO'S THERE?

CUB 1 – LETTUCE.

CUB 2 – LETTUCE WHO?

CUB 1 – LETTUCE IN, IT'S FREEZING OUT HERE.



Crafts

This value encourages regard for the worth of people and materials. Crafting gives boys pride in their work and respect for supplies, self, and others.

Talking Stick

THE LEGEND:

Den Leader: Whoever holds the talking stick has within his hands the sacred power of words. Only he can speak while he holds the stick; the others must remain silent. Feathers tied to the talking stick give him the courage and wisdom to speak truthfully and wisely. Rabbit fur on the end of the stick reminds him that his words must come from his heart and that they must be soft and warm. The speaker should not forget that he carries within him a sacred spark of the Great Spirit, and therefore he is also sacred. If he feels he cannot honor the talking stick with his words, he should refrain from speaking so he will not dishonor himself. When he is again in control of his words, the stick will be returned to him.

INSTRUCTIONS TO MAKE A TALKING STICK:

Materials:

- Stick or dowel rod approximately ½ by 24 in.
- Yarn
- Small scrap of fur or felt
- Jingle bells
- Leather or suede cord, pony beads
- Feathers
- Shells
- Craft glue
- Scissors

Directions:

Cut a piece of fur 1 by 2 in. Wrap it around the end of the stick and glue it. Spread a little glue at the end of the dowel or stick near the fur. Wrap yarn tightly around the stick, adding more glue as needed. Cover about 5 in. of the stick, changing the color if desired. Tie suede lace near the bottom of the yarn wrap. Thread the lace through bells, beads, feathers, shells – how-ever boys want to decorate it – and knot again.

Good Deed Santa Cans

Materials:

- Empty cans (Pringle cans)
- Red, white or black felt
- Yarn
- Red and white pompom
- White cotton fringe
- White glue
- Cub – baked goods

Directions:

Clean containers, remove labels and lids. Cover outside of container with red felt. Glue circle of pink felt to the top side of the can for the face, cutting the top of the circle so it is flush with the can. Trim face with a single or double row of fringe. Cut eyes, cheeks and mouth from felt and glue in place. Use a red pompon for the nose.

For hat, cut $\frac{1}{4}$ circle from red felt, sizing it $1\frac{1}{2}$ times the height of the container. Stitch or glue the two sides together to cone shape. Tack a white pompon to top of the hat. Fill with treats. Replace lids and put on hat. Then deliver.

Punch Tin Ornaments

Materials:

- Lids from frozen juice cans
- Copies of pattern
- Tape
- Large nails
- Scrap lumber
- Acrylic paints or markers
- Fishing line or ribbon

Directions:

Tape a pattern to a lid. Lay lid on piece of scrap lumber to protect the work surface. Using hammer and nail, punch a small hole through each dot for each design. Add one more hole at the top for hanging. Paint if desired. Hang on tree or put two or three together with ribbon as a wall hanging.

Paper Bag Luminary

Materials:

- brown paper lunch bag (for each Scout)
- simple patterns
- pencils
- punches
- tea lights or votive candles
- sand

Directions:

- Take a brown paper lunch bag and trace a simple pattern in pencil on one side.
- Punch out your design with a hole punch
- Fill each luminary with about 2 inches of sand
- Sink a votive candle or tea light in the center
- Place the luminaries along a walk, patio, or deck
- Have a grown-up light them and then bask in the glow



Milk Jug Luminary

These are very unusual luminaries. They don't blow over or get snuffed out if it's wet and windy. They give a lovely white light. They are a very inexpensive way to decorate the outdoors at Christmas and other times of the year. Care must be taken to place the tea light near the center of the container but not directly under the spout.

Materials:

- Sand
- empty plastic gallon milk containers
- tea or votive lights
- scissors

Directions

- Clean gallon milk containers and remove all labels
- On the side nearest the handle, cut a slit one inch tall and three inches long about one inch up from the bottom
- Pour about one inch of sand into the container and shake to distribute sand evenly
- Push tea or votive light into the middle of the sand

Gingerbread Lantern

From *FamilyFun Magazine*

You and your family can shed new light on a holiday baking tradition with this elegant gingerbread lantern.

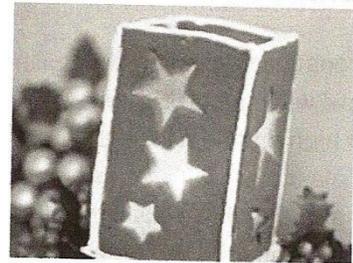
Ingredients:

Gingerbread

- 1/3 cup butter, room temperature
- 1/3 cup sugar
- 1/2 teaspoon baking soda
- 4 teaspoons water
- 1/3 cup molasses
- 1 2/3 cups flour, plus extra for rolling
- 1 1/4 teaspoons ginger
- 1/4 teaspoon allspice
- 1/2 teaspoon cinnamon
- Hard candies, such as Jolly Rancher Hard Candies

Icing

- 1 1/2 cups confectioners' sugar
- 1 tablespoon meringue powder
- 2 to 3 tablespoons warm water



Directions:

- To make the gingerbread, heat the oven to 350°. In a large bowl, beat the butter and the sugar with an electric mixer on medium-high speed for about 5 minutes. Stir the baking soda into the water to dissolve it, then add this to the butter mixture. Stir in the molasses. Combine the flour, ginger, allspice, and cinnamon in a medium bowl, then stir the dry ingredients into the butter mixture a little at a time. Cover the bowl with plastic wrap and chill it for 1 hour.
- Prepare the gingerbread by rolling out the chilled dough to a 1/4-inch thickness on a large piece of parchment paper, sprinkling on some flour if the dough sticks. Then, using a 4- by 7-inch piece of cardboard as a template, cut 4 rectangles from the dough, removing any scraps. Transfer the gingerbread pieces to a cookie sheet by topping them first with a piece of parchment paper the size of the cookie sheet, then with the inverted cookie sheet itself. Quickly flip everything over, then remove the top piece of parchment paper.
- To install the windows, use cookie cutters dipped in flour to cut and remove a few shapes from each gingerbread piece. Unwrap candies in similar colors (you'll need about 2 to 3 for each 2 1/2 -inch cutout) and place them in doubled freezer bags. Hit them gently with a hammer to crush them, then generously fill each cutout with crushed candy. Bake the gingerbread for 12 minutes, then let it cool for at least 1 hour. (The candy windows will be extremely hot! Do not touch them until they have cooled completely.)
- Finally, construct the lantern by beating together all of the icing ingredients in a small bowl with an electric mixer on low speed until blended, then increase the speed to high and beat for 4 to 5 minutes or until stiff peaks form. Using a pastry bag or a plastic bag with 1 corner cut off, pipe icing along the long edges of 2 of the walls. Assemble all 4 walls vertically on a platter or a piece of foil-covered cardboard, filling in any gaps and decorating the edges with more icing. Allow the icing to dry overnight. Set the lantern in a safe spot, then place a small candle inside and light the wick (parents only).

Holiday Crackers



These simple candy-filled cardboard tubes, modeled after traditional British crackers, are a snap to mass-produce for a classroom holiday party. Your child can personalize them by adding mini handwritten notes or drawings along with the candy or add some noise by tying a jingle bell on one end.

Materials:

- Scissors
- Wrapping paper
- Empty cardboard tubes, trimmed to desired lengths
- Clear tape or glue stick
- Ribbon or string
- Wrapped candy, toys, or treats
- Jingle bells (optional)

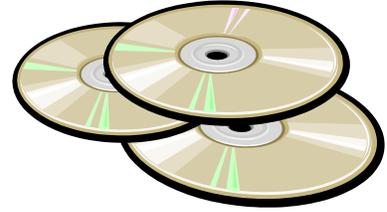
Directions:

- Cut a piece of wrapping paper that's six inches longer than the tube and wide enough to wrap completely around it at least once. Center the tube along one long side of the paper and use tape or glue to hold it in place.
- Your child can then wrap the paper tightly around the tube and secure the seam with tape or glue. He should then twist the excess paper at one end and tie it closed with ribbon or string.
- Fill the tube with candy and other tiny surprises, then twist and tie closed the open end.

Quick and Easy Christmas Ornaments

Materials:

- Old CD's
- Glitter glue, sequins, beads, etc.
- Picture of each boy
- Scrapbooking scissors
- Decorative string for hanging



Instructions:

- Using glitter glue, make festive designs on the shiny side of the CDs.
- Slide decorative string through the hole of the CD and tie a knot to make a loop, long enough to hang from a Christmas tree.
- Take a Polaroid picture of each boy (preferably in his full uniform!).
- Use fancy edger scissors to cut around the pictures and paste on the center of the decorated CD. If there is a label on the backside of the CD, you could cover it with wrapping paper or construction paper and decorate with glitter glue, sequins, beads, or whatever!
- Make sure to include the date in the decoration so everyone remembers when the picture was taken.

Winter Scene Water Globe

Materials:

- 1 jar (baby food or jar of your choice with lid)
- Water
- Sparkle Flakes and/or glitter
- Figures to make the scene (small figures that are water safe). People, trees, fences, etc.
- Glycerin (found in pharmacies)

Directions:

- Clean the jar and the lid
- Choose the figures or items to put in it
- Arrange the figures on the inside of the jar or the lid.
- Glue them in with hot glue. Supervise the glue gun.
- Fill jar with water and put the Sparkle Flakes or glitter in the water.
- Screw on the lid and hot glue the around the lid. Be sure that no water comes out the lid when the jar is turned upside down.

Angel Votive

Crafts from other cultures from www.FamilyFun.com

It was a surprise to learn that some Christmas customs aren't as all-American as we'd imagined them to be. The practice of decorating a tree with twinkling lights, for example, came from Germany. Long before there were electric bulbs (and cautious firemen) the Germans attached candles to their tree boughs.

This shimmering angel provides a safer alternative to that age-old German custom. Designed to set on a tabletop (away from flammable boughs), its wings and skirt cast a warm and flickering glow from your Christmas candle.

Directions:

- Cut out a paper angel to use as a pattern. It's easy if you draw a rectangular base, a triangular skirt, heart-shaped wings and a round head topped with a narrow strip for a halo.
- Fold the pattern in half.
- Cut the bottom from a disposable aluminum roasting pan, fold it lengthwise and sandwich it between the folded paper.
- Trace around the pattern and then cut along the lines.
- Punch holes in the aluminum cutout along the fold and the wings.
- Use a pencil to etch lines in the skirt.
- Spread open the aluminum angel.
- Fold the base to fit under a glass candleholder and fashion the strip above the angel's head into a halo.



Food Fun

Holly Jolly Fudge

Ingredients:

- 3 Cups semisweet- or milk-chocolate chips
- 1 (14-oz) can sweetened condensed milk
- 1/8 teaspoon salt
- 1 teaspoon vanilla extract
- Assorted sprinkles, sugars and candy decorations



Directions:

- Place the chocolate chips in a 2-quart bowl and microwave for 1 minute, then stir them with a wooden spoon. If the chips are not completely melted, microwave them again for 30 seconds, then stir until they're smooth.
- Stir in the sweetened condensed milk, salt, and vanilla extract.
- Line a 9-inch square pan with aluminum foil, extending it about 2 inches beyond each side. (This makes it easy to remove the fudge later.) Lightly spray the foil with nonstick cooking spray.
- Spread the mixture evenly in the pan.
- Chill the fudge until firm, about 30 minutes in the freezer or 1 hour in the refrigerator.
- Lift the foil from the pan and place it on a flat work area. Use 1-inch cookie cutters to cut out the fudge, then lightly press decorations onto each piece. Makes about 50 pieces.

Christmas Trees

Ingredients:

- 3 Tbsp. butter
- 3 Cups miniature marshmallows
- 1/2 tsp. vanilla
- 1/2 tsp. green food coloring
- 4 Cups Cheerios
- Sliced gumdrops
- Toothpicks
- Yellow/gold stars

Directions:

Melt butter and marshmallows; stir often. Remove from heat, add vanilla and food coloring. Fold in Cheerios. Cool. While cooling, make stars and slice gumdrops. Butter hands and shape 2/3 cup mixture into a tree and place on waxed paper. Add gumdrop slices. Put star on top with toothpick.

Peanutty Mice

Ingredients:

- 1/2 cup butter softened
- 1/2 cup creamy peanut butter
- 1/2 cup packed brown sugar
- 1 large egg
- 1 teaspoon vanilla extract
- 1 3/4 cups all-purpose flour
- 1 teaspoon baking soda
- 1/2 teaspoon salt
- Peanut halves
- Mini chocolate chips
- Shoestring licorice

Directions:

Cream the butter, peanut butter, and sugars. Beat in the egg and vanilla until fluffy. Sift together the flour, baking soda and salt, and stir into the wet mixture just to blend. Cover and chill until firm (about 1 hour). Shape level tablespoons of dough into balls. Pinch one end of the ball to form the pointed mouse nose. Then flatten the bottom and pinch sides to create a rounded back. Place the mice 2" apart on an ungreased cookie sheet. Push in peanut halves for ears and mini chocolate chips for eyes. Use a toothpick to make a small rounded hole for the tail. Bake in pre-heated 350 degree oven for 8-10 minutes or until firm. Cut the licorice into 3" long tails and insert while cookies are still warm. Makes 4-5 dozen.

Candy Menorah

Materials:

- Styrofoam pieces for base
- 9 peppermint sticks
- 9 candy kisses

Directions:

Cut a 1" square of foam and glue to center of foam base. Push four peppermint sticks into the foam to one side of the center. Push four peppermint sticks into the other side. Push the central peppermint stick into the center.

On the first day of Hanukkah, "light" the Shamash and the first "candle" on the right. To light the candles, dab some frosting onto the top of the candy stick and attach a candy kiss. Candles are lit from right to left. On the eighth day, the edible parts of the menorah may be eaten in celebration of the holiday.

Penguin Treat

Ingredients:

- 1 1/2 Chocolate sandwich cookies
- 2 colored candies
- 3 pieces of candy corn
- white frosting

Directions: Cut the cookie half in half (for wings). Divide the full cookie in half. Use the half without the white filling for the head, the half with the white filling for the body. Attach the eyes, beak, feet, and wings with the white frosting.

Reindeer Food—Birch Bark

Everyone knows that a reindeer's favorite food is the tender bark of the birch tree in the early spring. So have your boys whip up a batch of birch bark to feed those reindeer on Christmas Eve.

Ingredients:

- 2 cups white chocolate
- 3/4 cup sliced, slivered or coarsely chopped almonds

Directions: Place 1 cup of white chocolate in a microwave-safe bowl and microwave on high for one minute. Remove and stir well. As the mixture cools, replace in microwave and turn on high for 30 seconds. Remove and stir. As the chocolate melts, add a few more pieces of white chocolate and stir. Replace in microwave and turn on high for 20 seconds. Continue to stir and add white chocolate. When smooth, add almonds and spread with spatula on waxed paper. Let harden and store in re-sealable bag with a header stapled to it reading: *Birch bark. Save and leave out for Santa's reindeer.*



Seasoned Rice Mixes

Your cubs can do all the work for this quick, delicious mix. Package the mix in a jar, or Chinese take-out container. Add a homemade label listing the ingredients and a tag with the cooking directions.

Herbed Rice

Ingredients:

- 1 cup uncooked long-grain white rice
- 2 beef or vegetable bouillon cubes or two teaspoons powder
- 1 teaspoon dried green onion flakes
- ½ teaspoon each: dried rosemary, marjoram or oregano, and thyme leaves
- ½ teaspoon salt or celery salt

Curried Rice

Ingredients:

- 1 cup uncooked long-grain white rice
- 2 chicken or vegetable bouillon cubes
- 1-1/2 teaspoons curry powder
- 1 teaspoon dry minced onion
- ½ teaspoon ground cumin
- ½ teaspoon salt or celery salt

Instructions for Herbed or Curried Rice: In a large mixing bowl, stir all the ingredients for either herbed rice or curried rice and pour into a sealable container. On the tag write: *Combine the rice mixture with 2 cups cold water and 1 tablespoon butter or oil in a large saucepan. Cover and bring to a boil. Reduce heat to low, stir once and simmer about 17 -25 minutes, or until all the liquid is absorbed. Serves 4-6.*

Cookies in a Jar

Ingredients:

- ¾ cup flour
- ½ tsp. cinnamon
- ½ cup raisins
- 1 tsp. baking soda
- ½ cup chopped walnuts (optional)
- ¾ cup brown sugar
- ½ tsp. salt
- 1 cup M&Ms candies
- 1 ¼ cup uncooked quick oats

Directions: In medium bowl, combine flour, baking soda, salt and cinnamon. In 1-quart clear glass jar with tight fitting lid, layer flour mixture, walnuts, ½ M&Ms and ½ oats. Add raisins and brown sugar and then the rest of the M&Ms and oats. Seal the jar. Wrap decorative ribbon around the neck of the jar. Give away with these instructions: *Preheat oven to 375 degrees. Cream ¾ cup of margarine, beat in 1 egg and 1 tsp. vanilla. Stir in cookie mix. Spoon out 2" apart on ungreased cookie sheets. Bake for 12 to 14 minutes.*

Field Trips

Check out the local festivities to see if there is an activity that your den can attend and fulfill some of the requirements needed for the achievement you are working on.

Hint: Gardner Village in West Jordan has Christmas ethnic elves all over the village and activities you can attend.

Service Project Ideas for December

- Collect food and clothing for your local food bank.
- Collect toys for children in the hospital.
- United Way Service Opportunities: <http://liveunited.org/take-action/volunteer>
- Litter Collection (Wolf Achievement #7d)
- Beautify the area where you meet (Bear El. #14c).
- Rake leaves & clean gutters for elderly people.
- Visit an assisted living facility: sing holiday songs, bring decorations and holiday cards.
- Make cookies & holiday cards for police officers & fire fighters.
- Write letters/holiday cards to service personnel.

Service Ideas for Christmas

It is a great opportunity in Cub Scouts to teach children about service. The first idea is to let the boys bake some cookies and pass them out to the widows and widowers in the neighborhood. You can alter the treat.

The second idea can be treated as a game. You have each of the boys pick out a driveway. Give them each a snow shovel and at the word 'go' have them begin to shovel the driveway. Whoever finishes first is the winner. You can help the boys learn that service can be fun.

Leader Recognition and Thank-You Ideas

Christmas Wreath

- Have each Scout trace their hand on green construction paper.
- Cut out all the hands and place them together in a circle with the fingers pointing outward, forming a wreath.
- Decorate with red berries using markers or crayons.
- Give to the head of their sponsoring organization as a 'Thank You' and Christmas Card.

Thank You

- MASON JAR W/CANDLE = YOU LIGHT UP THE WAY FOR OUR PACK
- LIGHT BULB VOTIVE = THANKS FOR ALWAYS GLOWING WITH ENCOURAGEMENT. (Small votive cup decorated to look like a light bulb with tea light candle.)
- FURBY = YOU GIVE US THAT WARM FUZZY FEELING!
- MATCHBOOK = YOUR GEMEROSITY WARMS OUR HEART.

Here's to the Scouters' Spouses

By Carol Shaw Lord

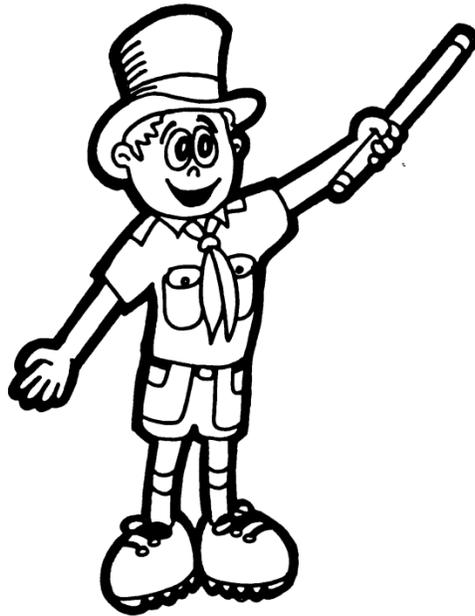
You quietly sit
While we threaten to quit
And encourage us to keep on a tryin'.
Without you being strong
We wouldn't last long
You're the one's we always rely on.

You listen (without squawks)
While we practice our talks
While we're gone you pick up the slack.
You do our share of chores,
And butler the doors,
And help keep us on the right track.

Here's to our spouses
Who care for our houses,
That's great help we could never hire.
Why, you hardly even mutter
While the house fills with clutter
As the Scouting stuff piles ever higher.

For all your warm greetings,
When we come from our meetings,
And helping us out in a crunch,
For manning the phone,
And your struggles alone,
We say to you all, thanks a bunch!

JANUARY



Core Value:

Positive Attitude

Supplemental Theme:

Abracadabra

Positive Attitude

Having a positive attitude means 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.

Cub Scout Leader Book (2010), p. 16

Abracadabra

Having a positive attitude means that we think about the good and not the negative things we do or face in our lives. While learning magic tricks and puzzles, it can be frustrating, especially when we don't get the trick or puzzle figured out right away. That negative "I can't do it" may come more easily to us than trying again with an "I-think-I-can" positive attitude. That "I think I *can*" just might quickly turn into "I *can*!"

www.scouting.org, *Pack Meeting Plans, January: Abracadabra*



Gathering Activities

How Many Words Can You Find?

How many words can you find in the word “Abracadabra?” Hand out half-sheets of paper with the word “Abracadabra” written at the top. See how many words people can list using just the letters in the word. After the opening ceremony, check on who has the most words listed and award appropriately.

Submission Credit: Santa Clara Council

Opening and Closing Ceremonies

Magic Flag Ceremony

Personnel: 6 Cub Scouts

Materials:

- 1 Cup With Red Crepe Paper Pieces
- 1 Cup With White Crepe Paper Pieces
- 1 Cup With Blue Crepe Paper Pieces
- 1 Cup with Silver Stars or Glitter
- 1 Top Hat
- 1 Magic Wand
- 1 US Flag
- 1 Table

Ceremony: The Cub Scouts form a semicircle around the top hat which is upturned on a table. The US Flag is secretly folded and hidden in the hat ahead of time. The first Cub Scout begins. Then each of the next boys adds one of the items above and the sixth boy waves the magic wand.

Cub Scout #1: We are going to do a trick for you that is really grand; and pull something from this hat... the greatest thing in the land.

Cub Scout #2: First, we'll put in some red for courage true. *(He adds the red paper bits to the hat)*

Cub Scout #3: And then we'll add for loyalty, a bit of heavenly blue. *(He puts the blue pieces into the hat)*

Cub Scout #4: For purity, we now put in some snowy white. *(He sprinkles the white bits into the hat)*

Cub Scout #5: And last a gleam to make it come out right. *(He adds the glitter)*

Cub Scout #6: We will wave the magic wand and then you will see that what we have made is... *(He waves wand over hat)*

All Cub Scouts: Old Glory! *(The produce the flag, and hold it up)*

Cubmaster or Cub Scout #1: Our flag is not magic, but it has given many men who fought for it the courage to continue, it has brought a feeling of patriotism to many who see it wave. It is the most beautiful flag in the world. Let us always be loyal to it. Please stand and salute, and join us in the Pledge of Allegiance.

Submission Credit: UNPC Pow Wow Book, 1990-91

Magic Cards Opening Ceremony

Personnel: 5 Cub Scouts

Materials: 5 cards, each with one letter of the word M-A-G-I-C written on it, and the corresponding sentence written on the back.

Cub Scout #1: M—Magnificent Cub Scouts

Cub Scout #2: A—Amaze friends and family with

Cub Scout #3: G—Great and mystical

Cub Scout #4: I—Illusions! You will be...

Cub Scout #5: C—Captivated! Please stand and join us in the Pledge of Allegiance

Or, with the same 5 cards:

Cub Scout #1: M—M is for the many hours we have practiced.

Cub Scout #2: A—A is for our audience – that’s you!

Cub Scout #3: G—G is for the great time we hope you’ll have tonight.

Cub Scout #4: I—I is for the interesting tricks you will see.

Cub Scout #5: C—C is for the Cub Scout program where you get to try new things

Cubmaster: And that spells MAGIC. Magic is the theme for tonight’s pack meeting. So sit back, relax and prepare to be amazed!

Submission Credit: Santa Clara Council

Happy Faces Closing Ceremony

Personnel: 8 Cub Scouts

Materials: A happy face sign for each boy

Cub Scout #1: I think there were 1,000 smiles here tonight, but did you know

Cub Scout #2: A smile costs nothing,

Cub Scout #3: But creates much.

Cub Scout #4: It happens in a flash, but the memory sometimes lasts forever.

Cub Scout #5: It cannot be bought, begged, borrowed or stolen.

Cub Scout #6: But it is of no earthly good to anyone unless it is given away.

Cub Scout #7: So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours.

Cub Scout #8: No one needs a smile quite as much as a person who has none left to give.

Advancement Ceremonies

Magic Potion Awards Ceremony Prop

Stun everyone at your den meeting or pack night! Kids can brew up this magic potion craft with very little effort and spellbinding results. Use it to spice up your awards ceremony!

Materials: Cauldron, Water, Baking soda, Vinegar, Tablespoon, Cup, Pan or tray

Directions: Place the cauldron on a pan or tray (or you'll get potion all over the place)! Fill the cauldron with two tablespoons of water and stir in a tablespoon of baking soda until it dissolves. Measure two tablespoons of vinegar into a separate cup. Pour the vinegar all at once into the water/baking soda mixture and watch your potion bubble up!

Why'd That Happen?

The bubbles you've created are filled with carbon dioxide. The carbon dioxide is a gas that forms when the vinegar (an acid) reacts with the baking soda (a base). For all you bakers out there, this is also what makes cakes and quick breads (the no-yeast kind) get all nice and fluffy.

Boys' Life Magic Awards Ceremony

Personnel: Cubmaster dressed up as a magician

Materials: A *Boy's Life* Magazine, awards to be presented

Directions: Ahead of time, take the magazine and put some glue around the bottom and side edges of the first page. Do not put glue on the top edge (you are making a pocket). Stick the first page, by the edges, to the cover of the magazine. Be sure to do this smoothly and neatly. Let the glue dry. You have just made a secret pocket behind the cover. Put the awards inside the pocket and flatten it. When the magazine is rolled into a tube, you can reach inside the pocket and grasp the awards.

Ceremony:

Cubmaster enters dressed up as a magician with the magazine under his arm. He asks the audience:

"Who believes that you can get your awards from a magazine? I have here an ordinary *Boy's Life* magazine. It is full of good stuff but I don't see any awards in here do you?"

He flips through the magazine so that people can see through the different pages. He shakes it to prove there is nothing inside. Then he rolls the magazine into a tube and says the magic words (any words he wants). He then reaches his hand into the tube and pulls out the awards one by one and presents them. He then says:

"This is only a demonstration. Please do not try this trick at home. It is very dangerous for boys to think that their awards come from a magazine. Only the most experienced magician can get them this way. All Cub Scouts need to earn their awards, just as the boys here tonight have. Let's give them a great big applause."

Submission Credit: UNPC PowWow Book, 1990-91

Magic New Leader Induction Ceremony

Personnel: Several Cub Scouts, Cubmaster

Materials: 1 Shoe Box, Pieces of Paper, 1 Pencil, Cardboard

Directions: Before pack meeting, cut pieces of cardboard to fit inside the lid of the box. The cardboard should fit loosely inside the lid. Print the name of the new leader on several pieces of paper. Place these names inside the lid of the box and put the pieces of cardboard over them. Set the lid topside down on the table.

Ceremony:

As parents arrive, have them sign their names on pieces of paper just like those used above and place them in the box (like an on time drawing). When it is time for the ceremony, show the box with all of the names in it to the audience. Tell them that you need a new leader and that you would like the Cub Scouts to choose from the names in the box. Of course they will be worried that you will pull their name out of the box!

Put the cover on the box and shake it to mix the papers. Call up several cub scouts and ask them to pull out a name. The cub scouts will reach in and each pull out a slip of paper. When they all have one, ask each one of them to read the name of the new leader. Then you can say "It looks like it's unanimous! Will _____ please come forward." You can then recognize the new leader and introduce them to the pack.

This trick takes some practice to do smoothly.

Tip: When you pick up the cover of the box, be sure to put your thumbs against the outside of the lid and your fingers against the cardboard piece inside. Your fingers will hold the cardboard and keep it from falling before you set the lid on top of the box.

Alternative Tip: Try placing the bottom on the top, and then turning the box over.

When the lid is on, the cardboard will fall down and cover the paper put in by the parents and only the ones you put in with the new leader's name will be seen. Hold the box above the heads of the Cub Scouts as they reach in. Try the trick a few times and you'll find the easiest way to do it.

Submission Credit, UNPC Pow Wow Book, 1990-91



Abacadabra Arrow of Light Ceremony:

Materials: White Poster Board or large white paper, lemon juice, iodine, paintbrush, magician's box, 4-6 display items about the Cub Scout(s) obtained ahead of time to surprise him (them).

Directions: Using a paintbrush and lemon juice, brush the words, "Arrow of Light" (or draw emblem), date, boy's name on the paper and allow it to dry. Put some drops of iodine in enough water to saturate the whole paper. The iodine water will be brushed on as the ceremony progresses. The iodine will make the paper purple and leave the lemon juice spots white. Iodine will stain the floor. Put the paper over a tarp.

Talk about the magic paper that will reveal a message to the Pack. The magician will paint the iodine water across the paper to reveal the words "Arrow of Light" or the emblem. Wow, the Arrow of Light magically appeared. The magician wonders what that means. The Cubmaster explains the meaning of the Arrow of Light.

Magicians know that it takes certain steps to do a magic trick. Are there steps for this magic Arrow of Light? The Cubmaster can then explain the requirement steps.

The magician then decides to take a break from painting and does some magic out of a box which magically produces display items for the recipient.

The magician then decides to have help painting the paper. He calls up the Webelos den leader and asks the leader to paint (over the section with the date) while he relates a magical service/activity about Cub (revealing the date.)

The magician then asks the parents to help paint (over the section with the name) while they relate a magical service/activity about Cub (revealing his name.)

The Cub then comes up and talks about his favorite magical service/activity to earn the award and quotes either the Scout Oath or Law.

The magician or Cubmaster presents the Arrow of Light Award. The Cub then gives the pin to his mom with the "Mother's Salute," after which, the Father can present the award with the Cub Scout or Scout handshake. The Cub leads everyone in his favorite cheer!

Submission Credit: Great Salt Lake Council

Magic Neckerchief Graduation Ceremony Script

This Ceremony is written for Webelos Graduation to Boy Scouts. With slight modification, it can be used for any level rank advancement. It is written assuming several scouts will be receiving their awards, but with minor changes could be used for a single scout.

Materials: Neckerchief (if using Webelos neckerchief, the Webelos patch must be removed because it holds too much acetone and will result in burning the part of the neckerchief above the patch), 2 coat hangers, 2 safety pins, 1 empty wide-mouthed peanut butter jar with lid, Acetone, Water, a lighted candle or advancement log with lighted candles, fire extinguisher

Directions: Stretch out the hangers and attach one safety pin to each.

Mix the "Magic Water" in the jar. This should be done outside with good ventilation. Keep the lid tightly closed except when dipping the neckerchief. Magic water consists of EXACTLY 40% Acetone and 60% Water (2 parts Acetone to 3 parts Water).

You will need an assistant for lights, one for handling the dipping of the neckerchief, and one off-stage with the fire extinguisher (just in case).

When it is time to dip and burn the neckerchief, use the following procedure:

1. Attach the corners of the neckerchief to the hangers with the safety pins.
2. Lightly shake the jar of Magic Water to remix the components. Tightly wrap the neckerchief and dip it completely into the jar containing the Magic Water. The whole neckerchief must be wet or the dry part will burn.
3. Squeeze out the neckerchief and quickly extend it, holding the hangers. While this is being done, the lid must be replaced for fire safety.
4. Pass the neckerchief over the flame. Make certain the neckerchief is spread between the wire holders. It cannot be rolled or folded in any part. Make certain that the neckerchief is well in front, or off to the side, of you. We used an old broom stick, with the hangers attached to it so that no one had to be really close. If you work quickly enough, the whole neckerchief will appear to be engulfed in flames and the flames will extend several inches above the top of the neckerchief.
5. Shake gently when just the edges remain burning. This will extinguish the flames along the hems, which hold more acetone than the body, due to the additional fabric there. You must move very quickly through steps 2, 3 and 4, or the acetone will evaporate before it can be ignited. The jar of acetone must be kept away from the flame and be covered at all times, except when actually dipping the neckerchief. Acetone is highly flammable. You might want an additional assistant or two to help with this.

Practice the steps above outside before the meeting to make sure that you can get it right when the time comes. It will be embarrassing if the wet neckerchief doesn't burn due to evaporation of the acetone. This trick works because the acetone burns while the water keeps the neckerchief from burning. Remember that the acetone will evaporate pretty quickly, or you will miss the effect.

Script:

(Leave only the lights in front on while telling the story.)

Tonight Webelos Scouts are graduating to Boy Scouts. Boys, please come forward with your parents.

These young men have completed their Cub Scouting activities. There remains but one test before they may cross the bridge into Boy Scouts.

Have they done everything they can to BE PREPARED?

Deep in the heart of the mountains and deserts of New Mexico, there is an Indian village alongside a small stream. The village and the area around it are very green and lush. This is very unusual, for the village is in the middle of a very harsh desert land.

While hiking in the area several years ago, I came across this village and stopped by the stream for a rest. There was an old Chief sitting in the sun by the stream, and I asked him:

"Why is this area so green and your people so healthy?"

The old Chief replied:

"The waters of this stream are magical. They assist all who come, by telling the people if they have done everything they need to be prepared. By hard work with the assistance of these magical waters, my people have done the things needed to be prepared and prosper in life."

I thought for a while and said:

"I, too, could use these magical waters, for I know of many young men who are working hard to be prepared for life. Could I take some of these magical waters with me?"

The old Chief smiled and nodded.

"It is for the youth that these waters are most special. Take something special from one of the young men who is to be tested and dip it in the water. Pass the special item over the flame, and if the special item burns, but is not consumed, then they have done everything needed to be prepared."

From one of the Cub Scouts before us, we take the Webelos Neckerchief.

(Fold the fabric. It must be smooth. Dip it in the Magic Water. Quickly take the neckerchief from the jar and spread it tightly between the wire holders. Your assistant covers the jar before you put the neckerchief over the candle, but you cannot wait too long. This part must be done quickly. Then pass it over the flame of the Spirit of Scouting.)

Scouts, you have passed the test and are prepared to cross over into Boy Scouting. May the Great Spirit of Akela go with you throughout your scouting days.

Don't try this at home! Only trained Cubmasters are allowed to perform this ceremony!

Submission Credit: www.Scouter.com (2002)

Skits and Tricks

Magic Show Skit

(Silly, like run-ons)

Personnel: Magician (Cubmaster), 7 Cub Scouts

Materials: Table, Tablecloth, Peanut Butter Sandwiches, Glass of Water, Napkin, Penny, Neckerchief, Boiled Egg, Cardboard Box, Playing Cards, Copy Paper

Directions: Hide sandwiches under cloth on table in the middle of the stage

Part One

Magician: Ladies and gentlemen. Welcome to our magic show. Tonight I shall attempt to amaze and astound you with clever tricks! May I have my first assistant, please?

(Cub Scout #1 enters the stage carrying a glass of water and places it on the table.)

(Magician holds up napkin, shows both sides, then places it over the glass.)

Magician: I will now make this water disappear without touching the napkin. ALLA PEANUT BETTER SANDWICHES!

(Magician waves hand over napkin)

(Cub Scout #1 takes off the napkin and the water is still there)

Cub Scout #1: It didn't work! The water is still there.

(Magician picks up the glass and drinks the water.)

Magician: There, the water is gone and I didn't touch the napkin.

(Cub Scout #1 picks up the glass and napkin and leaves the stage.)

Part Two

Magician: May I have my next assistant, please?

(Cub Scout #2 enters, handing the magician a penny.)

(Magician rubs penny between his palms)

Magician: This is a magic penny. If I put this penny down, you will not be able to jump over it!

(Magician puts penny on the top of the Cub Scout's head)

Magician: ALLA PEANUT BUTTER SANDWICHES!

(Cub Scout #2, not being able to jump over the penny on his head, leaves the stage.)

Part Three

Magician: May I have my next assistant, please?

(Cub Scout #3 enters carrying a Cub Scout neckerchief which is completely rolled up)

Magician: I will tie a knot in this neckerchief without letting go of either end. Would you like to try first?

(Magician offers the Cub Scout the neckerchief.)

(Cub Scout #3 tries and fails.)

(Magician lays neckerchief on the table, folds his arms and grasps ends with his arms still folded. As he unfolds his arms, the knot is tied.)

Magician: ALLA PEANUT BUTTER SANDWICHES!

Part Four

Magician: May I have my fourth assistant, please?

(Cub Scout #4 enters, bringing an egg, and places it on the table.)

(Magician instructs the boy to clasp his hands together with his fingers in an interlocking position, and let his arms hang in front of him with his hands still in that position. He then puts the egg in the boy's hands)

Magician: Please hold this for me.

(Magician goes on to his next trick leaving the boy standing there with the egg. The boy pretends to be nervous, afraid of dropping the egg.)

Part Five

(Cub Scout #5 enters, carrying box and playing cards. He places the box on the floor.)

Magician: You cannot drop all the cards into the box from a standing position.

(Cub Scout #5 drops the cards, one at a time, from a standing position. Most cards should miss box and fall on the floor.)

(Magician gathers cards and holds them over the box in a stack between his thumb and middle finger. Holding them flat over the box, he drops them all at once. All cards should fall into the box.)

Magician: ALLA PEANUT BUTTER SANDWICHES!

Part Six

(Magician goes over to boy holding the egg.)

Magician: You cannot break that egg. Go ahead and squeeze as hard as you can.

(Cub Scout #4 squeezes his palms together. Egg should not break. Boy looks amazed. He is left holding the egg. If his hands are still in the correct position when he squeezes, the egg should not break.)

Part Seven

(Cub Scout #6 enters, bringing several pieces of copy paper.)

(Magician makes two tears in a piece of paper)

Magician: Tear both ends from the middle with one tear.

(Cub Scout #6 grasps each side and tears. He will fail each time, trying several pieces of paper.)

(Magician makes the tears in one last sheet of paper)

Magician: ALLA PEANUT BUTTER SANDWICHES!

(Magician puts the middle section in his mouth and tears from both sides at once.)

(Cub Scout #6 shakes his head.)

Part Eight

(Cub Scout #7 enters)

Cub Scout #7: There's something I would like to ask you. Most magicians say ABRACADABRA, or wave a magic wand, but you only say ALLA PEANUT BUTTER SANDWICHES. Why is that?

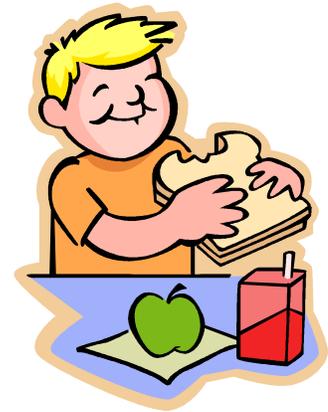
Magician: I have a good reason for that!

(Magician lifts table cover, exposing sandwiches)

Magician: ALLA PEANUT BUTTER SANDWICHES!

(ALL BOYS, EXCEPT Cub Scout #4—the one holding the egg—run in and grab a sandwich and start eating. The boy is left holding the egg and the curtain closes.)

Submission Credit: UNPC Pow Wow Book, 1978-79



1089 Audience Game/Stunt

Materials: Piece of paper, pencil

Directions:

- Write 1089 on the paper without showing anyone, fold it, and place it on the table in plain view.
- Give someone a piece of paper and pencil.
- Tell them to write down any 3 digit number that uses 3 different numerals in the middle of the paper. Not 111 or 202 or 330 where the same numeral is used more than once.
- Tell him to reverse the number. If the number is larger, write it above the first one. If smaller, write it below.
- Subtract the smaller from the larger.
- If the resulting number has 2 digits, fill in ahead of it with a zero.
- Reverse the number and write it below the bottom number.
- Add the bottom two numbers.
- Unfold your paper and ask if it matches their result - 1089!

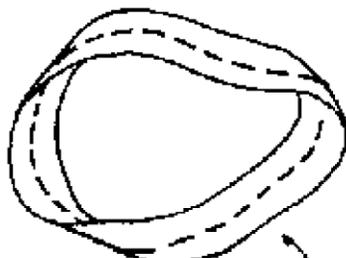
Submission Credit: Boyscouttrail.com

Mobius Strip Trick/Stunt

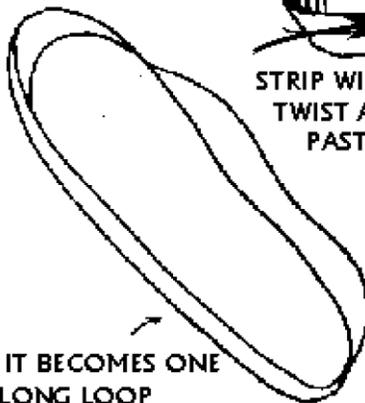
1. CUT A 4-INCH STRIP THE TOP OF A DOUBLE SHEET OF NEWSPAPER.



2. MAKE A HALF TWIST IN STRIP OF PAPER AND PASTE ENDS TOGETHER.



3. CUT THE RING OF PAPER IN HALF AS INDICATED BY THE DOTTED LINE.



4. IT BECOMES ONE LONG LOOP



5. CUT IT IN HALF AGAIN AND IT BECOMES TWO LOOPED CIRCLES



Submission Credit: Bill's Unofficial Cub Scout Roundtable, www.rt492.org

Songs

Where Has My Magic Hat Gone?

TUNE: "Where Has My Little Dog Gone?"

Oh where, oh where has my magic hat gone?
Oh where, oh where can it be?
With its tall black top and its wide stiff brim,
Oh where, oh where can it be?

Submission Credit: Sam Houston Area Council

Cub Scout Magic

TUNE: Are You Sleeping?

NOTE: This song could be done as a round
Cub Scout magic, Cub Scout magic
Tricks are fun, Tricks are fun
I can fool my brother, maybe even mother,
Everyone, everyone.

Submission Credit: Sam Houston Area Council

Cheers & Applauses

Handkerchief Applause

Directions: Hold a handkerchief up and drop. Applause continues until the handkerchief hits the ground.

Magic Cheer

Directions: Group waves hands back and forth and says “Hocus Pocus!!” three times.

Magician’s Cheer

Directions: Pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say “TA DA!!”

Magic Yell

Directions: Pretend to reach up your sleeve. Pull your hand out and shout, “ShaZamm!”

Disappearing Rabbit

Directions: Hold hands to the side of your head like bunny ears and shout, “Poof! Poof! Poof!”

Cubmaster Minutes

A Smile is Magic

You know, we are all magicians. It doesn’t take a magic hat; it doesn’t take a magic wand. Magic is always present in our lives—in the magic of a sunset, a friend’s kind word or deed, or how we are loved and needed. These things can leave a magical feeling within us. The greatest way we can use the magic around us is by using it to quietly help others and not be so concerned about getting the credit.

Maybe we can provide magic for others by doing small deeds that will make another person wonder who did the deed for them. Cub Scouts, can you create a little magic for someone else this month?

Submission Credit: Sam Houston Area Council

Magic of The World

As parents, we want to show our sons the wonders of the world. In the eyes of a child, there are not just eight wonders of the world but eight million. We want him to be able to look at the stars, sunrise, sunset, and feel their beauty. We want them to see a world of love, laughter, and compassion.

We want them to build strength within themselves of strong character and a sensitivity to the needs of others. We want them to be the best they can be. Unfortunately, no one can wave a magic wand so that they will receive these things. We, as leaders and parents, must set the example so they may see the way to accomplish all of these things. This is the magic—our example and guidance.

So, as we leave, let’s be aware of our actions and how loudly they speak to our youth.

Submission Credit: Capital Area Council

Food Fun

Edible Wands

Cast a spell and satisfy a sweet tooth with edible wands. This craft uses ordinary pretzel rods and cake frosting to make a magical treat for kids.

Ingredients:

- Pretzel Rods (long, thick, straight pretzels)
- White frosting in a tub
- Knife or small spatula
- Small bowl
- Star sprinkles (edible)
- Waxed paper

Directions:

Scoop out a small amount of frosting and put in a small bowl.

Note: The pretzels will make the frosting taste salty, so only take out how much you need. Save the rest of the frosting for icing cookies or graham cracker sandwiches.

Dip the pretzel in the frosting and twist and pull the pretzel out of the frosting.

Sprinkle with star sprinkles. Press the stars into the frosting, if needed.

Place on the waxed paper and put in the refrigerator to set up.

Now you have an edible wand!



Crafts

Pop Bottle Goblets

Materials:

- Plastic .5 Liter bottle
- Sharp scissors
- Tacky glue
- Jelly Belly jelly beans in a variety of flavors, mixed
- Dish towel

Directions:

- Remove label, wash, and rinse bottle. Discard cap.
- Using sharp scissors, puncture, then cut right below where label had resided on bottle. Cut all the way around. Be sure to cut smooth to prevent any burrs or sharp places. The upper part will become the upper part of the goblet.
- Dry out the inside of the bottle using dish towel.
- Look at the bottom part of the bottle. There should be an indentation (line) going around the bottle close to the base. Cut on this line. Be sure to cut smooth to prevent any burrs or sharp places. This base will become the base of the goblet.
- Run a thick bead of tacky glue around the top of the bottle (smallest opening).
- Invert the top of the bottle into the middle of the (inside) of the base. It should have the shape of a goblet (see photo). Let dry.

FEBRUARY



Core Value:

Resourcefulness

Supplemental Theme:

Turn Back the Clock

Resourcefulness

Resourcefulness involves 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.

Cub Scout Leader Book (2010), p. 16

Turn Back the Clock

When you look back in time, it is easy to find many examples of resourcefulness, using human and other resources to their fullest. Whether it is the Ice Age, the Wild West, the Space Age, or the 1950s, each time period had people with goals who used the resources available to them to make their lives better.

www.scouting.org, *Pack Meeting Plans, February: Turn Back the Clock*

Blue and Gold Banquet

February is traditionally the month for the Blue and Gold Banquet as it celebrates the birthday of Scouting. Some sort of dinner is usually prepared, extra invitations to family and friends are extended, and a large Pack Meeting turnout (second only to the Pinewood Derby) is expected. As such, make sure the boys are able to showcase the skills they have learned as Cub Scouts so their families can be proud of them. The meeting tends to go a bit longer than a regular Pack Meeting. Since they will be arriving hungry, it is a good idea to go straight from a busy gathering activity to the flag ceremony, which should include an opening prayer and blessing on the food, and then have the dinner as soon as it is ready to be served. Awards should be given after all have been served and most have eaten, followed by any performances the dens have prepared (see below). Dessert comes at the very end after everyone has helped with basic dinner cleanup and the awards and performances.



Gathering Activities

Keep in mind that any activity you have at the very beginning needs to:

- Be fun for a variety of ages
- Allow newcomers to understand and join in easily
- Be ready to start IMMEDIATELY as people arrive
- Take anywhere from 5-20 minutes depending on the flow
- Be able to wrap up quickly to easily transition to the opening ceremony when ready

It is also a good idea to have a backup plan in case the main activity doesn't work well with those particular kids on that particular day. A quick-thinking leader a few months ago in our pack turned an unexpected disaster of a pre-opener into a fun time by using a stack of leftover paper to have the boys make paper airplanes and fly them until the Cubmaster was ready to go ahead with awards.

Given that the boys will be excited and hungry, active games are a good way to keep them busy while waiting for all the people (and food) to arrive.

Anything that happened before the cubs' short memory span seems ancient. You can probably remember a time when smart phones were not omnipresent, cars didn't come with GPS, and multi-player games didn't need connecting technology because they didn't use technology at all. Turn back the clock by teaching the boys to play games that have been played for generations simply because they're fun.

Decide on whether to use the following games as a gathering activity or as a main event by figuring out how much time you expect them to take and how interested they will probably be in playing it over and over. Teach the games in den meeting and then have them show off their prowess at Pack Meeting, teaching their siblings, parents, and friends how to play along.

Games

All of these games can be played inside or outside depending on the weather and space available. Point out to the boys that sometimes strength and speed matter, while other times accuracy and control will win the game. Knowing what skills to match with what game is an important way to best use all resources that come in the form of separate talents held by the boys within your pack. "I'm best at A while you're better at B; we can each help the other get better at the thing we're good at," is an effective way to build spirit, friendship, and true confidence between and within boys. Point out use of good sportsmanship to encourage all the boys to use it more often.

(Nearly all these games can be used to fill Wolf Elective 4 and Bear Advancement 15. Learning multiple games can also be used toward filling Bear Achievement 23a, 23b, and 23c.)

Marbles

Directions: Make sure you have enough marbles for all the boys and family members expected to participate. The circles can be mapped out using masking tape on a gym floor or low pile carpeting or in chalk on a sidewalk, and easily removed after the activity. Basic instructions on this game are found in the Bear book (*Elective 4e*). There is also a belt loop/pin available (worksheet available at http://meritbadge.org/wiki/images/0/02/Cub_Scout_Marbles.pdf).

Beanbag Toss

Directions: Set out a bucket, #10 can, or other target (see below) 3-5 feet away from the boys for them to see if they can make it in. It is important to have the boys learn to gently lob an underhand toss at the target. (*Wolf Achievement 10b includes "Beanbag Archery", a simple way to use the beanbags in a game using the bags as targets.*)

Making Beanbags

Directions: In den meetings, have the boys make their own beanbags and practice sewing, threading a needle, etc. Have them cut out two squares or circles of material about 5" across. Sew the two pieces together (you can do so with a machine or they can sew all around with the needle) with right sides together and wrong sides out (the side you want showing on the inside for now), completely around the diameter **except for 2 inches**. Turn the bag inside out at the unsewn place and loosely fill with rice or beans, leaving enough space to close and smooch the bag. Use a needle and thread to sew up the remaining gap. Squish the bag to make sure no holes in the sewing will allow the filling to seep through—sew up the holes if they appear. Toss a few times to make sure the stitching holds.

Either keep the bags to use and send home with the boys at Pack Meeting or let them take them home for practice aiming their throws.

Making Targets

Directions: One way to make a target is to take a 3' square piece of plywood and cut 8" circles at different intervals. Get paint and old adult T-shirts to put over the boys' clothing and have them paint designs for the different circles—they can even paint numbers for the points achieved by tossing the beanbag into a particular hole. The target could also be made out of cardboard, with the boys helping cut out the circles, but it will not last as long. Bring the target to Pack Meeting for the boys to demonstrate their skills with the beanbags. Prop it up diagonally against a wall, using some sort of anchor weight on the ground in front to keep it from sliding down. Mark distances at 3' and 5' away from the target for them to throw from. (*Part of Bear Elective 18*)

Freeze Dance

Materials: Music Player (CD Player or other)

Directions: Mix a fun, upbeat (and clean) playlist and have families dance to it. A designated leader sits with his hand on "pause," and every time the music stops everyone freezes. Movement means you're out. When the music starts again, so does the dancing. Repeat.

Ring Toss

Decide on the scale you want to use. Use only one or all three of the following options, moving from one to the other to build similar skills in different settings.

Option 1:

Materials: Canning rings (old, dented, or rusted are okay), dowels, scrap lumber, drill, hammer

Directions: Drill holes in the scrap lumber the same diameter as the dowels at intervals at least 8 inches apart in each direction and cut the dowels into 10-inch lengths. Bring the wood and the dowels to a den meeting and have the boys practice using a hammer or mallet to pound the dowels into the holes. Have them try to toss the canning rings onto the dowel targets.

(Add in identification of tools to pass off Wolf Achievement 5 or Bear Achievement 20, and have the boys figure out alternative tools to use for 21g: Character Connection for Resourcefulness.)

Option 2:

Materials: ¾-inch tubing, cut into 2-foot lengths; duct tape; permanent markers; water bottles

Directions: Have the boys bring the ends of the tubing together to make a ring and secure with duct tape. They can use permanent colored markers to decorate their rings. Set out filled water bottles in formation at least 1 foot apart for them to toss the rings around.

Option 3:

Materials: Hula hoops, Cub Scouts

Directions: For a big interactive ring toss, use hula hoops for the rings. Have different boys sit in formation at least 4' apart in each direction and let other boys standing try to ring them with the hoops.

Capture the Flag

Materials: Two "flags" (any item that they will recognize as theirs); method to denote teams

Directions: Divide boys into at least two teams and use something (such as strips of material tied around their heads—one color for each team) to identify team membership. Decide on team territory with a discernible border; it is possible to also allow a free space in between. Each team has a "flag" (actual or something designated as a tie-in) that they place in a defensible position in their own territory. Each territory has a designated "jail." All team members are in their own territory when someone yells "Start." Boys can either defend their flag or go into the other team's territory. Any boy tagged in enemy territory goes into that territory's jail. To get someone out of jail, one of their own teammates tags them. Whoever gets the other team's flag and brings it back to their own territory first wins.

There are many possible variations. Have the boys play a simple game first, then gather them to decide whatever other rules they think will be necessary.

Freeze Tag

Directions: Most people have played the simple tag variation of freezing when tagged, with the last person able to move getting to be the next "it." They can become unfrozen if tagged by someone who hasn't been tagged yet. Another variation is with a more standard tag, where whoever was tagged becomes "it" and holds on to whatever body part was tagged as they chase the next person.

Blind Man's Bluff

Directions: This game is a tag variation where “it” is blindfolded and gropes around trying to touch the other players. The added difficulty means it can be played in a smaller area than a standard game of tag, making it a good choice when you are stuck inside a classroom instead of outside in a park. Make sure there are no obstructions in the play area that could present a hazard if tripped over. One common variation is to have the “blind man” in the center while the rest of the boys hold hands in a circle. The boys can move around to avoid the “blind man” but cannot let go of the other hands. Whoever is tagged must hold still while the “blind man” feels their face and guesses who they are. If he is right, that person becomes “it” and a new game starts. If he guesses wrong, play continues.

Red Light, Green Light

Directions: One “streetlight” boy stands at the finish line facing the rest of the group across the field or gym at the starting line. No one can move forward while he looks at them. He turns and says “Green Light”, looking away, and the group moves forward as far as they can get before he faces them again and says “Red Light.” Any one he sees moving is sent back to the starting line. The winner is the first to reach the finish line, and becomes the next streetlight.



Mother, May I?

Directions: This game has the same set-up as “Red Light, Green Light,” with one child as “Mother” at the finish line and the rest of the group as “children” at the start line. Mother faces away from the children, who take turns asking whether they can move forward a specific number of a certain kind of step. Mother either says, “Yes, you may” or “No, but you may _____” (move so many of that or another step.) “Mother” can also reply that everyone may take a certain number of a certain step. The first to reach “Mother” wins. Possible steps include (but are not limited to):

Giant step—as big a step as you can take with either leg

Baby step—as tiny a step as possible

Scissor step—a jump while crossing and then jump uncrossing is counted as one step

Camel step—leg tries to go forward after crossing behind other leg

Bunny step—little hop

Kangaroo step—big hop

Dog step—on all fours crawling forward

Elephant step—on all fours but with arms and legs fully extended, hip in air and head waving

Crab step—upside down all fours with stomach to the sky

Frog step—squatting down to the ground, giant hop with legs extended, back into squat

Snake step—belly on the ground, slither once each direction for one step

Banana step—lie down on the ground with your head toward the finish line and stand up with your feet where your head first was

Animal Relay

Directions: This is a good way to let out energy. Call out an animal name and have the boys go a specified distance acting like that animal, as in the steps described in “Mother, May I?” (above) together with appropriate sound effects, or with additional animals such as monkey (hands in armpits saying “Eee Eee”), ape (squatting stance while pounding fists on chest and grunting), eagle (arms outstretched soaring), or tiger (all fours roaring at each other). You can have them race back and forth across the gym or go around obstacles.

Dead Lions

Directions: Not classically known as the preceding games, but my veteran elementary school teacher mother made this game up to keep my kids in check and it became their favorite for years. Someone calls out different animal names and everyone else acts like that animal, as noisily as possible. When the leader calls out “dead lions,” everyone drops to the ground and freezes. Whoever moves is out. Repeat until one boy is left—he can call out the next game.

Variation: We made up a highly successful variation of this game for my son’s superhero party called “**Dead Ninjas.**” The leader calls out different superhero, villain, or other stereotyped characters that the players act like (favorites include Superman, Spiderman, Batman, the Joker, Go Diego Go, Pretty Pretty Princess, Ballerina, Frankenstein, Thor, Iron Man). When he calls out “dead ninjas” the boys go through quick death scenes and freeze dead on the floor. If no one moves for at least 10 seconds, another character is called and the game goes on.



Opening and Closing Ceremonies

Listen to the Oldies

Turn Back the Clock and make use of those old playlists by mixing some of your old favorite songs to lead into each part of your Pack Meeting.



- Bring speakers for an MP3 player, an old boom-box, or figure out how to plug into the gym's overhead speakers.
- It helps to either have a remote to start, stop, and forward through the songs or have a helper on standby to do that for you.
- Make sure to practice running through the playlist (with the helper if using one) ahead of time
- Choose an appropriate song to signal time to gather, such as "Get Ready for This" by 2Unlimited, the chorus only of "Let's Get it Started" by The Black Eyed Peas, "Space Jam" by Quad City DJ, or John Williams' "Star Wars Theme."
- To lead into the Flag Ceremony, find a great classical rendition of John Philip Sousa's "Stars and Stripes Forever," the "Star Spangled Banner," or use the Mormon Tabernacle Choir's "Battle Hymn of the Republic" (which won a Grammy in 1960 and reached #13 on Billboard's Hot 100 the previous autumn).
- Before dinner is served, play "Food, Glorious Food" from *Oliver!*, "Eat It" by Weird Al Yankovic, or some song related to the menu you'll be serving.
- As you lead into the awards, as each boy or group of boys comes up, play a classic stadium-pumping celebratory song, such as "Eye of the Tiger" by Survivor, "We Are the Champions" by Queen, Vangelis' "Chariots of Fire," "Whoomp! There It Is" by Tag Team, "Celebrate Good Times" by Kool and the Gang, "U Can't Touch This" by M.C. Hammer, or EMF's "Unbelievable."
- While cleaning up and finishing at the end, play any of a number of versions of "Auld Lang Syne," John Denver's "Take Me Home, Country Roads," "Our House" by Madness or the one by Crosby, Stills, Nash, & Young, "Homeward Bound" by Paul Simon, and Hughie Cannon's "Won't You Come Home Bill Bailey."

“That’s When Cub Scouting Came to Be” Ceremony

Materials: Eight large cards with simple but colorful drawing on the front of each to reflect an item in each verse (the back of each card can hold a copy of the words to be read)

Personnel: Narrator (Den Leader or Den Chief), eight Cub Scouts to recite words

Narrator: Many people think of the 1930s as an era of depression and lean times, but looking through the lens of time, we can see the essence of the American spirit that has formed our great nation through the years. We did not just pull through; we pulled together and triumphed with positive outcomes, achievements, and advances in many areas of American life.

Cub #1:

Though times were hard for some each day,
Our spirit shone through in the American way.
1930 doesn’t seem all depressing to me,
For that’s when Cub Scouting came to be.

Cub #2:

With wonder and excitement we looked to the sky
And discovered small Pluto as it orbited by.
The following year, we sang loud and sang long
For “The Star-Spangled Banner” became our own song.

Cub #3:

Amelia Earhart found something exciting to do
Flying across the Atlantic in 1932.
Los Angeles was home to the Olympics that year,
And the first electric timers made results very clear.

Cub #4:

Radio shows with Jack Benny and Charlie McCarthy
Had families gathered each night for laughs good and hearty.
New-fangled theaters hosted group upon group
Watching the Marx Brothers in their new movie, *Duck Soup*.

Cub #5:

Women tennis stars shocked us in 1934,
Knee-length white shorts—never dreamt of before!
American pilots kept our spirits quite high
With a new altitude record set in 1935.



Cub #6:

The next year, an American hero took hold,
Working hard for his triumph—four medals of gold.
With talent and grace, he ran for us all.
Jesse Owens was a man who made us stand tall.

Cub #7:

Snow White and the Seven Dwarfs hit the screen,
The first full-length cartoon the world had seen.
Orson Wells sent his radio spoof through the night,
And we all knew the Martians were well within sight.

Cub #8:

'39 saw the rise of a new kind of king
As Goodman played jazz to a new beat called swing.
We closed out the decade with a classic still seen
As *The Wizard of Oz* first came to the screen.

Narrator: As you can see, the American spirit forges on. When we work together as a team, as a family, as a nation, we will always find a way to rise above the most difficult of times. Some call it finding the silver lining. For the 1930s, I think that it could be called the gold lining—the blue and gold lining. Happy Birthday, Cub Scouts!



Advancement Ceremony

Blue and Gold Gifts

Materials: Awards to be given, individually wrapped in blue and gold paper and ribbon as birthday gifts.

Directions: Narrator presents ceremony from front of room with three stacks of "Birthday Gift Awards" on a table in front.

Narrator:

Since tonight is Scouting's Birthday Party,
It's time to give presents so we won't be tardy.

Our first presents go to Cubs that are new.
So we award Bobcat badges to these few.
(Read names and give each one his "Birthday Gift.")

To celebrate their efforts and time,
We award Wolf badges to these Cubs combined.
(Read names and give each one his "Birthday Gift.")

Our next group of Cubs to be recognized tonight,
Richly deserve this gift by right.
The Bear badge they've earned takes time and attention
And work on their parts too numerous to mention.
(Read names and give each one his "Birthday Gift.")

Finally we come to our last group of scouts,
They have worked very hard, so we have no doubts
That they deserve the high Webelos rank
We present it tonight, and their leaders we thank.
(Read names and give each one his "Birthday Gift.")

Enjoy these small gifts from Scouting that you have worked to achieve;
But remember, a gift is much richer by far when you *give* and receive.
So, please give what you've learned of Scouting to others,
And don't forget to thank your fathers and mothers.

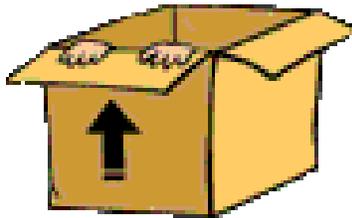


Activity Idea

Time-Traveling Cubs

Materials: Huge cardboard box (time machine), costumes and props to go with skits

Directions: Have each den prepare a skit set in a different time period (caveman, 1950s, space age, etc.), together with props, set design, and sound effects created by the boys. The Cubmaster can wear a white lab coat as he acts as Master of Ceremonies for the program.



A huge box can be decorated like a time machine to take the audience from one era to another. Have the boys decorate it at Den Meeting with dials and scientific-looking panels and cut a large, closing door on its front. Have a cutaway in the back so the different dens can duck into it to come out in costume for each of their skits.

If you have a stage, have the “time machine” up against the curtain so the boys can sneak in and out of the box easily between skits while the Cubmaster explains the science of time travel and programs the knobs to whatever time the audience is travelling to for the next skit. If using extensive sets, the curtain can be closed behind the box and the set changed quickly between skits.

Have the boys choose an era, learn something about that time period, and write a short run-on or funny scene set in that era. Help them figure out simple costumes that clearly identify the time period (i.e. turn up collars and roll up pants for the 1950s or 1980s). Have the boys also figure out sound effects or even put together their own music for background special effects.

Realize that the Cub Scout have all been born within the past decade. Something that happened in your youth (however “young” or “old” you may be) will seem long ago to them, so you can share funny things about what was cool when you were young and easily act as a live advisor to get the timeframe right. After the Den Leaders have helped the boys put together the skit, have the Cubmaster preview the skits and remind the boys to face the audience, speak loud enough to be heard, and work on timing.

(Wolf Elective 2, Bear Elective 8, Webelos Showman)

Audience Participation

When I Was Your Age

Honor the scouts who have gone before by asking each older member of the audience to relate one short favorite scout-related memory from their youth. (*Bear Achievement & Character Connection, Heritages Pin/Belt Loop*) Take notes and see which of the remembered activities would be fun to work into your schedule over the next few months.

Take time to honor former leaders of the Pack by inviting them to come share your Blue and Gold Banquet and presenting them with a special certificate.

On the Old Frontier

Directions: Divide the audience into eight groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned (in **CAPITAL LETTERS**), the group stands up, makes the proper response, and sits down.

Parts

SETTLER	Davy Crockett
GUN	Bang, Bang
DOG	Man's best friend
TURKEY	Yum, Yum
CABIN	Shut the door!
FRONTIER	Way out west
INDIAN	Geronimo
AUTUMN	Let's eat

Story

Early one **AUTUMN** morning, many years ago on the old **FRONTIER**, a **SETTLER** stood before his lonely **CABIN** with his **DOG** ready to hunt a **TURKEY** he needed for dinner, hoping no **INDIANS** would spoil his feast.

Whistling to his **DOG**, the **SETTLER** shouldered his **GUN** and started down the forest trail. In the meantime, the **INDIAN**, also with a **DOG**, came down the forest trail from the other direction.

Just at that moment, a fat **TURKEY** flew between them. Out flew an arrow, off went the **GUN**, and down fell the **TURKEY** (it tripped). The **DOGS** bounded in, and up rushed the **INDIAN** and the **SETTLER**. Grrrr said the **DOGS**. "He's mine," said the **SETTLER**. No, he's mine said the **INDIAN**. Grrrr snarled the **DOGS**.

The noise of the argument shook the **CABIN** and awoke the whole **FRONTIER** (including the **TURKEY**, which was only stunned by the loud noise of the **GUN**, took off unsteadily and flew in the open door of the **CABIN** where it was promptly captured by the **INDIAN**, the **SETTLER**, and the **DOGS**. And thus, dinner with neighbors came to a lonely **CABIN** in **AUTUMN** on the old **FRONTIER**.

Utah National Parks Council, Pow Wow Book 2003-2004, September, p.7

Songs

“Let Me See Your ___”

This song is part repeat, part action participation

Leader: LET ME SEE YOUR WET SPAGHETTI

Audience: What’s that you say?

Leader: I SAID, LET ME SEE YOUR WET SPAGHETTI

Audience: What’s that you say?

Leader and Audience (while doing action for wet spaghetti): Wet Spaghetti, wet wet spaghetti. Wet spaghetti, wet wet spaghetti.

Fill-in Options

Wet spaghetti: arm overhead wiggles down vertically, repeat other arm

Frankenstein: arm straight out from shoulder with hand hanging, other arm joins

Water sprinkler: one hand on ear, other straight out from shoulder “spraying” across with other elbow coming in and returning out while body turns from one side to other (like a water sprinkler)

Mashed potato: feet alternate stepping on and twisting to mash a potato

Funky chicken: hands on waist with elbows to side and knees to sides, flapping elbows and knees in and out

John Travolta: feet out, one hand on hip, and other hand extended pointing diagonally up to the side and then down across opposite hip

Muscleman: rotate through different bodybuilding muscle poses

Robot man: rotate through robot poses with joints at exaggerated angles

Han Solo: pantomime shoot gun from each hip and say “Shoot your blaster, shoot shoot your blaster”

Make up other fill-ins based on different time periods or parodying leaders and boys by naming them and repeating something they say or do all the time—like “Mrs. Egbert” and “drink your water, drink drink your water” while pantomiming drinking from a water bottle. Have the boys come up with suggestions beforehand and they’ll be that much more involved.

There's a Hole in My Bucket

Traditional tune of "There's a Hole in the Bucket", with minor changes

There's a hole in my bucket, Akela, Akela
There's a hole in my bucket, Akela, a hole.

Then plug it my Cub Scout, my Cub Scout, my Cub Scout
Then plug it, my Cub Scout, my Cub Scout, plug it.

With what shall I plug it, Akela, Akela
With what shall I plug it, Akela, with what?

With clay, dear Cub Scout, dear Cub Scout, dear Cub Scout
With clay, dear Cub Scout, dear Cub Scout, with clay.

The clay is too dry, Akela, Akela
The clay is too dry, Akela, too dry.

Then wet it, dear Cub Scout, dear Cub Scout, dear Cub Scout
Then wet it, dear Cub Scout, dear Cub Scout, wet it.

With what shall I wet it, Akela, Akela
With what shall I wet it, Akela, with what?

With water, dear Cub Scout, dear Cub Scout, dear Cub Scout
With water, dear Cub Scout, dear Cub Scout, water.

But I don't have water, Akela, Akela
But I don't have water, Akela, I don't.

Then get some dear Cub Scout, dear Cub Scout, dear Cub Scout
Then get some dear Cub Scout, dear Cub Scout, get some.

In what shall I carry it, Akela, Akela
In what shall I carry it, Akela, in what?

In a bucket, dear Cub Scout, dear Cub Scout, dear Cub Scout,
In a bucket, dear Cub Scout, dear Cub Scout, BUCKET.

There's a hole in my bucket, Akela, Akela
There's a hole in my bucket, Akela, a hole.



Cheers & Applauses

Round of Applause (clapping in a circular motion)

Variation 1: Add in “counterclockwise” (clap other direction in circle)

Variation 2: “Horizontally” (clap while turning around)

Give me a hand! (extending a hand in the air with the palm facing forward)

Variation 1: “In stereo!” (both hands extended)

Variation 2: “With feeling!” (one hand tickles the other, both still extended)

Hip Hip HooRAY cheered three times (punching the air on “Hooray”)

Variation 1: “Happy BirthDAY!” cheered three times (celebrating Cub Birthday Month at Blue and Gold)

Variation 2: “What a great DAY!” or any other phrase with four syllables and an emphasis on the last one.

Turn Back the Clock by quoting old favorite songs, sayings, or skits

Variation 1: Groove dancing with feet in the air (shoes optional) “Sock it to me, sock it to me, sock it to me, sock it to me”

Variation 2: Three Stooges “Woo woo woo woo” cried out while laying on one side on the ground and running the feet to turn in a full circle

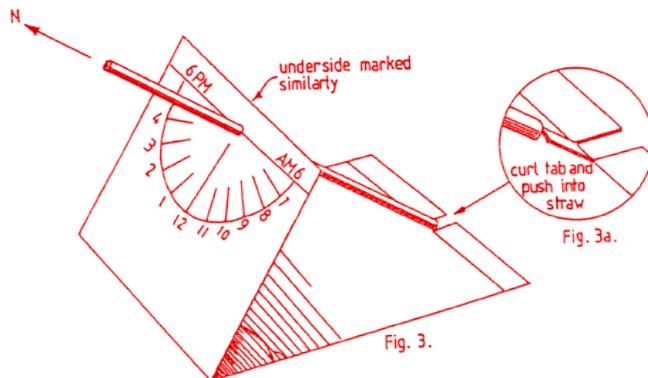
Variation 3: Dead cockroach lies on the back with arms and legs in the air twitching

Variation 4: Throw chest out and arms back and state “EXCELLENT” in classic Bill and Ted mode

Craft

Making Sundials

Materials: stiff paper (cardstock or construction), drinking straw, scissors, pencil, protractor



- Fold paper near center
- Draw line parallel to end
- Draw semicircle
- Mark lines at each 15° interval
- Poke hole at center of top
- Cut tab in center of bottom end
- Insert straw through hole
- Anchor straw in center tab
- Orient straw bottom due north
- Write current time at shadow

Details and other forms for sundials with much greater accuracy are available at

<http://www.sundials.co.uk/projects.htm>

Quick Fillers

Handkerchief puppets

Materials: Handkerchief or facial tissue, lollipop, rubber band, marker

Directions: Put a handkerchief or tissue over lollipop and secure with a rubber band. Draw a face on the “head”. Hold the stick and put your fingers out to make a puppet.

Rubber Band Challenge

Materials: Rubber Band

Directions: Loop a rubber band around a boy’s pinky finger and pull it along the back of the hand. Make sure the band is below the back knuckles and loop it around the thumb. If he makes a fist the entire length of the band should be visible from the pinky to thumb. Then challenge him to get off it off without touching anything or using the other hand.

Food Fun

The Blue and Gold Banquet does not have to bankrupt your budget. Money would be better spent on activities for the boys than for a catered dinner to please their parents.

Decide on a main course theme, keeping in mind it should be something the BOYS will want to eat. Have families help bring the fixings; that way, the more people you have, the more food, and the less of any one thing you need to provide for everyone to eat.

Note that water is the best drink—inexpensive, universally liked, and cleans up easily. One way to dress up standard water pitchers for the tables in the Blue and Gold Banquet is to put in lemon slices and use ice that had blue food coloring added to its ice trays.

Blue and Gold Menu Ideas

Hot Dogs

Hot Dogs are simple, inexpensive, and loved by young boys everywhere. The Pack can provide hot dogs, buns, and ketchup and ask each family to bring chips or a side dish. Depending on your preference, the hot dogs can be cooked en masse on an electric grill, on cookie sheets in the oven, warmed in a crock pot, or grilled outside.

Another option is to think outside the box and have families bring some sort of creative topping such as Cincinnati (spaghetti, spicy meat chili, onions, cheese, oyster crackers, kidney beans), Stadium style (sauerkraut, chili, cheese, onions, jalapenos, banana peppers, pickles), or Crazy (BBQ beans and sauce, stir fry, jelly beans, melon, whatever the boys think would be fun and tasty).

Spaghetti

Spaghetti is an old standby because it works to make a lot for a little. Make plenty of the inexpensive pasta by boiling it in large pots, draining and rinsing to stop the cooking so it doesn't turn into a gooey lump. Tossing the pasta with a tablespoon or two of olive oil helps keep it from clumping. Use commercial spaghetti sauce or hold a contest for the best sauce between families.



Either buy a big green salad mix or have families bring salad or a side dish. French bread can often be found inexpensively as well. To kick up the presentation, have the boys help slice it, put a pat of butter between the cuts, and wrap in aluminum foil. Warm the buttered bread in a 350-degree oven for 10 minutes just before serving, as people are doing the gathering activity. Serve warm.

Realize and plan for the reality that boys are likely to go light on the salad and eat lots of the warm bread. This menu can be served buffet style, but also works easily for a plated meal where the boys act as servers for their families.

Hawaiian Haystacks

Hawaiian Haystacks are heaps of rice, gravy, and island-inspired toppings. Either assign out or have the pack provide rice and gravy. Works best for serving buffet-style. If worried about portion sizing, have someone serve the rice and chicken sauce, still letting people choose their own toppings.

Easy recipe for gravy:

1 can Chicken

1 can Cream of Chicken Soup

1 can water (pour back and forth from other cans to get the stuff that sticks to the sides)

Combine and heat.

Serves 6-8 (if using 15-ounce cans of soup). Multiply for the number of people expected to attend.

Have families bring different favorite toppings, such as:

- Olives
- Pineapple Chunks or Tidbits
- Shredded Coconut
- Chow Mein Noodles
- Chopped Celery
- Julienned Carrots
- Sliced Red or Green Bell Peppers
- Green Peas
- Diced Tomatoes
- Kidney Beans
- Canned Mandarin Oranges

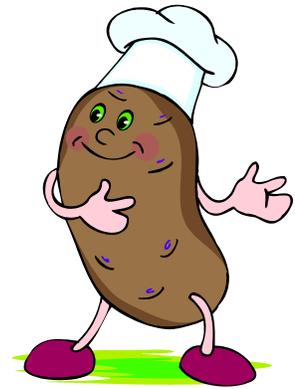
Potato Bar

A Potato Bar is a baked potato and toppings galore. Potatoes + chili + toppings = bliss. Decide whether to assign families ingredients or to provide potatoes and chili (a #10 can of chili goes a long way when other toppings are available, too, and fits nicely in a standard crockpot) and minimal ingredients. A mixed side salad looks nice on the plate, but don't expect the boys to eat much of that, so don't overbuy on the highly perishable lettuce.

There are about 20 medium-sized potatoes in each 5-lb bag. Wash and either simply stick with a knife or fork or wrap in tinfoil and stick with a fork. (Having a steam vent is important—I've had unstuck potatoes explode in the oven. It's a mess.) Cook directly spread out in a single layer with at least 2 inches between potatoes on each side in a 450-degree oven until there is give when you pick one up with a hot pad. This will take about an hour—longer if the oven is very full of potatoes. Convection ovens take considerably less time. Potatoes will stay hot for several hours piled together in a standard cooler, or wrapped as a group in several layers of towels. You can cook them in the morning and have them still hot by late afternoon.

Other possible toppings to assign or provide:

- Butter
- Sour Cream
- Chives
- Grated Cheese
- Chopped Onions
- Steamed Broccoli
- Bacon Bits
- Chopped Tomatoes
- Salt and Pepper



Taco Salad

Taco Salad is American-Mexican food at its basic level. If you have Latino families, take joy in the great toppings available they might bring. Get a big box or two of tortilla chips. Make the meat. Have people bring toppings such as:

- Sliced Lettuce (easy to get a whole head of iceberg and slice it lengthwise each 1/4")
- Diced Tomatoes
- Black Beans
- Kidney Beans
- Grated Cheese
- Salsa
- Rice Pilaf (fry 1 cup dried rice in 1 Tbsp butter, then add 2 cups water, boil, then reduce heat and cover for 15-20 minutes.)

Taco Meat

Fry 1 pound of hamburger for every 10 people with taco seasonings together with one of the following spice sets:

- 1) Use either a commercially mixed spice set, or
- 2) Combine the following for your own taco seasoning mix:
 - 1 Tbsp. chili powder
 - ¼ tsp. garlic powder
 - ¼ tsp. onion powder
 - ¼ tsp. dried oregano
 - ½ tsp. ground cumin
 - ½ tsp. paprika
 - 1 tsp. salt
 - 1 tsp. black pepper
- 3) Fry a finely chopped onion and 3 cloves garlic for each pound hamburger in 1 tablespoon oil. Add 1 teaspoon chili powder and/or cayenne pepper, sprinkle in oregano and cumin and paprika. Stir a few seconds over high heat, then add the meat and brown.

Other meats work great in a taco salad, but can break the bank unless you happen to be using up meat from an animal you raised or hunted yourself. If that is the case, slow cooked and marinated roasts pulled apart into strands work best.

Dessert

For dessert, have a Father and Son Bake-Off. Announce a “Turn Back the Clock” cake contest and see what they come up with. Moms are not allowed to help. Have the Cubmasters judge the entries for best design, best taste, etc., and announce winners during the award ceremony. Beware: packs where this has been tried have ended up making it an annual competition. The boys look forward to it every year.



MARCH



Core Value:

Compassion

Supplemental Theme:

Planting Seeds of Kindness

Compassion

Compassion means being kind, 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.

Cub Scout Leader Book (2010), p. 14

Planting Seeds of Kindness

Compassion means being kind and considerate of others. It is having patience and a generous heart. It is showing genuine concern by our thoughts, words, and deeds to people, animals, our environment, and our community. Cub Scouts can develop an understanding of the concept of kindness by understanding how a tiny seed can grow into food that we eat or a flower for all to enjoy. By “planting” and “growing” small areas of kindness in our thoughts, words, and deeds, we share the goodness in our hearts hoping that those who experience it will then share kindness with others and keep it growing.

www.scouting.org, *Pack Meeting Plans, March: Planting Seeds of Kindness*



Gathering Activities

"Just One Word" Trick

You'll really have them at a loss for words with this one! Cut out the following letters from magazine or newspaper headlines (or draw black letters on paper and cut them out,)

J N O O R S T U W

Place the letters in any order on the floor or table (or any flat surface), Ask the players to rearrange the letters to spell "just one word". If they give up, rearrange the letters to spell the three words, "Just One Word."

Good Will Word Search

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

Find the following words in the puzzle above. Words may be diagonal, horizontal or vertical. Words may be forwards or *sdrawkcaB* (backwards).

mom	best	kindness	Webelos
happy	arrow	cub	tree
fun	of	scout	helping
meeting	light	snow	people
dad	gift	boys	other
wolf	pack	bobcat	your

Tie the Knot

Have boys practice tying knots using only one hand or blindfolded

Braille Punching

Have the boys write something in Braille on a paper, using straight pins to punch the holes.

Sign Language Opener

Invite a special guest to teach the boys a few signs as they arrive at Den or Pack Meeting. Plan to use those words during the meeting to let the boys practice what they have learned.

Opening Ceremonies

Cubs Show Compassion

Directions: 8 Cub Scouts hold cards spelling out CUB SCOUT and read the lines written on the back of the cards.

- Cub # 1:** **C** – is for Compassionate Cub Scouts. Having Compassion means we are kind and helpful as we work and play.
- Cub # 2:** **U** – is for useful Cub Scouts. Having Compassion means we help our family, our teachers, and our Scouting leaders.
- Cub # 3:** **B** is for busy. Having Compassion means we are busy helping other people.
- Cub # 4:** **S** is for serving. Compassion means we give service with a smile and help those in need.
- Cub # 5:** **C** is for courtesy. Having Compassion means we are courteous. If we are courteous, other people will be courteous too.
- Cub # 6:** **O** is for orderly. Compassion towards family members means we keep our rooms and belongings orderly, which helps our family run more smoothly.
- Cub # 7:** **U** – is for understanding. Having Compassion means we understand when our parents are tired or busy.
- Cub # 8:** **T** – is for thankful. Having Compassion for others helps us be thankful for our home, church, school, and for our family and friends.

U Are Important

Directions: Six Scouts hold up signs lettered as indicated in bold, below

- Cub #1:** We can't spell **C_B SCO_TS** without U. Cubs learn compassion and kindness.
- Cub #2:** We can't spell **YO_TH** without U. Youth leaders provide caring and experience.
- Cub #3:** We can't spell **AD_LT** without U. Adults teach and lead the cubs.
- Cub #4:** We can't spell **S_CCESS** without U. Success means Cubs, Youth, and Adults working together.
- Cub #5:** We can't spell **F_N** without U. Adults and Youth plan fun activities for the cubs.
- Cub #6:** We can't spell **O_TDOORS** without U. Whether indoors or out, cubs need a safe environment.
- All:** Clearly, Scouting needs U! Everyone working together to make our Pack the BEST!

Heroes All Around Opening

Heroes are all around us. They are the men and women that run toward danger and disaster when everyone else is running away. They are the ones who risk life and limb to rush to our aid when we dial 9-1-1. They are the ones who train year after year to fight for our freedom at any time and at any place. They show compassion and kindness to everyone they help. They sow seeds of kindness as they come to the rescue of those in need.

Would everyone who has served in the military or reserves please stand. Would everyone who is now or ever has worked as a law enforcement officer or a fireman or an EMT or paramedic please stand.

Thank you. You are real American heroes. We salute your efforts and your valor.

Would everyone please rise and join in saying the Pledge of Allegiance.

Helping Other People Opening

Directions: After the flags have been posted, but before the pledge, have parents or Den Chief/Den Leader read the following off of cards you have prepared.

Cub Scout #1: Helping other people might be picking up an item that a boy dropped.

Cub Scout #2: Helping other people might be playing with a younger brother or sister while mom is busy.

Cub Scout #3: Helping other people might be telling a friend he did a great job when he did his best.

Cub Scout #4: Helping other people might be shoveling a walk or mowing a lawn for someone not able to do it himself.

Cub Scout #5: Helping other people may be simple everyday things, even a smile, or difficult things like fighting for our country.

Cub Scout #6: The people throughout history who have kept our country free helped both you and me. As we pledge our allegiance to the flag, let us be glad that Cub Scouting teaches us to help other people. *(Cub Scout leads the pledge.)*



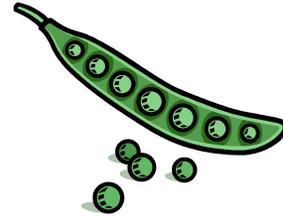
Cub Scout Garden Opening Ceremony

Materials: Prepare word strips with the words PEAS, LETTUCE, SQUASH, and TURNIPS, or bring the actual vegetables mentioned.

Directions: Cubs hold up signs or vegetables as a narrator gives each message.

Narrator: In the garden of Cub Scouting, plant five rows of PEAS (*a Cub Scout holds up peas*):

1. Preparedness
2. Promptness
3. Politeness
4. Perseverance
5. Praise



Then, plant five rows of LETTUCE (*a Cub Scout holds up lettuce*):

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.



Next, plant three rows of SQUASH (*a Cub Scout holds up a squash*):

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



No garden is complete without TURNIPS (*a Cub Scout holds up a turnip*):

1. Turn up for den and pack meetings.
2. Turn up with a willingness to try.
3. Turn up with respect for our leaders and for our country.

Please stand and give respect to our country by repeating the Pledge of Allegiance with us.



Closing Ceremonies

I'm A Boy

- Cub # 1:** Everyone might not be brilliant, some might not be smart.
- Cub # 2:** I may not be a genius, but I can build a neat go-cart.
- Cub # 3:** I can stop a stream with boulders.
- Cub # 4:** I can climb trees to the top.
- Cub # 5:** I can run for blocks and blocks and never even stop.
- Cub # 6:** I can't solve a hard equation or lecture on Newton's rule, but I can make a peanut butter sandwich that will really make you drool.
- Cub # 7:** Sometimes I am clumsy, and may even annoy,
- Cub # 8:** But I'm not a failure, I'm just . . .
- All:** A GENIUS at being a boy.

Slogan Closing Ceremony

Directions: Cub Scouts hold up cards with slogans as they read their lines.

- Cub # 1:** DO YOUR BEST in things you do each day.
- Cub # 2:** ALWAYS BE FRIENDLY to brighten another's way.
- Cub # 3:** GIVE AWAY YOUR SMILES for you are planting seeds.
- Cub # 4:** AND BE PREPARED to help others whenever there is need.
- Cub # 5:** BE HONEST AND SINCERE to others that you meet.
- Cub # 6:** BE LOYAL AND BE TRUE, a most amazing feat.
- Cub # 7:** COUNT YOUR BLESSINGS, and be thankful for each day.
- Cub # 8:** GOOD NIGHT to each and every one; may blessings come your way.

The Many Sides of a Cub Scout

DEN LEADER: We will try to show you the many sides to the little boys you so proudly call your sons, but remember, these are all one boy.

Cub # 1: I'm all full of dirt, and I'm definitely sure soap and water will hurt.

Cub # 2: I live in my dreams, always off on a cloud, and I often won't tell you my thoughts aloud.

Cub # 3: I'm a *show-off* and athlete, and I'm no saint. I'll do any brave feat just to prove my point.

Cub # 4: I'm the pouter, often sensitive and shy, but I try to make you think I'm a real tough guy.

Cub # 5: I'm an angel, I'm neat and obedient, too, and my Mom wouldn't trade me, even for you.

Cub # 6: I'm a Cub Scout, unique, and I am the best, cause' I'm me, and I'm different from all of the rest.

Cub # 7: So everyone please join us as we say, the Cub Scout Promise we try to live every day.

DEN LEADER: They are all these boys and even more, and there will be lots of surprises in store. So love them, protect them, and try to understand that it's a real hard job growing up to be a man!

Do More Closing

Materials: A candle (real or battery-operated) lit by the leader

Cub Scout #1: This candle represents the spirit of Cub Scouting the world over. It burns today to show the friendship and fun we share.

Cub Scout #2: But there is more that we can do to spread seeds of kindness—Listen.

Cub Scout #3: Do more than belong—Participate.

Cub Scout #4: Do more than care—Help.

Cub Scout #5: Do more than believe—Practice.

Cub Scout #6: Do more than be fair—Be kind.

Cub Scout #7: Do more than forgive—Forget.

Cub Scout #8: Do more than dream—Work.

Cub Scout #9: Do more than teach—Inspire.

Cub Scout #10: Do more than live—Grow.

Cub Scout #11: Do more than be friendly—Be a friend.

Cub Scout #12: Do more than give—Serve.

Submission Credit: Sam Houston Area Council

Helping Hands Closing Ceremony

Materials: Have 5 different-sized handprints on cards with the following messages on the back:

TIGER CUB: My hands are small and I cannot do much on my own, but Akela has a big pair of hands to help me.

BOBCAT: My hands are also small, but I am learning to do my best because the pack helps me grow.

WOLF: My hands are getting bigger, and Akela is teaching me to follow him and to use my hands to help other people.

BEAR: My hands are also growing, and my Den Leader and Cubmaster are teaching me to use them to help others by obeying the Law of the Pack.

WEBELOS: As my hands grow bigger, I am learning new skills that will help me as I grow older. I can also use my hands to help the new Tigers and Bobcats as they begin their journey in Cub Scouting.



Activity and Game Ideas

Understanding and Helping the Handicapped

Ask someone to visit who can share some insight on handicaps, and what the boys can do to be compassionate and kind. The following activities can be done after the visitor has finished speaking to the boys.



- Provide a wheelchair and let the boys practice the correct way to handle a wheelchair by being the one who is physically challenged and non-disabled. This will help to give them an understanding of what it is like to be wheelchair-bound
- Have a trust walk with the boys. One scout is blindfolded while another leads based on what they have learned. Then have them switch places.

Blindfolded Obstacle Course

Directions: Set up a course along a string guideline with stations every 20 feet. Run the string guideline between posts, with the string 30 inches off the ground for the boys to hold on to as they go. (*Make posts from PVC pipe set in No. 10 cans filled with plaster. Drill holes through the PVC pipe at 30 inches from the bottom of the can to run the string through the pipe*). Remind the boys that they need to move slowly for safety reasons. Have adults at each station to direct the activities. Boys are blindfolded and move along the string from station to station.

- STATION #1: Boys must find a chair, sit on it, stand up, and then continue.
- STATION #2: Boys must pick up wads of paper on the ground and put them in a trash can. Tell boys how many wads of paper there are so that they can try to find all of them.
- STATION #3: Boys peel an orange and eat it. Then they must place the peels in a trashcan.
- STATION #4: Boys pour a glass of water from a small pitcher and drink it.

Wheelchair Maneuvering

Directions: Borrow or rent a manually operated wheelchair. Set up a course that includes a left and right turn, a bump to negotiate over, and a transfer point for boys to move from the wheelchair to a bench and back without using their legs. Tie boys' legs together for added realism.

Life Without Sound

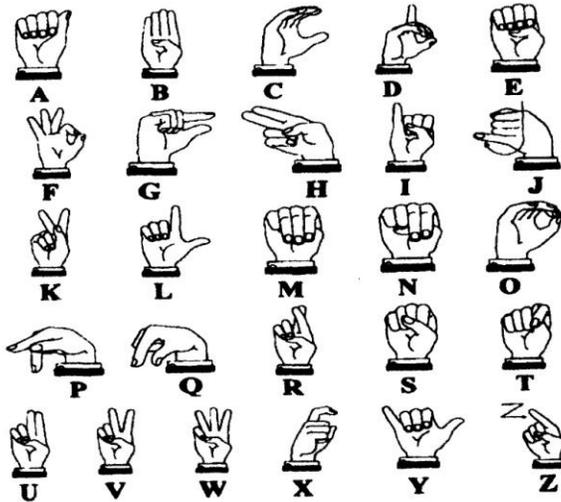
Directions: Use heavy-duty headphones to cover the ears of each participant. Show each boy a written message that he must convey to another individual some distance away who also has his ears covered.

I Can't Use This Hand

Directions: Each boy writes his name first right-handed and then left-handed. Have him put his dominant hand behind his back and make a peanut butter and jelly sandwich with only one hand. Another idea is to have the boys try to tie their shoes with only one hand.

Sign Language

Directions: Invite a guest to speak to the boys about being deaf. Have them show the boys some simple sign language they can do. Or, learn the Cub Scout Promise in sign language. (*Webelos Communicator Activity Badge*,; signs shown on pages 181-185 in *Webelos Handbook*.)

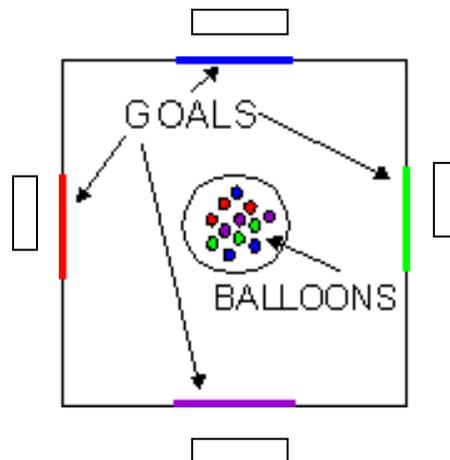


Balloon Blowouts

Objective: Starting with four balloons, put one balloon in each of the four goals

Materials: Balloons of four different colors, 8 pylons, Badminton rackets.

Directions: Divide into four teams. The playing area is a large square. A goal for each team is made on each side of the square. At the center is a pile of balloons. The balloons of the color assigned to your team must go in each goal. Balloons are moved using the badminton rackets. Blindfold half of the players and give each a partner, who verbally and physically guides them, to simulate a blind person playing.



Wheelchair Buddy Relay

Objective: Be the first team to complete the relay.

Materials: Wheelchairs, Anything to create obstacles

Directions: The group is divided into two teams. Within each team, find a partner. One of the partners will be seated in wheelchair. The other will direct the wheel chair bound person through the maze without touching the obstacles. The first team through the course wins.

Partner Shoe Scramble

Directions: Have all the boys put their shoes in a pile 20 feet away from the starting line. Mix up the shoes so that no pairs are together. Divide into two teams.

- 1) On signal, the first boy: Runs to the pile and picks out his shoes, then races back to the starting line carrying his shoes
- 2) Then the team helps him put his shoes back on.
- 3) Once he has put his shoes on he goes to the back of the line and the next boy goes.
- 4) The first team to all have their shoes back on is the winner.

Shoebox Relay

Materials: Two empty shoe boxes for each team

Directions: On signal, one player from each team places his feet in the shoe boxes and shuffles to the goal line and back. Make sure the adults participate too!

Walk In My Shoes Race

Materials: Really, really, really big gum boots or galoshes.

Directions: Divide the boys into two teams. Have them take off their shoes and stand in two lines. Place the huge boots at the starting line and have the boys put on the "boots" race down to a turn-around point and return to give the boots to the next in line.

Muffled Sounds

Materials: Ear Plugs or heavy-duty headphones

Directions: Divide the den into two teams and give each player two earplugs to put into his ears. When all ears are covered, one leader steps outside the room where he/she cannot be seen and produces a series of sounds (tinkling bell, sentence spoken in normal conversational tones, pan being scraped, barking dog, hammering on board, etc.) When the leader returns, each team huddles and writes a list of the sounds it heard. The sounds may be tape-recorded in advance.

Fumble Fingers

Directions: Divide the den into two teams. Tell players to untie their shoelaces. Then tell them to put one hand behind their back (*or tie one hand to their belt*). On signal, each team tries to tie their shoelaces with each player using only one hand.

Ships in the Fog

Materials: Blindfolds, obstacles

Directions: Divide into two teams and line up relay-fashion at one end of the room. For each team, set up a series of obstacles (chairs, tables, stools, etc.) between the players and the other end of the room. Blindfold the first player on each team. On signal, the player starts for the other end of the room trying to avoid the obstacles. One of his teammates may call out directions ("go right," then "turn left," etc). When the player reaches the other end of the room, he takes off the blindfold and runs back to the next player, who is already blindfolded. Continue until all team members have raced.

Tin Can Bowling

Materials: One empty 48-ounce juice can for each team, one rubber ball for each team.

Directions: Place empty 48-ounce juice cans against a wall - one per team - about 6 feet apart and with open end facing team. Teams are about 12 to 15 feet from cans and take turns trying to bowl a rubber ball inside their can without the ball bouncing out again. Let the boys bowl from wheelchairs, from a chair, or sitting or kneeling on the floor.

Body, Voice, Eyes

Materials: Blindfolds, ball, pylon

Directions: This game is best played in a gym or some open area. Divide the Cubs into groups of three. Two of the boys are blindfolded, with the third being permitted to see. One of the blindfolded Cubs is the body; he can move but CANNOT see or speak. The other blindfolded Cub is the voice; he can speak but CANNOT see or move. The third Cub is the eyes; he can see but CANNOT speak or move.

For each team of Cubs, place a ball somewhere within the playing area. Also place one traffic cone somewhere in the playing area. Each team's goal is to guide their body to their team's ball, pick it up, and then touch it to the traffic cone. The voice and the eyes for each team will have to give the body directions to find the ball. This is much more difficult than it sounds as the eyes and voice need to be able to effectively communicate with each other in order to give directions to the body.

Feather Pass

Materials: Very small, light feathers (available at a craft shop)

Objective: Pass the feathers down the line to the last person.

Directions: Divide group into two equal-numbered lines. Place feathers on open hands (You cannot close your hands). The team who has any (or the most) feathers at the end point wins.

Skits, Jokes, and Run-ons

We Are All Alike, We Are Cub Scouts

Directions: Have the Cub Scouts list different ways they have seen others being treated unfairly because of their physical challenges. Then have them list ways to be compassionate and caring. Take three or four of those ideas and let the Cub Scouts role play the situation for the entire pack. In this way they have the opportunity to share with the entire pack and help to develop empathy for the challenges experienced by others.

Second Language Skit

Materials: Signs for Den Leader reading, "Mother Mouse," sign for one Cub Scout reading, "Cat," and signs for all the other Cub Scouts reading, "Mouse."

Directions: Each participant wears a sign and recites portion of the script corresponding to his sign.

MOTHER MOUSE: Come children, it's a beautiful day for a walk.

(Other mice respond. All making small talk while crossing the stage. Suddenly "Cat" jumps into the path in front of the mice)

MOTHER MOUSE: *(in a loud voice)* BOW WOW WOW! BOW WOW WOW!

(The cat screeches in fear and runs off)

MICE: Oh, Mother, we were so scared!

MOTHER MOUSE: Let that be a lesson to you, children. It pays to learn a second language.



Run-ons

Q: What do you give an elephant with big feet?

A: Plenty of room

Q: What wears shoes but does not walk?

A: A footpath

Q: How does a tennis player sneeze?

A: A-tennis-shoe! A-tennis-shoe!

Q: What has one foot and four legs?

A: A bed

Q: Why don't bears wear shoes?

A: So they can go BEAR-foot

Q: Why did the email go to the doctor?

A: It had a virus

Q: What has 1000 ears but can't hear?

A: A cornfield



Thirsty Cub

Cub 1: The doctor told me to drink some lemon juice after a hot bath.

Cub 2: Well, did you drink the lemon juice?

Cub 1: No, I haven't finished drinking the hot bath yet.

School Days

Cub 1: What did you learn in school today?

Cub 2: Not enough, I have to go back tomorrow.

Cub Naturalist

Cub 1: What are those holes in the trees?

Cub 2: They're knotholes.

Cub 1: Really? Well, if they're not holes, what are they?

Cub Biologist

Cub 1: I crossed a carrier pigeon with a woodpecker yesterday.

Cub 2: Really, what did you get?

Cub 1: I don't know, but when it delivers a message, it knocks.

Cub Chemist

Den Leader: What is the chemical formula for water?

Cub Scout: H, I, J, K, L, M, N, O.

Den Leader: May I ask what that is?

Cub Scout: H to O.

Cub Scout News Run-ons

A truckload of artificial hair has just overturned on the interstate. The police are combing the area for the truck driver.

A hundred dollar bill has just been found at Camp Roosevelt. Will the owner please form an orderly line outside the dining hall to claim it?

Doctors have just discovered that people with hairs starting to grow on the palms of their hands are going mad. [Pause] They also tell us that people looking for hairs on the palms of their hands are already mad.

Today thieves broke into the local police station and stole fifty pairs of trousers. The police are looking pretty silly.

Yesterday a chicken swallowed a Yo-Yo. It laid the same egg seventy-five times.

There was a power outage at a department store yesterday. Twenty people were trapped on the escalators for 3 hours.

Today a Scout slipped on the ice and hurt his ankle. A little old lady had to help him across the street.

[Cubmaster's name] announced his new invention today. It's a solar-powered flashlight.

The crew of the next space shuttle will be monitoring about 25 milk cows up in space to see how they react to no gravity. It will be "The first herd shot round the world."

Songs

Akela's Pack

Tune: I've Been Working on the Railroad

We're a pack of happy Cub Scouts
And Tribe of Webelos
We'll eventually be Boy Scouts
As everybody knows.
We'll befriend whoever joins us,
The best pack in the West.
Don't you want to be a Cub Scout
Come and Do your Best.

I'm A Cub Scout, Yesiree

Tune: I've Been Working on the Railroad

I'm an awesome little Cub Scout,
I try my best to be!
Akela guides and teaches Cub Scouts,
He watches over me.
As I work on my achievements,
I'll earn my Wolf and Bear,
Webelos will teach me life skills,
My badges I will wear.

Same and Different

Tune: Frere Jacques

Same and different, same and different,
What's inside? What's inside?
That's what really matters, that's what really
matters,
I'm alive! I'm alive!

Same and different, same and different,
Kindness counts. Kindness counts.
Learn to serve each other. Learn to serve each
other.
Be good scouts! Be good scouts!

Whew-w-w

Tune: Jingle Bells

Clap your hands, Stomp your feet,
Let's all stand up please.

Face the left, Face the right,
Now, hands on your knees.

Sit down now, stand back up,
Clap your hands two beats.

Now we'll all wipe our brows,
and sit down in our seats.

I Had a Little Chicken

Tune: Turkey in the Straw

Oh, I had a little chicken, and she wouldn't lay an egg,
So I poured **hot water** up and down her leg,
Oh, the little chicken hollered and the little chicken begged,
And then the little chicken laid a **hard-boiled** egg!
Scalded chicken cluck cluck cluck
Scalded chicken cluck cluck cluck
Come on scalded chicken and lay me a hard-boiled egg cluck cluck cluck

2. Oh, I had a little chicken, and she wouldn't lay an egg,
So I poured **vinegar** up and down her leg,
Oh, the little chicken hollered and the little chicken begged,
And then the little chicken laid a **pickled** egg!
Scalded chicken cluck cluck cluck
Scalded chicken cluck cluck cluck
Come on scalded chicken and lay me a pickled egg cluck cluck cluck

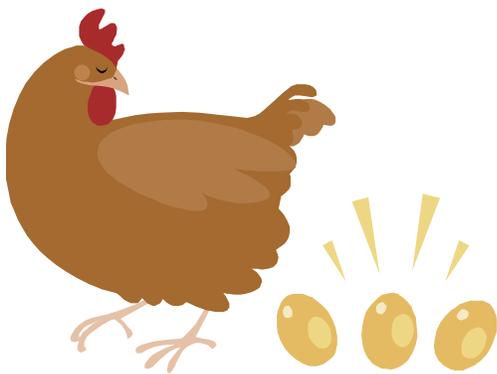
3. Mustard--Deviled Egg

4. Special Sauce--McMuffin Egg

5. Hot oil--Fried egg

6. Water colors--Easter egg.

Invite the boys to make up their own verse.



Audience Participation

Traditionally, Audience Participation means giving speaking parts to the members of the audience, based on a keyword they'll hear in the story. Separating the audience can be done in a number of ways, like by seating section, age, den, etc. You instruct them that when their word is heard, they shout out their part, which may be a phrase or sound effect. The keywords in the story are in all **CAPITAL LETTERS**.

A Kind, Compassionate Hero

Parts:

ERIC	I'm a Cub Scout!
CHICK	Peep, peep
MICHAEL	Thanks, friend.

Story

ERIC is a real hero. One day, he and **MICHAEL** were goofing off down by a pond that was in a remote area by where they lived. No one else was around.

MICHAEL was wading along the shore when he suddenly disappeared under the water. **MICHAEL** came to the surface sputtering and splashing wildly. **ERIC** did not know how to swim that well, but he seized a long branch and pushed it into the water toward **MICHAEL**. It didn't quite reach, so he waded in cautiously and pushed it further. Finally **MICHAEL** could get hold of it and was pulled to shore safely.

MICHAEL and his father were so grateful, they tried to give **ERIC** some money, but he wouldn't take it. He said he was a Cub Scout and wanted to help others.

ERIC is a hero in other ways, too. One rainy, cold day he was on his way to school. In the weeds he spotted a **CHICK**. It was cold and glassy eyed. He picked it up and cuddled it in his warm hands. He thought he would take it to school and show it to everyone, but instead he looked under a bush and saw a mother hen on a nest. He set the **CHICK** down close to her and it burrowed under her wing. She clucked at **ERIC** and pecked his hand. He knew the **CHICK** would be safe.

In **ERIC'S** school class there was a bully named Johnny. He especially loved to pick on Robert. Robert was timid and quiet and was never chosen to play games. One day **ERIC** got to choose the teams at recess. He chose Robert first. All the guys looked surprised, and Johnny jeered. That afternoon, when they were walking home from school, Johnny grabbed Robert and forced him to the ground. **ERIC** pulled Johnny off and stood between them until Robert could get up. Johnny threatened to hit them, but with two boys to fight, it wasn't so easy. Finally, Johnny left and the two boys walked home together.

ERIC always helps fold up the chairs and pick things up at the end of Den and Pack meetings.

All of us can be KIND HEROES. We may not save a life, but we can show compassion and be helpful to others.

Sowing Seeds of Scouting with a Computer Pal

Parts:

JEFF	Whew, it's hot!
MOUSE	Squeak, Squeak
ALBERT	Brrrrrrrr, it's cold!
NOME, ALASKA	Watch out for the moose!
E-MAIL	Zoom, Bing!
ORLANDO, FLORIDA	Mickey Mouse
SENT or SEND	Click, Swish!
KEYBOARD	Typity, typity
CUB SCOUTS or SCOUTING	Do Your Best!

Story:

ALBERT had just attended “School Night for **SCOUTING**” in his hometown of **NOME, ALASKA**. He sent an **E-MAIL** to his computer pal **JEFF**, in **ORLANDO, FLORIDA** to tell him that he had just joined **CUB SCOUTS**. He knew that **JEFF** had been in **SCOUTING** for a while and wanted to find out what it was all about.

ALBERT sat down at the **KEYBOARD** and reached for his **MOUSE**. He typed in the message, hit **SEND**, and eagerly awaited **JEFF’S** reply.

JEFF received **ALBERT’S E-MAIL** while doing homework at the **KEYBOARD**. He was really excited to get **ALBERT’S** news. **JEFF** immediately **SENT** an **E-MAIL** back to **ALBERT** telling him all the fun **SCOUTING** stuff they do in **ORLANDO**. He talked about such things as the Pinewood Derby, Day Camp, the Blue & Gold Banquet, the Raingutter Regatta, plus all of the great hikes, field trips and more! When **JEFF** finished listing all the things they do in **CUB SCOUTS**, he hit the **SEND** key on his **KEYBOARD**. After **ALBERT** finished reading **JEFF’S** answers, he decided he had made a smart decision by joining **CUB SCOUTS**.

After **ALBERT** had received his Bobcat badge, he **SENT JEFF** an **E-MAIL** to tell him the good news.

After each Pack Meeting, **JEFF** from **ORLANDO** and **ALBERT** from **NOME** would **SEND** each other an **E-MAIL** telling what they had done. They both agreed **SCOUTING** is a lot of fun. They also became life-long buddies and pen pals!



Food Fun

Jell-O Apples

Ingredients: 3-ounce package of Jell-O (any flavor), five apples.

Directions: Pour the dry Jell-O into a medium size plastic bowl. Slice the apples in a food processor, then dump into the bowl. Cover with a tight lid, and shake until apples are even coated. Yummy! Try different flavors of Jell-O and see what you like best.

Bundt Worm

Ingredients: Bundt cake (any flavor), string licorice, white icing, and green food coloring.

Directions: Bake the cake and cool. Cut the cake across the middle and rearrange the two pieces to form an "S" shaped worm. Work on large cardboard covered with foil, or on a large platter. Frost with green-tinted icing. Lay pieces of licorice across the top curve of the cake to form the sections. Cut smaller pieces of licorice and stick into the front end for the feelers.

Cookie Cups

Ingredients: Refrigerated cookie dough, filling

Directions: Bake slices of refrigerated cookie dough pressed into muffin cups. To serve, fill with ice cream, pudding, fruit, etc.

Johnny Appleseed Smiles

Ingredients: Red medium apple, cored & sliced; peanut butter; mini marshmallows

Directions:

- Spread one side of each apple slice with peanut butter.
- Place 3 or 4 mini marshmallows on top of the peanut butter on one apple slice.
- Top with another apple slice, peanut butter side down.
- Squeeze gently.
- Eat right away.
- Makes 8 to 10.

Crafts

Popsicle Stick Plaques

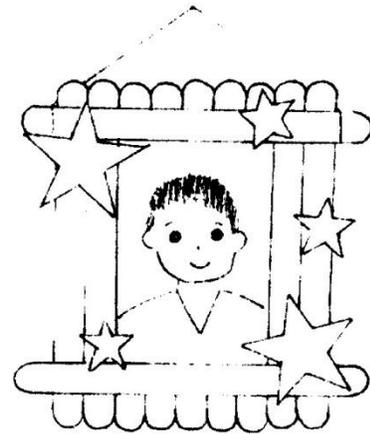
Directions: Write the Cub Scout Promise, Law of the Pack, or Motto on a Popsicle stick plaque and hang it on the wall or stand it on your desk. You may want to glue alphabet macaroni instead of writing with markers. Write or draw some other messages too.

Star Frame

Materials: Thirteen craft sticks (Popsicle-sized); cardboard; paint; fine-pointed permanent markers; star shapes (wood or craft foam); clear plastic sheet (like report cover or sheet protector); photo of your hero; string; and glue.

Directions:

1. Make a frame with 6 craft sticks, two on each side, one on top and one on bottom.
2. Cut cardboard to 2 1/2 x 3 1/2". Cover it with glue and lay the remaining 7 sticks side by side, touching each other. This is the backing.
3. Paint the frame and backing (on the craft stick side) any color you desire.
4. If you are using wooden shapes, paint them.
5. Draw design on the frame with markers. (First practice on paper and decide what you want to draw).
6. Glue star shapes onto the frame.
7. Put the photo of your hero behind the frame to see if it fits. If it's too big, trim the photo.
8. Trace the photo on a clear plastic sheet. Cut the clear plastic. Tape it to the photo. This will protect the photo.
9. Glue or tape the photo on the sides of the frame.
10. Attach the backing.
11. Tie string to the top horizontal craft stick. Hang the frame.



Submission Credit: Sam Houston Area Council

Advancement Ceremonies

Sign Language Advancement

Personnel: Cubmaster, leader or guest who knows ASL (American Sign Language) and can interpret

Materials: Display (felt board, poster, or chalk board) of ASL alphabet. Display in full view of audience. Interpreter is standing next to display for audience reference as Cubmaster speaks. Interpreter signs in ASL.

CUBMASTER: "Speaking" is a form of communication most of us take for granted. If you can hear me speaking, then you probably have not had much reason to learn sign language. It is something very special to be able to speak, but make no sound, communicate with eyes and hands rather than voices and ears. It is indeed a talent, not just a trick for fun. For those who are deaf, it is a way of life. In front of you is the sign language alphabet. Let's see if we can recognize our Scouts for their past month's achievements and learn a little of the silent language known as ASL.

The first recipient comes forward and is greeted by the Cubmaster. His award is announced vocally and then in ASL. Each award is presented in the same fashion.

CUBMASTER: I hope you have all learned just a little of the silent world of sign language. Maybe next time you see your fellow Scouts at a distance, you can talk to them without yelling or maybe next time you see two people communicating in ASL, you will understand a little better that it is a special culture they both share.

Acting Parts in Life

CUBMASTER: Tonight we would like to congratulate boys in the pack on the advancements they have made over the last month. Would the following boys (list their names) please come forward with their parents to be presented with their awards. After presenting the boys with their advancement say the following:

Our lives are made up of many different acts or parts. As young boys, you act the part of a Webelos Scout or a Cub Scout. In school, you act the part of a student. At home, you act the part of a son. Whatever part you act, do what is right and do your best so you too someday may be a good parent and a good citizen just like all the adults around you today. Continue to advance and learn as you enjoy your Scouting program.

A Job Well Done

Materials: This can be as simple or as fancy as desired. The setting is a campaign speech for city mayor.

Characters: The Cubmaster will need to have three men help with the awards.

Cubmaster: Ladies and gentlemen, we have come here tonight to hear our three candidates for mayor express their views. (Introduce Mr. Wolf, Mr. Bear, and Mayor Scout.)

Mr. Wolf: I would like to talk to the young people about our fair city, to say we need to improve our quality of life. We have Cub Scouts present who have earned awards for a job well done. Would these Cub Scouts please come forward and receive their awards. (Call out boys' names that are getting their Wolf and arrow points. The Cubmaster can assist in handing out these awards.)

Mr. Bear: I would like to address the middle-aged group of our fair city. You have been working for some time and have achieved much. I would like to ask you to accept a token of my appreciation for all the service you have given, and achievements you have made. (Call out the boys' names who have earned their Bear and arrow points. The Cubmaster helps hand out awards.)

Mayor Webelos: I would like to talk to the old timers of this town. You have each given unselfishly and served your fellow man while earning achievements and ranks. For your loyal support all these years I have a special award called the Webelos Badge. Webelos stands for "We'll Be Loyal Scouts" and I know I'll have your loyal support in the upcoming election. (Call the boys forward and give them their awards.)

Cubmaster: As sponsor for these campaign speeches I would like to add my many thanks for jobs well done and much service rendered. All these boys are a credit to our community!

Cub Scouting's Seeds

Materials: Cloth or paper sack labeled "Johnny Cub Scout Seeds." Have the advancement awards inside and an apple.

Directions: Cubmaster recites the following script, then takes badges from sack to present to boys.

Cubmaster: Cub Scouts, I have in my hand an apple. This and many more apples came from a tree that grew from a tiny seed.

A long time ago, right after the American Revolution, there was a man named John Chapman. We know him better as Johnny Appleseed. Johnny Appleseed wandered through Ohio and Indiana for 40 years planting apple orchards. For generations afterward those trees helped feed the people.

The badges we're awarding tonight are like those seeds. They are symbols of growth for our Cub Scouts, who are themselves growing straight and tall like Johnny Appleseed's trees. And like those trees, our Cub Scouts will help other people.

Cheers and Applauses

Egg Beater Cheer

Directions: Bend knees and swing them in and out like beaters while putting hand on top of the head to hold handle and use other hand to turn beater crank.

Den How Cheer

Directions: Chant, "Strawberry shortcake, Eskimo pop, Den __, Den __, always on top!"

Do a Good Turn Cheer

Directions: Have the group stand. They clap once, then turn a $\frac{1}{4}$ turn and clap again, then turn another $\frac{1}{4}$ turn and clap again. Continue until they have completed a full turn.

Great Job Cheer

Directions: Have one half of the audience say "Great" and the other half say "Job." Alternate each side.

9-1-1 Applause

Directions: Leader shouts "Emergency! DIAL" and the audience responds "9-1-1!"

Hero Applause

Directions: Throw arms into the air, give yourself and big hug, and sigh, "My Hero!"

Fireman Applause

Directions: Divide into 4 groups and each says one of the following parts. Point to them randomly.

- Section 1 says: Fire, Fire, Fire!
- Section 2 says: Water, Water, Water!
- Section 3 says: Help! Help! Help!
- Section 4 says: Save my child! Save my child!

Heart & Soul Applause

Directions: Stand, place right hand over heart, left hand touches the sole of the right shoe. Sing: "Heart and Soul, YOU ARE THE ONE!"

New Person's Applause

Directions: Yell, "Welcome to you, Welcome to you, Welcome to you." Get louder each time.

You're Great Applause

Directions: Have the group yell, "YOU'RE GRE-E-E-E-E-A-A-A-T!"

Want More Great Ideas?



**Check out
BALOO'S BUGLE
ONLINE**

<http://usscouts.org/usscouts/bbugle2011-2012.asp>

APRIL



Core Value:

Faith

Supplemental Theme:

Cub Scouts Give Thanks

Faith

Faith can mean 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.

Cub Scout Leader Book (2010), p. 15

Cub Scouts Give Thanks

In springtime we give thanks for the gift of the renewal of the natural world around us—the birds returning, seeds sprouting, daylight becoming longer each day, our friends and our family. We have faith that the world around us is renewed each year. Giving thanks is an expression of our having inner strength and confidence based on our trust in a higher power.

www.scouting.org, *Pack Meeting Plans, April: Cub Scouts Give Thanks*



Gathering Activities

Thank You Notes

Provide paper, pencils, markers, stickers, crayons, and envelopes, and have Cub Scouts each write a Thank-you note to someone who has helped them in their Cub Scout journey. Have the boys deliver or mail their letters on the way home from Pack Meeting.

Thankful Poster

Have a large poster or roll of butcher paper out as people are arriving. Invite them to list or draw pictures of things they are thankful for. Hang up the poster or banner before your Opening Ceremony.

Opening and Closing Ceremonies

Faith is Like a Light

After families are seated, have 4 Cub Scouts come to the front of the room. Give each one a flashlight (turned off). Then, turn off all the lights so that the room is very dark. Wait a moment, then begin:

Cubmaster: What would it be like to live a life in complete darkness?

Cub #1: (turns on his light) Faith in God brings light to a family.

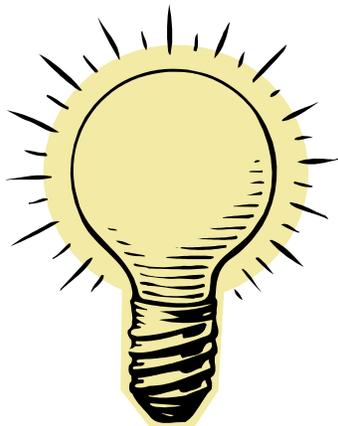
Cub #2: (turns on his light) Faith of families can bring light to communities.

Cub #3: (turns on his light) Faith of communities can bring light to nations.

Cub #4: (turns on his light) Faith of nations can bring light to the world.

(Cubmaster turns on overhead lights)

Cubmaster: Please rise, make the Cub Scout sign, and join us in the Cub Scout Promise.



Faith of our Fathers

Materials: Cards spelling out F-A-I-T-H

Personnel: Five Cub Scouts

Directions: Cub Scouts recite the following parts, then lead the Pledge of Allegiance.

Cub #1: F stands for FAMILIES following their faithful traditions

Cub #2: A stands for ACTION based on belief

Cub #3: I stands for INSPIRATION which comes from above

Cub #4: T stands for THANKS given to God for our blessings

Cub #5: H stands for HELPING others, which our faith leads us to do

The founding fathers of our country showed great faith in fighting for our freedoms. Please rise as we salute the flag and recite the Pledge of Allegiance.

I Am Your Flag

By Edwin J. Doody

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 dense jungles of Vietnam to the deserts of Iraq.

I walk in silence with each of your honored dead to their final resting place beneath the silent white crosses . I have flown through peace and war; strife and prosperity; and amidst it all, I have been respected.

I am your flag. My red stripes symbolize the blood spilled in defense of this glorious nation.

My white stripes signify the yearning tears shed by Americans who lost their sons and daughters.

My blue field is indicative of God's heaven, under which I fly.

My stars, clustered together, unify fifty states as one, for God and Country. "Old Glory" is my nickname, and I proudly wave on high. Honor me, respect me, defend me with your lives, your hearts, and your 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 foundation of peace and freedom for all mankind.

I AM YOUR FLAG!

Let us give thanks for our country's flag. Please stand, salute, and join me in the Pledge of Allegiance.

Submission Credit: www.scoutorama.com

St. Francis of Assisi Closing

Nearly 800 years ago, a pious man who was called Francis, lived in Italy. He had great faith and a great love for all of God’s creatures. Many stories and legends were written about his life and his love for animals. It is said that one day, while Francis was travelling with some companions, they happened upon a place in the road where birds filled the trees on either side. Francis told his companions to "wait for me while I go to preach to my sisters the birds." The birds surrounded him, intrigued by the power of his voice, and not one of them flew away.

Another legend tells that in the city of Gubbio, where Francis lived for some time, was a wolf that was terrifying and ferocious and devoured men as well as animals. Francis had compassion upon the townsfolk, and so he went up into the hills to find the wolf. Soon, fear of the animal had caused all his companions to flee, though Francis pressed on. When he found the wolf, he commanded it to come to him and hurt no one. Miraculously the wolf closed his jaws and lay down at his feet. Francis said, "Brother Wolf, you do much harm in these parts and you have done great evil. All these people accuse you and curse you...But brother wolf, I would like to make peace between you and the people." Then Francis led the wolf into the town, and surrounded by startled citizens made a pact between them and the wolf. Because the wolf had, "done evil out of hunger," the townsfolk were to feed the wolf regularly. In return, the wolf would no longer prey upon them or their flocks. In this manner Gubbio was freed from the menace of the predator.

Today Francis is known as St. Francis of Assisi. He showed his great thanks to God by writing a hymn we call, "All Creatures of Our God and King." Let us sing the first few verses now.

All creatures of our God and King
Lift up your voice and with us sing,
Alleluia! Alleluia!
Thou burning sun with golden beam,
Thou silver moon with softer gleam!

Refrain

*O praise Him! O praise Him!
Alleluia! Alleluia! Alleluia!*

Thou rushing wind that art so strong
Ye clouds that sail in Heaven along,
O praise Him! Alleluia!
Thou rising moon, in praise rejoice,
Ye lights of evening, find a voice!

Refrain

Thou flowing water, pure and clear,
Make music for thy Lord to hear,
O praise Him! Alleluia!
Thou fire so masterful and bright,
That givest man both warmth and light.

Refrain

Dear mother earth, who day by day
Unfoldest blessings on our way,
O praise Him! Alleluia!
The flowers and fruits that in thee grow,
Let them His glory also show.

Refrain

Activity Ideas

Pack Talent Show

Many people believe that a person's unique gifts and strengths come from God or a higher power. Appreciation for our abilities shows faith and gratitude. Developing our strengths shows honor to God. (*BSA Fun for the Family, p. 25*)

Give each Cub Scout the opportunity to demonstrate a talent or ability to the Pack. Include a display table for quieter talents like drawing, collecting, or sculpture. Time in the spotlight takes courage and gives Cub Scouts more self-confidence.

Faith Character Connection

Excellent material for a Pack discussion is included in the Bear handbook (*Requirement 1a*). Discuss people in history who have shown great faith, how faith and hope will help the boys in their lives, how to strengthen faith, and ways they can show their faith. Together, make a list of ways everyone can practice their religions during the coming week.

Religious Emblem & Duty to God

Discuss requirements for earning the Religious Emblem(s) for your faith(s). If possible, fulfill some of those requirements at Pack Meeting. Lord Baden Powell, founder of Boy Scouting, said that duty to God was the heart of scouting. Invite a religious leader to speak at Pack Meeting and talk about the importance of doing your duty to God.



Pack Service Project

As a pack, participate in a service project to help other people as a way of serving God. Ideas could include gathering gently used clothing and household items and donating them to a local shelter, collecting canned goods or volunteering at the food bank, or visiting elderly members or your community who feel lonely and neglected.

Tree Planting

Many people believe that God helps living things grow on the earth. Find out from your community leaders or the forest service where your Pack could plant some trees. Discuss how you have faith that the tree will grow, just like you have faith in your growth, spiritually and physically. (*BSA Fun for the Family, p. 37*)

Pack Conservation Projects

One way of giving thanks is by giving back. Cub Scouts undertaking conservation work are volunteering their time and energy for the good of the environment. A worthwhile project allows them to feel pride in what they are doing. It gives them a chance to experience something new. Though the work may be hard, it should also be satisfying.

Planning

When planning a conservation project, keep the following points in mind:

- Involve the boys in all aspects of the project.

When the boys help plan, prepare, and execute the project, it gives them a sense of ownership in it and increases their commitment and enthusiasm for it. Let them brainstorm ideas or choose from a few pre-approved projects.

- Make projects fun.

Combining conservation efforts with other fun activities (such as a hike, swim, or nature walk) will enrich the experience for everyone and reinforce the idea that caring for the environment is an important part of scouting.

- Choose reasonable first projects.

Make sure your project fits into the allotted time period for the project. It should be limited in scope and last no more than an hour or two. As boys grow and develop, their stamina will increase and they will be able to pursue more difficult projects.

- Consider skill levels.

Make sure the project is AGE APPROPRIATE. Work that is too demanding sets the boys up for disappointment. The best projects will push the boys a little beyond their current abilities so they can learn new skills.

- Set reasonable goals.

Everyone likes to feel like he has completed something at the end of a project. Set a goal that you can accomplish that day.

- Make a difference.

Appropriate projects will allow the boys to see a positive effect on the environment from their efforts. Add value to something with your hard work

- Document the project.

Report hours worked for your Journey to Excellence award:

(<http://www.scouting.org/scoutsource/Awards/JourneyToExcellence.aspx>)

Checklist

Your Conservation Project planning checklist should include answering the following questions:

- What is the task to be done (what is your goal)?
- Why is it important?
- How many boys can take part in the work?
- What is the time frame for completing the project?
- What tools and materials will be needed, if any, and who will provide them?
- What leadership skills are required to oversee the work?
- Who will provide project leadership? (Include both youth and adult scouting leaders.)
- How will youth reach the work area?
- What safety factors are involved and how will they be addressed?

Project Ideas

See: <http://www.scouting.org/scoutsource/BoyScouts/Resources/Conservation%20Good%20Turn.aspx>

Cub Scouting conservation projects should involve the entire Cub Scout pack, each den, adult leaders, and family members. Hands-on projects help Cub Scouts and Webelos Scouts realize that everyone can do things to care for the environment. Cub Scouts and Webelos Scouts participating in the Conservation Good Turn can also meet some advancement requirements. Suggested projects include, but are not limited to:

- Plant grasses, trees, shrubs, and ground cover to stop soil erosion.
- As a den or pack, adopt a park. Remove litter and garbage from a favorite neighborhood recreation area or park.
- Organize or participate in a recycling program in your neighborhood, or visit a recycling center.
- Arrange a natural resources awareness program. Invite natural resource professionals such as wildlife biologists, soil conservationists, foresters, or conservation officers to speak to your pack.
- Participate in a beach or waterfront cleanup.
- Contact the camp ranger or BSA local council property superintendent for information about camp needs and plans. Establish a nature trail, plant vegetation, or carry out other needed projects requested by the camp ranger.

Stargazing

As Cub Scouts give thanks, turn their thoughts toward the heavens with a stargazing party. Invite someone from a local astronomy club to teach the boys about some basic constellations, or take a pack field trip to a planetarium for a star show. If you plan your stargazing party for a weekend, there won't be such an issue with boys staying out late. Also, be sure to go on a night with no moon.



Games

Alphabet Game

Have everyone sit in a circle. One person begins by saying something they are thankful for that starts with the letter A. The next person repeats what the first person said, then adds something they are thankful for that begins with the letter B, and so on. Each person repeats all the items beginning with A, up to and including their item. If someone can't remember, let the others in the circle help him. This game helps us visualize the great variety of blessings that we have.

Spin the Bottle

Players sit in a circle and in the middle is a water bottle. Each player takes turns spinning the bottle. Whomever it points to gets to tell a story about something that has strengthened their faith, or something that they are especially thankful for.

Magic Chair

Everyone stands in a circle, each one turning to the right to face the back of the person in front of him. Everyone must stand *very* close together. On the signal, everyone tries to sit down at the same time. If done correctly, everyone will be "sitting" on the legs of the person behind him. This game takes faith in the people around you. If one person falls over—look out! Everyone will come toppling down.

Skits, Jokes, and Run-ons

Repaint Skit

(Cubmaster and several Cub Scouts pretend to be painting.)

Cubmaster: I sure hope we get this church painted before it rains.

(Scouts keep painting.)

Cub #1: I think we are going to run out of paint. Maybe we should add some water to thin it.

(They add water to the paint and keep painting.)

Cub #2: I think we are still going to run out of paint. We had better add some more water to thin it.

(They do this 1-3 more times before they get the church painted. After they are done, they admire their work for a bit then act like it is raining.)

Cubmaster: Look, all of our paint has washed off! Now what do we do?

Loud, off-stage voice: REPAINT AND THIN NO MORE!



Run-ons

Joe: What did the minister say to the salad?

Moe: I don't know.

Joe: Lettuce Pray.

Q: What birds spend time on their knees?

A: Birds of prey.

Q: Did you hear about the skunk that went to church?

A: He had his own pew.

Q: Why didn't they play cards on Noah's ark?

A: Because Noah sat on the deck.



Songs

Addams Family Grace

TUNE: The Addams Family

ACTION: Cross arms when snapping fingers

CHORUS:

Da da da dum (*snap snap*)

Da da da dum (*snap snap*)

Da da da dum, Da da da dum Da da da dum
(*snap snap*)

We thank the Lord for giving
The things we need for living
The food, the fun, the friendship
The scouting fam-i-ly.

(Repeat CHORUS)

We thank you for our food Lord
For mom and dad and You Lord

Submission Credit: www.scoutorama.com

We thank you for our food Lord
The scouting fam-i-ly.

(Repeat CHORUS)

We thank you for this day Lord
For friends and fam-i-ly Lord
We thank you for this food Lord
We eat now gracefully

Ah-ah amen (*snap snap*)

Ah-ah amen (*snap snap*)

Ah-ah amen, Ah-ah amen Ah-ah amen (*snap snap*)

Cub Scout Taps

TUNE: Taps

Sun of gold, sky of blue
 Both are gone from our sight,
 Day is through,
 Do your best, then to rest,
 Peace to you.

Submission Credit: BSA Cub Scout Program Helps, 2004-2005 (August, p. 4)

Audience Participation

The Legend of Timpanogos

Background

Forming part of the Wasatch Range of mountains in Utah, Mount Timpanogos stands in majestic grandeur, as though to symbolize and protect the tranquility and beauty of the surrounding countryside.

Timpanogos is an Indian word meaning sleeping or reclining maiden. Centuries ago, before the coming of the white man, this section of earth was inhabited by a group of North American Indians. The particular tribe of which I speak was a peace-loving people, believing in God and recognizing His presence here upon the earth as being in the form of the Great Spirit of the universe, possessing the power to create life and to administer death to every living thing.

As the following story is read, have the audience say the words associated with the key words in **CAPITAL LETTERS**. Be sure to pause for a moment to give the audience time to react.

Parts:

FOREST	Tall Trees
WILD ANIMALS	"Aroooooo" (Wolf Howl)
SPARKLING STREAMS	"Gurgle, gurgle"
TIMPANOGOS	"Sleeping maiden"
MOUNTAIN	"What a view!"

Story:

Many moons ago, a peaceful Indian tribe lived near a lush, green **FOREST** on the side of a high **MOUNTAIN**. Many **WILD ANIMALS** lived there, which the Indians used for food and clothing. In the **FOREST**, many **SPARKLING STREAMS** ran, bringing water to the Indians and the **WILD ANIMALS** who lived on the **MOUNTAIN**.

After a time, a great drought came to the earth. The rain ceased and the **SPARKLING STREAMS** dried up. The plants in the **FOREST** turned brown and withered. The **WILD ANIMALS** left, and the Indians began to starve.

In desperation, the Indian Chief called his one and only daughter, **TIMPANOGOS**, to his side. **TIMPANOGOS** was young and very beautiful. The Chief told her to go into the **FOREST** and ascend to the highest peak of the **MOUNTAIN**. When she arrived, **TIMPANOGOS** prayed for days and days.

Finally, her prayers were heard and answered by the Great Spirit. Rain fell again and ran down the **MOUNTAIN** into the **SPARKLING STREAMS**, which brought life-giving water to the plants in the **FOREST**. The **WILD ANIMALS** returned to the **MOUNTAIN** and the Indians were again at peace.

As a symbol of gratitude, **TIMPANOGOS** offered herself in sacrifice, and was transformed into an Indian goddess of pure white and gray quartzite. Today, the **MOUNTAIN** named after **TIMPANOGOS** supports the outline of her beautiful figure upon its topmost crest, twelve thousand feet above the sea. There, with a smile of gratitude upon her face, as though in communion with the Great Spirit Himself, she lies, gazing straight into the blue of heaven.

Submission Credit: Legend by W. Bert Robinson, adapted by Julia Oldroyd



Advancement Ceremonies

Spirit of Akela

Personnel: Akela (in Indian clothing), leader to beat drum, narrator, Cub Scouts

Materials: Drum, ceremony log with six small candles, one large candle on table (may use battery-operated candles).

(Leader beats drum. Akela enters and stands behind the artificial fire. He gives the Cub Scout sign and the drum stops.)

Narrator: Akela was the leader of the Webelos tribe: tall, straight as an arrow, swift as an antelope, brave as a lion. He was fierce to any enemy, but kind to a brother. His father was the son of the great yellow sun in the sky. He was called Arrow of Light. Arrow of Light began to understand the signs and calls of the Webelos tribe. He was taken on trips into the forest among the great trees and streams. Here, from the wolf, he learned the language of the ground, the tracks, and the ways to find food. He showed thanks to the wolf by honoring this knowledge in using it to feed his family.

(Akela lights large candle. Use large candle to light small candles one at a time for each rank. Badges will be presented to parents who, in turn, present the badges to their sons.)

Akela: With this candle, representing the Spirit of Akela, I light the trail of the Bobcat. Many brave Cub Scouts have toiled to complete the many challenges of the Bobcat. To them, we offer our congratulations and this token. May they always be grateful to their leaders for helping them get started on the right path. *(Present badges.)*

Next, our attention turns to the Tiger Cubs.

(Light candle.)

These Cub Scouts and their adult partners have accomplished tasks to earn them recognition and pride. They can show thanks to their leaders by following in their footsteps. *(Present Tiger Cub badges and Tiger Track beads.)*

And now comes the spirit of the Wolf.

(Light candle.)

From the signs along the Wolf trail, I see that the following young men of our tribe are ready for advancement in the Wolf clan of Akela's tribe. Their hearts should swell with gratitude for those who have helped them along the way. *(Present Wolf badges and Arrow Points.)*

Narrator: Then from the big, kindly bears, Akela learned the secret names of the trees, the calls of birds, and the language of the air. He showed thanks to them by respecting their environment and always leaving it as he had found it.

Akela *(lighting Bear candle):* With the Spirit of Akela, we light the Bear trail. *(Present Bear badges and Arrow Points.)*

Narrator: But before he could become a Scouting warrior on his own, Akela had to prove himself by trying new skills, performing certain tasks, and passing tests of accomplishment.

Akela *(lighting Webelos candle):* With the Spirit of Akela we light the trail to Webelos. From the signs along the Webelos trail, I see that the following young men have shown their skill in (names activity badge). They should show gratitude for their new skills by using them to help others. *(Present Webelos badges and activity badges.)*

Narrator: Then Akela had to face the greatest challenge of all before being awarded his father's name, Arrow of Light.

Akela: From the signs farther down the Webelos trail, I see that the following warriors are ready to wear the Arrow of Light, the highest award in Akela's tribe. May they be grateful for the light of others showing them the way, and show that gratitude by doing the same for those who come after them.

(Call names and present awards. The drum begins to beat rapidly, then stops.)

From the four winds, Akela hears that you warriors are doing well along the trails that will lead you to Boy Scouting. Now will all Cub Scouts stand and repeat the Cub Scout Promise.

Submission Credit: Adapted from BSA Cub Scout Program Helps, 2007-2008 (November, p. 2-3)

Crafts

Spatter Printing Thank-You Notes

Materials: Old toothbrush, scissors, 8 to 12-inch square piece of wire screen (make sure it is larger than the shoebox), leaves or heavy paper for stencils or patterns, cardstock paper for final prints, thinned water colors or poster paint, containers for paint, small shoebox with bottom cut out, paint smocks

Directions: Cut pieces of cardstock in half, then fold each half to make cards. Lay leaf (or stencil) on the front of the card. Place box over the card and lay the screen on top of the box. Dip brush into thinned paint and shake off excess. Rub brush over screen, spattering tiny drops of color around and on your card and leaf (or stencil). (Make sure boys are wearing paint smocks.) Remove box and screen, then let the paint dry. Carefully remove leaf or stencil. Write a thank you note in the card and deliver or mail it.

Pinecone Bird Feeders

Show gratitude for the beautiful world by feeding the birds.

Materials: One medium-sized pinecone for each Cub Scout, peanut butter, plastic knives, bird seed, pie tin, twine or yarn, scissors, waxed paper.

Directions: Tie a 12-inch piece of yarn or twine to the top of the pinecone. Using a plastic knife, spread peanut butter all over the pinecone. Pour some of the bird seed in the pie tin, then roll the pinecone in the birdseed. Make sure it is well-covered. Chill on waxed paper for 30 minutes to help solidify the peanut butter. Hang finished bird feeder from a tree or porch and watch the birds come to eat the seeds.

Flower Pots

Faith is like a seed. If you plant it, it will grow! Show faith in the law of the harvest by decorating flower pots and planting seeds in them.

Materials: Small ceramic pots, pencils, paint, brushes, potting soil, seeds

Directions: Clean the pots well before painting. Sketch a design of your choice on a pot, then paint it. When the paint is dry, fill pot with potting soil and plant some flower seeds in it. Water it and place in a sunny location to watch the seeds grow.



Food Fun

Scripture Cookies

Ingredients:

- $\frac{3}{4}$ cup “The words of his mouth were smoother than _____” (Psalms 55:21).
- $\frac{1}{3}$ cup “I have fed you with _____” (1 Corinthians 3:2).
- $1\frac{1}{2}$ cups “To what purpose cometh there to me . . . the _____ from a far country?” (Jeremiah 6:20)
- 2 “As one gathereth _____ that are left, have I gathered all the earth” (Isaiah 10:14).
- 2 cups “And Solomon’s provision for one day was thirty measures of fine _____” (1 Kings 4:22)
- 1 teaspoon “Take thou also unto thee principal spices, . . . and of sweet _____ half so much” (Exodus 30:23)
- 1 teaspoon “Ye are the _____ of the earth” (Matthew 5:13).
- $\frac{1}{2}$ teaspoon “It shall not be baken with _____” (Leviticus 6:17).
- 3 cups “I have not a cake, but a handful of _____” (1 Kings 17:12).
- 1 cup “And they gave him . . . two clusters of _____” (1 Samuel 30:12).

Directions:

- Beat the first four ingredients together.
- Mix in the remaining ingredients.
- Drop by teaspoonfuls onto a greased cookie sheet.
- Bake at 350 degrees for 15 minutes.

Answers to clues:

$\frac{3}{4}$ cup butter (softened), $\frac{1}{3}$ cup milk, $1\frac{1}{2}$ cups sugar (sweet cane), 2 eggs, 2 cups flour, 1 teaspoon cinnamon, 1 teaspoon salt, $\frac{1}{2}$ teaspoon baking soda (leaven), 3 cups oats (meal), 1 cup raisins

Dirt Cups

Ingredients:

- Chocolate pudding
- Chocolate sandwich cookies
- Gummy worms

Directions:

Fill clear plastic cups $\frac{1}{2}$ full of chocolate pudding. Put one gummy worm on top of each cup of pudding. Crush chocolate sandwich cookies into coarse crumbs. Sprinkle on top of gummy worms to look like dirt.

Cheers and Applauses

Good Manners Cheer

Directions: Divide the group into three sections. Have Group #1 say, "Please," Group #2 say, "Thank you," and Group #3 say, "You're welcome!" Point to each group one at a time and have them shout their parts. Mix it up a little and point at random.

Good Turn Daily

Directions: Say, "Do a good turn daily!" while turning around once.

Gardener Cheer

Directions: Pretend to plant seed, then say loudly, "Grow, baby, grow!"

Buzz Lightyear Cheer

Directions: Point your index finger skyward and say, "To infinity and beyond!"

Spring Cheer

Directions: Squat down like a tight spring, then jump up and down saying, "Boing!"

Giant Beehive

Directions: Everyone buzzes like bees, increasing/decreasing volume as Cubmaster or volunteer raises and lowers hand.

Seedless Watermelon

Directions: Pretend to eat a huge slice of watermelon, wipe face on sleeve and say, "SWEEET!"

Tornado

Directions: Hold hands up like the top edges of a tornado and spin around wildly for a few seconds. If desired, you can say, "We're not in Kansas anymore!" at the end.

Rainy Day

Directions: Chant, "It's raining, it's pouring, the old man is snoring," and then everyone pretends to sleep and snore loudly.

Popcorn

Directions: Chant, "I looked out the window and what did I see? Popcorn popping on the apricot tree!" Then, people randomly jump up out of their chairs and sit down again.



Leader Recognition

Leaders often get overlooked when awards are presented. Let your pack leaders know how much you appreciate what they do for you. Let the following ideas get your imagination in gear!

RIESEN CANDIES: “Thank you for giving us so many RIESENS to love you!” or “We have so many RIESENS to thank you!”

(Variation: Use a box of raisins and replace RIESENS with RAISINS)

EXTRA GUM: “Thank you for always going the EXTRA mile to help our pack!”

POST-IT NOTES or DUCT TAPE: “Thank you for always STICKING to your tasks!” or “Thank you for STICK-ing around!”

MILKY WAY CANDY BAR: “You’re out of this world!”

CARROT or CARROT SEEDS: “We can tell you CARROT lot about Cub Scouts!”

SMALL LEVELING TOOL: “Thanks for always keeping a LEVEL head at Den Meeting!”

JOY DISH SOAP: “You’re a JOY to work with!”

LUCKY CHARMS CEREAL: “We’re so LUCKY to have you in our Pack!”

BANANA: “You’re a leader with real ap-PEAL”

PLASTIC EGG: “You’re EGG-stra-ordinary!”

LIGHTBULB: “Great Idea Award”

PLASTIC CLOTHES HANGER: “Thanks for HANGING in there!”

PIECE OF 2x4 with WELCOME written on it: “Welcome—a-BOARD”

TRAVEL SEWING KIT: “We are SEW grateful for you!”

GARDEN GLOVES: “Thanks for lending a HAND!”

M & M CANDIES: “Thanks for sharing your MANY MARVELOUS talents with us!”

SMOOTHIE MIX: “You are great at SMOOTHING out the bumps in our pack!”

BOX OF PUDDING MIX: “Thanks for always PUDDING your best into Cub Scouts!”

MAGIC MARKER: “You’re re-MARK-able!”

LIFESAVERS CANDY: “You are a real LIFE SAVER!”

100 GRAND CANDY BAR: “We love you for a 100 Grand reasons!” or “You’re worth a GRAND to us!”

Cubmaster Minutes

Do Your Best

“People are often unreasonable and self-centered. Forgive them anyway.
If you are kind, people may accuse you of ulterior motives. Be kind anyway.
If you are honest, people may cheat you. Be honest anyway.
If you find happiness, people may be jealous. Be happy anyway.
The good you do today may be forgotten tomorrow. Do good anyway.
Give the world the best you have and it may never be enough. Give your best anyway.
For you see, in the end, it is between you and God. It was never between you and them anyway.”
— Kent M. Keith

The World Brotherhood of Scouting

(Show a purple World Crest patch). This is the World Crest patch. It is worn on the front of the uniform above the left pocket, over the heart, and represents the world brotherhood of scouting. The fleur-de-lis represents a major theme in Scouting: the outdoors and wilderness. The three petals or leaves represent the threefold Scout Oath (Duty to God and Country, Duty to Self, Duty to Others). Robert Baden-Powell, the founder of the Scouting movement, explained that the Scouts adopted the fleur-de-lis symbol from its use in the compass rose because it “points in the right direction (and upwards) turning neither to the right nor left, since these lead backward again.” The two small five-point stars stand for truth and knowledge. Together their ten points represent the ten original Scout laws. The square knot represents the strength of World Scouting. The rope is for the unity of Scouts throughout the world. The ring holding the petals together represents the bond of brotherhood.

The crest is worn by all youth members and by all adults, volunteer or professional, as a sign of world brotherhood and unity with other members of the international scouting community. May we be one in our Pack as we are one in the world, always striving to follow the compass in the right direction.



MAY



Core Value:

Health and Fitness

Supplemental Theme:

Cub Café

Health and Fitness

We should be 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.

Cub Scout Leader Book (2010), p. 15

Cub Café

As Cub Scouts, we are personally committed to care for our minds and our bodies. One way we care for our bodies is by what we feed ourselves. By choosing Cub Café as a theme, we can emphasize healthier choices, thus reinforcing our commitment to care for our bodies.

www.scouting.org, *Cub Scout Pack Meeting Plans, May: Health and Fitness*



Gathering Activities

Guess How Many

Have various clear containers filled with candies, nuts, dried fruits, popcorn, etc. on a table. Count the numbers of items in each container and write it down and keep it in a safe place. As people arrive for Pack Meeting, have them guess how many items are in each container. Winners could get the container or some other prize.

Zumba

Have an exercise video (Zumba, for example) playing in one area of the room as people come in to Pack Meeting. They can join in the exercises and try to keep up with the video.

Nutrition Poster

One of the requirements for the Nutrition Belt Loop is to make a poster of foods that are good for you and share it with your den. Have poster board or a long roll of butcher paper, markers, food magazines, glue sticks, and scissors available for people to make their own posters as they are waiting for Pack Meeting to begin. (*Nutrition Belt Loop, requirement #1*)

Taste Test

Blindfold the participants and have them taste three different but similar foods and see if they can tell what they are without looking. Make the choices healthful! Ideas: cucumber, celery, carrot, broccoli, cauliflower, zucchini. Other ideas could be: grape, cherry tomato, olive. Three types of melon (watermelon, honeydew, cantaloupe) would be a good choice, too. If they can't tell what it is, ask them questions about it like, "Is it sweet? Is it juicy? Have you tasted it before?" You may want some way of preventing newcomers from seeing what you are feeding the taste-test participants, such as keeping the food samples in a paper bag or under a towel. Make sure everyone washes his hands before this activity!

Opening and Closing Ceremonies

America

Directions: Have letters spelling AMERICA printed on seven sheets of cardstock (one for each boy). Each Cub Scout and the Cubmaster will recite the following parts:

Cub 1: A is for ATHLETES who do their best

Cub 2: M is for MUSCLE building, putting us to the test.

Cub 3: E is for EXERCISE, building strength

Cub 4: R is for RUNNING, going to new places

Cub 5: I is for INDIVIDUALS who always try to achieve

Cub 6: C is for COURAGE to do and believe

Cub 7: A is for ACTIVE and active we'll be.

Cubmaster: We are proud to live in the United States of America, the home of the free. Please join us in the Pledge of Allegiance.

Cub Grub Closing Ceremony

Materials: Signs with letters spelling C-U-B-G-R-U-B and dialogue for each letter taped to back of sign

Personnel: Seven Cub Scouts to hold and read signs

Cub #1: C is for CHARACTER—one of the main ingredients of the Cub Scout recipe.

Cub #2: U is for UNDERSTANDING our world and others—the leavening agent that helps boys grow.

Cub #3: B is for BEST—doing your best to rise to the challenge.

Cub #4: G is for GAMES, fun and fellowship—the frosting on our cake.

Cub #5: R is for RECOGNITION and praise—the final touch of each achievement.

Cub #6: U is for UNIFORM—which identifies us as members of the Cub Scout program.

Cub #7: B is for BOYS—who grow into men prepared for tomorrow.

Advancement Ceremonies

Recipe for Success

The Cubmaster is dressed as a Chef, with hat and apron. He has his recipe book or cards in hand. He begins to say that each item has already been made. He calls up the boys to receive their rank. He reads the “ingredients” of what they had to do to get that rank. The boys can stand on a serving tray as they are given their award.

Referee Advancement Ceremony

Have Cubmaster dress in a sports referee shirt and wear a whistle. He calls boys up to receive their awards. The boys get to stand on the steps of a winner’s podium, with the highest rank earned standing on top.

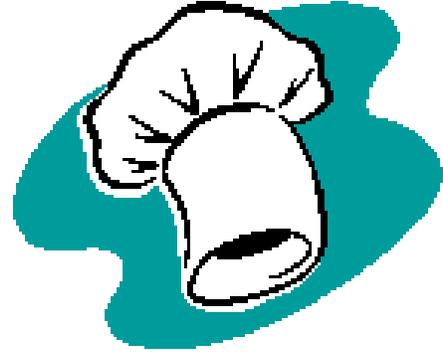


Cub Scout Chef Advancement Ceremony

Materials: Large pot, two smaller pots or bowls that will fit inside the large pot, wooden spoon, 2 cups sugar, 1 egg, 1 teaspoon baking soda, dash salt, 1 cup flour, ¼ cup chocolate chips, awards

Personnel: Cubmaster (or advancement chair) dressed as a chef with white apron and chef's hat

Directions: 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.



Cubmaster: 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 represent 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 boys and their parents come forward. Hand each badge to parents to awards to their boy. Have the boys and parents remain in front of the group until all awards have been presented.*) Congratulations, Cub Scouts!



Activity Ideas

Physical Fitness Awards

Presidential Physical Fitness Award or The Presidential Active Lifestyle Award (PALA), are challenges that will help you add activity to your life and reward you when you are. Go to www.presidentschallenge.org to learn more about helping your boys earn these awards. They are easy to achieve and the awards can be ordered and bought online.

To earn the PALA, here's what you need to do:

- **Adults (that's anyone over 18 years old):** Meet your daily activity goal of 30 minutes of physical activity a day, at least five days a week, for six out of eight weeks. As an alternative, you can count your daily activity steps using a pedometer (goal: 8,500). Each week, you'll also focus on a healthy eating goal. There are eight to choose from, and each week you will add a new goal while continuing with your previous goals. By the end of the six weeks, you'll be on your way to a healthier lifestyle.
- **Kids and teens (that's anyone between 6 and 17 years):** Meet your daily activity goal of 60 minutes of physical activity a day, at least five days a week, for six out of eight weeks. As an alternative, you can count your daily activity steps using a pedometer (girls' goal: 11,000; boys' goal: 13,000). Each week, you'll also focus on a healthy eating goal. There are eight to choose from, and each week you will add a new goal while continuing with your previous goals. By the end of the six weeks, you'll be on your way to a healthier lifestyle.

*A change in requirements for the number of steps required to earn PALA+ will go into effect **August 1, 2012**. This change will make the requirement 12,000 steps for boys and girls.

To earn the Presidential, National, or Participant Physical Fitness Award:

- **Presidential Physical Fitness Award:** This award recognizes students who achieve an outstanding score (85th percentile) of physical fitness in five basic activities: Curl-ups, shuttle run, endurance run/walk, Pull-ups (or right angle push-ups or flexed-arm hang), V-sit reach (or sit and reach).
- **National Physical Fitness Award:** Students earn this award for scoring above the 50th percentile on all five activities.
- **Participant Physical Fitness Award:** Students earn this award for just participating in all five activities.

Pack Olympics

Directions: Meet at a park, decide on a few events, have each boy participate, and make a flag with the colored Olympic rings. Discuss sportsmanship and give awards for 1st, 2nd, and 3rd places.

Stretch-a-thon

Learn how to prevent injuries by learning the proper way to stretch your muscles before a sport or any physical activity. Have a Physical trainer come and talk to your boys.

Guest Speaker

Have a nurse, doctor, dentist, nutritionist, medical worker, PE teacher, physical therapist or fitness trainer come talk about their job and what to do to help people stay healthy.

Health Fair

Each Cub Scout/family can have a booth to share a different aspect of healthy living. Ideas for booths could include: eating right, exercising, saying no to drugs, making good media choices, enjoying the great outdoors, washing hands to prevent sickness, etc.

Physical Fitness Boot Camp

Set up an obstacle course with strength challenges for everyone to try. *(Use requirements from Wolf Achievement 1 and Bear Achievement 16)*

Test Your Heartbeat

Did you know that you can't actually hear a heartbeat? The heartbeat itself is just a contraction of muscle and is perfectly quiet. What you can hear is the sound of heart valves snapping shut. Here's how to test your heartbeat: press the first two fingers of one hand over the radial artery in the opposite wrist. The radial artery is located under the depression just below the base of your wrist. Sit very quietly and move your fingers until you can feel the pulse of your blood. Using a watch or clock with a second hand, count the number of beats in 6 seconds. Multiply by 10 (add a zero). Now you know the number of beats per minute. Run, exercise, or jump rope for 10 minutes, then take your pulse again to see how much faster your heart is pumping.

Pack Cookbook

A few weeks before Pack Meeting, have each family submit 2 or 3 of their favorite recipes. Compile them into a cookbook and distribute it at Pack Meeting. If your facility has a kitchen, plan on making a few of the recipes for people to try.

Pack Cookout

Cub Scouts have several achievements and electives that involve cooking outdoors. Have a Pack Cookout where the boys and their families can try their hand at making tin foil dinners, Dutch oven cobbler, omelets in a baggie, bread on a stick, or s'mores. *(Wolf Requirement 8e, Bear Requirement 9g, Webelos Outdoorsman Requirement 8)*

Is that a Fruit or a Vegetable?

Have a nutrition expert come talk to your Pack about keeping our bodies healthy and well by eating good food. Have them explain the difference between a fruit and a vegetable and then have the Cub Scouts try to sort a pile of produce into the right baskets. It's harder than it looks! *(Nutrition Belt Loop, requirement #2)*

Fruit and Veggie Smoothies

Have everyone bring one fruit or vegetable to Pack Meeting (spinach, frozen berries, canned peaches, apples, carrots, pears, pineapple, etc.). Provide sherbet, yogurt, and fruit juice. Have the Cub Scouts make smoothies and serve them to their family members. (*Nutrition Belt Loop, requirements 2 and 3*)

Field Trip Ideas

Don't forget to file a Tour Plan online (www.myscouting.org) and get parents' permission for field trips. For swimming activities, one leader in your group must have current Safe Swim Defense training and boys must have a complete health history form signed by their parent (parts A & B of the BSA Health and Medical Form).

Fitness Center or Gym

Take a tour of a fitness center or gym so the boys can see all the different methods of exercise there.

Hospital or Assisted Living Center

See nurses and doctors in action, visit the sick, or cheer up those who are lonely.

Grocery or Health Food Store

Find out where our food comes from, how they store it, and how it stays fresh.

Physical Activities

- community pool
- ice rink OR roller rink
- climbing wall
- bowling alley
- kids' gym
- laser tag arcade
- mini golf course
- golf driving range
- skate park
- soccer or football field
- tennis courts
- snow tubing hill
- ski slope
- hike / bike trails
- baseball park



Games

Stacking Cups Relay

All good athletes need to drink lots of water. Try this game of stacking paper cups in pyramid shape. Give two boys each an equal number of cups. Each boy must stack his cups and the first one to do so wins.

Vegetable Stew

Directions: Participants are seated in a circle (chairs make the game easier). One boy is in the center of the circle. Den Leaders assign one of about five vegetables to each person. When the boy in the center calls one of the vegetables, everyone labeled with that particular vegetable has to change places while the boy in the center tries to take one of the seats. The boy left without a seat is the new boy in the middle of the circle. If the boy in the center calls out “Vegetable Stew,” then everyone has to change places. To play fruit basket, substitute names of fruits for the vegetables and “Fruit Basket” is the keyword for everyone to change places.

Dishwashing Relay

(See Wolf Requirement 8d)

Teach everyone the proper way to wash, rinse, and dry a dish. Set up two camp-type dishwashing stations outside and divide everyone into two teams. One person from each team must run from the starting point to the dishwashing stations, wash, rinse, dry, and stack a dish (plates are easy). When they are finished, they run back and tag the next person in line who must then take a turn washing, rinsing, drying, and stacking a dish. Play continues until all the dishes are washed. The first team to finish is assigned dish duty for the next meeting.

Table Setting Relay

(See Wolf Requirement 8c)

Teach everyone how to lay a table setting (“The silverware had a fight, the spoon and the knife were RIGHT and the fork LEFT”). Divide the group into two or three teams. Have a box or basket of dishes and a small table set up across from the starting point. One at a time, the participants run to the table, take out the dishes, and set them properly on the table, then put the dishes back in the box and run back to the starting point to tag the next player.

Songs

Singing action songs is a great way to stay physically fit.

Hokey Pokey

(Stand in a circle and as each body part is called, you put it into the circle and shake it. When it says to do the Hokey Pokey, everyone puts their hands high in the air and shakes them as they turn themselves around and clap hands. On "That's what it's" they slap their thighs, on "all about" they clap their hands. Repeat with each verse and body part.)

You put your right foot in,
You put your right foot out
You put you right foot in,
And you shake it all about
You do the Hokey-Pokey,
And you turn yourself around.
That's what it's all about!

You put your left foot in . . .
You put your right hand in . . .
You put your left hand in . . .

Continue through with shoulder, leg, arm, back, head, (or any other parts you want) and ending with your whole self.

Elephant Goes

(Follow the actions listed to the right of the words)

The elephant goes
Like this, like that (on all fours moving around slowly, like an elephant)
He's terribly big, (standing up, reaching arms high)
And he's terribly fat. (Stretching arms out to the sides to show how fat elephants are)
He has no fingers, (fisted hands, hiding fingers)
He has no toes, (wiggle toes)
But goodness gracious,
What a nose! (Thumb to nose and wiggle fingers, as if extending trunk)

Head and Shoulders Knees and Toes

(As you say the name of each body part the boy touches it. Each time you sing the song you get a little faster. Then it is so fast it is hard to keep up with touching each part.)

Head and shoulders knees and toes, knees and toes
Head and shoulders knees and toes, knees and toes
Eyes and ears and mouth and nose
Head and shoulders knees and toes knees and toes

All You "ET"

TUNE: Alouette

All you "Etta," think of all you "Etta."
All you Etta, Think of all you "Et"
Leader: Think of all the bread yu "Et"
Boys: Think of all the bread you"et"
Leader: All the bread
Boys: All the bread
Leader: All you "Et"
Boys: All you "Et" – Oh!
Everyone: All you Etta, think of all you Etta, All you Etta think of all you Et!

Repeat verses using different foods like all the meat, all the pie, all the potatoes etc.

Roadkill Stew

TUNE: Three Blind Mice

Roadkill stew,
Roadkill stew,
Tastes so good,
Just like it should.
First you go down to the interstate
And wait for a critter to meet its fate
Then you cook it up and you make it great
Roadkill stew,
Roadkill stew.



Apples and Bananas

(For each verse, change the vowel sound in the words: eat, apples, and bananas. Do one verse for a, e, i, o, and u.)

I like to eat, eat, eat, apples and bananas
I like to eat, eat, eat, apples and bananas
I like to eat, eat, eat, apples and bananas
I like to eat, eat, eat, apples and bananas.

I like to ate, ate, ate, ayyples and banaynays
I like to ate, ate, ate, ayyples and banaynays, etc.

Ravioli

TUNE: Alouette

All: Ravioli, I like ravioli.
Ravioli, it's the best for me.
Leader: Have I got it on my chin?
All: Yes, you got it on your chin.
Leader: On my chin?
All: On your chin. OH-h-h-h-h
Ravioli, I like ravioli.
Ravioli, it's the best for me.

(Continue, substituting the following words for CHIN: tie, shirt, pants, floor, walls. As a new word is added by the song leader, it is repeated by the chorus and all preceding verses are sung in reverse order.)

All: Ravioli, I like ravioli.
Ravioli, it's the best for me.
Leader: Is it all over?
All: Yes, it's all over.
Leader: YES, IT'S ALL OVER.

Submission Credit: BSA Cub Scout Songbook (1955)

Peanut Butter and Jelly

Now we're going to make the sandwich!!

Peanut, peanut-butter and jelly

Peanut, peanut-butter and jelly

First you take the peanuts and you pick 'em, you pick 'em

You pick and pick and pick and then you smash 'em you smash 'em

You smash and smash and smash and then you spread 'em you spread 'em

You spread 'em and spread 'em spread 'em

Peanut, peanut-butter and jelly

Peanut, peanut-butter and jelly

Then you take the grapes and you pick em, you pick 'em

You pick and pick and pick and you smash 'em, you smash 'em

You smash and smash and smash and then you spread 'em, you spread 'em

You spread 'em and spread 'em spread 'em

Peanut, peanut-butter and jelly

Peanut, peanut-butter and jelly

Then you take the bread and you fold it, you fold

You fold and fold and fold it and you bite it, you bite it

Bite it bite it bite it and you chew it, you chew it

Peanut peanut-butter and jelly

Peanut peanut-butter and jelly

Submission Credit: www.oxfordpack60.org

Tarzan of the Apes

TUNE: Battle Hymn of the Republic

I like bananas, coconuts, and grapes,

I like bananas, coconuts, and grapes

I like bananas, coconuts, and grapes,

That's why they call me Tarzan of the Apes.

*(Sing this song several times, each time getting quieter and quieter except for the end of last line—
Tarzan of the Apes—which should get louder and louder.)*

Jokes and Run-ons

Q: Why are Cub Scouts so chubby?

A: Because scouting rounds a kid out.

Q: What letters in the alphabet can you drink?

A: OJ (orange juice) and T (tea)

Q: Why didn't the man with a fever go to college?

A: Because he already had over a hundred degrees.

Cub #1: Do you ever walk to school in the snow?

Cub #2: Nope

Cub # 1: Do you ever walk to school in the rain?

Cub # 2: Nope

Cub # 1: How about sleet, hail, or even sunshine?

Cub # 2: Nope

Cub # 1: Then what do you walk to school in?

Cub # 2: My sneakers



Cheers and Applauses

Jolly Green Giant

Directions: Say, "HO, HO, HO, Greeeen Giant"

Chef Applause

Directions: While rubbing one hand on stomach in circular motion, say, "Yummy, Yummy, in my tummy!"

Egg Beater Applause

Directions: Bend knees and swing them in and out like beaters while putting one hand on top of the head and using the other hand to turn the beater.

Pancake Applause

Directions: Take your spatula and pretend to scoop up a pancake. As you go to flip it, say, "Wow, that's good."

Racers Cheer

Directions: Everyone say, "Ready Set Go" and then run in place until the Cubmaster says stop.

Hot Dog Cheer

Directions: Pretend to put a hot dog on a stick and roast it over the fire. When it's done, say, "HAWT DAWG!"

Smoothie Cheer

Directions: *(Narrate as you pretend to make a smoothie.)* You get out your blender and you put in your pineapple and your yogurt, your spinach, and your blueberries *(or whatever fruits and vegetables you want to say)*. Then you turn on the blender *(everyone makes blender noises)*, turn it off, pour it into a glass, and what is it? *(Everyone pretends to drink their smoothie, and then says)* SMOOOOOOTH.

Tin Foil Dinner Cheer

Directions: *(Narrate as you pretend to make a tin foil dinner.)* You get your tin foil and then you put on your onions, your meat, your potatoes and carrots *(or whatever ingredients you want to say)*, you wrap it all up and then you throw it on the fire. And you wait. And wait. And wait. *(Pretend to look at your watch, tap your foot, etc.)* Then you get it out—OUCH! That's hot!—and you open it up, and what is it? *(Everyone shouts loudly)* RAW! RAW! RAW!

Skit

One Step at a Time

Directions: Boys are lined up and the Den Chief comes walking by and asks questions of each Cub Scout.

Den Chief: What do you want to be when you grow up?

Cub #1: I want to be a famous high jumper and win a gold medal like this *(he jumps and falls down)*

Den Chief: Oh, just one step at a time. *(He picks up Cub #1 and moves on to Cub #2)* Now what do you want to be?

Cub #2: I want to be the world's greatest slam dunker! *(He dribbles an imaginary basketball and slam dunks it and falls down.)*

Den Chief: Oh, just take one step at a time. *(He picks up Cub #2 and moves on to Cub #3)* What do you want to be when you grow up?

Cub #3, #4, and so on each say they want to be a supper sport figure all fall down when they show what they want to be. You can use as many boys as you have in this skit. When the Den Chief reaches the last one, he starts to walk away and he trips and falls down.

All of the boys: *(come to pick him up and say together)* Just one step at a time, take one step at a time.

Cubmaster Minutes

A Game with a Purpose

Robert Baden-Powell, the founder of Scouting said, "Scouting is a game with a purpose." The game is our fun and exciting program; the purpose is to prepare boys to become responsible adults. As long as the boys are physically active in an activity with a purpose of creating Character then it can be deemed a success.

Garbage In, Garbage Out

You may have heard the term, "Garbage in, garbage out." What that can mean for us is that if we put unhealthful or even harmful substances into our bodies, our bodies will stop working the way that they should. We will become physically, mentally, and spiritually weak. If we want to be strong and healthy, then we need to feed our bodies foods that will give us good fuel to work, play, and think.

Take the Stairs

Set a good example by choosing action over electronics whenever you can. Walk to the store instead of driving, take the stairs, and choose a rake over a leaf-blower. Ride a bike to a friend's house instead of getting a ride.

Sportsmanship

Whenever you play a game, always remember to include *sportsmanship* and *teamwork* on the roster of players.

The Body Machine

Your body is a wonderful machine. It is much more complicated than the fanciest car or the fastest computer. But your body needs the same kind of care that experts give to machines. What does that mean? It means that you must give your body the right fuels in a balanced diet. You must avoid putting harmful substances into it. Your body needs rest and exercise, just as a car needs maintenance.



JUNE



Core Value:

Perseverance

Supplemental Theme:

Head West, Young Man

Perseverance

Perseverance is sticking with something and not giving up, even if it is difficult.

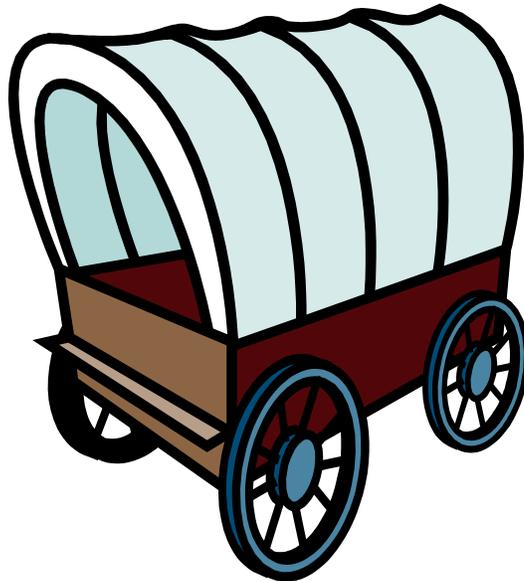
- Finish what you start.
- Never give up.
- Continue to work hard even if you're not successful at first.
- Work to get better at things you aren't very good at.
- Set personal goals for improvement
- Always do your best

Cub Scout Leader Book (2010), p. 15

Head West Young Man

Perseverance is defined as sticking with something and not giving up, even if it is difficult. As the pioneers headed west across this great country, they met many difficulties, yet they did not give up. Instead, they kept going, overcame the adversities they met, and helped to develop our wonderful country.

www.scouting.org, *Pack Meeting Plans, June: Perseverance*



Gathering Activities

Card/Block Towers

Bring cards or dominoes or blocks and have the boys try to build a tower to a certain height. Make it a challenge so they'll likely fail the first time and have to try again.

Icy Perseverance

Materials: An ice cube for each scout with a penny frozen inside.

Directions: Give each scout an ice cube. Explain that the first person to get the penny out of their ice cube without putting it in his mouth or hitting it with another object is the winner. You may want to continue your lesson until you have a winner. Afterwards discuss the following questions:

- Did you ever feel like quitting?
- Why do some people quit before reaching their goals?
- How does hard work and perseverance help you achieve your goals?

Cowboy Lingo Match-up

- | | |
|------------------------|--|
| 1. _____ Wohaw | A. Sheath knife with a blade usually 9" long. |
| 2. _____ Tumbleweed | B. Term for dried meat, jerky. |
| 3. _____ Chapparal | C. Cemetery where "bad men" were buried. |
| 4. _____ Flapjack | D. Mail service from Missouri to California. |
| 5. _____ Boot Hill | E. Blue denim overalls. |
| 6. _____ Rustler | F. Dense thicket of thorny bush trees. |
| 7. _____ Pemmican | G. Large weed which breaks off and blows away. |
| 8. _____ Bandana | H. Type of bread similar to pancakes. |
| 9. _____ Dogie | I. Cowboy word for something he doesn't like. |
| 10. _____ Bowie | J. A neckerchief. |
| 11. _____ Pony Express | K. A wild horse. |
| 12. _____ Levis | L. A horse or cattle thief. |
| 13. _____ Ornery | M. Indian word for cow or beef. |
| 14. _____ Mustang | N. An orphaned calf, young steer. |

Answers: 1-M, 2-G, 3-F, 4-H, 5-C, 6-L, 7-B, 8-J, 9-N, 10-A, 11-D, 12-E, 13-I, 14-K

Submission Credit: Santa Clara County Council

Signature Round-up

Directions: As each person arrives, hand him a pencil and a sheet with the words CUB SCOUT ROUND-UP spelled out (or PERSEVERANCE if you're following that theme). Ask them to collect as many signatures as possible of persons whose first or last name starts with one those letters. The letters 'V' or 'W' can be substituted for the letter 'U'. A person may sign the sheet once.

Submission Credit: Santa Clara County Council

Western Scramble

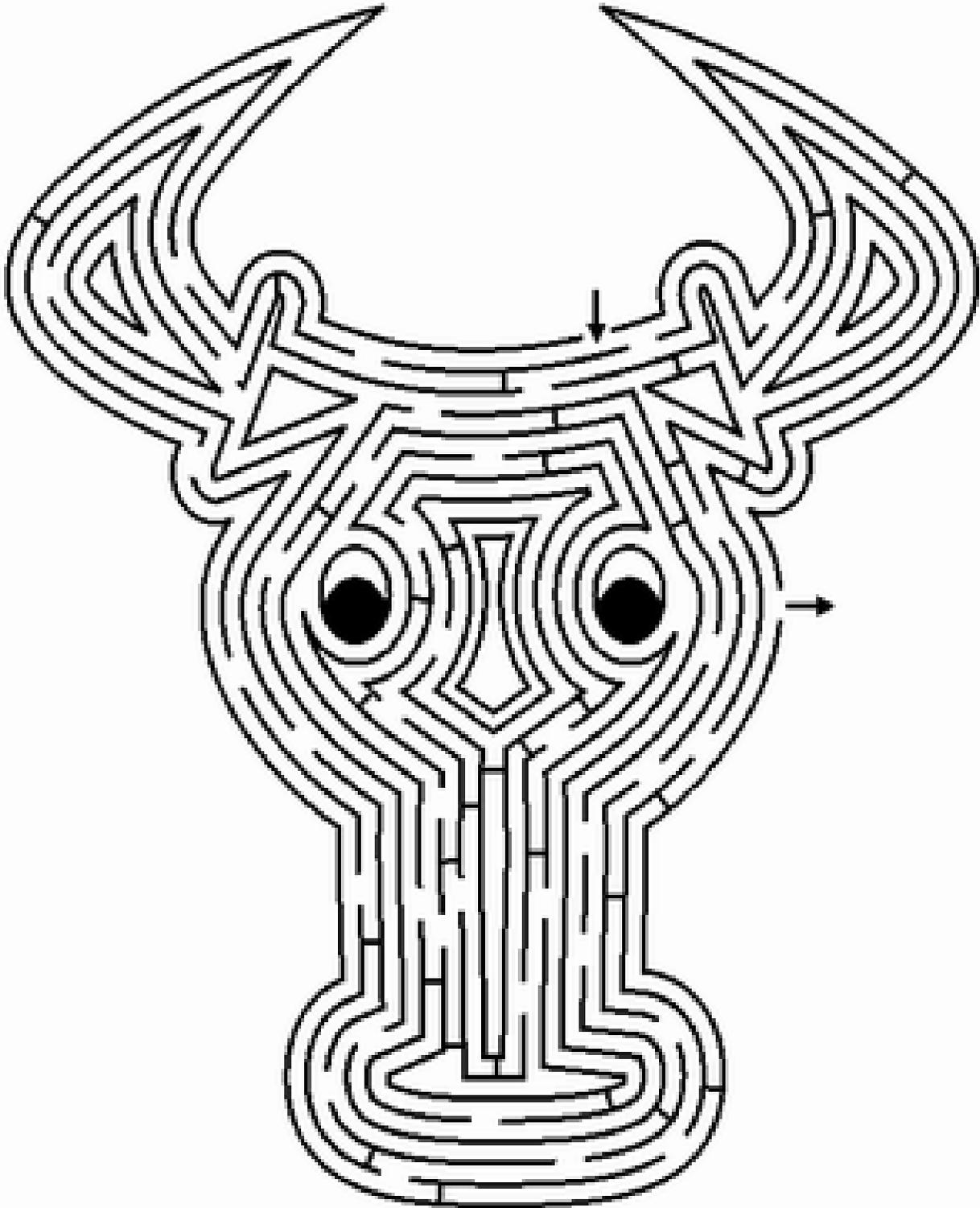
Unscramble the following western words:

1. SURPS _____
2. SDELA _____
3. ERHOS _____
4. OBAUFFL _____
5. BOCYOW _____
6. SLOSA _____
7. ESTER _____
8. DOORE _____
9. SPACH _____
10. URROB _____
11. LSOHETR _____
12. ERLIF _____
13. LEDRIB _____
14. BIANC _____

Answers: 1-SPURS, 2-SADDLE, 3-HORSE, 4-BUFFALO, 5-COWBOY, 6-LASSO, 7-STEER, 8-RODEO, 9-CHAPS, 10-BURRO, 11-HOLSTER, 12-RIFLE, 13-BRIDLE, 14-CABIN

Submission Credit: Santa Clara County Council

Bull Maze



Submission Credit: www.kidsfront.com

Opening and Closing Ceremonies

Perseverance Opening Ceremony

Today we're going to talk about a politician, an inventor, and an athlete and what they had in common.

Abraham Lincoln failed in business in 1831, was defeated for the legislature in 1832, lost his bid for congress in 1843, lost his run for the Senate in 1855, and was defeated for Vice President in 1856. Yet, in 1860, Mr. Lincoln was elected President of the United States. He is hailed as one of our greatest presidents.

Thomas Edison never finished school but he became one of our greatest inventors. He helped invent the electric light bulb and brought electric power to people's homes. He changed the way we live today. It is said that Thomas Edison's light bulb was a success on the 1152nd try. Why did Edison keep trying after 1000 failures? What would have happened had he stopped after 1151 tries? He said, "Our greatest weakness lies in giving up. The most certain way to succeed is always to try just one more time."

In the 2002 Winter Olympics, Apolo Ohno was leading the 1000 meter race. As he was heading into the final lap of the race, he and 3 other skaters crashed. The Australian competitor skated past the crash to be the victor. Ohno crawled across the finish line to win the silver medal. The next Wednesday, with six stitches, Ohno skated the 1500 meter race. For much of the 13½ laps, he was one of the last, yet he brought the crowd to their feet when he passed all but the defending world champion, Kim. With a burst of speed, Ohno moved to pass Kim. Kim blocked his attempt, but was later disqualified and Ohno was awarded the gold medal.

What did these three men have in common? They persevered. Perseverance means to keep trying, to keep working until the assignment is complete, instead of trying only a few times and quitting.

(Plan an activity where the boys can learn a new skill, such as dribbling or shooting a basketball, skateboarding, or memorizing a song or facts like the multiplication tables. You can use the example of The Tortoise and the Hare.)

Head West Opening Ceremony

Cubmaster comes dressed as a cowboy.

Cubmaster: Today we're going to learn about Perseverance from the brave people who heeded the advice to Head West. One saying from a cowboy is, "When you lose, don't lose the lesson." A Texan put it this way, "You can't tell how good a man or a watermelon is 'til they get thumped." This means that Character shows up best when it is tested. How we face our failures is as important as how we face our successes. Another cowboy said, "Live a good, honorable life. Then when you get older and think back, you'll enjoy it a second time." We want you to look back on your efforts in scouting and feel good about your efforts and how you treated others. So let's make sure we have a good time tonight, play fairly, and treat others well. And lastly, "Any cowboy can carry a tune. The trouble comes when he tries to unload it." And with that, let's unload a tune.

Advancement Ceremonies

Perseverance Advancement Ceremony:

Directions: Have the boys' awards in a bag with confetti and tie it off with ribbon and attach one of these poems to each bag. If a boy didn't earn any award, be sure to have a bag for him as well with some small token in it and recognize him for what he is working on and encourage him to persevere.

Cubmaster: Will the Wolf Den please join me. We'd like to recognize the Wolf Den for Sticking to their Task.

Read: *Stick to Your Task (Author Unknown)*

Stick to your task till it sticks to you;
Beginners are many, but enders are few.
Honor, power, place and praise
Will always come to the one who stays.
Stick to your task till it sticks to you;
Bend at it, sweat at it, smile at it too;
For out of the bend and the sweat and the smile
Will come life's victories, after a while.

Cubmaster and assistants distribute awards, shake hands with each boy.

Cubmaster: Will the Bear Den please join me. We'd like to recognize the Bear Den for Not Quitting.

Read: *"Don't Quit" by Jill Wolf*

Don't quit when the tide is lowest,
For it's just about to turn;
Don't quit over doubts and questions,
For there's something you may learn.
Don't quit when the night is darkest,
For it's just a while 'til dawn;
Don't quit when you've run the farthest,
For the race is almost won.
Don't quit when the hill is steepest,
For your goal is almost nigh;
Don't quit, for you're not a failure
Until you fail to try.

Cubmaster and assistants distribute awards, shake hands with each boy.

Cubmaster: "Will the Webelos Den please join me. We'd like to recognize the Webelos Den for Seeing it Through"

Read: "See it Through" by Edgar Guest

When you're up against a trouble,
Meet it squarely, face to face;
Lift your chin and set your shoulders,
Plant your feet and take a brace.
When it's vain to try to dodge it,
Do the best that you can do;
You may fail, but you may conquer,
See it through!

Black may be the clouds about you
And your future may seem grim,
But don't let your nerve desert you;
Keep yourself in fighting trim.
If the worst is bound to happen,
Spite of all that you can do,
Running from it will not save you,
See it through!

Even hope may seem but futile,
When with troubles you're beset,
But remember you are facing
Just what other men have met.
You may fail, but fall still fighting;
Don't give up, whate'er you do;
Eyes front, head high to the finish.
See it through!

Cubmaster and assistants distribute awards, shake hands with each boy.

Head West Young Man Advancement Ceremony:

The Cubmaster comes dressed as a cowboy and the boys play "Four Corners" to determine who receives their award first. Each corner of the room has a name, "the covered wagon," "the corral," "the watering station," and "the open range." The Cubmaster covers his eyes with a bandana and lets the boys run around the room and choose a corner to stand in. The Cubmaster calls the name of a corner and then takes off the bandana. Any boy in that corner comes forward to receive his award, then sits down with the audience. The Cubmaster covers his eyes again and the remaining boys run around and choose a corner to stand in. The game is played until all the boys have received their awards.

Activity Ideas and Games

Human Knot Game

Directions: Have the group stand in a circle. Everyone must reach in with both of their hands and grab somebody else's hand. They must be holding hands with two different people. This creates the "human knot." Now everyone must work together to untie the knot without letting go of any hands. They will need to step over or duck under each other. In the end they will be untied into one large circle or two small circles.

Note: Occasionally you get an arrangement that is impossible to untie and you will need to break the knot at one point and untangle a little. Usually though, if the boys are holding hands with two different people, the knot will untie without breaking it.

Basketball shooting

Materials: Basketball hoop and two basketballs

Directions: Have the boys line up in two lines on either side of a basketball hoop. Give a ball to the first person in each line. On "go," have the two boys dribble to the basket and shoot until they make a basket. Once a boy makes a basket he can rebound his ball and bounce-pass it to the next player in line for a turn at shooting. The first player sits down at the back of the line. The first team with all their players sitting down wins or everyone who perseveres wins.

Basketball Dribbling

Materials: Two basketballs, a court or some lines

Directions: Have two teams of boys line up on either side of a court. Give the first boy in each line a basketball. On "go," have the first boy dribble his ball to the end of the court and back and bounce-pass it to the next player in line. The first player then sits down at the back of the line. The first team with all their players sitting down wins or everyone who perseveres wins.

Note: You can also have the players dribble from left to right hands or some other drill to practice learning a specific skill.

Popping Nickel Demonstration

Materials: 1 wet nickel, 16 oz. bottle thoroughly chilled (freezer works well), vinegar bottle with a narrow mouth (Heinz brand works well.)

Directions: Place the wet nickel on the mouth of the thoroughly chilled bottle. (The water on the nickel should form a seal on the bottle's mouth.) Place warm hands around the jar. As the air in the bottle warms, the nickel will "pop." Just as the popping nickel performs according to the degree of coldness of the bottle, so does success in areas of talent happen according to the diligence given. Many experiments take time and perseverance. Sometimes experiments don't work the first time and sometimes they need to be modified to circumstances. Success in life, too, requires that "stick-to-it-till-the-job-is-done" attitude.

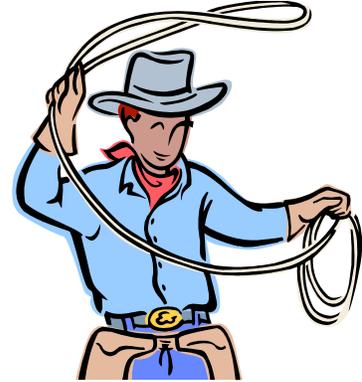
Scavenger Hunt

Get a list of needed items from the local food shelter and have the boys go door to door trying to collect the specifically needed items, then donate them to the food shelter.

Lasso Your Partners Race

Materials: 2 hula hoops

Directions: Divide the boys in two different circles. Each circle does the same thing but separately. Have the boys hold hands with the boy on either side. Break each circle in one place and hang a hula hoop on a boy's shoulder/arm, then reattach the circle. The point of the game is for the boys to see which group/circle can get the hula hoop back to the beginning point first by lassoing all the boys in their circle the fastest. Each boy has to work his whole body through the hula hoop and pass it to the next boy and they can't break the circle or let go of each other's hands.



Note: They have to work together to lift and lower bodies while one player is trying to get his head and arms through a hoop or step his body through the hoop.

Audience Participation

Stick Out Your Tongue and Touch Your Nose

Cubmaster: "Everyone stand up! Parents also! Now I want to see how many of you can stick out your tongues and touch your noses." *Most will try to touch their tongues to their noses. It is a very funny sight. After about 30 seconds, the Cubmaster intervenes.*

Cubmaster: "You are doing it the hard way. I'll show you the easy way." *The Cubmaster sticks out his tongue and simultaneously touches his nose with his finger.*

Climbing the Mountain

Divide the group into three smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read, pause for the group to make the appropriate response.

Parts

BOY	"I'll get this right"
CHIEF	hits thighs rhythmically
MOUNTAIN	"Poof, poof"

Story

Far away in our dry, southwestern country is an Indian village, set in front of a high **MOUNTAIN**, towering up out of the desert. It is considered a great feat to climb this **MOUNTAIN**, so that all the **BOYS** of the village were 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 a twig from the place where he turned. Away the **BOYS** went full of hope, each feeling that he surely could reach the top. But soon a small **BOY** came back, and in his hand he held a leaf of cactus and gave it to the **CHIEF**. The **CHIEF** smiled and said, "My **BOY**, you did not 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** springs." Another came later with some buckshorn. The **CHIEF** smiled when he saw 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 half-way 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 face was radiant. He said, "My father, there were no trees where I turned back. 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 on 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 we offer for attainment are not prizes. Prizes are things of value taken from another. Scout badges, though 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 have gotten in climbing the **MOUNTAIN**.

Submission Credit: Simon Kenton Council



Songs

Train Song

TUNE: "Yankee Doodle"

I met an engine on a hill
All hot and broken-hearted,
And this is what he said to me
As up the hill he started.

(Slowly)

I think I can, I think I can,
At any rate, I'll try.
I think I can, I think I can,
At any rate, I'll try.

(Wolf Handbook, Elective 11c, p. 165)

He reached the top, and looking back
To where he stood and doubted,
He started on the downward track
And this is what he shouted:

(Faster)

I knew I could, I knew I could,
I never should have doubted.
I knew I could, I knew I could,
I never should have doubted!

Back in the Saddle Again

TUNE: "I'm Back in the Saddle Again"

I'm back in the saddle again
Working along with my friends
If at first I don't succeed
I'll keep trying, I won't concede
I'm back in the saddle again.

I'm ridin' the range once more
Cubmaster's keeping the score
I'll work on Cub Scouts each night

Until I get it right,
I'm back in the saddle again.

Whoopi-ti-yi-yo
Rockin' to a' fro
Back in the saddle again

Whoopi-ti-yi-yea
I'll do it my way
Back in the saddle again.



Happy Trails

TUNE: Happy Trails

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.
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, 'till we meet again.



Bill Grogan's Goat

This is a Repeat-After-Me song!

Bill Grogan's goat (repeat)
Was feelin' fine (repeat)
Ate three red shirts (repeat)
Right off the line (repeat).

Bill took a stick (repeat)
Gave him a whack (repeat)
And tied him to (repeat),
The railroad track (repeat)

The whistle blew! (repeat)
The train drew nigh (repeat)
Bill Grogan's goat (repeat)
Was doomed to die (repeat).

He gave three groans (repeat)
Of awful pain (repeat),
Coughed up the shirts (repeat)
And flagged the train! (repeat)

Goin' on a Bear Hunt

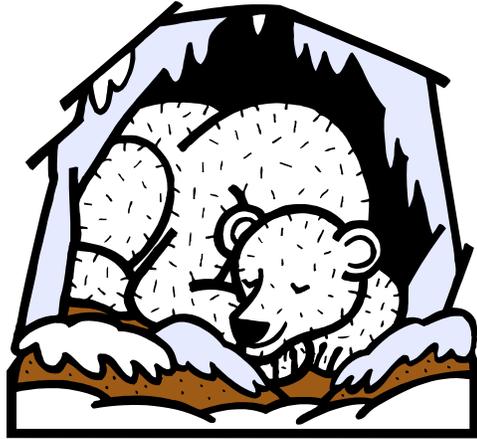
This is a Repeat-After-Me song!

Goin' on a bear hunt (repeat)
Gonna catch a big one (repeat)
I'm not scared (repeat)
Lovely day (repeat)

CHORUS:

Tall trees
Green grass
And loooooookin' at flowers

And loooooookin' at flowers.



I see a field (repeat)
We can't go around it (repeat)
Can't go over it (repeat)
So we gotta go through it (repeat)
Let's go! (repeat)
(Do motions as if going through a field with large grass, tall shrubs etc.)

(Repeat Chorus)

I see a big tree (repeat)
We can't go around it (repeat)
Can't go through it (repeat)
So we gotta go over it (repeat)
Let's climb (repeat)
(Do climbing motions until you get to the top)
Look around (repeat)
You see a bear? (repeat)
No? (repeat)
Climb down (repeat)
(Do motions as if going down the tree.)

(Repeat Chorus)

I see a lake (repeat)
We can't go around it (repeat)
We can't go over it (repeat)
So we gotta go through it (repeat)

Take off your socks (repeat)
Take off your shoes (repeat)
Jump in the water (repeat)
Let's start swimming (repeat)
Stop, tread water (repeat)
Do you see a bear? (repeat)
No? (repeat)
Keep swimming (repeat)
Get out of the water (repeat)
Put on your socks (repeat)
Put on your shoes (repeat)
Let's keep going (repeat)

(Repeat Chorus)

I see a cave (repeat)
We can't go around it (repeat)
Can't go over it (repeat)
So we gotta go in it (repeat)
OK let's go in (repeat)
It's dark (repeat)
It's creepy (repeat)
Stop, I feel something (repeat)
It's furry (repeat)
It's big (repeat)
It has eyes (repeat)
IT'S A BEEEEEEEEEEEEAAAAAARRRRRRRR!!!!!!! (repeat)



(Really fast)
Get out of the cave (repeat)
Run, Jump in the water (repeat)
Start swimming (repeat)
Get out of the water (repeat)
Run. Go up the tree, down the tree (repeat)
Keep running. Go through the field (repeat)
We're almost home (repeat)
Go up the stairs (repeat)
Open the door, close the door (repeat)
Whew...we made it home safe (repeat)

Perseverance

TUNE: "I Will Survive" by Gloria Gaynor

At first I was afraid, I was petrified
Kept thinkin' I could never be a Scout, I should just hide
But then I spent so many nights thinking how Scouts makes you proud,
And I worked hard, and here to cheer me is this crowd

At first I tried, then tried again,
I picked myself up off the ground and never once did I give in,
I earned my Bobcat, Wolf and Bear, and now I'm trying for Webelos
Will I quit? Well the answer it is NO!

Oh, no not I, I'll persevere,
Oh as long as I stick with a task I will not give in to fear,
I'll play sports, learn math and more, maybe be an engineer,
And I'll persevere. I'll persevere, hey, hey

Cheers & Applauses

Basketball Cheer

Directions: Pretend to shoot a basket three times and on the third time you say "Swish" like you made the basket.

Lightbulb Cheer

Directions: Pretend you're trying to invent the lightbulb. Screw in the lightbulb, flip the switch, fall down as it explodes all over. You can do this over and over and have different explosions and on the last time you do the cheer it works and you say "Eureka!"

Arrow Cheer

Directions: Everyone pretends to draw an arrow from his backpack and pull it back in the bow and fire it at a target.

Flaming Arrow Cheer

Directions: Everyone pretends to draw an arrow from his backpack, puts in in the fire to light it, pulls it back in the bow, then his sleeve catches on fire and he starts slapping his arm to put the fire out while yelling, "My arm's on fire! My arm's on fire!"

Covered Wagon Cheer

Directions: Divide the group in two, one group yells, "Westward!" and the other group yells, "Ho!"

Submission Credit: Circle Ten Council

Cowboy Cheer

Directions: Raise your arm in the air and say, "Yeehaw!"

Skits, Jokes & Run-ons

The Chicken Farmer

(A Skit about Perseverance)

Materials: 4 or 5 Cub Scouts and a sign that says "One week later"

Action: The skit starts out with 3 (or 4) scouts in a line and the last scout (hatchery owner) over on the other side of the stage.

Directions:

The first scout in the line pretends to start a truck, and the whole group "drives" over to the Hatchery owner. When they get there, the first scout (Farmer) gets out of the truck and walks over to the owner while the other scouts (crew) stay in the truck.

The farmer and owner greet, and the farmer announces that he would like to buy 4 dozen chickens. The owner says, "All right," and they agree upon a price. Upon agreeing on the price, the two spit in their hands and shake.

Then the farmer turns to his truck and shouts, "Hey you guys, get on outta that truck an' looaad up these here chickens!" (*NOTE: for a good laugh, the farmer can slur all of the words together, so almost nobody can understand him.*)

The Crew gets out and they load up the chickens. While the chickens are being loaded, the farmer and owner can chat about the weather.

Once all of the chickens are loaded, the farmer gets back in his truck and he and the crew all drive back to the Farm.

One scout announces: "One week later," and the whole process is repeated.

Another scout says: "Another week later," and the farmer and crew drive to the hatchery. As before, the farmer and owner greet, and the farmer announces that he would like to buy 5 dozen chickens. The owner whistles, and says, "Man, you must have a pretty good-sized farm going on now." The farmer then replies, "Well, I really can't tell yet, but I think I'm either planting them too deep, or too far apart."

World's Greatest Pickpocket Skit

Materials: A pair of clean socks and random things that might be in someone's pocket (wallet, sunglasses, pocket knife, keys, etc.)

Preparation: Have person # 2 stuff the clean socks in his pocket. Have person #1 stuff all the other items in his pocket. Person #1 should be wearing no socks, but long-enough pants that no one can tell.

Directions: The actors start on opposite sides of the stage, and come on.

Person 1: Hey man, I haven't seen you since high school!

Person 2: Aw yeah, it's been a while! *(They hug, then back away)*

Person 1: So what have you been doing?

Person 2: Oh working hard, you know, just trying to get by. I have my own house, car... so what have you been doing with yourself?

Person 1: Well, I've been working hard, too. I've become the world's greatest pickpocket.

Person 2: No way! Prove it.

Person 1: I already have! *(He pulls out the objects one by one, showing them off.)*

Person 1: See, I'm the world's greatest pickpocket. Hard work pays off!

Person 2: *(pulls out the socks)* Yeah, well I got these!

(Person 2 lifts up pant legs to show his socks are gone, then he chases Person 2 off the stage)

Cowboy Run-ons

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 that says, "Bear to the Right."

Submission Credit: Viking Council

Tex: My uncle can shoot a gun faster than any other man in the West. He can even shoot without removing the gun from his holster.

Rex: What do they call your uncle?

Tex: Toeless Joe.

Submission Credit: Heart of America Council

Cowboy: I broke three wild horses this morning.

Tenderfoot: How careless of you!

Submission Credit: Heart of America Council

Q: What is cowhide most used for?

A: Holding cows together.

Q: What did the mother buffalo say to her boy as he was leaving?

A: Bison.



Cub 1: A cowboy rides into town on Friday, stays three days and leaves on Friday.

Cub 2: How does he do that?

Cub 1: His horse's name was Friday.

Saddle Horn

Rancher: What kind of saddle do you want? One with or without a horn?

Cowboy: Without is fine. There doesn't seem to be much traffic around here.

Eaten Alive

Some Cub Scouts were taking an evening hike. The mosquitos were so thick they had to put on their jackets to keep from being bitten. Then one of the boys saw some lightning bugs and said to his Den Leader, "We might as well give up. They're coming after us with flashlights!"

Horseback Ride

City Slicker: I finally went for a ride this morning.

Ranch Hand: Horseback?

City Slicker: Yep, he got back an hour before I did.

Pony Express

The door to the Pony Express office swung open. A cowboy sprinted out, took a running leap, and landed in the middle of the road.

"What's the matter with you, pardner?" asked a bystander. "Did they throw you out, or are you just crazy?"

"Neither," replied the cowboy, "but just wait until I find out who moved my horse!"

Crafts

Wanted Posters

Make wanted posters. Take a piece of beige paper and lightly singe the edges with a candle. Finally paste a picture to the paper and write "WANTED" or "WANTED FOR FUN" at the top. At the bottom write a description of all of the fun things they do in Scouting or let the boys and leaders go around and write nice things they like about each Scout and why he makes scouting fun.

Submission Credit: Circle Ten Council

Toothpick Architecture

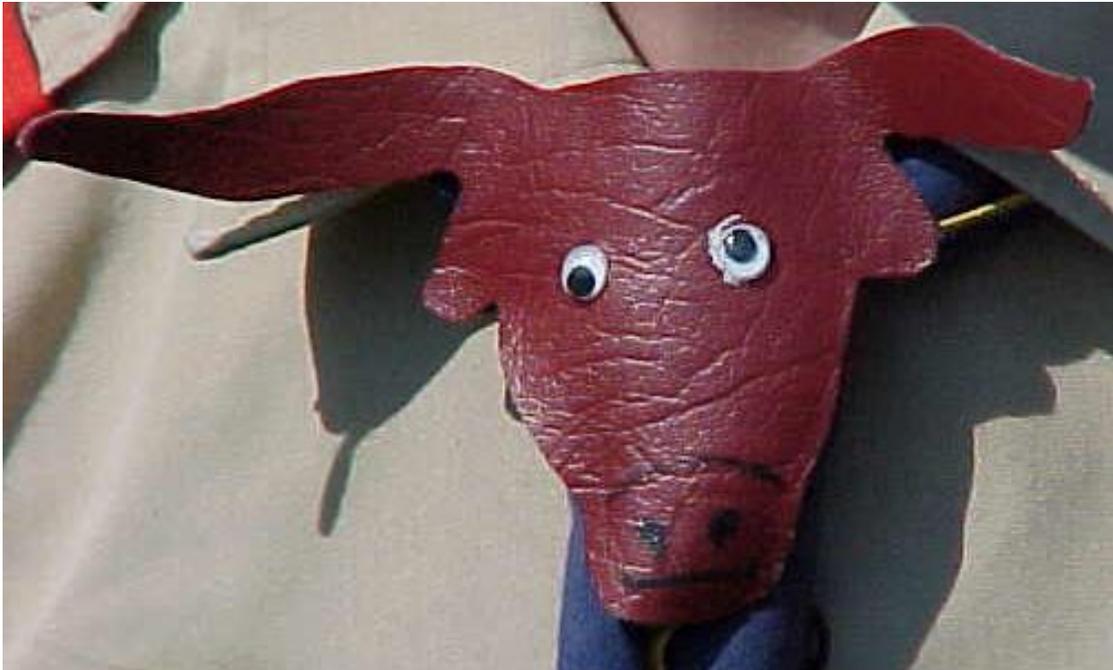
Have the boys build teepees/wagons/ or something else with toothpicks and miniature marshmallows or gum drops. Or, use graham crackers and frosting to make a fort.

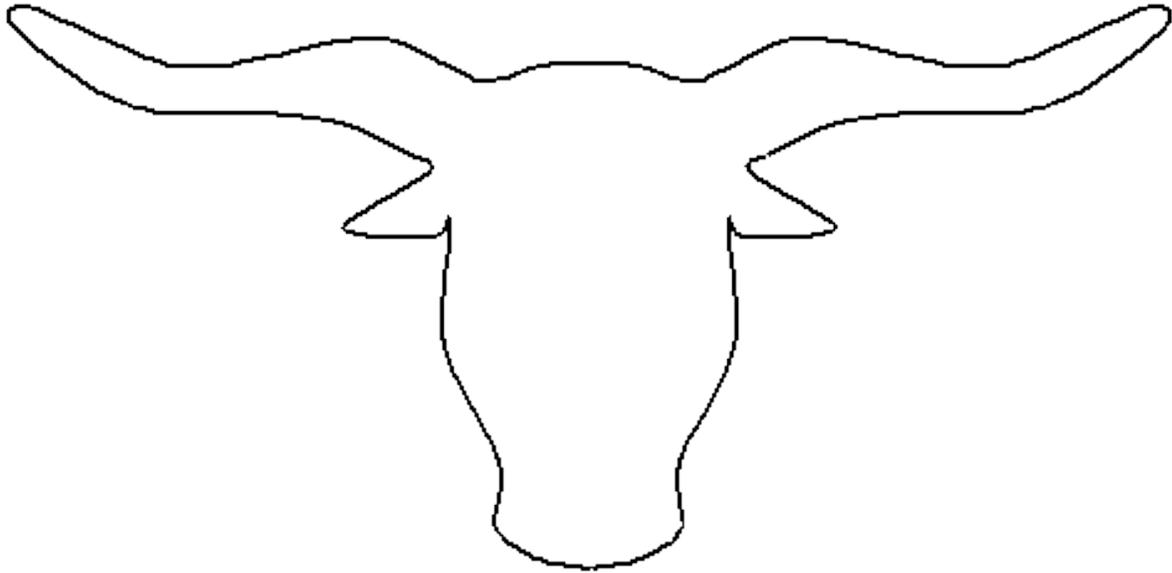
Longhorn Bull Neckerchief Slides

Materials: leather or vinyl (could be from an old purse or belt)

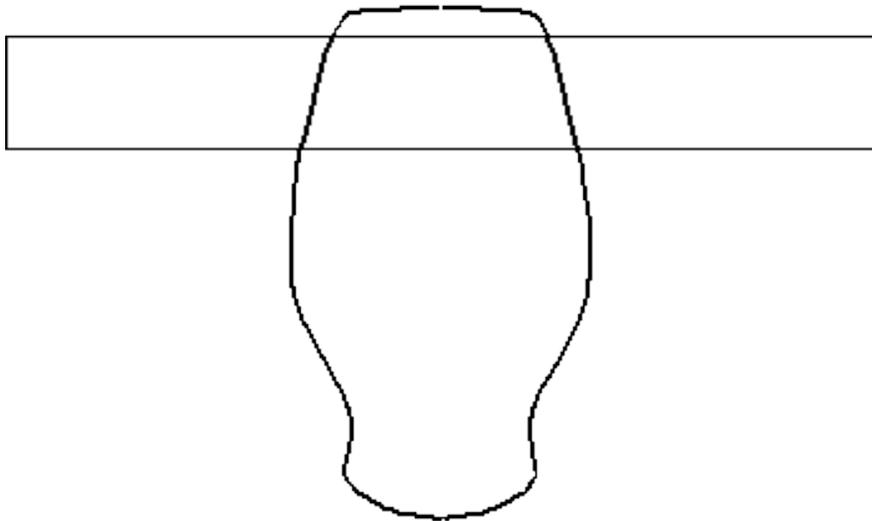
Directions:

- Precut cut-out templates using the drawings below as a guide.
- Trace around template onto leather or vinyl.
- Cut out front and back of longhorn bull.
- Glue on the eyes.
- Draw on mouth and nostrils with a permanent marker.
- Punch several holes into both tabs on back of bull. Make loop the size to fit neckerchief and secure with brass fastener.
- Glue the front and back together using hot glue.





Bull's Front



Submission Credit: e-scoutcraft.com

Cowboy Chaps Neckerchief Slides

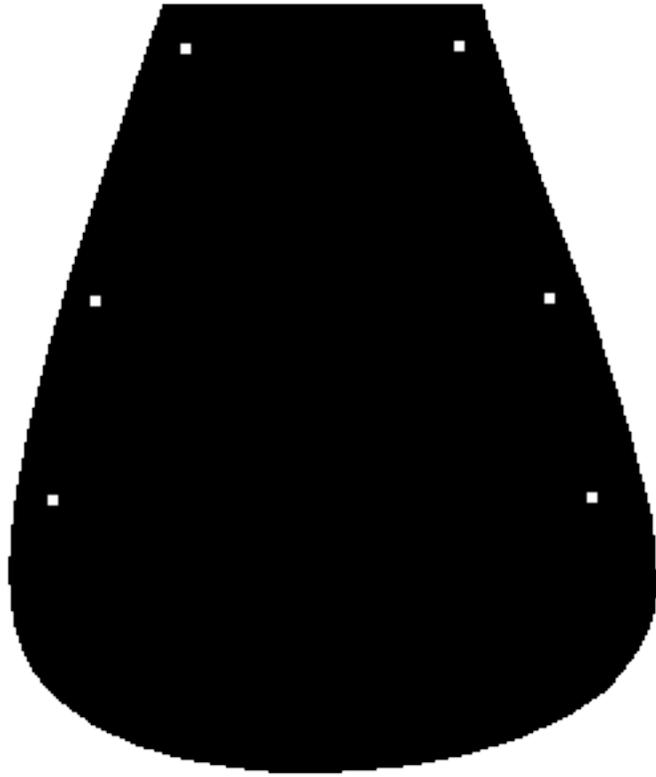
Material: Leather or vinyl (could be from an old leather purse or belt)

Directions:

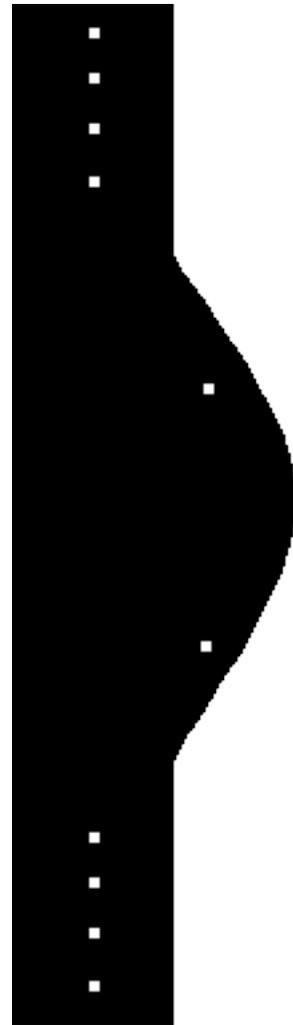
- Cut either leather or vinyl using the templates as a guide.
- Punch out holes for brass fasteners.
- Form the legs by fastening with two brass fasteners each.
- Attach legs to waist with fasteners.
- Connect the two ends of the waist with a brass fastener to form a loop for the neckerchief. You can adjust the size of this loop to fit different size neckerchiefs. You could also glue a PVC ring inside this loop to make it easier to put on and take off.

Submission Credit: e-scoutcraft.com





Make two



Food Fun

“I Can Do That With One Hand Tied Behind My Back” Game

Materials: Graham crackers, frosting, and sprinkles and a bandana

Directions: Have the boys wash their hands and then one by one, tie a boy’s hand behind his back with a bandana (tie it to his belt or belt loop). Each boy has to pick out a graham cracker from the package, open the frosting jar, use a knife to spread frosting on his graham cracker, and open the sprinkles container and pour sprinkles on his treat. Keep trying until they get their treat!

Trail Mix

Have each boy bring something to contribute to a trail mix for dessert. Each boy can pour his ingredient into a large pot and then you can mix it all up and serve it with a ladle into plastic bags. You can do a mix of cold cereals instead of nuts/raisins if the boys prefer a cereal mix.

Critter Stew

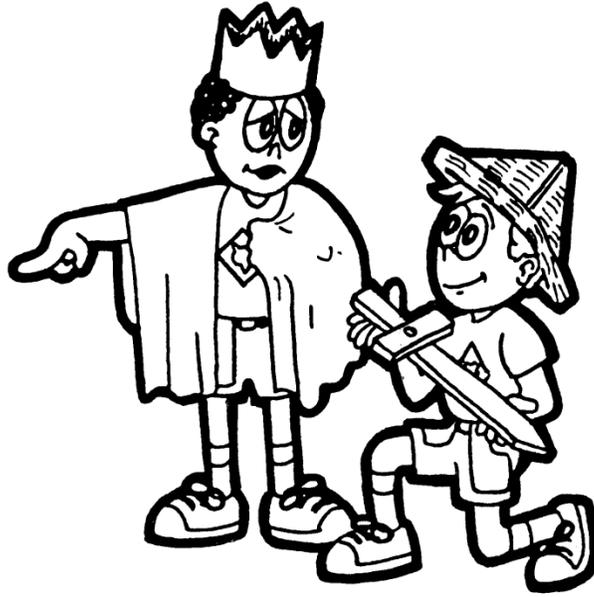
Ingredients:

- 1 lb ground beef (“critter”)
- 1 onion, diced
- 2 15-oz cans stewed tomatoes
- 1 cup salsa (any brand or type)
- 4-5 potatoes, cut in chunks
- 4-5 carrots, sliced
- 1 package brown gravy mix
- 2 cans green beans
- 2 cans corn
- 2 boxes Jiffy corn muffin mix

Directions:

Brown ground beef with onion in Dutch oven or large pot. Add stewed tomatoes, salsa, potatoes, carrots, green beans (do not drain), corn (do not drain), and gravy mix. Stir. Sprinkle dry muffin mix on top of stew. Cover. Cook until vegetables are tender and cornbread is done. (If making this in a Dutch oven over coals, put some coals on the lid to cook the cornbread from the top.)

JULY



Core Value:

Courage

Supplemental Theme:

Cubs in Shining Armor

Courage

Courage includes 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.
- 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.

Cub Scout Leader Book (2010), p. 14

Cubs in Shining Armor

Many associate *courage* and *valor* with knights because of their code of conduct. The Knights Code of Conduct extols these virtues, which reinforce that a true chivalrous knight does what is right regardless of the difficulties or consequences. He exhibits true courage.

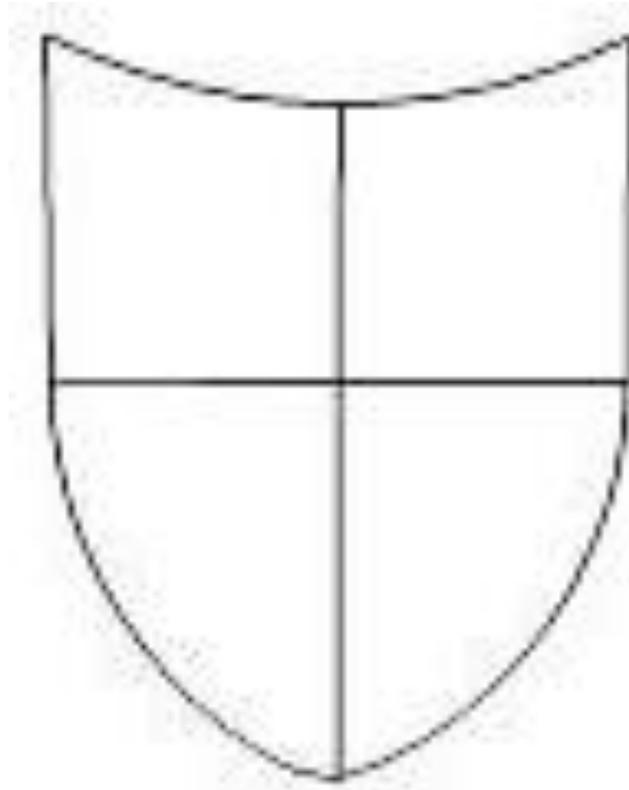
www.scouting.org, *Pack Meeting Plans, July: Cubs In Shining Armor*



Gathering Activities

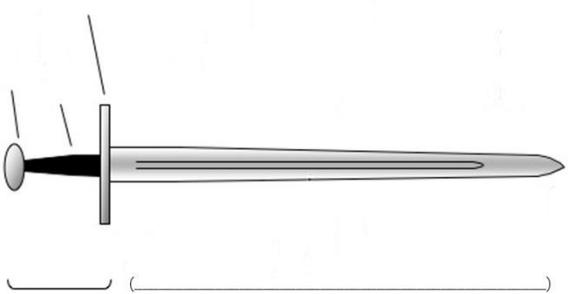
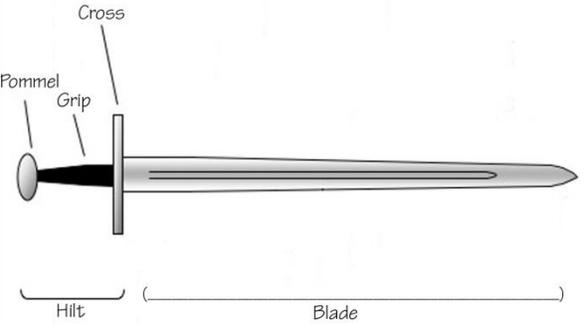
Coat of Arms

Design a den, pack or family Coat of Arms.



Sword Sense

Tell the parts of a sword.

<p>List the following: Blade, Hilt, Pommel, Grip & Cross</p>  <p>_____</p>	 <p>_____</p> <p>_____</p>
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Opening, Closing, and Advancement Ceremonies

Steps to Knighthood

Opening and Flag Ceremony

A Knight is a person granted an honorary title of Knighthood by a monarch or political leader for service to the monarch or country. Knighthood was considered a class of lower nobility, and it has become associated with ideas of chivalry, a code for the perfect courtly Christian, elite warrior, and the virtues of faith, loyalty, courage, and honor. Tonight we are going to learn some steps toward Knighthood.

5 Steps to Knighthood

1. Right Background
2. Upbringing (training)
3. The Page
4. The Squire
5. The Knight

They had a Standard to rally around. A Standard is a figure or flag object, especially a flag or banner used by a people or their military. Tonight our standard is our country's flag:

- Post the Flag and recite the Pledge of Allegiance
- Opening Prayer

Cub Scout Promise and Law of the Pack

As you go through Pack Meeting, use the following as a guide in helping the boys see their potential as scouts.

5 Steps to Knighthood

1. Right Background – The boy knows the Cub Scout Promise and Law of the Pack
2. Upbringing – Families
3. The Page – Cub Scout
4. The Squire – Boy Scout
5. The Knight – Eagle Scout

How many of you are going to become a Knight?

Who here qualifies to be a Page?

1. Right Background - Must be a Part of the Cub Scout program Wolf, Bear, and Webelos.
 - Know the Cub Scout Promise (have the pack recite)
 - Law of the Pack (have the pack recite)

You are doing well.

Uniform Inspection

2. Upbringing -

Welcome any new boys and families. Mention the Family is the source of training. At age 7 a young boy would be sent to commence his education at the home or a castle of a nobleman, he was given a uniform to wear. Cub Scouts start at age 8 (7 for Tiger Cubs), and go to the home, church, or other significant place, where a Den Leader helps him learn his role in becoming and obtaining ranks toward his Arrow of Light award on the road to becoming an Eagle Scout.

Uniform inspection.

Awards Ceremony

3. The Page –

As a Page/Cub he will serve his family, country, school and self. A Page would be educated in religion, manners, riding, hunting, hawking, and strategic games such as backgammon and chess. Tonight _____ has earned _____ on his way to becoming a knighted _____ (Wolf/ Bear/Webelos).

- Hand out the Awards
- Wolf,
- Bears
- Webelos
- Advancements into Scouting

Strategic Game Activity

4. The Squire -

Explain the role of a Boy Scout who helps out in den meeting and Pack Meeting have two Boy Scout teach a game to the boys. Suggest the following (Capture the flag or Defend the Keep) Played for 20 minutes or longer (these are for outside.)

Arrow of Light Ceremony

5. The Knight - Arrow of Light - Eagle

George Washington Opening Ceremony

As a young man Washington seemed to possess a magical immunity to bullets. In one early encounter in the French and Indian war, he absorbed 4 bullets in his coat and his hat. He had 2 horses shot from under him, yet he emerged unscathed. This led an Indian chief to predict that some higher power was guiding him to greater events in the future. He went on to become the first President of the United States.

Please stand and join me in saluting the flag and reciting the Pledge of Allegiance.

Courage Closing

Courage is bravery, boldness, fearlessness; it is the ability to confront fear, pain, danger, uncertainty to intimidation. There are two types of courage: Physical Courage and Moral Courage. Physical Courage is courage in the face of physical pain and hardship. Moral Courage is the ability to act rightly in the face of popular opposition. Our country needs people who exhibit both kinds of courage. Please join me in singing our National Anthem, "The Star Spangled Banner."

Knighthood Closing

Why do we salute the flag? Since the earliest times, the right hand or weapon hand was raised as a greeting of friendship. A Medieval Knight raised his visor to reveal his identity as a courtesy on the approach of another knight. Since that time we salute the flag as we show honor to our flag and country.

Activity and Game Ideas

Capture the Flag

Materials: Running shoes or tennis shoes, 2 old brightly colored pieces of cloth.

Directions:

- Divide into 2 teams of 3 or more players.
- Divide territories for teams: street, trail, creeks, and fences lines make good borders.
- Agree on 2 items as flags (colored pieces of cloth).
- When caught the player is frozen to the spot until rescued.
- Hide flag. The flag must be hung at head height and be visible from 20 yards away at least on one side.
- Split into attackers and defenders with each team. Attackers and defenders can switch jobs as needed.
- Attempt to sneak across the border, find and capture the enemy flag and then race back without being caught.
- Hide your flag along borders and try to intercept and catch any opposing players who sneak across if you are a defender.
- Capture any players by tagging them while they are on your side of the border.
- Win by capturing the enemy flag and carrying it back to your side. If the person is tagged while carrying the flag it is left where the person is tagged.
- Rescue team mates by sneaking across borders and tagging them, and racing back across boarder.
- Recapture players by tagging them again, before they reach the border.

Duke, Duke, King

(Medieval Duck, Duck, Goose)

Directions: Have boys sit in a circle. One boy stands on the outside of the circle and walks around it. He taps the boys in the circle on the head with a neckerchief one at a time, calling each one “Duke,” until he finally calls one “King.” Once “King” is called, the boy who was tagged jumps up and chases the first boy around the circle and tries to tag him before he gets back to the open spot. If he can’t tag the first boy, he becomes the next one to call “Duke, Duke, King.”

Catch the Roe (deer)

Materials: A strip of cloth about 3 inches wide and 15 inches long

Directions: Tuck the end of a strip of cloth in the pocket of one of the boys. He will be the roe (deer). The other boys are hunters. They chase him until one of them gets the cloth. Then the one who captured the cloth becomes the deer and the game starts over.

Build a Castle

Materials: Cardboard boxes, newspaper, tape, flag (made last).

Directions: Divide group into two teams with boxes, newspaper, and tape. On the signal, each team will begin to build a castle. When their castle is done, they need to make a flag and put their flag at the top of the castle. The first team to put their flag on the top wins.

Tug of War over the Moat (Stream)

Materials: Rope with the middle marked, water hose, small pool.

Directions: Spread out the rope with the pool under the middle (can be filled with water or empty). Divide into two teams. Each team pulls on one end of the rope. The first team to pull the other into the pool wins.

Defend the Keep

Materials: Four ropes or large hula hoops; long rope, string, or tape

Directions: Divide group into two teams. Using ropes or hula hoops, make 4 circles. Each team has two circles--one circle will be their castle and the other circle will be their keep. Make a line with a rope, string, or tape between the two teams’ circles.

When the boys are in their castle, they are safe. Each team tries to lure the other team out. If a member of the opposing team tags you, you are put into their keep until one of your free teammates tags you or all of the opposite team is in your team’s keep.

The 1st team to put all the opposite team into their keep wins.

Obstacle course

Materials: Obstacles (tires, tables, chairs, rope swing, sprinkler), doll, awards

Directions: With a sword in hand, run the course; step in tar pits (tires), climb over tables, swing on a rope, run through a wall of water, cross swords with the leaders, save a damsel (doll), return the damsel to king (Cubmaster). Receive your prize (treat or awards the Cub Scout has earned).

Life-sized Game of Chess

Materials: Construction paper (two different colors, 32 of each color), and each of the following labels on two different colors of paper: Pawn (8 of each color), Rook/Castle (2 of each color), Bishop (2 of each color), Knight (2 of each color), King (1 of each color), Queen (1 of each color). These labels are hung around the neck of the participants. Teach the boys the basic moves of each piece.

Chess Belt Loop and Pin



Chess is an ancient game. Boys can learn chess, and maybe it will become a lifelong interest. They can refine their skills year after year through practice. Ask a member of a local chess club to come and explain his or her interest in the game. The boys can earn the Chess Academics Belt Loop and Pin.

Archery Belt Loop and Pin

The Archery loop and pin can be awarded **only by a certified Cub Scout Archery shooting director**. Archery is a camp-only program. Boys can earn archery recognition items only at council/district day camp, resident camp, or council-managed family camping programs. Archery programs are not permitted at den and pack activities.

Knights' Tunics

Materials: Old pillowcases, paint, cardboard

Directions: Knights wore bold colors on their tunics and shields so that everyone knew who they were. Only seven colors were used: gold, silver, red, blue, green, black, and purple. Using these colors, boys can decorate their "knight's tunic" with a symbol meaningful to each. The tunic can be a pillowcase in which they cut holes for the head and arms. Put cardboard between layers of the tunics while painting to keep colors from bleeding through. Another choice is to cut out symbols and glue them onto the tunics.



Jousting

Materials: Balloon or foam swords, stick horses

Directions: Set a string down the middle, in which each Cub Knight cannot pass. Have them mount on a stick horse with a shield and a noodle (balloon) sword. Have them run down the line and try to hit the other's shield with their swords.

VARIATION: Rubber ball jousting

Materials: Two large bouncy balls

Directions: Two boys each hold a large ball in front of them. They run toward each other and ram the balls together. Both boys will usually go flying. This would be good to play on a soft surface.

Teeterboard Jousting

Making a teeterboard for the use of the den or pack is a helpful project for a parent. See the *Cub Scout Leader How-To Book* for directions (Section 3—Games, p. 40)

Castle Bowling

Materials: Six half-gallon milk cartons or 2-liter pop bottles, scissors, construction paper, glue, markers, small lightweight ball.

Directions: Using scissors, remove the pointed top of the milk cartons or bottles; cut the top in several places to resemble castle turrets. Cover with construction paper and draw windows. Set the castles up like bowling pins. Boys take turns bowling with the small ball.

Broomstick Twist

Materials: Broomsticks for each pair of boys

Directions: Two boys of similar height and weight grasp a broomstick held horizontally with both hands. Each tries to touch the end of the broomstick on their right to the floor.

Good Turn for America

Knights lived by a code of bravery, courtesy, kindness to others, and doing good deeds. Boys can experience these virtues by helping to collect canned foods to be donated to a local food bank. Or, find a local shelter where boys can help serve meals. Cub Scouts will see how important warm friendly meals can be—and how not everyone can take them for granted.

Go See It

Visit “modern knights” at a police station or fire station or invite a military personal to come and talk about Courage.

No Laughter in the Court

The king puts out a proclamation. Three Knights are to be chosen for the King’s Court. The test to be undergone is to prove who could be the most serious man for the position.

The king stands before the contestants. To #1, he says, “Ha!” The boy must repeat, “Ha!” To #2, he says, “Ha!” and boy #2 must repeat, “Ha!” Each subsequent boy has to say, “Ha!” after the King when it comes to his turn.

Before long everyone is laughing like crazy. If anyone survives the game without laughing, he is made a Knight.



Songs

Where's My Armor Gone?

TUNE: "Where, Oh Where, has my Little Dog Gone?"

Where, oh, where, has my armor gone?
Oh, where, Oh, Where can it be?
With a Cling, cling, here and a cling, cling there
Oh, where, oh, where can it be?



Cheers & Applauses

Sound of Armor

Directions: Walk slowly in a circle and say, "Ching, Ching, Ching."

Knight Salute

Directions: Hit your chest with your right arm as a salute and say, "Good Job."

Knight Applause

Directions: Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying "I dub thee Sir Knight."

Round Table Applause

Directions: Move your hands in a big horizontal circle while clapping.

Canned Applause

Directions: Have a can with a plastic lid. When the can is open, everyone cheers as loudly as possible. When it is closed, everyone is silent.

Silent Knight Cheer

Directions: Everyone pretends to cheer and applaud, but no one makes any noise.

Skits, Jokes, and Run-ons

Q: Why did the King go to the dentist?

A: To get his teeth Crowned.

Q: Have you ever seen a Duchess?

A: Yes--it's the same as English's.

Q: When a Knight in armor was killed in battle, what sign did they put on his grave?

A: Rust in peace.

Q: What did the dragon say when he saw St. George?

A: Oh, No! Not more (tin) canned food!

Q: How do you send a message in the forest?

A: By Moss Code

Q: What do you call a mosquito in a tin suit?

A: A bite in Shining Armor.

Q: There are many castles in the world, but who is strong enough to move one?

A: Any Chess Player

Q: Why did the Knight run about shouting for a can opener?

A: He had a bee in his Suit of Armor.

Q: What Animal needs to wear a wig?

A: A bald eagle.

Q: Why did every castle have a bank with an automated teller?

A: So they can make Knightly withdrawals.

Q: What King of medieval England was famous because he spent so many nights at his Round Table writing books?

A: King Author!

Q: How do you find a princess?

A: You follow the foot prince.

Q: Why were the early days of history called the dark ages?

A: Because there were so many Knights!

Q: Why did Arthur have a round table?

A: So no one could corner him!

Q: Who invented King Arthur's round table?

A: Sir Cumference!

Q: What was Camelot?

A: A place where people parked their camels!

Q: What was Camelot famous for?

A: It's Knight life!

Q: When was King Arthur's army too tired to fight?

A: When they had lots of sleepless Knights!

Q: Where did Knights learn to kill dragons?

A: At Knight school!

Lame Horse Skit

Knight: Innkeeper, I've got to get to the castle tonight. My horse is lame. Do you have another I can use?

Innkeeper: No, I'm sorry, but I lent my last one hours ago.

Knight: Well, have you got anything that can get me to the castle?

Innkeeper: I have a large dog that's almost as big as a horse.

Knight: Well, let me take him.

Innkeeper: No, I just couldn't do that.

Knight: I will pay you plenty and take good care of him.

Innkeeper: No, I just can't do it. I just can't send a knight out on a dog like this.

Audience Participation

Ballad of the Cub in Shining Armor

Parts

KNIGHT	Hit chest with right fist and say, "to serve"
FAIR MAIDEN	"Help me!"
DRAGON	Roar

Story

There once was a **KNIGHT** who was young and strong. Great was the **KNIGHT'S** courage. He would stand up to all the ugly Ogres, **DRAGONS**, and evil that came his way. One day, the **KNIGHT** heard of an evil **DRAGON** who had caught a **FAIR MAIDEN**. So the **KNIGHT** went in search of the evil **DRAGON**. He found the trail that led to the **DRAGON'S** den. In the distance, the **KNIGHT** could hear the **FAIR MAIDEN** calling for help. As the **KNIGHT** pushed forward, the **DRAGON** flew down to stop him. The **KNIGHT** drew his sword and the **DRAGON** extended his claws. They battled all day and into the night. Exhausted, the **DRAGON** flew back to his den. The **KNIGHT** fell asleep, but only for only a few hours. When the **KNIGHT** awoke, he knew what he must do. So, the **KNIGHT** quickly climbed up the steep mountain and into the **DRAGON'S** den. He went in search of the **FAIR MAIDEN**. Quietly, he slipped past the sleeping **DRAGON** toward the back of the den. There he found the **FAIR MAIDEN** scrubbing the walls and floor. The **KNIGHT** grabbed the **FAIR MAIDEN** and they climbed down the mountain and rode off into the sunrise. The moral of the story is don't get caught by a **DRAGON** or you will have to keep his den clean.

Crafts

Foam Swords

Materials: To make four swords (which is the most economical way), use 2 pool noodles (the kind with a hole in the center), 1 PVC pipe (1/2-inch diameter, cut into 18-inch pieces), 4 1/2-inch PVC caps, one piece of craft foam cut into 8 1/2-inch by 2-inch pieces (one per Cub Scout).



Directions: Cut a 1/2-inch circle on each side of the craft foam so the piece of foam will have a circle on each end. Cut the pool noodle in half. Have the cubs take one pool noodle and carefully push the PVC pipe through the middle hole. If they go fast, the noodle may bend and come out through the side of the noodle. If they are having trouble pushing it in, tell them to try twisting it. Push it in about 12 inches. Take your foam piece and slide one hole onto the PVC pipe. Bend the foam up and slide the other hole onto the PVC pipe. Take the end cap and firmly press it on the end so it is all the way down. Slide the foam so it is touching the pool noodle and the end cap.

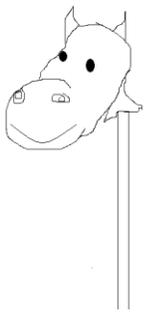
Bas Relief Shield

Materials: Cardboard, aluminum foil, spray adhesive, paint, scrubbing pad.

Directions: Overlay a piece of cardboard cut to the shape of a shield with cardboard cutouts of each Knight's special symbol. Glue them to the shields. Cut heavy-duty foil several inches larger than the shield.

Gently crumple the foil and straighten it out again, so that it forms small creases. Cover the shield with spray adhesive. Center the crumbled and straightened foil over the shield and smooth out from the center gently, emphasizing the cutouts. Tape foil edges to the back of the shield. Paint with matte black paint. When dry, carefully rub a kitchen scrubber or fine steel wool over the design to remove paint from the smooth areas. Then you will have an antique-looking shield! Several animals—bears, lions, eagles, or horses—can be used as designs on shields, as well as the shape of a cross.

Stick Horses



Materials: A 1-inch thick dowel or broom stick for each scout, one heavy-weight sock, a bag of stuffing, a pair of googly eyes or buttons, a ball of thick yarn, various colors of felt and fabric for the ears, nostrils and any other decorations, a large needle, and a thread.

Directions: To make a sock horse head, fill the sock with stuffing. Make sure to get the toe and foot portion nice and full, as that will be the horse's face. Remember that stuffing tends to compact, so the fuller, the better. Continue stuffing the sock until approximately half of the tube part is full. Leave enough room to insert the dowel right up to the heel of the sock.

Once the sock is stuffed, it's time to create the horse's face. Be creative here! Sew or glue some buttons or googly eyes onto the sides of the head. Use felt to make nostrils and a mouth. Glue them on. For ears that stand up, use a firm material, like leather or denim. Sew the ears at their base and weave a line of stitching through their backs to give them some shape.

Make a mane using yarn and a large needle, weaving the yarn into the sock. Alternately, find some old upholstery fringes or materials ripped and sew in place. Add any other features you'd like, such as a colored patch or a bridle.

Join dowel and sock to make a stick horse. Insert the dowel into the tube of the sock until it meets the sock's heel. Hold it in place and finish stuffing the sock all around the dowel. The more padding you can get in there, the better. Leave about an inch of sock unstuffed at the bottom, so you will have room to tie the sock on. Finally, use a heavy piece of twine or string to tie the sock in place. Use hot glue to keep the dowel in place. If the head loosens or comes off, just tie it back in place and the horse is ready to go.

Build a Catapult

See *Webelos Handbook*, p. 224.

Photo from cubscoutpack918.org

Launch marshmallows at the opposing team, or try to aim cotton balls into an empty soup can.



Make Balloon Animals

(Dragon, Swords & Rings)

Materials: Get balloon animal balloons (type 160 & 260, get lots because they tend to pop easily) and a pump or two. Have many balloons already blown up. YouTube has many “how to” videos.

Swords and Rings are easy to make. Have someone hold a ring while the Knight rides his horse with his sword drawn and hooks the ring with his sword.

A dragon is made the same way as a T-Rex but it has wings.



Spear the Ring

Directions: Bend several coat hangers into circles and hang at different levels. Using oblong balloons or noodle swords, twist into swords for each boy. The Cub Scouts spear as many rings as possible in the allotted time. Each boy tries to improve his score with each turn. They can ride their horse for a fun challenge.

Food Fun

Pie eating contest

Small cream pies are needed. They must be cream pies. No hands, spoons, or forks allowed. The first one to eat the entire pie wins.

Dragons in a Blanket

Slice hot dogs lengthwise, cut cheese into strips, unroll croissants and stuff them with hot dogs and cheese and then roll the croissants back up and bake until golden brown.

Dragon's Breath Punch

Freeze orange and red-colored ice cubes (a combination of Kool-Aid and cranberry juice works well) before the den or pack Meeting. At Den/Pack meeting, serve a lemon-lime soda or ginger ale, and let each child drop in the "frozen dragon's breath" ice cube that will turn their drink into a magical treat!

Easy Dragon Scales

Make a label for a bowl of cheese-flavored tortilla chips that says "dragon scales."

Sword Skewers

Cut several different kinds of luncheon meats and cheeses into cubes, and arrange them on wooden skewers. When it's time to eat, place lettuce around the edge of a plate or small tray and put a head of cauliflower with the stem removed in the center of the plate. Then stick the skewers into the cauliflower, arrange all kinds of dips around and serve. (Remember to cut off the tips of the skewers.)

Fruit Shapes

Slice watermelon in half inch thick slices, cut with heart, star, diamond etc. shaped cookie cutters, allow cubs to eat on round picnic tables to resemble the Knights of the Round Table.

Royal Diamonds

Make red, purple, or green flavored gelatin in a shallow cake or pie pan. Use one cup less water than the regular recipe calls for. Once the gelatin is set, use a cookie cutter to cut out diamond shapes to serve.

Sword Cookies

Serve cakes or cookies in the shapes of swords, shields or castles.

Ale

Serve apple juice cold or warmed with a little orange juice, cinnamon, and cloves added for a different flavor.

Medieval Picnic

Have a summer picnic with finger foods. Most medieval Knights used only a knife, as forks and spoons were hard to come by.

AUGUST



Core Value:

Honesty

Supplemental Theme:

Kids Against Crime

Honesty

Honesty means 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 of 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.

Cub Scout Leader Book (2012), p. 15

Kids Against Crime

Crime is often an act of dishonesty. Kids Against Crime focuses on the opposite of dishonesty—honesty. Honesty is all about telling the truth and being a person worthy of trust.

www.scouting.org, *Pack Meeting Plans, August: Kids Against Crime*



Gathering Activities

Emergency Numbers

Directions: Have a list of local emergency contact numbers for your community (police, fire, water, gas, poison control, etc.) listed on a poster or chalkboard. As people arrive, have them write these numbers down on a sheet of paper, along with numbers for their family physician, helpful neighbors, and family members. They can then post these number lists somewhere in their homes. (*Wolf Requirement 4a, Bear Requirement 7e*)

Cub Prints

Directions: Copy the fingerprinting chart from the Bear Handbook (*Bear Requirement 7a, p. 65*) and fingerprint everyone as they come into the meeting.



Follow the Trail

Directions: Cut out footprint shapes from construction paper and make a trail of footprints around the facility. Have the Cub Scouts follow the prints to collect “clues” or answers to jokes or riddles that will be asked during the meeting.

Word Scramble

Directions: Unscramble the following words:

1. LANIMIRC _____
2. LAJI _____
3. REIOFCF _____
4. ALW _____
5. LECU _____
6. RONSIP _____
7. MERIC _____
8. FESFIRH _____
9. PYDTUE _____
10. RINES _____
11. TRINGRFNIPE _____
12. NEEDVICE _____

Answers: 1. Criminal, 2. Jail, 3. Officer, 4. Law, 5. Clue, 6. Prison, 7. Crime, 8. Sheriff, 9. Deputy, 10. Siren, 11. Fingerprint, 12. Evidence



Opening and Closing Ceremonies

George Washington Opening

George Washington is sometimes known as the boy who chopped down the cherry tree, but told the truth because he said he “could not tell a lie.” While this incident never actually happened, it was told to illustrate the great honesty of the Father of our Country. Let us stand and salute our flag and recite the Pledge of Allegiance.

Honesty Closing Ceremony

Materials: Cards that spell the word H-O-N-E-S-T-Y, with the parts written on the back.

Cub #1: H is for Habit. Make honesty a habit by always telling the truth.

Cub #2: O is for Open. Open and honest communication between friends can prevent misunderstanding and disagreements.

Cub #3: N is for Never. Never gossip or tell half-truths about others.

Cub #4: E is for Example. Be an example to others by always keeping your word.

Cub #5: S is for Sorry. If you haven't been completely honest with someone, tell them you are sorry and try to correct the damage.

Cub #6: T is for Truth. Truth is a valuable commodity. Keep it safe.

Cub #7: Y is for You. You are responsible for being honest in all your words and actions.

Cubmaster: Being honest means keeping our promises. Please stand and make the Cub Scout Sign as we recite the Cub Scout Promise.

Law of the Pack Closing Ceremony

Materials: Four Candles

Personnel: Four Cub Scouts (each holding one candle) and Cubmaster

Cubmaster: As Americans, we agree to follow the laws of the land. As Cub Scouts, we have promised that we will follow the Law of the Pack. As we do this, we bring the light of scouting to others.

Cub #1: The Cub Scout follows Akela. *(Cubmaster lights his candle.)*

Cub #2: The Cub Scout helps the pack go. *(Cubmaster lights his candle.)*

Cub #3: The pack helps the Cub Scout grow. *(Cubmaster lights his candle.)*

Cub #4: The Cub Scout gives goodwill. *(Cubmaster lights his candle.)*

Cubmaster: May we all stay true to the Cub Scout Promise and Law of the Pack.

Advancement Ceremony

Sherlock Holmes and the Missing Awards

Materials: Cubmaster, man in Sherlock Holmes outfit (hat and cloak), magnifying glass, awards in a paper bag inside Sherlock's coat, paper bag with a sandwich in it, clues (fingerprint on a piece of paper, Sherlock's footprint on a piece of paper, crumbs in an envelope, and scrap of paper that says "Baker Street") taped to the underside of four of the chairs.

Cubmaster: I had the awards all ready to give out tonight, but when I was getting ready for Pack Meeting, I noticed that they were MISSING! I didn't know what to do, and then I remembered Sherlock Holmes, the greatest detective of all time. I called him and he should be here any moment.

(Man dressed as Sherlock Holmes enters, carrying magnifying glass)

Sherlock Holmes: I heard that you have something important that has gone missing. I am here to help. What can you tell me about the missing items?

Cubmaster: Well, they were very important awards for Cub Scouts who did their best and passed off many achievements.

Sherlock Holmes: Where did you last see these awards?

Cubmaster: I had them in a paper bag, ready to give to the boys, but all I can find here is somebody's lunch.

Sherlock Holmes: The first thing we need to do is search the area for clues.

(Sherlock takes his magnifying glass and starts poking around. He finds nothing.)

Sherlock Holmes: You know, this would go much faster if everyone would help.

Cubmaster: You heard the detective! Would everyone please search your immediate vicinity for a clue?

(Boys and their families start looking under their seats and a few will find clues.)

Cubmaster: If you found a clue, please bring it up so the detective may examine it.

(People with clues come to the front and hand their clues to Sherlock, one at a time, and sit down after he examines their clues.)

Sherlock Holmes: *(in the order he is given the clues)*

Oh, I see here we have a fingerprint. *(He examines the fingerprint with his magnifying glass).* Strange—that looks just like my fingerprint!

And here we have a footprint. *(He holds the print up to his foot and it matches).* That looks eerily like my footprint!

Crumbs, eh? *(He tastes one)* These are crumbs of a black forest ham sandwich with lettuce and tomato on rye bread. Precisely what I ate for breakfast!

Baker Street. Baker Street. Why does that sound so familiar? Baker Street. Oh, I know! That's where I live!

Cubmaster: So what do all these clues mean?

Sherlock Holmes: Elementary, my dear Cubmaster, elementary. They mean that I, Sherlock Holmes, took your bag of awards, and YOU, my friend, have MY lunch!

(Sherlock opens his coat and takes out the paper sack of awards and trades sacks with the Cubmaster.)

Cubmaster: *(looks in the bag)* Sure enough! Sherlock Holmes has done it again! He has solved the mystery of the missing awards.

(Cubmaster calls up the boys and presents their awards)



Activity Ideas and Games

Law Enforcement Guest Speaker

Invite a local law enforcement officer to come speak. Have him discuss crime prevention and what your pack can do to help law enforcement (*Bear Requirements 7b, 7c, 7f*).

County Jail Field Trip

Take a field trip to the county jail and learn what happens to people who break the law.

Achievement Discussion

Achievement 12 in the Wolf Handbook includes the Character Connection for Courage, as well as ten “What would you do if _____” questions that have to do with rather scary or dangerous situations. Choose some of the questions to have the Cub Scouts act out, then discuss what they could do if they ever found themselves in those situations.

Youth Protection

Have your pack’s annual Youth Protection training during Pack Meeting. Watch the BSA’s Cub Scout Youth Protection DVD, “It Happened to Me,” and discuss safety with the boys and their families. Let parents know your plan ahead of time so they can preview the DVD if they wish to do so.

Utah Scouting Crime Prevention Patch

Earn Utah’s Scouting Crime Prevention Patch. Requirements are listed in the Patches section of this Pow Wow Book.

Utah Scouts Fighting Drug Abuse Patch

Earn Utah’s Scouting Crime Prevention Patch. Requirements are listed in the Patches section of this Pow Wow Book.

Cookie Snatcher Game

Directions: Cubmaster assigns someone ahead of time to be the Cookie Snatcher. Then everyone sings/chants the following:

Everyone: Who took the cookies from the cookie jar?

Cubmaster: (*Name of someone in the pack*) took the cookies from the cookie jar.

Accused: Who, me?

Everyone: Yes, you!

Accused: Couldn't be!

Everyone: Then who?



(Accused person then accuses another person and play continues until the actual Cookie Snatcher is discovered. The Cookie Snatcher could then produce a tray of cookies, which can be eaten for dessert.)

Button, Button, Who's Got the Button?

Use deductive reasoning to figure out who is hiding the button!

Directions: Have everyone sit in a circle with their palms together in front of them. The Cubmaster also has his hands in front of him, but there is a large button between his palms. He goes around to each person in the circle and slides his hands between their palms, quietly giving the button to someone else. When he has gone the whole way around the circle, he says, "Button, button, who's got the button?" The people in circle take turns trying to guess who it could be.

Variation: A second similar version has the child who is "it" stand in the center of the circle. The button is then passed behind the backs of the children in the circle, stopping at random. "It" tries to guess where the button is, and once the button is found, takes his or her place in the circle. Whoever had the button then becomes the new "it" and play begins again.

The Hidden Object

Directions: Send everyone out of the room. Take a thimble, ring, coin, bit of paper, or any small article and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Then call everyone in and have them look for the object. When one of them sees it, he should quietly sit down without indicating to the others where it is. After a while, if no one else has found it, have him point it out to the group to make sure he really saw it.

Submission Credit: BSA Games for Cub Scouts (1963), p. 54

Stop Me if I'm Wrong

Directions: Read the following story slowly. Whenever a boy hears something wrong, he stops and tells what it is. Give him a small reward (like an M&M candy piece) for each one he gets. If no one catches a mistake, the Cubmaster gets a reward. (Mistakes are in **bold**.)

Story: Cub Scout Tommy **wasn't** (was) in a hurry, so he came down the stairs only three at a time. He was headed for his weekly **Pack** (Den) Meeting, held each Tuesday morning at the den **chief's** (leader's) home. Tommy was a **Bearcat** (Bear) Cub Scout, **twelve** (nine) years old. Tommy wanted to be a **Boy Scout** (Webelos Scout) someday so that he could be a **Webelos Scout** (Boy Scout). He kept saying over and over, "The Cub Scout **leads** (follows) Akela. The Cub Scout helps the pack **eat** (go). The Pack helps the Cub Scout **play** (grow). The Cub Scout **gets** (gives) goodwill." He liked to say the Cub Scout motto, "**Do a Good Turn Daily** (Do Your Best)." He liked all his leaders, especially his **packmaster** (Cubmaster), the den **father** (leader), and the den **aunt** (chief). His favorite **achievement** (elective) was Electricity, and his favorite elective was **yo-yos** (no such thing). Someday he knew he would become a **denner** (Cubmaster) and have a Cub Scout pack of his own.

Submission Credit: BSA Games for Cub Scouts (1963), p. 56.

Telephone

Directions: Have everyone sit in a large circle. The Cubmaster whispers a secret message in the ear of one person. That person whispers it to the next person, he whispers it to the next, and so on. When the message has gone all the way around the circle, the last person stands and tells what message he received. Then the Cubmaster tells what the REAL message was. This game can be used to illustrate how gossip works. The message that was meant for one person becomes distorted, twisted, or just downright false. The more people that play this game, the more inaccurate the message will become.

Skits

Speeding Ticket Mad Lib Skit

Directions: On a poster or chalkboard, fill in the following blanks, then read the story. Another option is to fill in the obvious words and just perform the skit.

Adjective _____

Verb ending in -ing _____

Verb ending in -ing _____

Plural noun _____

Plural noun _____

Plural noun _____

Noun _____

Adverb _____

Verb _____

Noun _____

Noun _____

(To be performed by two _____ (adjective) people in this room.)

OFFICER: Sir, do you realize how fast you were _____ (verb ending in -ing)?

DRIVER: No, how fast was I _____ (verb ending in -ing)?

OFFICER: You were going fifty _____ (plural noun) an hour in a 25 _____ (noun) zone.

DRIVER: I'm sorry. I'm nervous. I'm taking my _____ (noun) to the hospital. She's about to have a/an _____ (noun).

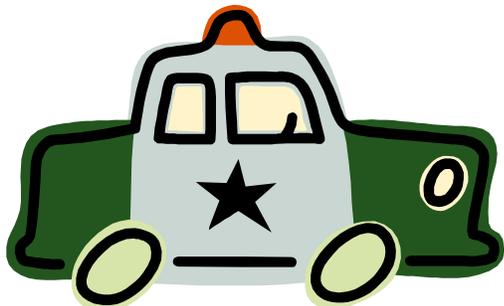
OFFICER: You also went through a red _____ (noun) and failed to stop at a/an _____ (noun) sign. May I see your driver's _____ (noun)?

DRIVER: Yes. Oh, my! I left it in my other pair of _____ (plural noun). You see, my wife started to have labor _____ (plural noun), and I wanted to get her to the _____ (noun) as _____ (adverb) as possible.

OFFICER: Your wife? I don't _____ (verb) your wife.

DRIVER: She's right there in the back _____ (noun). (*Turns*). Oh, my! Would you believe I forgot my _____ (noun), too!

Submission Credit: Mad Libs on the Road, copyright 2001, 1999 by Price Stern Sloan, a division of Penguin Putnam Books for Young Readers, New York.



Audience Participation

The Story of Ping

Adapted from The Empty Pot, by Demi (1990)

As the narrator gets to the **BOLD** words in the story, the audience says the words or makes the sounds that go with each word. The narrator should give the audience a moment to respond.

Parts

FLOWERS	"Smell so sweet"
SEED	"Help me grow"
SOIL	"Black gold"
GROW	"Ooooooooo" getting higher and higher in pitch

Story

Once upon a time, a long, long time ago in China, there lived a small boy named Ping. Ping loved **FLOWERS**. He had a beautiful garden where he could plant **SEEDS** in the rich, dark **SOIL**, and they would **GROW** into beautiful plants.

The emperor of China was getting old and he wanted to find someone who was honest and good to replace him as emperor. He sent out a proclamation to all the country. It said that the boys and girls should come to the palace on a certain day, where they would be given a **SEED**. They should plant the **SEED** in good **SOIL** and tend it for one year. The boy or girl who had the best **FLOWERS** in a year's time would become the new emperor.

Ping went to the palace with all the other boys and girls and got his **SEED**. He found a large empty pot and filled it with the best **SOIL** he had. He gently planted the **SEED** in the **SOIL**, watered it, and waited for it to **GROW**. After a few months, nothing had happened. Ping dug up the **SEED**, got new rich **SOIL**, and replanted the **SEED** in it. He waited for two more months. Again, nothing happened. Ping didn't know what was wrong. He took care of the **SEED** even better than all of his other **SEEDS**, and the others had all **GROWN** into beautiful **FLOWERS**. He continued to water and tend the **SEED**, even though it didn't grow.

Finally the day came to return to the palace. All the other boys and girls had beautiful **FLOWERS** in their pots. Ping was the only one with nothing to show the emperor. The emperor came out to look at the beautiful **FLOWERS**. He had a huge frown on his face. Finally he came to Ping. "Why have you brought me an empty pot?" he asked. Ping was sad. He told the emperor that he had taken the **SEED**, planted it in rich, dark **SOIL**, watered it carefully, and taken good care of it. Still it would not **GROW**. He had done his best, but he did not have any beautiful **FLOWERS** to make the emperor's kingdom sweeter.

The emperor began to laugh. "Ping, my boy, all of the **SEEDS** that I gave out were cooked! They could not **GROW**. Everyone here today who has brought me **FLOWERS** has been dishonest. You are the only one who told the truth. You will become the new emperor of China!"

Ping was grateful that he had done his best and that he had been honest.

Jokes and Run-ons

Stick-up

Directions: Someone runs into the room and yells, “Nobody move! This is a stick-up!” Then he holds a stick in the air.

Jelly Beans

Q: What do you get when you cross a criminal with a bag of candy?

A: JAIL-y Beans

Cheetah

Q: What animal is always dishonest?

A: A Cheetah

Lawyers

Q: What do lawyers wear to work?

A: Lawsuits



Flying Policeman

Q: What do you call a policeman who flies?

A: A heli-copper

British Police

Q: What do British police officers wear on their feet?

A: Bobby socks

Dinosaur

Q: What dinosaurs direct traffic?

A: Tricera-cops

Mirror

Q: What is it that can't talk but always tells you the truth?

A: A mirror

Kidnapping

Directions: A Cub Scout is pretending to sleep in the front row. Someone runs in a yells, “I want to report a kidnapping! (Pause) See—he’s right here on the front row!”

Cheers and Applauses

Abraham Lincoln

Directions: Say, "That was great! HONEST!"

George Washington

Directions: Pretend to chop down the cherry tree, then say, "I cannot tell a lie."

Police Car Cheer:

Directions: Pretend you are driving a police car and make siren noises.

MADD Cheer:

Directions: Say, "Don't Drink and Drive!"

Sherlock Holmes Cheer:

Directions: Say, "Elementary, my dear Watson."

Honesty Cheer

Directions: Say, "Honesty is the best policy."

Songs

Do Your Best

TUNE: Row, Row, Row Your Boat (a round)

Do, do, do your best
Do it every day!
In the morning, noon, and night
When you work and play.

Akela's Council

TUNE: Clementine

When Akela holds his council,
And the campfire's all a-glow,
We will form a friendship circle,
As we sing so sweet and low.
Oh Akela, brave Akela,
True and square, Cub Scouts we'll be.
To our Promise and the pack Law,
We will pledge our loyalty.

Submission Credit: BSA Cub Scout Songbook (1955)

Crafts

Rock Creatures

Materials: Rocks, paint, glue gun and glue

Directions: Collect some rocks of various sizes and shapes. Have the boys paint the rocks and glue them together to make different creations.

Raingutter Regatta

Have a raingutter regatta derby, but get creative with the types of boats you make. Here is one idea:

Materials: Hollow foam pool noodle, large knife or saw, skewers, craft foam sheets, scissors, markers

Directions: Cut the pool noodle into 7 or 8-inch sections. Slice each section lengthwise to make two boats each. Have the boys cut and decorate craft foam sails, thread them onto skewers, and poke the skewers into the boats.

Hint: The boats are not stable unless they float with the round sides up (they will look like rainbows on the ends).

Food Fun

Summer Garden Salsa

Ingredients:

- 1 can stewed or diced tomatoes
- 1 anaheim pepper
- 1 jalapeno pepper
- 1 banana pepper
- 3 green onions
- 1 handful cilantro

Directions: Blend all ingredients in a blender. Serve with plain tortilla chips, or chips covered with melted cheese.

Hint: If the salsa is too spicy, blend in another can (or two) of stewed tomatoes.



Easy Lemon-Peach Cobbler

Ingredients:

- 2 large cans of sliced peaches
- Lemon cake mix
- Eggs
- Vegetable oil
- Water

Directions:

- Drain peaches, but leave a little juice. Empty cans into a 9x13 glass casserole dish.
- Mix cake mix with water, oil, and eggs according to package directions.
- Pour cake batter over peaches.
- Bake in a 350-degree oven for about 40 minutes.
- Remove from oven and let cool for about 10 minutes. Serve with ice cream or whipped cream.

Note: Some of the cake batter will mix with the peach juice and be a bit runny (like pudding).

Cubmaster Minutes

Honesty Quotes

Thomas Jefferson

Thomas Jefferson, the third President of the United States, and author of the Declaration of Independence once said, "Honesty is the first chapter of the book wisdom." If we wish to become wise, we must choose to be honest.

Mahatma Gandhi

Mahatma Gandhi said, "To believe in something, and not to live it, is dishonest." As Cub Scouts, we have promised to do our best to do our duty to God and our country, to help other people, and to obey the Law of the Pack. We have promised this because we believe in it, and so we must act accordingly.

Want More Great Ideas?



Attend your District's MONTHLY ROUNDTABLE!

Find your district:

[http://www.utahscouts.org/openrosters/ViewOrgPageLink.asp
?LinkKey=21022&orgkey=2196](http://www.utahscouts.org/openrosters/ViewOrgPageLink.asp?LinkKey=21022&orgkey=2196)

Coordinating

CORE VALUES

and

ADVANCEMENT



for leaders of

**Tiger Cub, Wolf Cub,
Bear Cub, and Webelos Scouts**

Ideas in this section were collected from Baloo's Bugle from August 2010-July 2011. Special Thanks to Alice of the Golden Empire Council.

Core Value for September - COOPERATION

When you plan your activity or belt loop to work on this month, be sure to choose those that require a team or group and reinforce the idea of everyone cooperating before, during and after each activity.

Every level of Cubs and Webelos is assigned to work on the **Bobcat** as needed this month. One part of cooperation is inclusion and recognition, so be sure that everyone encourages and celebrates any boy who learns the requirements. Here are some unusual and fun ways to combine learning the Bobcat requirements with Cooperation:

Bobcat Requirements

Cub Promise Relay Game

As suggested in the Resource Guide, print out the Promise or Law and cut into strips – but to do it “cooperatively,” form the den into two teams. Each team has a set of strips at the finish line, but lying on the floor or randomly put up on the wall. One at a time, one boy from each team runs to the strips and chooses one to start. He then runs back, taps the next player in line, who must go to the strips and try to put down another one in order. Once the last strip is put in place, the whole team runs to the strips and have to “cooperatively” agree if it is in the right order, or what changes need to be made. The winning team is the one with the strips all down and in the right order.

The Law of the Pack in Motion

(as taught by Connie Blackwood Welcher)

This is a fun and effective way to learn the Law of the Pack together because it puts a physical spin on memorizing this “hardest part” of the Bobcat requirements. Decide on your “props” first. To make this more effective, explain the game first. Make sure the boys understand the words. Explain that you’re going to put the Law of the Pack in Motion. Line up the boys and do the following:

- For **“The Cub Scout Follows Akela,”** have the boys actually follow you around the room, doing what you do. Keep saying the phrase over and over while you do the action, such as pumping your right arm in the air.
- For **“The Cub Scout Helps the Pack Go,”** have something to represent the Pack that all the Cubs must push forward, all the time repeating the phrase. (The “Pack” could be the Den Leader wearing a sign reading “Pack” or a wagon with the Pack number on it, or a simple sign that the boys must pass from boy to boy to move it forward to the front of the line, once again repeating the phrase.)
- For **“The Pack Helps the Cub Scout Grow,”** the boys squat down and then gradually stand up tall as they say the line, or the leader can “pull” them up by the shoulders.
- For **“The Cub Scout Gives Goodwill,”** boys can simply shake hands with the boys next to them – repeating the phrase as they do – or have a picture of a service project that they pass from boy to boy.

Signing the Promise or Law

If you have a parent or leader who can sign, let the boys learn how to sign either or both and perform it at the next Pack Meeting. They must work together signing and saying the words, until everyone is able to do it right. By saying it as they sign it, they will learn the words.

When I do this, I sometimes talk to the boys about whether they think this is an easier way to learn, and why. You could also talk about how people learn in different ways – and that we need to communicate to people in ways that will help them to be included – part of cooperation! They could also demonstrate signing at the Pack meeting.

Tiger Achievements

Ach. #1G – If you visit a museum or other historical location, look for examples of cooperation to point out – (for example, bringing in the harvest required the help of every member of the family. Even the littlest children might be assigned to pull the husks off the corn, or pick up and dispose of the chaff or husks.)

Tiger Electives

Elect. #24 – Help the adult who is preparing a meal to set up and also clean up – (this could be the chore you agree on to fulfill Ach. #1F)

Wolf Achievements

Ach. #1 – Feats of Skill, challenge the boys to tell which ones include Cooperation (#1a and #1j require two people) Also, you can encourage cooperation by pairing two boys to work together to help each other accomplish other activities, such as the front, back and falling forward roll. Also, make sure the boys encourage and cheer on each other!

Ach. #2 – Flag is also assigned, be sure to point out that no boy can accomplish a flag ceremony or folding on his own – everyone must cooperate! You might have the boys take a turn and try to fold the flag by themselves – do this by laying the flag on a table and asking each boy to take a turn making a fold – then talk about whether it is easier to fold the flag when you have others helping you!

Ach. #8e – with an adult, help plan, prepare, and cook an outdoor meal

Wolf Electives

Elect. #1a – Introduce Cooperation by using a code that has been divided into parts so that every boy is needed to break the code. For example: Put this phrase into a code – “Everyone must work together to demonstrate Cooperation.” Each boy must break one section of code to arrive at the solution.

Elect. #4f - play one of the Cooperative games shown in the *Cub Scout How to Book*.

Elect. #7c – Make a set of Foot Racers and use them cooperatively with a friend. A longer one is a challenge!

Elect. #8b – help an adult do a chore using a wheel and axle (wheelbarrow) – you could also play the game of wheelbarrow to demonstrate cooperation.

Elect. #9a – help with a home or den party – divide up the jobs, work together, and talk about how it worked

Elect. #10f – Make some sets of the American Indian word pictures; divide boys into teams and let each team work together to come up with a story made from 12 of the pictures.

Elect. #11a, f – Learn a song about cooperation and sing it with your den at a pack meeting. (I've Got the Cub Scout Spirit is a good choice, too.)

Elect. #12d – If your den is doing a skit, let everyone help to make some scenery or a backdrop for the skit, play or puppet show.

Elect. #16 – Family Alert; some families may want to take this opportunity to make preparations for possible weather, flooding or home emergencies by working together to make sure everyone knows what to do in case of emergency. The Den could also work together to make a Den First Aid box, with each family donating different items.

Elect. #17d,e,f, g - Tie a stack of newspapers together the right way; tie two cords together; practice how to tie a necktie; whip a rope by wrapping to keep the end pieces together

Elect. #20 – Play some team sports and cooperate together; **#20j** – flag football; **#20l** – baseball or softball; **#20m** – basketball

Elect. #21b – Use a computer to write a report on cooperation or on symbiotic relationships in nature.

Elect. #22e – Invite a boy to join Scouts, or help a boy earn his Bobcat

Elect. #23d – Explain the Buddy system

Bear Achievements

Ach. #3a,b Think about ways that cooperation between Americans makes our country special, or look for connections to cooperation as you learn about two famous Americans.

Ach. #3d, and visit a historic location, make sure you look for ways that people worked together, or spent time together. For example, how did they eat or did they do for entertainment?

Ach. #6g – Take part in a den or pack conservation service project.

Ach. #8, look for examples of cooperation in activities from the past; if you talk to a grandparent or older person, find out how they feel cooperation was important in their lives.

Ach. #9 – Work with an adult to bake cookies, make a snack, prepare meals, make trail food for a hike or make a dessert.

Ach. #10 – Family Fun – demonstrate cooperation as you do a family outing or have a game night.

Ach. #14g - go for a family bike ride

Ach. #24a – Help a boy join Scouts or complete the Bobcat trail.

Bear Electives

Elect. #8c – Play in a den band using homemade or regular instruments; perform together at a Pack Meeting.

Elect. #13b – work with other scouts to put on a magic show

Elect. #15e - As a den, visit a lake, stream, river, or ocean; Plan and do a den project to help clean up this important source of water; Name four kinds of water pollution.

Elect. #21b – Help with a garage sale or rummage sale for your family, den or another organization

Elect. #24 Learn about American Indian people in your area and how they cooperated to make clothing, housing, tools and to use the resources available in your area.

Webelos Activity Badges

When working with the boys on their Activity Awards, guide them into cooperation. Here are some ideas:

- Two or more work together to put up tents
- They figure out the trees together
- They play team sports together



Core Value for October - RESPONSIBILITY

Boys can take responsibility for completing the Bobcat or helping another boy earn his. Parents can help teach responsibility by example by making sure to read and discuss the first section of each rank's book. Den Leaders model responsibility by taking time to plan their meetings, being on time, and going the "Extra Mile." We can also point out both opportunities to be responsible, and examples of boys who are being responsible. Look at Responsibility from a boy's view – find everyday ways boys can practice it!

Tiger Achievements

Ach. #1F – Character Connection for Responsibility, and choosing a chore to do with the adult partner – be sure to check the Note to Adult Partner;

Ach. #1G – If visiting a library, look for a book about responsibility or chores (ask the children's librarian), or if visiting a farm or museum, look for examples of how people shared responsibilities and did chores to help their family. (Think outside the box – some relatives may take on responsibility for keeping family history or photographs)

Ach. #2G – If you visit a fire station to celebrate National Fire Safety Month, ask firefighters about their responsibilities – also ask about how people, including Tiger Cubs, can be responsible to help prevent or deal with fires and their aftermath. They might share ideas about using "9-1-1" responsibly, keeping smoke alarms in working order, and what to do in case of a home fire.

Ach. #3F – Boys can be responsible to help their families plan and practice a safe fire escape from their home. They could also help check out the home and school for potential fire dangers. See Web Sites or check with your local fire department for brochures, information.

Ach. #3D – Each boy can take responsibility for looking through old magazines and cutting out pictures of food, and learning where they would go on the Food Pyramid.

Ach. #3G – Each boy should take responsibility for his behavior if attending a game – review good sportsmanship, not leaving trash behind, and being a "good neighbor" to others at the game. (This could be a chance to begin work on the Good Manners Belt Loop)

Ach. #5D – If you take advantage of fall color to do leaf rubbings, be sure and talk about being responsible – collect only fallen leaves, don't disturb animals and their homes, and pick up and dispose of any trash.

Tiger Electives

Elect. #5 – Anytime the boys take a hike, remind them of being responsible to pick up their own trash, stay on trails, respect boundaries and the homes of others, (including animals), and have good outdoor manners so everyone can enjoy being outside in nature.

Elect. #9 – Ask boys to share experiences about helping someone new to the neighborhood, pack or class to feel welcome. Talk about how each boy could help a new scout complete his Bobcat.

Elect. #14 – Read about Responsibility or Fire Safety, or about Disabilities – look for stories about people who have overcome their challenges.

Elect. #21 – You could prepare puppets and do a short show about Responsibility, Fire Safety, Disability

Awareness, or even Good Manners.

Elect. #24 – Help an adult prepare a family meal and take responsibility to clean up afterwards

Elect. #25 – Make a snack to share with family or your den –

Elect. #26 – Take on the responsibility to learn and practice how to use good phone manners and take good messages

Elect. #27 – Talk with adult partner to know what to do in an emergency.

Elect. #28 - Check smoke alarm batteries with your adult partner

Elect. #32 – If you make a bird feeder, remember that you are responsible to make sure it gets refilled

Elect. #33 – With your den or family have a Cleanup Treasure Hunt

Elect. #34 – Think of a way to conserve water or electricity and do it for one week

Elect. #47 – Learn about recycling and help your family do it properly.

Wolf Achievements

Ach. #2a – Use a dictionary or thesaurus to help you understand the meaning of the Pledge of Allegiance; take responsibility to always do it with respect.

Ach. #2c – Take responsibility to show how to respect and display the flag, and to always be a good example to others.

Ach. #2d – Learn about your state flag, and be responsible for displaying it properly with other flags.

Ach. #2e, f - Learn about the correct way to do an outdoor ceremony, then take responsibility for doing it properly and showing others how to be a part of an outdoor ceremony – remember to focus on the flag and be quiet and respectful even if you are in the audience.

Ach. #2g – learn to fold the flag properly, then be responsible to practice so you can do it with only the stars showing. This would be a great gathering activity.

Ach. #3a – Take responsibility to keep a health chart for two weeks and turn it in to your leader – see a sample under Theme Related Ideas.

Ach. #3b – Each boy can be responsible to protect others from their sneezes or coughs – teach them the “Cafeteria Cough” – to always turn to the side and cough into their inside elbow. Food workers must do this to protect against getting germs on their hands and then using their hands while working with food.

Ach. #3c – Remind boys to be responsible for telling an adult about a cut right away so it can be handled properly.

Ach. #4a – Be responsible for emergency numbers near each phone – and know how to use “911” responsibly.

Ach. #4d – Be responsible to help make sure your home is secure before you leave, and to take everything you need.

Ach. #4e – Talk with family members about what jobs you will do, then make a list and mark them off when finished – do this for a month. *Being responsible means you don't have to be reminded over and over to the job!*

Ach. #7c, d, f – Take responsibility to recycle, pick up litter and help save energy.

Ach. #8c – Help fix at least one meal for your family, from setting the table, to clean up after.

Ach. #8d – Fix your own breakfast and wash and put away the dishes

Ach. #9a – Complete the Character Connection for Responsibility; you could also do

Ach. #9b, c – to check for fire and safety hazards in your home and make your home safe.

Ach. #10a – if you go bowling and work on that belt loop.

Ach. #10f - If you go to a concert, play or program with your family be responsible for having good manners.

Wolf Electives

Elect. #1c – If you celebrate Disability Awareness Month, you could learn to sign your name in ASL; as you work on the patch, remember to take responsibility for showing proper respect

Elect. #2 – Do any or all of the requirements if you do a skit about Responsibility, Disability Awareness, Fire Safety or Keeping Your Body Healthy

Elect. #3 – Take responsibility to make and play games with younger children

Elect. #6 b, c – Take care of library books and be responsible to mark your calendar so you return them on time; help protect your own books with covers and by opening them the right way. Don't write in books or crimp the corners – be responsible!

Elect. #9a – Take responsibility to help with a party at your home or in your den – help decorate, serve refreshments and clean up.

Elect. #11a or b – Learn and sing “America” or the national anthem – be responsible for singing it as part of a flag ceremony with your den

Elect. #13e - If you feed wild birds, be responsible to keep the feeders filled, especially during the colder months of the year when natural food is scarce

Elect. 14 – Be responsible to take good care of your pet, read a book about your pet, and know what to do about strange dogs or possibly rabid animals.

Elect. #16a, b – Talk with your family about what to do in an emergency, and be responsible for knowing how to shut off water, electricity, and gas if you need to do it.

Elect. #18a, b – Help plan and hold a picnic or outing with your family or den.

Elect. 20 – be responsible to learn and practice the safety rules of any sport you take part in, such as bowling basics if your pack goes bowling.

Elect. 20e – take responsibility for helping a boy join scouts or finish his Bobcat

Elect. #23b, c – Know and explain the basics of how to take care of yourself in the outdoors; tell what to do if you get lost

Bear Achievements

Ach. #1b – Make a list of things you can do to practice your religion; check them off your list as you do them – be responsible for looking in the workbook for your faith's religious emblem for ideas.

Ach. #6 a – Be responsible to help sort and recycle trash at your home

Ach. #7c, d – be responsible for learning about how you can help prevent crime and secure your home and belongings; be sure you know where to get help in your neighborhood; know what you can do (and should not do) to help law enforcement;

Ach. #7e – Learn local emergency phone numbers and post them by each phone; learn how to use “9-1-1” responsibly, and practice how to make an emergency call and give the right information

Ach. #9b,e, f – With an adult, make snacks for a den meeting; trail food for a hike, or dessert for your family – and clean up afterwards!

Ach. #9c – With an adult, prepare part of your breakfast, lunch and dinner – Cleaning up is part of being Responsible!

Ach. #11a – Know what to do in case of an accident in the home.

Ach. #11e – With your family, plan and practice a home escape drill.

Ach. #12b – Go on a hike with your family, and be Responsible for knowing the safety rules and what to do if lost, BEFORE you go on a hike

Ach. #13b, c – Set up a savings account; Keep a record of how you spend your money for 2 weeks, so you can be responsible for knowing where your money goes.

Ach. #14 – Be responsible for learning and practicing rules of safe riding, always wearing your helmet the RIGHT way, learning and practicing bike skills, and being responsible for knowing how to care for your bike and protect it from theft.

Ach. #18a, c - Make a “to-do” list and check off each item; keep a daily record of what you do for two weeks – be responsible for using your time wisely!

Ach. #18e – Write a thank you note to someone.

Ach. #19a, b, d - Show that you are responsible by learning the rules for knife safety, how to take care of a pocketknife, and earning the Whittling Chip card.

Ach. #20 – Show that you know how to use and take care of at least four HAND tools; Build your own toolbox and use two tools to fix something.

Ach. #23e – If you attend a sporting event, take responsibility for showing good sportsmanship and manners.

Ach. #24a, b, c - Be responsible for helping a new boy join scouting or complete his Bobcat; serve as a denner or assistant denner; plan and conduct a den activity with your den leader’s approval.

Bear Electives

Elect. #14a – With an adult, help take care of a lawn or flower bed at home or at a church, home or public building; pick up litter; weed and prepare beds for winter.

Elect. #14c – Take part in a project with family, den or pack to beautify or clean up your neighborhood or community – be responsible for your behavior and for completing the job

Elect. #17 – With the help of an adult take responsibility to do any or all of the requirements listed.

Elect. #21a, b – Be responsible to keep track of your own sales if you take part in a den, pack or council fund raiser; or help with a garage sale for your family, neighbor, school, church or pack.

Elect. #22 – Take responsibility for sorting and displaying your collection; keep your own library in order and store the subject information so it can be used

Elect. #25a, b – Learn about and assemble ten essential items you need for a hike or campout; follow the buddy system and know the rules to follow if lost

Webelos Activity Badges

Whatever badge a Webelos Scout works on, he should feel responsible for taking care of the equipment, returning supplies to the right place, and cleaning up the area when he is done. Den Leaders can help encourage responsibility by positive comments whenever this is done, and by personal example.

Artist #1 – Talk to an artist about different occupations; be responsible for having good manners and showing interest in various kinds of art that may seem unfamiliar to you.

Athlete #4 – Be responsible to always start with stretching exercises to help prevent injury;

Athlete #5 – 9 – Be responsible for following the program and doing the activities for a 30 day period to track improvement.

Citizen #3, 4, 7, 9 – Show that you know how to hoist and lower the flag, display, retrieve and retire it properly, and how and when to display the flag; Explain the rights and duties of a citizen; know how you can help law enforcement agencies

Communicator #9, #10 – During Disability Awareness Month, invite a person with visual, speaking or hearing impairment to visit the den and learn about special ways they communicate and how you can communicate with them; Or invite a person who is bi-lingual to visit the den and discuss familiar words and how to learn another language . Talk about ways to be responsible for good manners and showing respect.

Craftsman #1– Show that you can safely handle tools, and be responsible for taking care of them, putting them away properly, and cleaning up the area.

Family Member #1-6 Take responsibility for learning about and helping with family jobs, budget and spending, family meetings and inspecting your home for safety and security.

Family Member #7, 9, 10, 11 – Take responsibility for helping prepare an energy saving plan; learning how to clean your home and doing it for a month; taking care of your own clothes and helping with family laundry; helping plan meals, buy and prepare three family meals

Fitness #3, 4, 8 – If it has not been completed, plan a week of meals with a family member, using meal planning information in the Webelos book; keep a record of your meals and snacks for a week and decide if they have been good choices; Be responsible for reading “Take a Stand Against Drugs” and discuss it with an adult, showing that you understand the material.

Handyman #1 – Complete Character Connection for Responsibility and do any six of the suggested activities (#1-17) - and make sure to be responsible for taking care of the tools and cleaning up the mess!

Readyman #3, 4, 5, 6, 7, 11, 14 – Be Responsible for making a “help” list for emergencies; Learn and show how to do various first aid procedures; Make a home fire escape plan for your family; Explain six safety rules to remember when riding in a car.

Showman #2, 3, 4, 5 – Put on a puppet show about Responsibility, Disability Awareness, or Fire Safety.

Showman #16 – Give a talk on a subject of your choice – how about Responsibility?

Core Value for November – CITIZENSHIP

Cub Scouts of any rank could work on the Citizenship Belt Loop and Pin.

Tiger Achievements

Ach. #1G – Go see a historical building in your community such as City Hall, or some other government building. Or visit a museum and find examples of how people in the past showed they were good citizens.

Ach. #2F – Look at a map with your adult partner, and find places where people can learn about or practice being good citizens – like schools and government buildings. Look for places where you could practice good citizenship – by picking up trash or doing a good turn.

Ach. #2D – Character Connection for Citizenship – Practice the Pledge of Allegiance and participate in a flag ceremony.

Ach. #2G – Visit a police or fire station – find out how citizens can help community helpers do their job, and how those helpers keep our community safe

Ach. #4G – Visit a television or radio station or a newspaper office – find out how they help people practice good citizenship.

Tiger Electives

Elect. #9, 10 & 11 – Talk with your adult partner about how good citizens have a responsibility to help others in need – then help someone who is new in your school or an elderly person who needs help. If you get together with your den or pack, or a community organization, you can see how people working together as citizens can improve their communities.

Elect. #14 – Choose a short story or article about being a good citizen or about the history of our country and how citizens help to protect our freedoms

Elect. #20 – Make a PSA (Public Service Announcement) skit to tell people about Tiger Cubs or about the privileges and duties of citizens in our country

Elect. #21 – Make a puppet and use it to help tell a story about citizenship.

Elect. #25 – Make a snack like the Patriotic Surprise cake in your Tiger book to share with your family or den

Elect. #33, 34 – Practice your duty as a citizen by clean up or conservation of our resources

Elect. #35 – Play one of the games from this packet outdoors with your family or den.

Elect. #47 – Learn about recycling in your community, how you can recycle at home, and what to do with hazardous materials – how does this improve your community and show good citizenship?

Elect. #49 – Visit a government office – in Salt Lake City, we can visit the State Capitol and grounds and learn about our system of government



Wolf Achievements

Ach. #2 – Each requirement will help you understand and appreciate how to show your patriotism

Ach. #4d – Help make your house more secure – prevent crime in your community, by practicing good habits

Ach. #4f – Visit a government location in your community and explain why it's important.

Ach. #9d, e – Practice good citizenship and stay safe by learning and using good rules of street and bike safety – think about how rules and laws help keep everyone safe

Wolf Electives

Elect. #2 – Help to plan and put on a skit using any of these requirements.

Elect. #4f – Play a wide area or large group game with your den or pack

Elect. #6a – Visit the library; get a card if you don't have one; find out how having free public libraries helps protect our freedom – the librarian can help you find a book about government or citizenship.

Elect. #6c – show that you know how to take care of books – talk about why books and libraries are important.

Elect. #11a, b, c, f – Learn and sing a patriotic song; learn and sing three Cub Scout songs; Sing a song with your den at a pack meeting.

Elect. #12a, d, f – Make a freehand sketch of something patriotic; Make some scenery for a skit, play or puppet show about citizenship; Make a poster about ways to be a good citizen, or encouraging people to vote

Elect. #16 – Do any or all of these requirements – people and families who are prepared for emergencies make it easier for first responders and people in the community during emergencies.

Elect. #21b – Use a computer to write a report about being a good citizen, or some patriotic subject or person

Elect. #22d, e – Tell how to get to a nearby fire or police station – a good citizen scout is ready for emergencies; Invite a boy to scouts or help a boy through Bobcat – a good citizen is helpful.

Elect. #23b, c – Be prepared to take good care of yourself.

Bear Achievements

Ach. #3a – Write and tell what makes America special to you.

Ach. #3j – Character Connection for Citizenship. Know how people have served our country; Commit to doing one thing to be a good citizen and understand what would happen if you were not a responsible citizen; Tell three things you did in one week to practice good citizenship.

Ach. #3b-i – Do any or all to demonstrate patriotism and citizenship.

Ach. #6g – Take part in a den or pack neighborhood clean-up project.

Ach. #7b-f – Discuss crime prevention with a local law enforcement officer; help prevent crime prevention in your home; know where to get help in your area; Learn and post emergency phone numbers; know what YOU can do to help law enforcement.

Ach. #8a – At a library or newspaper office, look for examples of good citizenship in your community;

Ach. #8b – Talk to an older person about their experiences as a Cub Scout, and how they learned about good citizenship – ask how they demonstrated their good citizenship. Did they participate in a parade, special ceremonies on Veteran’s Day?

Ach. #10a – Go on a day trip with your family to visit a local government building, to celebrate Veteran’s Day, or to participate in some event honoring our history and/or demonstrating good citizenship.

Ach. #14a, e, f – Know rules for bike safety, and if required in your community, get a bike license; help prevent bike theft by always using a bike lock and putting your bike away; Obey all traffic rules on a one mile bike ride.

Ach. #17a – With an adult, watch a TV show about some patriotic subject or example of good citizenship;

Ach. #17d – Using a computer, write a report about an example of good citizenship.

Ach. #24a – Help a boy join scouting and/or complete his Bobcat – you will help another boy learn about good citizenship as you demonstrate service and leadership.

Ach. #24b – Serve as a Denner or Asst. Denner – do your best to demonstrate good citizenship and to encourage other boys to practice qualities of good citizenship

Bear Electives

Elect. #8 b, d – Learn to play two patriotic songs on any instrument or on a recognized band or orchestral instrument.

Elect. #9a, b, c – do an original art project with patriotism or citizenship as the subject; Visit an art exhibit in honor of veterans, a local who demonstrates good citizenship, or shows scenes of what makes America great; find a favorite outdoor location and draw or paint it – display it at the pack meeting and explain how this location represents what makes your area or America great

Elect. #11- Learn to use a camera to “Shoot Citizenship in action; while doing each requirement, photograph and display examples of good citizenship or patriotic subjects.

Elect. #14c – With family, den or pack, take part in a project to beautify your community

Elect. #22a, b – Start a stamp collection – look for subjects that are patriotic or honor people who display good citizenship; mount and display your collection and share what you have learned.

Elect. #25h – Earn the Leave No Trace award and demonstrate your commitment to help protect and preserve our nation’s natural beauty

Webelos Activity Badges

Artist #3, #10 – Draw or paint, then frame, an original picture out of doors – choose a patriotic subject or one that features an example of one of the duties or privileges of citizenship, such as Freedom of Religion; or create a collage that expresses something about you and the freedoms you enjoy

Citizenship#1, #8 –Character Connection for Citizenship; if you haven't already earned it, do the Citizenship Belt Loop or Pin; also do any of the other requirements suggested

Communicator #2, #7, #13 – Prepare a 3 minute talk about Citizenship, or write an article about a den activity involving Citizenship; under trusted adult supervision, search the internet for five sites about citizenship or a patriotic subject that interests you.

Readyman #3 – Know how to get help quickly; become familiar with community agencies and people available for different emergencies; post help list near your phone.

Scholar #9, 10, 11 – Learn about changes in education and how our present school system developed and how free public education and libraries fit in to our system of government; make a chart to show how the school system is run; Ask a parent and five other adults their opinion of the best things about your school, needed improvements, and how they could be made – try to talk to someone who serves on a school site council or school board to learn how government and local citizen service impacts your school.

Showman #5, #19 – Put on a puppet show or write and take part in a short play about a famous American patriot, a moment in American history, examples of the Bill of Rights in action, or encouraging good citizenship



Core Value for December - RESPECT

Every rank could work on any one of several Belt Loops and Pins – **Disabilities Awareness** (respect for those who are different), **Good Manners** (showing respect for self and others by your behavior), **Heritages** or **Language & Culture** (showing respect for other cultures and ethnic groups). And of course, **Sports Belt Loops** should include Respect, both in showing good sportsmanship and in following the rules. Respect for safety rules is especially important, sometimes life-saving, in winter sports. Respect for the environment is also a big part of the **World Conservation Award** and the **Leave No Trace Awareness Award**.

Tiger Achievements

Ach. #1F – Talk about how having chores helps us to show respect for yourself, your possessions, and other family members and their possession.

Ach. #1D – As you work on a family scrapbook, you can gain new respect for your talents and those of family members.

Ach. #2D – As you practice the pledge and participate in flag ceremonies, you can show respect for country and flag.

Ach. #3D, G – Show respect for your body when you learn how to take keep healthy and safe, and get enough exercise.

Ach. #4F – Character Connection for Respect –Discuss how to deal with family members and others in a respectful way.

Tiger Electives

Elect. #1 – Share with you den how your family celebrates the holidays – learn how other people have different ways of celebrating, and respect the differences.

Elect. #2 – Make some decorations for a celebration – you might choose a different culture and learn more about how they celebrate.

Elect. #5 – Make a family mobile, and focus on the talents and interests that make each one special, and worthy of respect.

Elect. #6 – Sing one of the songs about Respect.

Elect. #8 – Get to know the people who lead or teach at your place of worship – talk about how to show them respect

Elect. #9 – Help a new girl or boy get to know other people – remember to treat them with respect

Elect. #18 – Learn to sew on a button, and practice other ways to take care of your clothing.

Elect. #24 – One way to show respect is to help the adult who is preparing a family meal to set the table and clean up afterward-and to appreciate their work!

Elect. #26 – Practice good phone manners and always use them!

Elect. #33 – Show your respect for your home or your neighborhood by playing Cleanup Treasure Hunt.

Elect. #34 – Conserving electricity and water for a week shows your respect for the environment.

Elect. #37 – Take a bicycle ride with your adult partner – be sure to respect your body by wearing a helmet,

and respect the environment by carrying out any trash.

Elect. #46 – Healthy teeth and gums, and regular visits to the dentist show you have respect for your body.

Elect. #47 – Reduce, reuse and recycle to show your respect for the environment.

Wolf Achievements

Ach. #2a, b, e, f, g – Always show respect for the flag when participating in a flag ceremony

Ach.#2c – Tell how to respect the flag.

Ach. #3a, b, c – Show respect for your body by practicing good health habits

Ach. #7a- Character Connection for Respect

Ach. #7b-f – Show your respect for the world and your environment by completing these requirements.

Ach. #8a, b – Show your respect for your body by learning about the Food Guide Pyramid and using that information to plan good family meals.

Ach. #9d, e – Show respect for your body by practicing good rules of street and bike safety.

Ach. #10d – Read a book or article about another culture or the way they celebrate their holidays.

Ach. #12 – as you study the different scenarios, talk about how respect for yourself or others would affect your answers

Wolf Electives

Elect. #1c – Learn to use American Sign Language – it will help you learn to be respectful of someone who uses ASL.

Elect. #1d – Use American Indian Sign Language to tell a story – this is a different kind of code than the Navajo Code Talkers used in WWII.

Elect. #2 – Participate in a skit about Respect.

Elect. #6c – Learn how to take care of books – to show you respect your possessions.

Elect. #10 – You can study how American Indians showed respect for their environment as you do these requirements.

Elect. #11a, b – Learn to sing a patriotic song to show your respect for your country.

Elect. #13e – Feed wild birds – but show your respect for nature and the environment by continuing to feed bird while natural food is scarce.

Elect. #14a, c – To show respect for a pet, learn more about it from a book and share with your den; also, remember that every pet needs good care from an owner who loves and respects them.

Elect. #19d, e - When fishing, respect safety rules and laws where you live.

Elect. #20b, d, e – Know and respect safety rules and courtesy codes when boating, skiing or ice skating – it not only shows you respect others, but also the dangers of winter sports.

Elect. #22e – Invite a boy to join Cub Scouts or complete his Bobcat – show him respect and be an example of respect to him.

Bear Achievements

Ach. #2 – As you learn more about your religious faith and those who lead it, your respect for both leaders and principles can grow.

Ach. #3a, b – Respect for your country and those who are or have improved our way of life will be strengthened as you learn more about them.

Ach. #3f, g, h, i – whenever you participate in a flag ceremony, remember to show your respect with your actions.

Ach. #5a, b – respect for animals can be shown by learning about them, and by being careful to build a bird feeder or birdhouse that will be appropriate for a particular species – these activities can also be used to earn the World Conservation Award – showing respect for our world and environment.

Ach. #6 – any of the requirements will show respect for our planet – the only one we have!

Ach. #7b, f – know how you can show respect for law enforcement by helping in safe ways.

Ach. #8g – Character Connection for Respect.

Ach. #8b – Be respectful as you talk to someone who was a Cub Scouter a long time ago – ask how they showed respect to their leader, parents, teachers and country when they were a Cub.

Ach. #8d, e – Find out about your family history or community history – it will help you respect people who lived in different times.

Ach. #10a – On a day or evening trip with your family, be courteous and use good manners

Ach. #14a,f – Show respect by following all safety rules when riding a bike;

Ach. #14c, d, e – Show respect for your bike by learning to take care of it, and always protecting it from theft.

Ach. #15 – Remember to follow the rules and be a good sport when playing a game, to show you have self-respect and respect for others.

Ach. #17a – While watching a TV show with an adult, watch for examples of respect or lack of respect.

Ach. #17d – When using a computer, respect family rules and rules about internet safety

Ach. #19a, b, d – Show that you respect the rules of knife safety, and that you know how to take care of it.

Ach. #20a – Show how to use and take care of four tools and put them away properly

Ach. #23 - While playing or watching any sport, follow the rules and be a good sport to show your respect.

Ach. #24 – Whenever you are serving as a leader, show respect for yourself and others.

Bear Electives

Elect. #5 – Know and follow safety rules on the water and around boats – show respect for your environment and the possible dangers.

Elect. #15- Learn how to take care of water and soil – use these activities as part of the Cub Scout World Conservation Award requirements.

Elect. #20 a, b, c – Follow the rules of safety and courtesy when participating in winter sports

Elect. #24 – Do any or all of these requirements as you learn how American Indians have shown respect for their environment and their country.

Webelos Activity Badges

Webelos Badge – While earning this badge, show respect by wearing the uniform properly, showing respect towards the flag at all times, and demonstrating respect for the Scout Oath and Scout Law.

Athlete #3, 4 – Show respect for yourself and your body by learning what you can do to stay healthy and by beginning physical workouts with stretching to protect your body.

Citizen #4, #9, #14 – Explain why you should respect the flag, and show how to do it; tell what you can do to show respect for the law and help law enforcement agencies.

Communicator #9, 10 – as you learn about communication, or using another language, be respectful to everyone – ask for ideas on how respect can be shown to those with other ways of communicating.

Communicator #11- #14 – As you use the internet, be sure to have respect for yourself and others; follow family and general rules of internet safety.

Craftsman #1 – Explain how to safely handle tools – respect the potential danger of ignoring safety rules.

Engineer #4 – Explore property lines with a civil engineer and learn how respect for property rights is maintained.

Family Member #5 – During family meetings, show respect for yourself and others, especially in what you say and how you say it.

Family Member #9, 10, 13 – Learn how to clean your home, take care of your clothes and dispose of trash and garbage – proper care of your possessions is part of being respectful.

Fitness # 5-#8 – Learn about and tell an adult why you should avoid tobacco, alcohol and drugs – and how avoiding such things can help encourage self-respect.

Handyman #2 - #10, #15 – Demonstrate respect for possessions by learning how to take care of them; clean and properly store hand tools or garden tools.

Naturalist #1 – Character Connection for respect.

Naturalist # 12, 13 – Clean up litter in your neighborhood to make it safer for animals; earn the Wildlife Conservation Belt Loop.

Outdoorsman #5, #6 – Discuss how to follow Leave No Trace; do an outdoor conservation project with your den or a Boy Scout troop.

Showman #2 – Write a puppet play about Respect.

Showman #16 – Give a monologue about Respect.

Sportsman #2 – Explain what good sportsmanship is.



Core Value for January – POSITIVE ATTITUDE

Cub Scouts can focus on having a Positive Attitude this month as they learn new skills or tackle new challenges. They can also share their skills and interests at the Pack meeting – and any requirement for any rank that covers a special interest of a boy could be included. Belt Loops and Pins can serve as a starting point for setting goals. Parents and Den Leaders can help scouts by teaching how to work step by step on learning or improving a skill.

Tiger Achievements

- Ach. # 1D** – Make a family scrapbook – looking back at past activities is a POSITIVE experience.
- Ach. #1G** – Visit a museum, library, or historical building, look for examples of Positive Attitude in action.
- Ach. #3Fa and Fb** – Discussing and practicing what to do in an emergency or when lost helps build confidence that you will KNOW what to do. Even if you have already done these activities, review them from time to time – you could even make a game of it!
- Ach. #4F** – Continue to practice family conversation and good manners at family meals.
- Ach. #4G** – Visit a TV or Radio station or Newspaper office – find out how people there communicate to each other (and ask if they have any special ways of sharing “Good News” or positive stories)

Tiger Electives

- Elect. #1** – Celebrations are a way to share Positive Attitude – Have each boy share an example from his family or experience.
- Elect. #2** – Make some decorations – boys could work on decorations for the Pinewood Derby, or make special awards for parents and others who have helped the den.
- Elect. #6** – With your adult partner, teach a song to your family or den and sing it together – try a “Positive Attitude” song like the one on page 87.
- Elect. #7** – Make a musical instrument and play it with others to demonstrate Positive Attitude.
- Elect. #9** – Share your Positive Attitude by making a new friend.
- Elect. #13** – Learn to make change accurately – you can do it!
- Elect. #14** – With your adult partner, read about someone who demonstrates Positive Attitude, like an athlete or someone who has had to overcome a challenge
- Elect. #16** – Show or tell your den about a collection or favorite hobby or interest
- Elect. #17** – Make a Pinewood Derby car or other model
- Elect. #18** – Learn how to sew on a button – you might also be able to sew patches on your vest with some help from your adult partner!
- Elect. #19, #21** – Learn how to perform a magic trick or make a puppet – remember to keep a Positive Attitude that you can do it.
- Elect. #27** – Talk about what to do in an emergency so you will feel confident you know what to do
- Elect. #50** – Visit a bank to learn how money is kept safe.

Wolf Achievements

- Ach. #1** – Keep a Positive Attitude if you need more practice to do some of the Feats of Skill;
- Ach. #2g** – Practice with a positive attitude to perfect folding the flag.
- Ach. #5** – Keep a positive attitude as you practice skills so you can use tools to make a wood project.
- Ach. #6a** – Complete the Character Connection for Positive Attitude;
- Ach. #6b, c** – Make a collection and share it with another person.
- Ach. #9b, c, d, e** – Know how to make your home and yourself safe and you will be more confident
- Ach. #10d, e** – Read a book or Boy’s Life article or watch a TV show about someone who showed Positive Attitude – share what you learned

Wolf Electives

- Elect. #3** – Do these requirements while you are working with tools on **Ach. #5** – the more you learn and practice, the more confident you will be using tools
- Elect. #5g,h,i** – Make a Pinewood Derby Racer
- Elect. #6b** – Choose a book about Positive Attitude or someone with that quality
- Elect. #7c** – Make a pair of foot racers using tools for Ach. #5e.
- Elect. #11c, f** – Learn and sing Cub Scout songs – choose one about Positive Attitude, such as Cub Scout Spirit on pg. 164
- Elect. #16** – Talk with your family and learn what to do in case of an emergency, so you can feel confident; take the positive step of listing what should be in a first aid kit and knowing where your family kit is kept.
- Elect. #20b, d, e** – Know and practice the safety rules for boating or winter sports.
- Elect. #22c, d, e** – Tell a short story to your den – look for one that shows Positive Attitude; Demonstrate that you know how to get to nearby police and fire stations and other important places; Demonstrate Positive Attitude by helping a boy join scouting or complete his Bobcat.
- Elect. #23b,c,d** – Learn how to take care of yourself in the outdoors, if you get lost, and how to use the buddy system – you can feel more confident if you know what to do!

Bear Achievements

- Ach. #3b** – With the help of a parent or den leader, find out about two famous Americans who have had a Positive impact.
- Ach. #6a, b** – Demonstrate Positive Attitude and the power of one person by doing recycling in your home or planting a tree.
- Ach. #8c, d, f** – Start or add to a den or pack scrapbook so others can look back on positive experiences; Trace your family genealogy and talk to a family member about their experiences; Start your own personal history – people have a more Positive Attitude about themselves when they know where they come from.
- Ach. #11 (Elect 5)** – Learn what to do in case of emergencies or accidents so you will be confident in an emergency.

Ach. #13b, c – Set up a savings account and learn how to keep track of what you spend, so you can feel confident about where you are in money terms

Ach. #16 – Increase your confidence and improve your abilities by doing the requirements in Building Muscles

Ach. #17a – With an adult, choose and watch a TV show about someone who has demonstrated a positive attitude – or discuss how a positive attitude would have changed the outcome.

Ach. #18a, c, d – Make a To Do list and keep a daily record – planning your time will help keep you Positive! Or focus on the positive by sending a thank you note to someone.

Ach. #21a – Build a model from a kit for the Pinewood Derby

Ach. #23d, e – Watch a sport on TV or at an event – discuss how Positive Attitude was demonstrated. Were there examples of Poor Attitude? How could a Positive Attitude affected what happened?

Ach. #24a,b, d - Demonstrate Positive Attitude as you help a boy join scouting or complete the Bobcat; when you serve as a Denner or Asst. Denner; or by telling two people they have done a good job – be specific about what they did well!

Bear Electives

Sharing talents and interests, those things that make each person unique, are great ways to demonstrate Positive Attitude. Encourage boys to share their interests with the den or pack.

Elect. #1- If Space is a special interest, do any of the requirements and share with the den or at the pack meeting.

Elect. #3, #4 – If a boy is interested in radios or electricity, he could share his accomplishments.

Elect. #5 – Learn what to do in case of emergencies or accidents so you will be confident in an emergency.

Elect. #6, 7 – A boy with interest in aircraft or building something that goes, they can display their accomplishments for the den or pack.

Elect. #8, 9, 10 – A boy with a passion for music or art could display items made for these requirements.

Elect. #11- Photography – any or all of the requirements can be shared at the Pack meeting

Elect. #12 – Nature crafts or collections can be shared as examples of Positive Attitude.

Elect. #13 – Doing magic tricks can be an example of talent to share.

Elect. #17 – Learning how to make repairs can allow a boy to help others who need that skill – and make a positive difference in their life – it can also demonstrate self-confidence and Positive Attitude.

Elect. #19, #20 – Learning new sports skills and improving performance require Positive Attitude – and it's important to know and practice safety rules for winter sports.

Elect. #22 – Collections can be displayed and shared.



Webelos Activity Badges

Sharing talents and interests, those things that make each person unique, are great ways to demonstrate Positive Attitude. Encourage boys to share their interests with the den or pack.

Artist #2 – Create a portfolio of art projects.

Artist #3, #6, #7, #8, #9, #10 – Do any of these to reflect artistic talent and share with others.

Athlete – a boy could share his interest or abilities as an example of Positive Attitude

Communicator #2, #8 – give a talk or write an article about Positive Attitude or an activity or interest you want to share with others;

Communicator #9, #10 – Learn how to communicate using ASL or Braille, or in another language or improve your skill.

Craftsman – Do any of the requirements to demonstrate your ability and Positive Attitude

Engineer #2, #6, #7, #8, #9, #10 – Display any items that show your interest and ability.

Family Member #11, #12 – Use your abilities and display the results.

Geologist #1, #7, #9 – Make a collection of samples and display; earn the Belt Loop and/or pin.

Handyman – do any of the requirements and share as a talent using pictures, charts or a display

Naturalist #2, #3, #5 – Do these or any of the requirements and share what you know to demonstrate Positive Attitude and ability.

Readyman #5, #6, #7, #11, #15 – Share your knowledge by demonstration or display

Scholar #1 –Character Connection for Positive Attitude;

Scholar #3, #6, #7, #8, #10 – Display items that show your Positive Attitude and activities in scholarship in any subject, including school work.

Scientist – Demonstrate or display any of the requirements to show your work and Positive Attitude

Showman #1 – Do this and any other requirements to demonstrate or display your talent and interest in puppetry, music or drama.

Core Value for February – RESOURCEFULNESS.

Cub Scouts can focus on **Resourcefulness** this month by learning about people and animals that display resourcefulness. Since **February is also the Birthday month of BSA**, you can also learn about the ways creativity and imagination have been used in the Scouting program. It's also **Black History Month**, and there are some great examples of resourcefulness among African Americans like George Washington Carver. Boys and families can explore games and activities that focus away from technology. Be sure the boys, families and dens are involved in **the Blue & Gold Banquet** – choose a theme, decorations, activities and food that everyone can enjoy – and let the boys help!

Wolf Achievements

Ach. #1g, k – Be resourceful! Think of another animal and how you can demonstrate their walk in a fun exercise.

Ach. #4b, c – Discuss how to handle these situations with an adult, and be prepared to do the right thing.

Ach. #7e – When you read about people who are protecting our world, look for ways in which they have shown resourcefulness.

Ach. #10f – Attend a concert, play or other live program honoring someone resourceful.

Ach. #10g – Practice being resourceful by spending an evening playing board games or other old-fashioned games that don't use technology. Think about how these kinds of games help you practice being resourceful.

Ach. #12 – Be prepared to handle any of these circumstances by discussing with an adult how you should act BEFORE anything happens.

Wolf Electives

Elect. #1 – Learn how to use a code or ASL to communicate – in the past, people have shown their resourcefulness in using all kinds of codes.

Elect. #2 – Be resourceful in helping make scenery, costumes, props, and sound effects for a skit; or make a paper bag sea otter puppet and learn about how resourceful otters are.

Elect. #4b, c, d, f – Be resourceful in making what you need to play a game; or play a game that you have made up or that requires resourcefulness.

Elect. #5 – Be resourceful in using materials to make a kite, a boat, airplane, train or car.

Elect. #6 – Visit a bookstore or library and choose a book about Resourcefulness or someone who has shown that value

Elect. #7b – Make puddle jumpers using recycled materials

Elect. #8d – Use recycled materials to make a windlass

Elect. #9a – Help with a home or den party

Elect. #10a-e – Read a book about Native Americans and/or be resourceful in making an instrument, article of clothing or model home from creative materials

Elect. 13b – If weather allows, put out nesting material and notice how birds use it

Elect. #16 – Be resourceful and help your family prepare for an emergency or natural disaster; make a list of items for a family first aid kit or make a kit for your family

Elect. #20b,c,d,e,f – Learn the safety rules for various sports so you can be prepared to stay out of trouble and danger.

Elect. #22d – Demonstrate your ability to give directions to various places you might need to visit in an emergency

Elect. #23b, c, d – Show that you have the resources to take care of yourself in the outdoors or when lost.

Bear Achievements

Ach. #3b, d – Learn about two famous Americans and tell how they improved our way of life; point out how they demonstrated resourcefulness; Visit a place of historic interest in your area and look for examples of resourcefulness.

Ach. #4c – Read two folklore stories and tell your favorite one to the den; share examples of how the characters showed resourcefulness

Ach. #5a, d – Learn about a bird or animal you like and make a poster to share with others; visit a zoo or nature center and observe the animals; be sure to look for examples of animals showing resourcefulness, such as in building their homes or obtaining food.

Ach. #9a,f – make Chinese almond cookies to honor Chinese New Year; make a Trifle for a family dessert –George Washington’s favorite!

Ach. #10a, b – Prepare for a family day trip and keep your eyes open for examples of resourcefulness; have a family fun night and play a game or make something together – do something non-technological, such as a board game or making a Jacob’s Ladder

Ach. #11- Prepare to be able to deal with an emergency by learning what to do beforehand

Ach. #12b, d – prepare for a hike with your family and keep an eye out for examples of resourcefulness; or attend an outdoor family event for one of the February holidays

Ach. #13b, c, f – become more prepared and familiar with your personal finances by keeping good records and setting up a savings account; play a board game that involves play money with your family.

Ach. #15c – try one of the Resourceful games

Ach. #16c – create your own version of an animal related relay or exercise

Ach. #17 a, b, d – Choose and watch a TV show with an adult – you may even be able to find something about one of the resourceful people listed in this packet; Play charades – it’s a game that can challenge your resourcefulness; use a computer to find information about a person or animal that uses resourcefulness and write a report about what you learned

Ach. #21a-g – As you do any of the projects, list and locate or substitute for needed materials; complete the Character Connection for Resourcefulness by considering each project and what changes you might make to improve each one and what worked well and why.

Ach. #22 – Do any or all of the requirements to become more skilled to use all available resources as needed in the future

Ach. #24 –demonstrate leadership skills needed to become more resourceful

Bear Electives

Elect. #2 – learn to use equipment and skills to record and understand weather forecasting

Elect. #5 – Become more proficient in being around and on boats; be resourceful in making repairs and using equipment

Elect. #7 – use materials and tools in a resourceful way in doing the requirements

Elect. #8a, c – be resourceful with materials and tools in making and playing a homemade musical instrument

Elect. #9a – use materials resourcefully in doing an original art project

Elect. #17 – Be resourceful in your use of materials and tools when making home repairs

Elect. #20a, b, c – Become familiar with and follow safety rules so you can do sports with more safety and understanding

Elect. #24a, b, c – Learn about Native Americans in your area; look for examples of their resourcefulness in using everything available to them in their environment; share what you learn with your den or pack

Elect. #25a, b – Learn about essentials for hiking or camping safely; use the buddy system; on a hike, look for examples of plant or animal resourcefulness

Webelos Activity Badges

Artist #5, 6, 7, 8, 9, 10 – Using materials and tools resourcefully, create an original work of art

Communicator #3 – Invent and use a sign or picture language

Craftsman #2, #4 – Use materials and tools resourcefully to make a useful item such as a Jacob's Ladder game

Engineer #1, 2, 3, 4, 5, 6 – While learning about engineering in a visit with an engineer or at a construction site, look for examples of how resources, materials, equipment and skills are used; when drawing or constructing engineering projects, be aware of the best way to use the materials and tools available to you

Family Member #4, 5 – Use skills and tools available to you in making the best use of your money and other resources

Forester #5, 6 – Draw a picture showing how a tree uses water, minerals and sunlight and how resources available affect its growth

Handyman #2-17 – As you do any of the requirements, make sure you are using your skills and tools in the most resourceful way; consider possible substitutions or changes and how they might affect the final outcome

Naturalist #4, 5, 6, 10, 11 – Visit a nature center or natural history museum and tell what you saw, especially the use of resources by plants and animals; Observe birds, plants or animals and learn how they use the resources available to them and why they live in certain areas.

Core Value for March – COMPASSION

Some Belt Loops such as Good Manners and some patches such as Good Turn for America can also help teach Compassion.

Tiger Achievements

Ach. #4F - Family Activity, At a family meal, have each family member take turns telling the others one thing that happened to him or her that day. Remember to practice being a good listener while you wait for your turn to talk. Try to share some examples of people being kind to one another, or showing compassion.

Ach. #4D – Play “Tell It Like It Isn’t” – and point out how easy it is for us to misunderstand someone else, or think they are trying to hurt our feelings.

Tiger Electives

Elect. #1 - Think of a time when your family celebrated something, and tell the den about it and how it made you feel – and how good it is to feel part of the group.

Elect. #3 – With your family, play a board game or put a puzzle together – practice being kind, taking turns and not arguing or boasting

Elect. #5 – Make a family mobile – make sure you think about what each person is good at or likes to do; talk about how each family member is important to the group

Elect. #8 – Invite a religious leader to visit the den and ask them to talk about how important it is to treat others in the right way – they might also share some projects or activities that help people

Elect. #14 – Read a short story – pick one that teaches about compassion, like “Horton Hears the Who”

Elect. #26 – Learn about and practice good phone manners – it’s important to treat everyone kindly

Elect. #31 – Learn about animals so you will appreciate them and know how to help take care of them.

Elect. #43 – Visit a veterinarian or groomer and learn how to take care of animals – learn the right way to behave around an animal, and how to make them feel comfortable.

Wolf Achievements

Ach. #6a, c – Practice having a cheerful and positive attitude – it will rub off on others! If a den member shows their collection, be sure to listen and tell them something positive about their collection.

Ach. #8c, d – When you help fix a meal or make your own breakfast, remember that sharing the work and cleaning up after yourself can make your mother or someone else feel good

Ach. #10b – Make a game to play with your family – make sure everyone gets a fair turn, help younger siblings if they need it, and practice saying only positive comments; congratulate or encourage everyone;

Ach. #10d – Read a book or Boy’s Life article that demonstrates someone being compassionate;

Ach. #10g – Use only kind words and actions when playing a board game with your family

Wolf Electives

Elect. #1c – Learn to write your name using ASL – think about how a deaf person must learn the language, be able to use their hands quickly, and how it would feel if you couldn't hear what anyone was saying

Elect. #1d – Use 12 American Indian signs to tell a story – Was it hard to learn the signs? Do you know if any of the signs are used today in other ways? Why do you think they worked – sometimes even if the other person didn't know the language? Was there a really good reason to use sign language? (maybe so you could stay quiet in a dangerous place, so someone who didn't know your spoken language could follow the story)

Elect. #2 – If you put on a skit about Compassion.

Elect. #4 – Practice being kind and encouraging and showing good sportsmanship, as you play any of the games.

Elect. #6 – Visit a library and find out how to find a story, poem, magazine or newspaper article about Compassion; Choose a book about Compassion and read it, then discuss it with an adult.

Elect. #10 – As you do any of the activities about Native American life, look for examples of their ingenuity and caring for the earth – how they used materials available to them and didn't waste anything – Understanding and appreciating others helps us to be compassionate.

Elect. #11c, f – Learn the words of three Cub Scouting Songs – try the ones that have something to do with kindness and compassion – Sing a song with your den at the pack meeting

Elect. #14 – Take care of a pet – understand what your pet needs and how he deserves to be treated; think about what he adds to your world

Elect. #20 – As you participate in any of the sports requirements, remember to be kind, show support for others, and never hurt another person's feelings – Talk about the difference between enjoying a challenge or a victory and belittling someone else.

Elect. #22a, b, e – Learn to say some words in another language – and remember that their language is just different from yours – imagine how you would feel if everyone around you spoke another language; If you know someone who doesn't know English, imagine how they might feel when everyone is laughing – do you think they might feel everyone is laughing at them? If you have a chance to invite a boy to join Cub Scouts, or to help another boy earn his Bobcat, remember to be kind and encourage him. (You didn't know the Law at first either!)

Elect. #23d – When it's time to "Buddy Up" don't always avoid the new boy, or the one who isn't as fast, or who doesn't know all the rules yet – give him a chance and pick him for your Buddy!

Bear Achievements

Ach. #1b – List and practice ways you can practice your religion by being kind and thoughtful toward others.

Ach. #3b – Find out about two famous Americans (look for someone who was compassionate); Tell what they did or how they improved our way of life. *Consider those who invented equipment or methods that help those with disabilities to fit in – or those who treated everyone with equal respect.*

Ach. #4 – Learn all about Johnny Appleseed and how his actions made life easier for thousands of others; look for examples of compassion, kindness or being helpful in the other folklore examples – and learn if they were based on true stories or real people.

Ach. #5 – Learn about sharing your world with wildlife, about your favorite animals, how you can help them survive, learn about the people who help wildlife in many different ways, visit a zoo, nature center or other wildlife area. When you visit animals in the wild or in an organized area, be sure to follow the rules and treat the animals with respect.

Ach. #6 – Learn about and practice caring for your planet – recognize that it’s the only planet we have to live on, and that we must conserve resources and find ways to share water and other limited resources with everyone. Take part in a project that benefits your neighborhood, the planet, and maybe even a local charity!

Ach. #9b, f – Make a snack for your den or your family. You could celebrate Johnny Appleseed and the value of a smile, take better care of your body by making a healthy “walking” snack, or enjoy an Irish scone to honor St. Patrick’s Day.

Ach. #10 – Remember to be kind and thoughtful of other family members as you work on these requirements.

Ach. #12b – Go on a hike with your family and pick up trash – show you understand how important it is to take care of your planet.

Ach. #15 – Remember to be compassionate, act with kindness and good sportsmanship as you play any of the games – try one from the Games section!

Ach. #16 – Don’t forget to cheer on others and keep a good attitude while you are Building Muscles.

Ach. #18e – Write a thank you note to someone – if they have been thoughtful to you or have shown you how to be compassionate, tell them how it made you feel and why you think they are so great.

Ach. #23 – Show good sportsmanship, and avoid contention when you play any of the sports. Never make fun of someone else who makes a mistake.

Ach. #24a, e – Help a boy join Cub Scouts or finish his Bobcat; Learn how to be a leader without being a bully or following others in a bad choice that will bring harm to someone or something

Bear Electives

Elect. #9 – Make an art project that will help others value the earth or its wildlife; if you visit a museum, look for examples that make you feel like you want to preserve the natural beauty of the earth, or learn more about the world of nature and how to protect it.

Elect. #10b – Make a mask of a favorite animal; you might display with information about the animal and how it contributes to the world of nature

Elect. #11b,c – If you like to do photography, mount some pictures that will show the value of wildlife or our planet - display at the pack meeting

Elect. #12 – Make any of the Nature Crafts to help people see the beauty and value of taking care of our planet

Elect. #15 – Learn about Water and Soil Conservation and spread the word so others will want to help protect our environment

Elect. #25b – Go on a short hike with your den, using the Buddy System – Be sure that no boy feels like he isn't wanted, or doesn't have anyone willing to be a buddy. Be an example of including everyone.

Webelos Activity Badges

Artist #8, 9 – Make a mobile or art construction that celebrates the unique value of each member of your family, den or part of the environment.

Citizen # 10, #11, #13 – With your Webelos den or your family, visit a community leader, learn about his duties and ask him/her about the need for respect, kindness and understanding between community leaders, groups and individuals. Ask if there are specific examples to demonstrate compassion in your community; Write a short story about a great American who demonstrated compassion, understanding and fair treatment; List the names of three people you think are good citizens and tell why you chose them – include examples of their compassion for others.

Communicator #1, #9, #10, #12 – Play the Body Language game with your den and consider how actions can send a positive or negative message, especially when someone is trying to communicate with you; Invite a person with a visual, speaking or hearing impairment to visit your den and learn about the special ways to communicate and how you can communicate with those with impairments; Invite a person who speaks another language to share their knowledge about their own language, words from that language you might already know, how it feels to be surrounded by people you don't understand, and how to behave in a positive way around those who don't speak your language; Under adult supervision, search the internet and learn more about Compassion and how to demonstrate it.

Family Member #5 – Take part in at least four family meetings to help make decisions about family activities or serious topics, always acting with respect, understanding and kindness – you might even suggest a family meeting about overcoming contention in your home.

Forester #9 – Describe both the benefits and harm wildfires can cause and tell how you can help care for the earth by learning to prevent wildfires

Naturalist #1, #4, #9, # 10, #11 – Learn about ways that people have shown a lack of respect for wildlife, and name and practice ways you will show appreciation and respect for wildlife; Visit a museum of natural history or other nature center and tell what you saw, including what you learned about how you can help protect the natural world; Give examples of a producer, consumer and decomposer in the food chain, explain how humans how changed the balance of nature, and how you can protect that balance; Identify a plant, bird or wild animal found only in your area and tell why it survives and how you can help protect it; Learn about aquatic ecosystems or wetlands in your area and discuss their importance with your Webelos Den Leader or Activity Badge Counselor.

Outdoorsman #5, #6, #7 – Learn how to follow the Leave No Trace Frontcountry Guidelines during outdoor activities so you can care for the earth; Participate in an outdoor conservation project with your Webelos den or a Boy scout troop; Discuss the rules of Fire Safety and show how to handle a fire so that it doesn't have a negative impact on the environment.

Core Value for April – FAITH

Tiger Achievements

Ach. #5F – Go outside and watch the weather. Do the Character Connection for Faith.

Ach. #5D - With a crayon or colored pencil and a piece of paper, make a leaf rubbing. Notice the shape, kind of edge, color of the leaf. Do you know what kind of tree the leaf is from?

Ach. #5G – Take a hike with your den – you might look and listen for signs of Spring.

Tiger Electives

Elect. #6 - Along with your adult partner, teach a song to your family or to your den and sing it together –choose a religious song or a song about Faith.

Elect. #8 - Invite a religious leader from your place of worship to your home or to your den meeting

Elect. #10 - Along with your adult partner, help an elderly or shut-in person with a chore. Service is a way of showing your faith.

Elect. #14 - Together with your adult partner, read a short story or a magazine article. Choose a story about faith, or a person who has shown great faith

Elect. #30 - Plant a seed, pit, or greens from something you have eaten. Planting a garden or a seed is a way to show you have faith that it will grow.

Elect. #35 - Play a game outdoors with your family or den. Choose one of the Trust Games.

Elect. #36 - With your family or your den, go see a play or musical performance in your community. Many communities have special events for the Easter season.

Wolf Achievements

Ach. #4f – Visit an important place in your community and explain why it is important – you might visit a religious structure, maybe even for another faith. Or visit a local memorial building, park or statue and think about how those honored showed their faith.

Ach. #7d – With an adult, pick up litter in your neighborhood. Taking care of where we live shows our appreciation for nature and for what we have been given.

Ach. #10c – Plan a walk with your family – notice the beauty of the world and talk about your beliefs concerning creation and how to show appreciation for nature.

Ach. #10f – Attend a concert, play or other live program with your family.

Ach. #11a, b, c, d – Complete the Character Connection for Faith; Talk with your family about what they believe is their duty to God; Give two ideas how you can practice your faith-choose one and do it; Find out how you can help your church or other religious fellowship.

Wolf Electives

Elect. #5a, b, c, d, e – Learn the rules of safe kite flying; Make and fly a paper bag kite; a two stick kite; a three-stick kite; make and use a reel for kite string. Like Faith, the wind is something you cannot see, smell or touch – but you can feel its presence.

Elect. #6b – Choose a book about Faith, or someone who has shown faith – or read some scriptures!

Elect. #11d, e, f – Learn and sing three songs about faith, hymns or prayers; learn and sing a “grace” - a prayer before a meal; sing a song with your den at a pack meeting.

Elect. #15 – Do any or all of the activities of planting and growing – watching a seed grow into a plant is a great example of faith and how it can grow.

Bear Achievements

Ach. # 1a, b - Complete the Character Connection for Faith: Know some people in history who have shown great faith and discuss their faith with an adult; discuss with an adult how having faith can help you in life and how you can strengthen your faith; practice your faith as you are taught; make a list of things you can do to practice your faith, and check them off your list as you do them

Ach. #2 – Earn the religious emblem of your faith. (Only Ach. #1 OR #2 are required)

Ach. #3a, b – Write or tell what makes America special to you – be sure to include the freedom to practice your religion; Find out about two famous Americans who have shown faith.

Ach. #6b – Plant a tree in your yard, at your chartered organization site, in a park or at a school – in honor of Arbor Day and to show your appreciation for the wonders of creation.

Ach. # 8e – Find out some history about your community, especially the different religious groups that live there and their buildings.

Ach. 9a – Make some Scripture Cookies, or Faith Cookies

Ach. #10a – Go for a day out in nature or to an evening performance with your family.

Ach. #12 – Do any of the activities with your family; practice the principles of your faith in your relationships with your family, and take note of the beauties of creation around you.

Ach. #13c – Keep a record for two weeks of how you spend your money; consider paying a tithe to your church and/or to help the needy.

Ach. #18f – Write about something you have done with your den; choose an activity that has something to do with the value of Faith.

Bear Electives

Elect. #14 – Do any or all of the requirements – landscaping is a way to beautify our surroundings and observe nature

Elect. #25 b, d – Go on a short hike with your den, taking notice of the wonders of nature; with your den, participate in a religious service during a scouting event.

Webelos Activity Badges

Artist #10 – Create a collage that expresses something about you and your faith.

Citizen #11, #12 – Write a short story about a former US President or other great American, and include examples of their faith; Tell about another boy who is a good citizen and share some examples of how he lives his faith.

Communicator #8 – Write an article about a den activity – focus on a service project or some way that faith was demonstrated

Forester #8 – Plant 20 forest seedlings in honor of Arbor Day, and tell what you did to take care of them

Outdoorsman #2 – With your family or Webelos Den, help plan and take part in an evening outdoor activity that includes a campfire – be sure there is some inspirational or faith promoting component.

Showman: Music #8, #9 – Play four tunes on any band or orchestra instrument, reading from music; Sing one song indoors and one outdoors and tell what you had to do differently. For each of these, choose music that has some connection to faith or your religion



Core Value for May – HEALTH & FITNESS

Tiger Achievements

Ach. #2G – If you visit a police or fire station, ask how the men and women keep their bodies fit so they can do their jobs

Ach. #3G – Learn the rules of a game or sport. Then, go watch an amateur or professional game or sporting event – as an extra challenge, practice some of the moves you see to help make your body more fit!

Ach. #5G – Go for a hike with your den – it’s a fun way to practice fitness!

Tiger Electives

Elect. #16 – Tell your den about a favorite activity that helps keep your body fit.

Elect. #23 – Find out what kind of milk your family drinks, and why. Find out the health reasons why people choose different kinds of milk, or may have to use a certain kind of milk.

Elect. #25 – Make a snack and share it with your family or den – choose one that is good for your body.

Elect. #29 – Talk with your adult partner about when you should use sunscreen. Find out whether you have any in your home and where it is kept. With your adult partner, look at a container of sunscreen and find out whether it still protects you when you are wet, how long it lasts, the expiration date. Talk about how using sunscreen is important to your health.

Elect. #35 – Play a game outdoors with your family or den – being outdoors is healthy!

Elect. #37 – Take a bike ride with your adult partner.

Elect. #40 – Together with an adult partner, go swimming or take part in a water activity. Be sure to go over Water Safety FIRST!

Elect. #44 – Visit a dairy, milk processing plant or cheese factory – find out how the products help keep your body healthy.

Elect. #46 – Visit a dentist or dental hygienist and find out why caring for your teeth is important for good health

Wolf Achievements

Ach. #1 – Do any of the Feats of Skill as a way to practice fitness.

Ach. #3a, b, c – Make a chart and keep track of good health habits for two weeks; Tell four ways to stop the spread of colds; Show what to do about a small cut on your finger

Ach. #4f - Wide Area or Group Game with Den or Pack

Ach. #8a, b – Study the Food Guide Pyramid and name some foods from each food group; Plan the meals your family should have for one day, using foods from at least three of the food groups at each meal.

Ach. #9e – Know the rules of bike safety – always wear a bicycle helmet!

Ach. #10c – Plan a walk with your family. Physical outdoor activities are great for health and fitness!

Wolf Electives

Elect. #2 – Help to plan and put on a skit about how to be fit and healthy.

Elect. #4f – Get moving outdoors – play a wide area or large group game with your den or pack. Check for ideas under Games.

Elect. #5a, b, c, d – Have some active fun outdoors – make and fly a kite – be sure to read and know the safety rules for flying a kite first!

Elect. #7a, b, c – Learn to walk on a pair of stilts; Make a pair of puddle jumpers and walk with them; Make a pair of “foot racers” and use them with a friend – each activity could be part of a physical relay game.

Elect. #11f – Sing a song about Health & Fitness with your den at the Pack Meeting.

Elect. #18a, b – Help plan and hold a picnic with your family or den; With an adult, help plan and run a family or den outing; (a kite flying activity, hike, bike ride)

Elect. #18d - help plan and lay out an obstacle race; you could use the requirements of Elect. #7 – Foot Power, the stilts, puddle jumpers and foot racers as part of an obstacle course.

Elect. #20 – Do any of the suggested activities to improve your fitness by getting physically active – but be sure to go over Sportsmanship and any Safety Rules for the activity FIRST! Many sports are represented in this section – check it out!

Elect. #23b, c, d - In order to stay healthy, make sure you are prepared for outdoor activities and camping by doing these requirements

Bear Achievements

Ach. #8b – If you talk with a long-ago scout, find out what kind of fitness activities they did – you might be surprised!

Ach. #9b, d, e, f – With an adult, make snacks for the next den meeting – choose a healthy one! Check the ideas in Cub Grub; make a list of junk foods you eat – then do the “Take Five” Challenge to make better choices; make healthy trail food for a hike; with an adult, make a healthy dessert for your family

Ach. #12b, e – Go on a hike with your family, after you make sure you are prepared; Plan an outdoor family day that includes some physical activity

Ach. #13a, g – Go grocery shopping with an adult member of your family and compare prices of different brands and at different stores, and also compare prices based on nutritional value; With an adult, figure out how much it costs for each person in your home to eat one meal – choose a meal that has good nutrition value based on the Food Pyramid.

Ach. #14f, g – Ride a bike for 1 mile without rest – be sure to obey traffic and safety rules; Plan and take a family bike ride.

Ach. #15a, b, c – Set up equipment and play two outdoor games with family or friends; Play two organized games with your den; Select an (active) game that your den has never played, explain it and play it with them.

Ach. #16 – Do any or all of the activities – they will help you Build Muscles!

Ach. #18c – Keep a daily record of your activities for 2 weeks – look to see if you were following the rules for being healthy and fit.

Ach. #23c – Take part in one team and one individual sport to improve your fitness.

Ach. #24c – Plan and conduct a den activity with the approval of your leader – choose an activity that involves becoming fit or learning about being healthy.

Bear Electives

Elect. #5e - With an adult on board, and both wearing PFDs, row a boat around a 100-yard course that has at least two turns. Demonstrate forward strokes, turns to both sides, and backstrokes. Review Boating Safety Rules BEFORE you start!

Elect. #18a, d – Build and use an outdoor gym with at least three items from the list on page 250; Hold an open house so everyone can enjoy your gym!

Elect. #19 – Do any or all of the Swimming requirements – make sure you have an adult with you who can swim.

Elect. #20 – Choose any or all the requirements to help improve your fitness by physical activity. Read and follow the Safety Rules for any of the activities!

Elect. #25b – Go on a short hike with your den, following the buddy system and telling what to do if you become lost.

Webelos Activity Badges

Aquanaut #1, 2, 3 4, 7, 8 – These requirements all involve physical activity and fitness.

Athlete #5, 6, 7, 8, 9, 10 – These activities not only require physical activity, they include working to improve your performance and fitness!

Communicator #2 – Prepare and give a talk to your den about a subject that has something to do with Health or Fitness.

Craftsman #2 – Make a set of foot racers (Wolf Book pg. 147) so your den or pack can have a fun relay.

Family Member #8, #11 – Make a list of fun things and plan a family fun night, choosing an activity that includes action and fitness; with adult supervision, plan, purchase and help prepare three meals for your family – make sure they are nutritious!

Outdoorsman #9 – Go on a three-mile hike with your Webelos den or a Scout troop after discussing with your Webelos Den Leader what you need to take with you.

Showman #6 – Make a set of four paper bag puppets for a singing group and put on a performance with three others (Try doing a song that has something to do with Health & Fitness)

Showman #16 – Give a monologue or talk – if you choose a subject about Health or Fitness



Core Value for June – PERSEVERANCE

Belt Loops related to Art, Music, and almost any sports, as well as many of the Academics Belt Loops, require a boy to commit to lots of practice so he can Do his BEST – in other words, perseverance!

Tiger Achievements

Ach. #2D – Practice the Pledge of Allegiance with your den, and participate in a den or pack flag ceremony – it can take lots of practice to do it just right, so just persevere!

Tiger Electives

Elect. #3 – With your family, play a card or board game, or put a jigsaw puzzle together – it can require a lot of time and perseverance to put together a jigsaw puzzle with lots of pieces!

Elect. #6 - Along with your adult partner, teach a song to your family or den and sing it together.

Elect. #7 - Make a musical instrument and play it with others. The others can sing or have instruments of their own. The more you practice, the easier it will be.

Elect. #18 – Sew on a button.– Be sure to keep your fingers out of the way of that needle!

Elect. #19 – Learn a magic trick and show it to your family or den. There are some simple tricks in the Den Review Tiger Section.

Elect. #30 – Plant a seed, pit, or greens from something you have eaten. You will have to make sure to keep it in a place where it can get light, but keep the soil a little moist so the plant will germinate – this can take patience and perseverance!

Elect. #37 – Take a bike ride with your adult partner – be sure to wear your HELMET! It can take some perseverance to keep going when your legs start to get tired.

Wolf Achievements

Ach. #1a,b, c, d, e – Feats of Skill – It might take a lot of practice for a Cub Scout to master some of these skills Ach. #1h,i – Swimming 25 feet or treading water for as long as you can takes a lot of practice.

Ach. #2g – With the help of another person, fold the U.S. Flag – it takes practice to be able to do it right every time.

Ach. #3a – Make a chart and keep track of your health habits for two weeks – you will need to remember to do this every day

Ach. #4e – After talking with your family members, make a list of your jobs and mark off when you have finished them. Do this for one month – it will take some perseverance!

Ach. #5c, d - Identify and use a Phillips head and standard screwdriver to drive in and then remove the right kind of screw; Use the pictures in your Wolf book to learn how to use a hammer, and show that you know how to do it. It will take some practice to do it right! Hint: Both a screw and a nail are easier to drive in if you make a “pilot” hole first.

Wolf Electives

Elect. #1d – Use 12 American Indian signs to tell a story – first make up your story, and then practice the signs till you can do them without looking – it will take some perseverance!

Elect. #5b, c, d – Make and fly a paper bag kite; make a fly a two-stick or three-stick kite. You will need to work carefully so your kite will fly – and it can take some trial and error to get a kite up in the air. Elect. #5a - BE SURE to do this FIRST – the safety rules for kite flying!

Elect. #7a – Learn to walk on a pair of stilts. Stand on something to get started, and the more you practice, the better you will get.

Elect. #10f – Learn 12 American Indian word pictures and write a story with them.

Elect. #11a, b, f – Learn the words and sing the first and last verses of America, or the first verse of the National Anthem; sing one of them with your den at a pack meeting.

Elect. 15a, b, c, d – Plant and raise a box garden, a flower bed, an indoor plant, or some vegetables. You will need to be patient and remember to take care of your plants regularly.

Elect. #17a,b, e, f – Learn to tie an overhand knot and a square knot; tie your shoes with a square bow knot; Tie two cords together with an overhand knot; Learn to tie a necktie.

Elect. #18d – Help plan and lay out an obstacle race; for even more challenge, have another den lay out a race for your den to do, and you lay out one for them to do!

Elect. #19b, c, f – Rig a pole with the right kind of line and hook, with bobber and sinker if needed, then go fishing; Bait your own hook and do your best to catch a fish when fishing with an adult or members of your family; Show you know how to use a rod and reel.

Elect. #20 – Do the requirements for any of the sports activities – But be sure to know and follow any safety rules that are required. If you are going boating now that the weather is warmer, be sure you go over Elect. 20b FIRST – so you know the boating safety rules.

Elect. #22b – Count to 10 in another language – it might take some practice.

Bear Achievements

Ach. #2 – Earn the religious emblem of your faith – it may take some time and effort.

Ach. #3h, i – Learn how to raise and lower the flag properly for an outdoor ceremony; then participate in an outdoor flag ceremony

Ach. #4c – Read two folklore stories and tell your favorite one to your den – choose one that demonstrates perseverance.

Ach. #6a – Save 5 pounds of glass or aluminum or 1 month of daily newspapers and turn them in at a recycling center – you'll have to commit to a whole month – a good way to practice perseverance!

Ach. #8d, f – Trace your family back through your grandparents or great-grandparents; Start your own history and keep a journal for two weeks.

Ach. #13c – Keep a record of how you spend money for two weeks.

Ach. #14f – Ride a bike for 1 mile without rest. Be sure to obey all traffic rules – and remember to WEAR YOUR HELMET!

Ach. #17d – Use a computer to get information. Write, spell-check, proofread and print out a report on what you learned. (You might choose someone you admire and report on why you admire them and how they have shown perseverance)

Ach. #18c – Keep a daily record of your activities for two weeks.

Ach. #22b, c, d, e – Persevere in learning how to tie several knots; Learn how to keep a rope from tangling – practice till you can do it without thinking; Coil and rope and practice throwing it till you can consistently hit a two-foot square marker 20 feet away; Practice a magic rope trick till you can do it well enough so that an observer doesn't see the trick.

Ach. #23a, b – Learn the rules and how to play three team sports or two sports in which only one person is on each side.

Bear Electives

Elect. #2 a, b, f – Commit to keeping a record for two weeks of temperature and weather conditions; Wind direction and weather every day at the same time for two weeks; Watching the weather forecast on TV every day for two weeks, then keeping a record comparing the forecast with actual conditions

Elect. #5 – Wearing a PFD, help an adult rig and sail a real boat; Help an adult repair a real boat or canoe; Know the signals for storm warnings; Help an adult repair a boat dock; With an adult on board, and both wearing PFDs, row a boat around a 100 yard course that has at least two turns and demonstrate other strokes as required.

Elect. #11 - Photography – Do any or all of these requirements – you will have to commit to practicing and taking and mounting several kinds of pictures – you can display your work at a Pack event in honor of Camera Day.

Elect. #13 – Magic – In order to learn the magic tricks, puzzles or rope tricks, or to put on a magic show, you will need to practice till you can do each magic trick very well! There are ideas in your book and also under both Tiger and Bear ideas in the Den Review section.

Elect. #19 – Swimming – Before you start, do Elect. #19d, and commit that you will never swim alone. Then do any or all of the requirements – you may have to practice over and over to get really comfortable and have good swimming skills.

Elect. #20 - Do any of the requirements, but commit to practicing and improving your skills and knowing and following safety and courtesy rules of the sport you choose.

Webelos Activity Badges

Several of the Activity Badges are a natural fit with Perseverance:

Artist #2 – Create a scrapbook (portfolio) of your Artist Activity Badge projects and show it to your den leader – requires commitment, taking care of and collecting art projects over a time period.

Athlete #1 – Character Connection for Perseverance

Athlete #5a-e – Requires showing improvement in various activities after 30 days.

Sportsman #3, 4 – Requires earning Belt Loops in two different sports, so Perseverance is required.

Core Value for July – COURAGE

The BSA has a number of **Lifesaving and Meritorious Awards**, which recognize conduct exhibiting courage and daring, skill and self-sacrifice. Moral courage is also required in earning **Religious Awards**, especially when dealing with peer pressure to “follow the crowd.” Also, learning or reviewing the steps for **Hug A Tree and Survive** can help a scout act with courage if they ever do become lost. Courage is sometimes needed when learning any new skill, especially in demonstrating or performing in front of other people.

Tiger Achievements

Ach. 2G—Visit a Police or Fire Station. Ask someone there how he or she helps people. Ask them what they think about courage and if they have any stories of courage to share.

Ach. #3Fa—With your family, plan and practice a fire drill in your home. It will make it easier to have courage if you ever actually have a fire.

Ach. #3Fb—With your adult partner, plan what to do if you become lost or separated from your family in a strange place. Learn how to do the steps of Hug A Tree and Survive so you will have the courage to do the right thing if you ever do become lost.

Tiger Electives

Elect. #1 - Think of a time when your family celebrated something, and tell the den about it and how it made you feel. See if your family has a story of courage that might be celebrated during a family birthday or patriotic celebration.

Elect. #8 - Invite a religious leader from your place of worship to your home or to your den meeting – ask them to share a story of religious or moral courage.

Elect. #9 – Help a new boy or girl get to know other people – it can take courage to greet someone new and introduce them to others, especially if your friends might want to ignore them.

Elect. #10 – Along with your adult partner, help an elderly or shut-in person with a chore. Even if you are a little afraid of them, or have heard scary stories about them, have the courage to give service.

Elect. #12 - Make at least two cards or decorations and take them to a hospital or long-term care facility. Be friendly and kind, even if you are uncomfortable or not used to being in that kind of place.

Elect. #18 – Learn how to sew on a button – it can take courage to learn a skill that your friends may think only girls do.

Elect. #27 - Talk to your adult partner about what to do if these things happened and how you can show courage: The adult who is caring for you becomes ill. You are alone with someone who makes you feel uncomfortable.

Elect. #40 - Together with an adult partner, go swimming or take part in an activity on water. Sometimes it takes courage to go swimming or be in or on the water – or to learn to swim if the water scares you.

Elect. #47 –Learn about recycling in your community, especially things that need to be recycled in special ways. Learn about the courage of Tom Whittaker and how he recycled trash found on Mt. Everest.

Elect. #49 - Visit a government office such as the mayor's office, the state capitol building, or a courthouse – and have the courage to ask some questions so you can learn more.

Wolf Achievements

Ach. #1c, d, e, or h—Do a front roll, a back roll, and a falling forward roll; using a basic swim stroke, swim 25 feet. It can be scary to do something physical when you are afraid of falling or getting hurt, or when it looks like a long way to swim, so remember that Cub Scouts can have courage to try new things.

Ach. #4b, c—Tell what to do if someone comes to the door and wants to come in, or if someone calls on the phone. Remember it takes courage to remember the best thing to do in some situations.

Ach. #12a-k—Do the Character Connection for Courage. Then, do at least the four required activities as you decide how you would make the right choices when faced with difficult situations.

Wolf Electives

Elect. #2a, d—Help to put on a play or skit using costumes. Be the announcer for a skit. If you are shy, or not used to performing in front of people, it can take courage to do it.

Elect. #7a—Learn to walk on a pair of stilts. It might take courage if they seem too high!

Elect #16a, b—Talk with your family about what you will do in an emergency. In case of a bad storm or flood, know where you can get safe food and water in your home. Tell how to purify water and show one way. Know where and how to shut off water, electricity, gas or oil. Talk about why you might have to show courage in a real emergency, and practice so you will remember what to do.

Elect. #21b—Explain what a computer program does and use a program to write a report about someone who showed courage.

Elect #22c—Tell a short story to an adult, your leader, or your den. Sometimes it takes courage to do this, but the more you do it, the easier it will be for you to talk in front of other people.

Elect #23b, c—Explain the basics of how to take care of yourself in the outdoors. Tell what to do if you get lost. (Learn about how to “Hug A Tree and Survive.”) If you know what to do, it is easier to have the courage to do the right thing, especially if you are lost.

Bear Achievements

Ach. #1, 2—Whether practicing your faith or working on the Religious Award, it can take real courage to do the right thing, especially if other people make fun of you; but have courage to do your best and make good choices.

Ach. #6a—In honor of Tom Whittaker and his courage on Mt. Everest, and his hauling over 1,000 pounds of trash down the mountain, save 5 pounds of glass or aluminum or 1 month of daily newspapers. Turn them in at a recycling center and donate the proceeds, or use your community recycling service.

Ach. #6c—Call city or county officials or your trash hauling company and find out what happens to your trash after it is hauled away. It can take courage to make this kind of call, but make a list of questions before you start so you won't get confused.

Ach. #11g—Complete the Character Connection for Courage

Ach. #12b—The suggestions for what to do if lost or how to prepare also would require courage to fulfill, and fit with the Hug A Tree and Survive program.

Ach. #14b—Learning to ride a bike can require courage if a boy hasn't learned previously.

Ach. #17a—With an adult in your family, choose a TV show and watch it together. Look for a documentary about someone who has shown courage, such as a local or national hero. Talk about how they showed courage.

Ach #17d—Use a computer to get information about a person who has shown courage, such as Lewis and Clark. Write, spell-check, proofread and print out a report on what you learned.

Ach. #22b—If you don't feel comfortable doing knots, it can take courage to learn to tie a square knot, bowline, sheet bend, two half hitches and slip knot. Tell how each is used.

Ach. #24a, c—It can take some courage to help a new boy through the Bobcat trail or to plan and conduct a den activity with the approval of your den leader.

Ach. #24e—It definitely takes courage to make a choice on how to do something when not everybody likes your choice. Go over the hard choices and decide what you would do.

Bear Electives

Elect. #6b—For someone who has a fear of flying, or who hasn't ever flown, it can take courage to ride in a commercial airplane.

Elect. #8c—If you are a little shy, it can take courage to play in a den band using homemade or regular instruments, and to play at a pack meeting.

Elect #13—It can take courage to show magic tricks, especially to put on a magic show for someone with your den. Lots of practice will make you feel more sure of yourself.

Elect. #19—Any of the requirements for Swimming can require courage, especially if you are unsure of yourself in the water. Remember never to swim alone, and get some lessons to help you feel more comfortable in the water.

Elect. #21a—It can take courage to take part in a council or pack-sponsored money earning sales program. Learn all you can about the product and practice how to make a sale with a parent.

Elect #25b—Learn all about the Buddy system and why it's important to follow it. Tell what to do if lost. Knowing what to do, and how to follow Hug A Tree and Survive, will help you to have courage if you ever do get lost.

Webelos Activity Badges

Aquanaut—It can take courage to do any of the requirements, especially if you are not comfortable in the water. It can also take courage to do Requirement #7, even if you know how to swim. Passing the BSA "Swimmer" test can be hard to do and may require courage, especially if others are watching. Practice the skills with a parent or leader, or take swim lessons to improve your skills.

Citizen #11—Write a short story about a former US President or other great American. Include examples of his or her morale or physical courage. Give a report on this to your Webelos den.

Communicator #2—It can take courage to prepare and give a three-minute talk to your den.

Fitness #8—Read the booklet *Take a Stand Against Drugs!* Discuss it with an adult and show that you understand the material. If you find yourself in a situation where drugs are involved, it will take courage to stand up and do the right thing.

Outdoorsman #3, #9—With your parent or guardian, take part in a Webelos den overnighter; or discuss with your den leader the things you need to take on a hike before doing a 3-mile hike. Learn or review the steps of Hug A Tree and Survive so you will be able to show courage if you ever do become lost.

Readyman #1—Complete the Character Connection for Courage. Do the Know, Commit, and Practice steps so you will be prepared to act with courage in an emergency. Also, any of the requirements of Readyman may require courage to use in an emergency.



Core Value for August – HONESTY

Scouts should be encouraged to be honest in working on any of the Belt Loops and Pins – whether it is a Sports or an Academic subject. During the Summer, many boys will be participating in team sports – and that’s another opportunity for them to be **honest** and to show good sportsmanship.

Tiger Achievements

Ach. #1G – go see a museum, lighthouse, or other historical building where you can learn more about how families lived in the past.

Ach. #2D – Practice the Pledge of Allegiance and participate in a flag ceremony with your pack or den – you could do this on Coast Guard Day.

Ach. #4F – At a family meal, take turns telling one thing that happened that day; remember to tell the story honestly; practice being a good listener while you wait your turn.

Ach. #4D – Play “Tell It Like It Isn’t” and then talk about how easy it might be to make the story more exciting by adding some things that aren’t true.

Ach. #4G – Visit a television or radio station or newspaper office. Find out how people there communicate with others. Do they have some special ways to make sure the story they tell is completely true?

Ach. #5G – Take a hike with your den, just like the boys at Brownsea did at the very first Scout camp!

Tiger Electives

Elect. #2 - Make a decoration with your family or your den. Display it or give it to someone as a gift. (If your den or families go to the beach to celebrate Play in the Sand Day on Aug. 11, and if it’s legal in the area, you could collect some beach glass, pebbles and sand to make a special art project to make as a gift).

Elect. #6 - With your adult partner, teach a song from Baloo to your family or your den and sing it together.

Elect. #25 – Make a snack and share it with your family or den – you could make Trail Mix for the special day on Aug. 31st, or a S’Mores Treat in honor of S’Mores Day on Aug. 10th.

Elect. #35 – Play a game outside with your family or den

Wolf Achievements

Ach. #4e – Talk with family members. Agree on the household jobs you will be responsible for. Make a list of your jobs and mark them off when you have finished them. Do this for a month. Remember to be honest about whether you have done the job the right way, even though no one else might know if you aren’t truthful about it.

Ach. #7c – Discuss with your family ways that water can get dirty.

Ach. #7d – With an adult, pick up trash in your neighborhood; wear gloves to protect against cuts. In honor of Clean Water Month, you could make sure all storm drains are clear of trash – or your pack could even do a project to paint warnings on the curb about where the water drains to.

Ach. #12j – Read the scenario and discuss why you shouldn't let peer pressure or wanting to be popular change your decision about what is right and honest

Wolf Electives

Elect. #2 – If you do a skit based on honesty, and do any of the elective requirements, mark them off.

Elect. #4 - If you play any of the games listed, be sure you are honest in how you play – be a good sport and don't try to cheat in order to win.

Elect. #11b – Learn and sing the National Anthem – share the story of how Francis Scott Key was in the right place to witness the events because he was considered an honest man of integrity

Elect. #12a – Draw a free-hand sketch; you might make a picture that can be used in the “Honesty is the Best Policy” opening, or as part of a display about a person who is honest.

Elect. #14a – Remember to be honest in caring for a pet; don't forget to provide water, food, exercise and good care for your pet – it's a way of showing you are honest in your dealings.

Elect. #20 – Remember to be honest about how you play any sport, and in learning and following the rules.

Elect. #21b – Use a computer program to write a report about honesty, or an honest person. You could also use a program to make signs for a display about an honest person.

Elect. #23 – If you go camping, practice some of the skills that the first boys at Brownsea also used.

Bear Achievements

Ach. #1 – Practice your faith as you have been taught – think about what place honesty has in showing you believe and honor your faith.

Ach. #3b – With the help of your family or den leader, find out about two famous Americans. Tell the things they did or are doing to improve our way of life. Remember to consider how they show integrity and honesty in their dealings, and how that might affect what they can accomplish.

Ach. #3d - Find out where places of historical interest are located in your town or city. Go and visit them with your family or den – you might visit a lighthouse or a Coast Guard station, or even a beach that has some historic connection.

Ach. #3f - Be a member of a color guard for your den or pack – you might have a special ceremony for Coast Guard Day or some other special event in August.

Ach. #6g – Take part in a den or pack neighborhood clean-up; you might especially clear debris from storm drains to protect water quality; if curbs aren't marked, you r pack might paint warnings by storm drains to ask people not to pollute the water supply.

Ach. #8b – Find and talk to someone who was a Cub Scout long ago; try to find out how they learned to live honestly and what ways they had to help them.

Ach. #9a – With an adult, make cookies.

Ach. #9b or f – With an adult make a treat for a den meeting or a dessert for your family

Ach. #9e – Make some trail mix in honor of Aug 31st.

Ach. #10a, b – Go on a Perseid Meteor Night trip, or try doing it at home with your family.

Ach. #12c – Go on a picnic with your family on Australian Picnic Day, August 1st.

Ach. #12a, b – Go camping with your family and do some of the Brownsea activities or make some Trail Mix for and take a hike.

Ach. #13f – Play a board game that involves money with your family; be sure to play honestly!

Ach. #15 – Remember to be a good sport and play without cheating when you participate in any games!

Ach. #17c – Visit a newspaper office, TV or radio station, and talk to a news reporter; find out how they make sure that their information is true.

Ach. #17d – Use a computer to get information. Write, spell-check and print out a report on what you learned; you could do a report about honesty, or a person who you admire for their honesty.

Ach. #17f – Talk with a parent or other family member about how getting and giving facts fits into his or her job; ask how they make sure the facts are true.

Ach. #18 – Do any or all the requirements and be sure to consider the Character Connection for Honesty as you do them.

Ach. #18h – Complete the Character Connection for Honesty:

Ach. #22d – Coil a rope. Throw it, hitting a 2 foot square marker 20 feet away. This skill would be useful in helping in a water rescue.

Ach. #23 a, b, c – While playing a sport, be honest and show good sportsmanship.

Bear Electives

Elect. #1a – Identify two constellations and the North Star; you might be able to do this if you decide to do a Perseid Meteor Night Watch.

Elect. #10a – Make a simple papier-mâché mask; if you decide to make a mask of a character with a reputation for honesty.

Elect. #15e – In honor of Water Quality Month, as a den, visit a lake, stream, river or ocean. Plan and do a den project to help clean up this important source of water. Name four kinds of water pollution.

Elect. #19 – Do any or all of the requirements, especially if you have a pack swim activity. Be sure to remember that you should never swim alone.

Elect. #20 – When you take part in any of the sports, be honest and show good sportsmanship.

Elect. #25b – Go on a short hike with your den, following the buddy system. Explain how the buddy system works and why it is important to you to follow it. Tell what to do if you are lost. While on your hike, be sure to observe as much as you can, as the boys did at the original Brownsea camp.



Webelos Activity Badges

Aquanaut – Do any of the requirements at a den swimming or beach party; be sure to follow the rules of Safe Swim.

Athlete #5, 6, 7, 8, 9 – While working on these requirements, be completely honest in reporting your progress.

Fitness #4 – While keeping a record of what you eat, be sure that you report with honesty.

Sportsman # 2, 3, 4 – While participating in sports, show good sportsmanship and be honest in how you play.

Citizen #6 – Tell how our National Anthem was written.

Citizen #11, 12 & 13 – While doing these requirements, consider honesty and integrity as one of the qualities of the person you report on.

Communicator #7 – Visit the newsroom of a newspaper, radio or TV studio and find out how they receive information; ask how they confirm that they have the facts and not just rumor.

Family Member #2, 4, 9, 10, 11 – Talk with your family about other jobs you can do for two months; plan your budget for 30 days and keep track of your daily expenses for 7 days; Learn how to clean your home properly and help do it for one month; Show you know how to take care of your clothes and help at least twice with the family laundry; With adult supervision, help plan the meals for your family for one week; Help buy the food and prepare three meals for your family. In each of these requirements, be careful to be honest in doing what you commit to, and in reporting the results.

Readyman #8 – Tell what steps to take for a safe swim and explain the reasons for the Buddy System.

Outdoorsman #3, 6, 9 – Take part in a Webelos den or family campout and sleep in a tent you have helped pitch; participate in an outdoor conservation project; Discuss with your Webelos den leader what you need to take on a hike, then go on a 3-mile hike with your Webelos den or a Scout troop. Observe nature as the first Brownsea scouts were taught to do.

Artist #9 – Make an art construction; you could gather the materials as a den, pack or family visit to the beach.

Scholar # 2 – Have a good record in attendance, behavior and grades at school – it reflects honesty and integrity.

Showman #5, 16, 19 – Alone or with others, put on a puppet show about honesty; give a monologue about honesty or some person you admire who lives with integrity and honesty; Write, put on and take part in a one act play – you could use one of the play ideas about honesty under skirts.

CHARACTER CONNECTION

Activities & Worksheets



*Ideas in this section were compiled by:
Annaleis Smith of Black Hawk District & Ann Shumway of Mt. Nebo District*

What is a Character Connection® Activity?

A Character Connection® is usually done as a “reflection discussion” that addresses the thinking (head), feeling (heart), and behavior (hand) experiences related to 12 core values. Certain requirements in the handbooks are designated as Character Connection® activities and require a discussion about the specific Core Value and how it relates to the requirement. Let’s face it—sitting and having a discussion is probably the last thing most boys want to do. It can be really boring for most 7-10 year-old boys. The following pages include some ideas to “spice up” your Character Connection®. The activities are not meant to replace the discussion part of the Character Connection®, but to supplement it. They can be used as an introduction to the Character Connection® discussion (play the game or do the worksheet, then talk about how you felt) or as a reinforcement of the discussion (play the game after the discussion). Most of the activities can be used for either a den meeting, pack meeting, or as a family activity. Other requirements are marked with a ✨

Why use an activity like those in this section?

They are more likely to remember it. Cub Scout age boys like to be up and doing something fun. If we can do something fun that leads them to learn something too then we are following the Cub Scouting idea of Fun with a Purpose. The boys will be far more likely to remember something fun they did than a discussion you had with them. The more senses that are involved, the more likely they are to remember the things they learned. Also if the boys are free to explore and express their own feelings and ideas we have truly accomplished something great. What we really want to accomplish is to find a way for them to feel the importance of the core value being taught and personalize it to their own life.

What type of questions can lead to a good discussion?

The best types of questions to ask do not have a right or wrong answer. Questions like:

- How did you feel when...?
- What do you think about...?
- What did you learn about...?
- How can you...?

Questions that can simply be answered with a “Yes” or a “No” should usually be avoided if possible.

- Instead of “Can you...?” ask “How can you...?”
- Instead of “Do you think...?” ask “Why do you think...?”

Remember that the purpose of the questions is to help them think about how the Core Value fits into their personal lives. How do they personally feel about it?

What if the boys are reluctant to participate or talk about how they feel and what they learned?

Odds are if the other boys are having fun they will want to join in but it may take a few times before some boys feel comfortable enough to participate fully. You may be surprised at what they can learn by just watching others. Be sure to ask them questions too like “What did you notice?”

As Cub Scout leaders we can only “do our best” but we cannot (nor should we try to) force a boy to share his feelings if he is reluctant to do so. However we should try to get him to think about it even if he won’t share. Some ways to let him express his ideas a bit more privately:

- Have everyone show a “thumbs up” if they agree with the idea, a “thumbs down” if they disagree and a “thumb sideways” if they are unsure or have mixed answers.
- You might ask a boy what he thinks about another boys answer. “How do you feel or what do you think about what _____ just said? (Not to judge the other answer, just to add to it.)



Citizenship

Contributing service and showing responsibility to local, state, and national communities.

Suggested month: **NOVEMBER**

A CHARACTER CONNECTION® FOR CITIZENSHIP IS REQUIRED IN THEIR HANDBOOKS AT:

- **Tiger Achievement 2** – Where I live
- **Bear Achievement 3j** – What makes America Special
- **Webelos Citizen Activity Badge** – Requirement 1

America! Paper Chain *(Adapted from Program Helps February 2003)*

☺☺*Can also fulfill **Bear Achievement 3b***

Materials: Red, white and blue colored paper cut into 1 x 8 ½ strips; tape; markers or pens.

Activity: Each Cub Scout gets three colored strips and will write down some things that make America special to him. He signs his name, and connects his strips together in a chain. Then the boys link their chains together into one longer chain. Now that the chain is done we have a lot of ideas about our country, what makes it special, and how we can be a good citizen.

Questions:

- What new things have you learned about citizenship?
- How do you feel about being an American citizen?
- Do you feel that you are a good citizen?
- How does it feel to see people who don't act as good citizens?
- What can you do to set the example of good citizenship?
- Can you think of ways to help other people be good citizens?

Pledge of Allegiance Relay *(Adapted from Tiger Cub Section of UNPC 2010-11 Pow Wow Book)*

☺☺*Can also fulfill **Wolf Achievement 2a***

Materials: Create two sets of word strips containing phrases or words from the Pledge of Allegiance.

Activity: Group boys into 2 teams. Scatter each set of word strips on the floor in front of each team. A boy runs to the phrases, selects the first phrase, sets it aside, and returns to their team where he tags the next boy. That boy runs forward and finds the next phrase, then adds it to the first. The game continues until the teams have spelled out the entire Pledge. The first team to finish wins.

Questions:

- How does knowing what the pledge of allegiance means help you be a good citizen?
- What else can we do to be good citizens?
- How can we show our citizenship?
- Is it easy or hard to be a good citizen?
- When is it hard? When is it easy?
- What can you do this week to be a good citizen?

American Match-Up *(Adapted from Tiger Cub Section of the UNPC 2010-11 Pow Wow Book)*

Materials: Make posters of well-known U. S. buildings, symbols, or people. (Old calendars, newspapers, magazines, and computer clip art programs are good sources for these images.) Number each poster and hang them up around the room. Also have some blank papers and pens or pencils.

Activity: Give each Cub Scout (or family if at a Pack Meeting) a piece of paper which is also numbered. Ask them to identify the posters and write the name by its corresponding number on the paper. Give a point for each correct answer, and give bonus points if they can tell where the building is located, or if they have visited that site. Some suggestions: President and Vice President, Governor, American flag, State flag, White House, Statue of Liberty, Mount Rushmore, Eagle, Uncle Sam, State capital building, City hall, etc.

Questions:

- Why would a citizen of the USA want to know about people and places like these?
- How can knowing about these important people and places in history help you be a better citizen?
- How do you feel when you visit a State or National Monument? A National or State Park?
- How would you feel if you got to meet the president? Governor? etc.

Who is Who?

*Can also help complete **Webelos Citizen Activity Badge***

Materials: Find pictures of the current President, Vice President, Governor, Mayor and any other government officials you would like to include. Then write their names and their positions on 3x5 cards. Activity - and play a matching type game with them. You could do it as a relay or just a team challenge and time them to see how long it takes. Anything you can think of to make it fun for them.

Discussion: Have a discussion about why these individuals are important to know and/or recognize. Or you could turn it into a discussion about their jobs and what they do. Why parents should vote, etc.

Flag Code

An activity designed to make them more aware of how the flag should be flown.

Materials: Find pictures and examples of ways a flag should and should not be treated. (You can find examples easily on the internet.) Have a copy of the flag code to reference.

Activity: Have them identify if the flag is being flown properly or not and if not then tell which part of the flag code is being disregarded in each picture.

Discussion: Talk about how flying the flag properly and on the proper days helps us to show citizenship.

- How do you feel when you see the flag being flown?
- How do you feel when you see an old worn out flag being flown?
- How can the flag help us remember what a great county we live in?
- What else does the flag make you think of?



Compassion

Being kind and considerate and showing concern for the well-being of others.

Suggested Month: MARCH

A CHARACTER CONNECTION® FOR COMPASSION IS REQUIRED IN THE HANDBOOKS AT:

- **Bear Achievement 24f** - Be a Leader

Lighthouse Game *(Adapted from Program Helps March 2004)*

An activity to increase awareness of visual impairments.

Materials: None, just people to participate.

Activity: The leader is the lighthouse. Half the group will be the ships. They go to one end of the room and put on blindfolds. The other half are rocks and distribute themselves on the floor between the ships and the lighthouse, keeping their hands and feet in to minimize tripping. The lighthouse says, “Woo, Woo” to guide the ships. The rocks say “Swish, Swish” quietly to warn the ships of their presence. On “Go,” the ships navigate between the rocks to the lighthouse. If they touch a rock, they are sunk and must sit on the floor (and say “Swish, Swish” also). When all the ships have made it to the lighthouse (or have been sunk), the rocks and ships switch places.

Questions:

- Was it harder to be a ship (blind) or a rock? How did that make you feel?
- What does it mean to have compassion for other people?
- What kind of things might blind people need help with?
- Can you think of a time when someone was kind or compassionate towards you?
- How can we as leaders show compassion by helping others find their way?
- Can you think of what compassion shows others about you?
- What are two ways you can show compassion at school? With your Family?
- How can you show compassion for someone who is having a difficult time or needs help?
- What can you do to show others that you have compassion?

Good Deeds Dominoes *(adapted from the GSLC 2005 Pow Wow Book)*

Materials: Some Dominos and a list of good deeds. Examples: Build a birdhouse, Build a birdfeeder, Build a birdbath, Do not disturb a bird's nest, Don't litter, practice leave no trace, live by the outdoor code, plant a tree, recycle

Activity: Use Dominos to demonstrate the chain reaction effect of showing compassion. Line the Dominos up in a row as you mention compassionate deeds. Then knock the last Domino over to illustrate how showing compassion spreads. Add more compassionate deeds as necessary.

Questions:

- How does doing good deeds show compassion?
- What do think will happen to the birds/animals if their environment is destroyed?
- What does it mean to have compassion?
- Do you feel like you have compassion for animals/birds?
- How would you feel if someone didn't care about you?
- What can you do to show compassion for birds, animals, our environment, etc.?

How Does it Feel? *(Adapted from the GSLC 2005 Pow Wow Book)*

Materials: In each corner of the room tape a picture of a face showing happiness, sadness, being upset, and frustration. A list of situations such as:

- 1) Your family is going to the movies. They ask you for your opinion as to which movie they should see. (Happy)
- 2) You and your brother are supposed to do the dishes. Your brother won't help and now you don't get to go for ice cream with your friends because the dishes aren't done. (Upset)
- 3) Your group didn't work together very well and you got a "D" on your class assignment. (Sad)
- 4) Your teacher says that everyone will get a turn to take care of the class pet. You wait patiently but then she skips you when it should be your turn. (Frustration)

Activity: Have the boys move to the corner of the room that describes their feelings as you read the situations. Add more scenarios as needed.

Questions:

- How do you feel when you have a job to do but no one will help you with it?
- How do you feel when others are willing to help you?
- What are some obstacles that prevent you from helping others?
- What can you do to be cooperative more with others?

Fruit Basket Variation

Activity: Everyone sits in chairs in a large circle. Group is divided into four sub groups called "Kindness," "Sharing," "Helping," and "Listening." The person in the middle calls out the name of one of the groups and everyone with that name trades chairs, including middle person. This often leaves a new person in the middle. If person in the middle calls out, "Compassion," then everyone changes chairs.

Wipe That Smile off Your Face

Activity: Explain that being compassionate to others often involves only sharing a smile. This game seeks to show how contagious smiling can be. A cub scout stands up front with a leader or another cub that grins and says a short poem or chant to try to get the cub to smile. The Cub Scout in turn tries his best not to smile.

(Example of chant: I am a smiler who is coming to see which Cub Scout will not smile at me.) Regardless of whether the cub can remain non-smiling – it is great fun for others to watch the interaction.

Word Search

Create your own (on any topic). Let the cubs create one by helping the boys come up with words that are synonymous or inspired by the word *Compassion*. Google word searches for programs to create your own Word Search or check out this one which is free and easy to do:

<http://puzzlemaker.discoveryeducation.com/WordSearchSetupForm.asp>.

Compassion – Code/Puzzle (Next Page)

☺ This can also help fulfill **Wolf Elective 1a**

Activity: Copy the code below and let the boys figure out what it says.

Answer: “No act of kindness, no matter how small, is ever wasted.”

Compassion Character Connection

Key: In the blank write the letter that comes BEFORE the letter listed below.

O P B D U P G L J O E O F T T

O P N B U U F S I P X T N B M M

J T F W F S X B T U F E

Cooperation

Being helpful and working together with others toward a common goal.

Suggested Month: SEPTEMBER

A CHARACTER CONNECTION® FOR COOPERATION IS REQUIRED IN THEIR HANDBOOKS AT:

- **Wolf Achievement 10a** - Family Fun

Mirror Image *(Adapted from Program Helps Oct 04)*

Materials: None, just people to participate.

Activity: Divide the den into pairs. Each stands and faces each other, almost toe-to-toe. One boy is the initiator and the other is his mirror image. The intention is to make movements that are both interesting and slow enough for imitator to mirror facial and physical actions. The partners cannot touch each other. All movements are in slow motion. One foot must remain on the ground at all times. After a few minutes, have the boys switch places.

Questions:

- Did you like being the leader or the follower better? Why?
- What did you feel was the hardest part of this activity?
- Did you have to cooperate to complete this activity?
- What does it mean to cooperate?
- Did you see anyone cooperate even though it was difficult to do that?
- Why is it important to cooperate?
- What makes it easy or hard?
- What can you do to cooperate in other things?
- What happens if members of a sports team don't cooperate?
- What about members of a band or Orchestra?
- What if we don't follow the rules in a game?

Box of Balls *(Adapted from an idea in the Tiger Section of the UNPC 2010-11 Pow Wow Book)*

Materials: A box and 15 to 20 tennis balls

Activity: One boy has the box with the tennis balls in it. The boy picks up one "loaf" at a time and rolls it across the ground. The rest of the players race after the balls, pick them up and put them back in the box. The boy rolling the loaves tries to empty out the box, while the other boys' objective is to return them as quickly as possible. As soon as the boy has an empty box, have him switch places with someone and start over with all the balls in the box again. You might want to be sure to mention that he can only roll one ball at a time (no dumping them all out.)

Questions:

- Was this harder or easier than you thought it would be?
- What made it hard to empty the box? Hard to fill it?
- Did those trying to fill the box have a plan? Or was it just a free for all?
- How could cooperation help keep the box full of balls?

Any Team Sport

Any team sport can help teach the importance of and lead into a discussion on cooperation.

Worksheet

The worksheet on the following page has a Rebus puzzle and spaces for the boys to list ways they can be more cooperative.

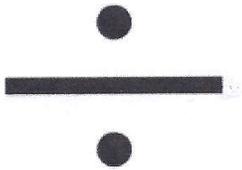
Answer to puzzle: United we stand, divided we fall.



Cooperation Character Connection



-Way



3 things I'll do to be more cooperative are:

1 -

2 -

3 -

Courage

Being brave and doing what is right regardless of our fears, the difficulties, or the consequences.

Suggested Month: JULY

A CHARACTER CONNECTION® FOR COURAGE IS REQUIRED IN THEIR HANDBOOKS AT:

- **Wolf Achievement 12a** - Making Choices
- **Bear Achievement 11g** - Be Ready
- **Webelos Readyman Activity Badge** – Requirement 1

Tattling or Telling? *(Adapted from the GSLC 2005 Pow Wow Book)*

Materials: A green piece of paper, or 3x5 cards, for each boy that says “telling” and a red with “tattling”

Activity: Sometimes you just need to make the discussion a little less “boring” by giving them a fun way to answer. Have them raise the color that they think is right in response to the question. How is “Tattling” different than “Telling” on someone for a good reason? It takes courage to tell an adult when a friend is about to get hurt. Add your own additional situations if you need more

- Joe is running into the street and a car is coming. (Telling)
- Tom is taking another cookie. (Tattling)
- Mike is playing with his pocketknife. (Telling)
- John is lighting a match. (Telling)
- Greg didn't bring his dues to den meeting this week. (Tattling)
- Phil got in trouble at school today. (Tattling)
- Frank is allergic to peanut butter. (Telling)

Questions:

- Do you know the difference between tattling and telling?
- How do you feel when someone tattles on you?
- Why is it tempting to tattle on others?
- How does it take courage to tell on someone?
- Why does it take courage to not tattle on someone?
- How can you make a plan now to talk to an adult when you know someone might get into trouble?

Story Book Courage

☺☺☺*Could also fulfill Bear **Achievement 4** if you used some folklore stories*

Materials: A book or short story about someone who showed courage. (Not too long—10-15 minutes, maximum.) Or, have the boys each to share a folklore story of courage. (You could do 1-3 boys each week all month.)

Activity: Read the story to the boys as they draw a picture to go with the story you are reading. Tell them to try to draw a picture that reminds them of courage. Then have each boy show and talk about his picture and how it relates to courage.

Questions:

- How did someone show courage in that story? Who?
- How would the story have been different if they had not shown courage?
- Can you think of a time when you had to show courage? Was it hard? Easy?
- Why is it sometimes hard to show courage?
- What can we do this week to show courage?

Solve the Puzzle

Unscramble each of the clue words. Copy the letters in the numbered cells to other cells with the same number.

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Faith

Having inner strength and confidence based on our trust in God.

Suggested Month: APRIL

A CHARACTER CONNECTION® FOR FAITH IS REQUIRED IN THEIR HANDBOOKS AT:

- **Tiger Cub Achievement 5** - Let's Go Outdoors
- **Wolf Achievement 11a** - Duty to God
- **Bear Achievement 1a** - Ways We Worship
- **Webelos Badge Requirement 8** – Faith

Kinda Corny (*adapted from Sondra Smith's Is There an Object to Good Character?*)

Materials: A single kernel of corn.

Activity/Discussion: Hide the kernel in your hand. Explain to the boys that you are holding something that could feed at least a hundred people. Ask them if they trust you. Let them guess what it could be. Hold up the kernel and discuss how it could feed 100 people. The process goes like this: That one kernel will grow into a stalk containing two ears of corn. You could feed two people with those ears, but if all of the kernels from the two ears were planted it would produce about 78 stalks with two ears each or 154 ears or 6,160 kernels. Another planting of the 6,160 kernels would yield about 1,160 stalks with two ears each (12,320 ears) or 492,800 kernels of corn. The result is that in just three plantings enough corn could be raised to feed over a hundred people.

Help the boys understand that faith is exercised in planting corn. Faith is believing in yourself, believing in God and acting on that belief. Faith is a gift, and if we practice obedience in acting on our beliefs or having faith we will be able to increase our faith, much like the kernel of corn.

Scripture Examples

Find and read different scripture stories about faith and how it healed, made whole, etc. Talk about the role of faith in their lives. What does it mean to have faith? How do you exercise or act upon that faith?

Which is Which? (*adapted from Sondra Smith's Is There an Object to Good Character?*)

Materials: Two wrapped packages. One should be pretty and attractive and one should be plain and even beat up and dirty. Place a treat in one and some garbage in the other.

Activity: Present the two packages to the boys and ask each boy which package he would like. Pre-arrange with one boy to raise his hand and ask what is in the packages. You answer that one has a treat and one has garbage. Have the boy come forward and whisper in his ear which package has a treat in it. He does not tell the others. Then go back around the boys and ask them if they want to change their minds about which package they want. (Ask the boy you whispered to which one he wants before the others.) Most of them will choose the same one he selects. Have two boys come forward and open the packages. Share the treat with them all.

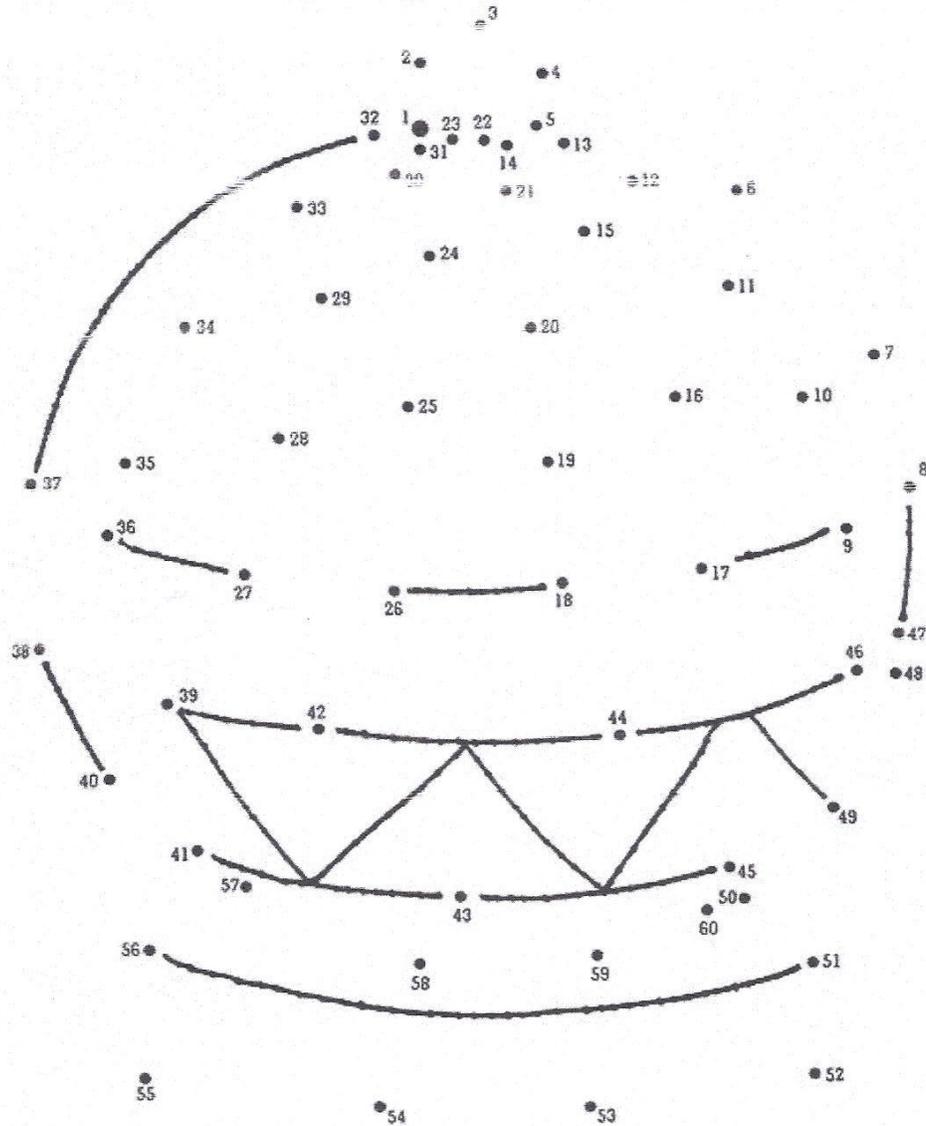
Discussion: Explain to the boys that those who followed the boy who knew the contents were acting on faith that he would choose according to what he knew. Discuss the importance of following our leaders and asking for guidance from the Holy Spirit or wisdom in making decisions. We should rely on our parents and religious leaders and know that they are asking us to do those things which are best for us.

Faith Character Connection Dot-to-Dot Worksheet

Answer to fill-in-the-blank quote: Faith is taking the first step even when you don't see the whole staircase.



Faith Character Connection



“ _____ is taking the _____ even
when you don't _____ the _____
_____.” -- Martin Luther King Jr.

Health and Fitness

Being personally committed to keeping our minds and bodies clean and fit.

Suggested Month: MAY

CHARACTER CONNECTION® FOR HEALTH AND FITNESS IS REQUIRED IN THEIR HANDBOOKS AT:

- **Tiger Cub Achievement 3** - Keeping Myself Healthy and Safe
- **Webelos Fitness Activity Badge** – Requirement 1

Food Find

☞ *Can also fulfill **Wolf Achievement 8a** and **Bear Achievement 9d***

Materials: Before the meeting, hide cans, packages or pictures of food around the meeting place.

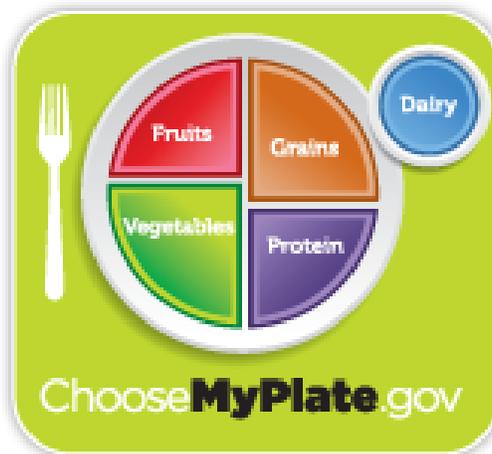
Activity: Divide the group into two teams and let them search for the food. (Keep a list to make sure you find everything that was hidden.) Once all the food is found, provide each team with a copy of the food pyramid and let them place the food on the correct spot on the pyramid. Have a “junk food” section, too.

Questions:

- What is your favorite food and which food group is it in?
- What did you learn about food that you didn't know before?
- Why is it important to learn about what we should eat?
- How do you feel when you eat lots of Junk food?
- How do you feel when you eat healthy foods?
- Do you think the saying “you are what you eat” is true?
- What can you do to start eating healthier foods?

Variation:

Instead of using the old Food Pyramid, you may choose to use the plan from www.choosemyplate.gov.



Fitness Circle Game (Adapted from *GSLC 2004 Pow Wow Book*)

☞ Can also fulfill some of **Wolf Achievement 1** and **Bear Achievement 16** if you do the required activities.

Materials: Space to do the activities and a list of activities. (The Cub Scout Leader *How-To Book* has lots of physical fitness activities in chapter 3.)

Activity: Form a circle as large as the room permits with all players facing the same direction.

Give instructions for various activities such as:

- Start walking in a circle and keep walking between these exercises.
- Start hopping.
- Make yourself as small as possible and continue walking.
- Make yourself as tall as possible and continue walking.
- Bend your knees slightly, grasp your ankles, and continue walking.
- Walk as if the heel of one foot and the toes of the other were sore.
- Squat down and jump forward from that position.
- Walk on hands and one foot, with the other leg held high, imitating a lame dog.
- Walk forward at a rapid pace (don't run) while swinging your arms vigorously.

Questions:

- Which activity was the hardest for you? Which was the easiest?
- Was everyone able to do everything exactly the same?
- Why is it important to recognize that everyone is different?
- Why is it important to exercise and feed our body the proper foods?
- How does being physically fit make us feel emotionally?



Honesty

Telling the truth and being worthy of trust.

Suggested Month: AUGUST

A CHARACTER CONNECTION® FOR HONESTY IS REQUIRED IN THEIR HANDBOOKS AT:

- **Bobcat** – Requirement 8
- **Bear Achievement 18h** - Jot it down
- **Arrow of Light** - Requirement 7

Untangle a “Web of Lies” (*Utah County January 2011 Pow Wow handout – author unknown*)

Players try escaping without untying hands. Forming a circle, players extend their right and left hands into the circle and grab other players' right and left hands, without locking two hands with the same player. While still holding hands, players untangle the "web" by turning around, ducking under or stepping over other players. Upon untying the "web," players may untangle hands.

Try playing the game first with 5 or 6 players and then repeat the game adding more and more players each time. Compare the increasing difficulty of the game to the difficulty of untying a web of lies; if you're not straight with people, it's easy to get caught in a web of lies.

The Consequence Game (*Utah County January 2011 Pow Wow handout – author unknown*)

This game can help boys understand that the long-term consequences of honesty are always better than the long-term consequences of dishonesty.

Materials: Prepare pairs of simple index cards or small sheets of paper (like those on the next page). On one side of each of the cards in the pair describe two alternative courses of action, one honest and one dishonest, along with the short-term consequences of each action. Fill out the other side of the cards so that when the two cards are flipped over, the long-term consequences are revealed. Develop additional cards to meet your own situations. Let the short-term consequence of a dishonest act be good, and the long-term consequence bad. Develop cards on honesty with parents, with siblings, with friends, with institutions, and so on.

Activity: Play it as a game, letting children decide, by looking at the front sides only, which option they would take. Or you could see if they can match the front with the matching back.

Questions:

- What helped you make the choices you made?
- Were some easier to decide than others?
- If we make a dishonest choice and feel bad about it afterward, what can we do?
- When we choose to tell a lie do we sometimes “get away with it”?
- How do you feel when you find out that someone has lied to you?
- How would you feel if someone took something of yours without asking?
- Who can you think of that is a good example of Honesty?

- Are we only honest when someone else know or are we honest when we know we will never be found out?

Cards for the Consequence Game (use the blanks to make your own)

Front Sides of Cards	Reverse Sides of Cards
<p>You are at the store buying something and the clerk gives you \$10 too much change. You keep it. After all, it was his mistake and not yours. You go into the toy store next door and buy some new handle grips for your bike.</p>	<p>You know the money wasn't yours. You start to worry that the clerk will have to pay the store \$10 out of his wages. Whenever you ride your bike, the new handle grips remind you that you were dishonest.</p>
<p>When the clerk gives you the \$10 change, you tell him he has given you too much and give the \$10 back to him. He says thanks, but as you walk out, you start thinking about the new handle grips you could have bought with the \$10.</p>	<p>You feel good and strong inside because you were honest. Whenever you ride your bike, you remember that you need handle grips, but you also remember that you were honest.</p>
<p>You are sitting in class taking a really hard test that you forgot to study for. The girl across the aisle seems to know all the answers, and her paper is so easy to see. You copy a few answers and end up getting an A- on the test.</p>	<p>Your conscience bothers you. You know that you didn't deserve the A. You wonder if anyone saw you cheating. It's a little hard for you to get to sleep that night. On the next test you're unprepared again.</p>
<p>You're a little mad at yourself for not studying harder and you're really worried about your grade. Still, you keep your eyes on your paper and do your best. Unfortunately your best that day is only a C on the test.</p>	<p>You resolve to study harder. Next test you do better. You like yourself because you know you are honest. Other people like you because they know you can be trusted.</p>

Honesty Character Connection

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

BOOK
 CHAPTER
 FIRST

HONESTY
 JEFFERSON
 THOMAS

WISDOM

“ _____ is the _____
 _____ in the _____
 of _____.”

-- _____

Perseverance

Sticking with something and not giving up, even if it is difficult.

Suggested Month: JUNE

A CHARACTER CONNECTION® FOR PERSEVERANCE IS REQUIRED IN THEIR HANDBOOKS AT:

- **Webelos Athlete Activity Badge** – Requirement 1

Icy Perseverance *(adapted from a January 2011 Utah County Pow Wow handout – author unknown)*

Materials: An ice cube for each boy with a penny frozen inside

Activity: Begin your den or pack meeting by giving each boy an ice cube. Tell them that the first one to get the penny out of their ice cube **without** putting it in their mouth or hitting it with another object is the winner. Then continue on with your regular plans until some is a winner. Once someone has their penny, discuss how perseverance works.

Questions:

- How does melting the ice cube compare to reaching your goals?
- Did you ever feel like quitting?
- Why do some people quit before reaching their goals?
- Could you have gotten the penny quicker had you broken the rules?
- Would you feel as good about winning if you didn't follow the rules?
- How do hard work and perseverance help you achieve your goals?

Light it Up *(adapted from Sondra Smith's Is There an Object to Good Character?)*

Materials: A light bulb. You may also need to do a little research about some of the inventors mentioned.

Activity: Display the light bulb. Talk about the light bulb, what it does, how it works and who invented it. If you are in a location where you can turn out the lights and let the boys be in darkness for a few minutes safely – do so. Let them appreciate the light bulb by going without.

Questions/Discussion: Talk about **Thomas Edison**, who invented the light bulb. He had over 1000 failures before he had success. On the 1,152 try it worked. What would have happened if Thomas Edison had given up on the 1000th try? Or the 100th try?

Has there ever been something that you have tried just once, it didn't work and so you never tried again? How would your life be different if Thomas Edison had not kept trying?

Christopher Columbus – What would it be like if Christopher Columbus had given in to his crew in 1492? They were discouraged and frightened and wanted to turn back. They were to the point of mutiny. He convinced them to go just one more day. They did and they found America.

Space Exploration – What would have happened if we hadn't continued working on space exploration after the first Russian sputnik was lost in space? We would never have put a man on the moon or learned the many things we have about space and the other planets. What other inventions do we now enjoy because of the space program?

Help the boys understand that these and many more accomplishments and inventions were made possible because of perseverance. The people involved never gave up, they kept trying.

Finger Spelling Worksheet

Have the boys try to figure out what the hand signs spell.

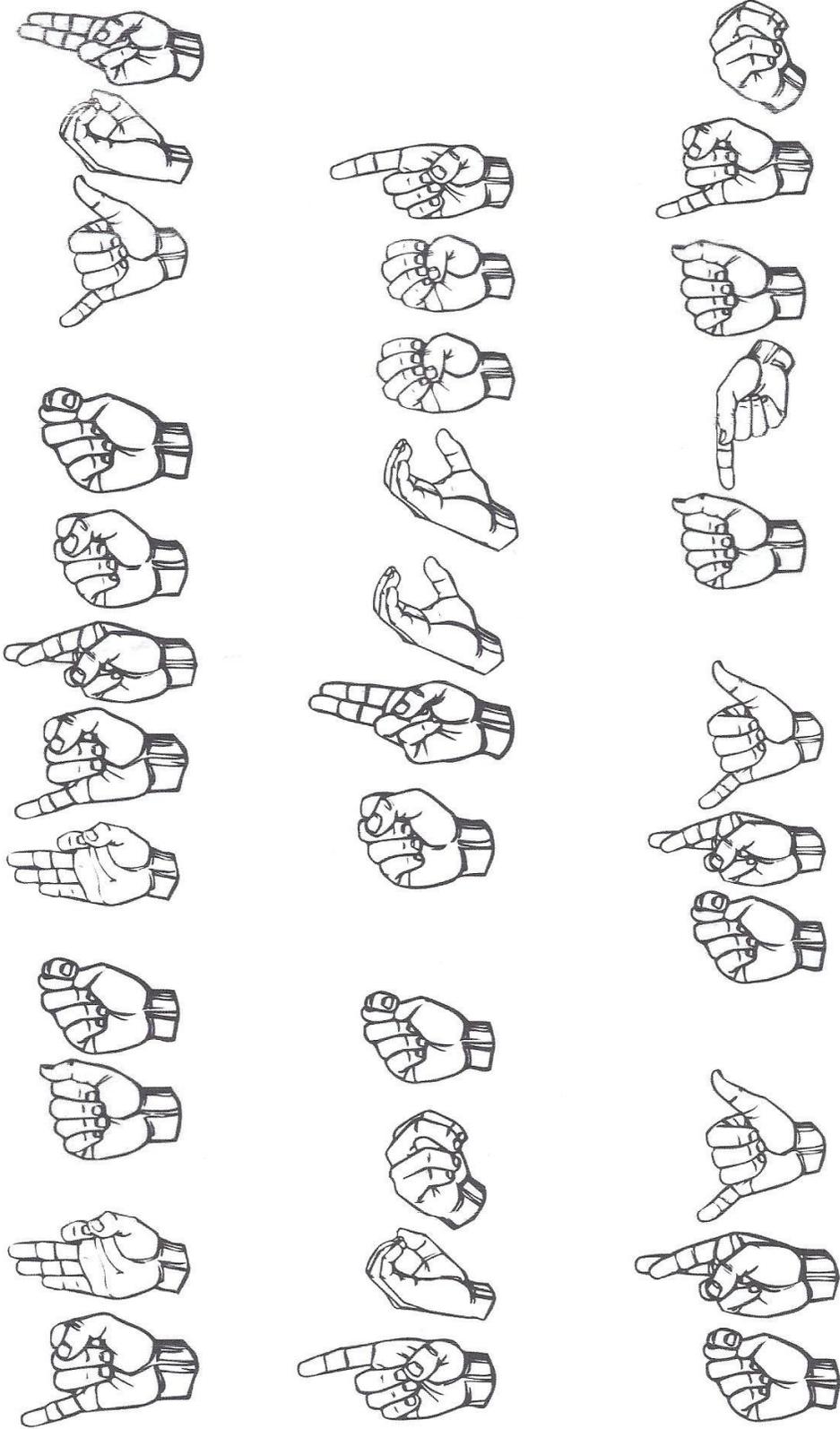
Answer: If at first you don't succeed, try, try again.

Perseverance Word Search

Find the words in among the other letters.



Character Connection - Perseverance



PERSEVERANCE

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

COMMITMENT
 DEDICATION
 DETERMINATION

ENDURANCE
 HARDWORK
 PATIENCE

PURPOSEFUL
 STEADY

Ways you can practice perseverance:

- Try a new sport that is difficult and don't quit
- Study and work hard to improve your grades
- Do extra chores to earn money to buy something special
- Help a younger child learn to ride a bike or play a game
- Choose an instrument you'd like to learn to play and practice each day

From the list above choose one thing you'll work on this week (or write your own) –

This week I will

Positive Attitude

Being cheerful and setting our minds to look for and find the best in all situations.

Suggested Month: JANUARY

A CHARACTER CONNECTION® FOR POSITIVE ATTITUDE IS REQUIRED IN THEIR HANDBOOKS AT:

- **Wolf Achievement 6a** - Start a Collection
- **Webelos Scholar Activity Badge** – Requirement 1

Polish it Up (*adapted from Sondra Smith's Is There an Object to Good Character?*)

Materials: A very dirty window or mirror, some glass cleaner and a soft cloth.

Activity/Discussion: Explain to the boys that sometimes we feel confused, sad or unhappy for no particular reason. At times we all feel overwhelmed by all of the demands that are made of us; or we don't feel in control of our own situation because of things that are happening in our lives. In short, we feel kind of like this window/mirror.

Take the glass cleaner and compare it with a positive attitude. Tell the boys that no matter what is happening in our lives, it will not stay that way forever. Spray the glass cleaner on a small corner of the window/mirror. We need to think about something we are glad about, something that makes us smile, even if it is just a small thing.

Begin wiping the glass with the cloth. Show that there is now an area that we can see clearly. Then find something else that makes up happy. Continue in this way and help the boys understand that developing a positive attitude will help them. It's a choice!

Positive Attitude Express

To show examples of how having a positive attitude can help you succeed

Materials: One or two of the following books, or another book that shows a positive attitude

- *The Little Engine That Could*, by Watty Piper,
- *The Monster at the End of this Book* by Jon Stone
- *Another Monster at the End of this Book* by Jon Stone

Activity: Read the story and talk about how the attitude affected not only the outcome but the journey.

Questions/Discussion:

- Switch that positive attitude to a negative one, how would that change the story?
- Was there ever a time that you had to do something you didn't really want to do?
- Did you find a way to make it more enjoyable?
- Talk about the saying "Time flies when you're having fun!"

- Has there ever been a time when you were having so much fun that the whole day went by really fast?
- When you are bored does time go by more slowly?
- Do you think that having a positive attitude can make the time (that you have to do something that you don't want to do) go by faster and not seem so long or boring?

Riddikulus!

An exercise in changing your attitude for the better.

Materials: The Harry Potter DVD or Book *The Prisoner of Azkaban* (Harry Potter 3)

Activity: Read or watch the section where they first learn to use the Riddikulus spell on the Boggert in the Wardrobe in Professor Lupin's class. Tell them that in much the same way we can change our attitude towards a person or a task that we may not like (or maybe even scares us.) Take turns having the boys name their least favorite chore around the house or at school. Have all the boys brainstorm some way to think of that as fun. Have them use their imaginations. For example if they are asked to clean out under their bed, they could pretend that they are searching a cave for a tiny treasure hidden there by gnomes, they must be thorough or they might miss it.

Positive Attitude Secret Code

☺ Also fulfills **Wolf Elective 1a** (Use a secret code)

Solve the secret code on the next page, then solve the maze.

Answer: If life gives you lemons, make lemonade.

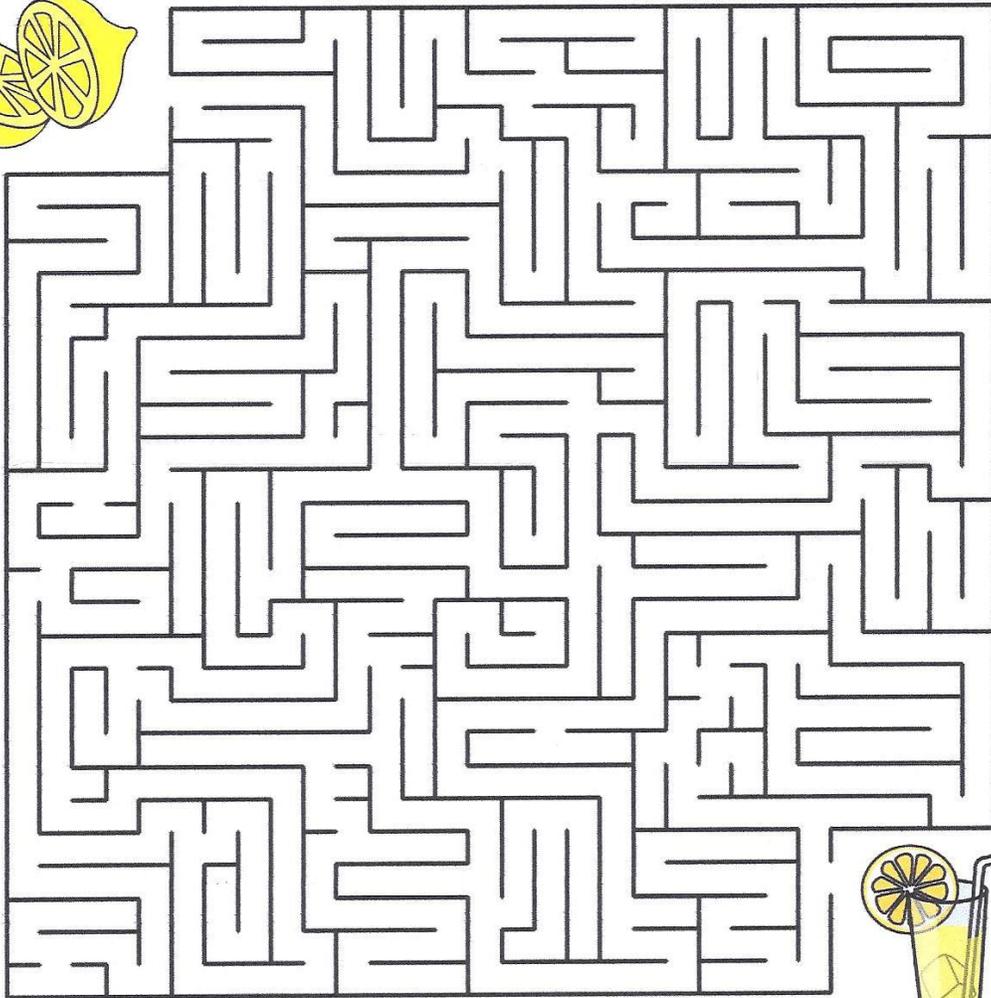
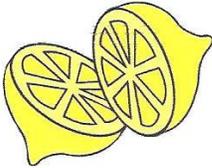


Positive Attitude Character Connection

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
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

9 6 12 9 6 5 7 9 22 5 19 25 15 21 12 5 13 15 14 19

13 1 11 5 12 5 13 15 14 1 4 5 !



Resourcefulness

Using human and other resources to their fullest.

Suggested Month: FEBRUARY

A CHARACTER CONNECTION® FOR RESOURCEFULNESS IS REQUIRED IN THEIR HANDBOOKS AT:

- **Bear Achievement 21g** - Build a Model

I Am a Rock *(From Sondra Smith's Is There an Object to Good Character?)*

Use a picture of a very large rock. Explain that this rock was found in someone's yard when they were trying to put in a nice lawn in front. The rock represents a problem or a challenge. You don't want the rock in the middle of your grass. You can't cover it with dirt and plant over it because it would prevent the roots from growing deep enough to make a good lawn (and it would look silly and be hard to mow.) It is too big to dig up and remove. You'd have to hire a large backhoe to come in and lift it out and it would cost too much. So what can you do?

Let the boys discuss the situation. Acknowledge their ideas. Then explain to the boys that this is where being resourceful comes in. Tell them that now you change your plans. You decide to put a decorative feature in that particular area of the yard and use the rock as part of the design. Add some trees or shrubs and other plantings to compliment the rock. Organize the grassy area to surround and frame the feature. Help the boys to understand that sometimes in life we run into problems or trials that can't be removed or fixed but they can be worked with. We use these times to strengthen us and we learn from these problems how to conquer new problems. This is what it means to be resourceful.

Activities to Describe Resourcefulness to Children

by Wendy, of Baloo's Bugle

Teaching children to be resourceful is important for their independence and creativity. Children who are resourceful can make confident decisions and are motivated to problem solve. Teach your children to be resourceful by allowing them to think on their own, to try new things and by providing positive encouragement. Activities that describe resourcefulness to children help parents discuss with the child how to make good decisions and how to solve everyday problems.

Collage

Making collages with your child is one way you can begin to discuss and explain resourcefulness with him. Provide a flat work surface and a large poster board. Assemble a range of materials and allow your child to choose which to use and how to arrange and glue the items. By allowing him to make decisions and create his own art, you are giving him the opportunity to figure out how materials can be used to create pictures and designs. Ask your child questions such as "What could you use to make hair for the person you are creating?" rather than suggesting that he use yarn for hair. Allow your child to decide which materials can be used to represent what he is trying to create.

RESOURCEFULNESS

- The ability to meet challenges in a variety of ways
- Using our resources to their fullest potential
- Making the world a better place through creative problem solving

Draw a line from the inventors on the left to their invention on the right.

Benjamin Franklin

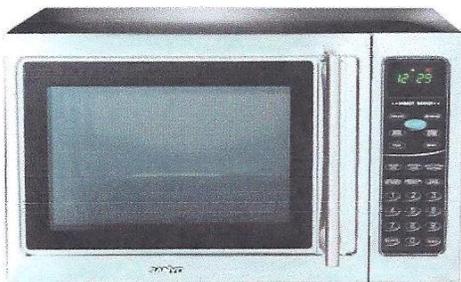
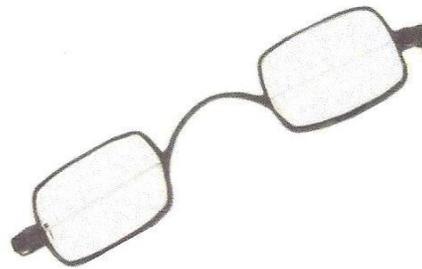
Thomas Edison

Alexander Graham Bell

Dr. Percy Spencer

George Washington Carver

Ives McGaffey



These inventors saw a need and used their resources to make the world a better place through their inventions. Think about a need that we have today. What resources could you use to fill this need? What would you like to invent?

Respect

Showing regard for the worth of something or someone.

Suggested Month: DECEMBER

A CHARACTER CONNECTION® FOR RESPECT IS REQUIRED IN THEIR HANDBOOKS AT:

- **Tiger Achievement 4** - How I Tell It
- **Wolf Achievement 7a** - Your Living World
- **Bear Achievement 8g** - The Past is Exciting and Important
- **Webelos Naturalist Activity Badge** – Requirement 1

Know Your Rock (*from Tiger Section of UNPC 2010-11 Pow Wow Book*)

Learning Respect for Nature

Materials: An area with a bunch of rocks. Masking tape and a pen if you have lots of boys or the rocks are all pretty similar in size or shape. (Remember to remove the tape and leave the rock behind.)

Activity: Each boy finds a fist-sized rock, remembering where he found it so he can return it after the game. All sit in a circle with eyes shut, holding their rocks. Tell them to "get to know" their rock by its feel, texture, smell, etc. After a few minutes, collect the rocks, mix them up, and redistribute them. The boys pass the rocks around the circle and try to identify their own rock with their eyes shut. To help prevent any disagreements you can affix a small piece of tape to each rock with the owner's initials.

Questions:

- Was it easy or hard to identify your rock again.
- What helped you identify your rock?
- What were some of the things about the other rocks that helped you know that it was not yours?
- What were some of the things that made you unsure if it was your or not?
- How do we show respect for nature when we get to know nature better?
- How can we show respect for people?
- Does it help if we get to know them better?

Variation: Use leaves instead of rocks.

Dirt Diggers

Respect for Nature

☼ Can fulfill **Bear Elective 15a** and part of **Bear Elective 22b** and **Wolf Elective 17a**. During the discussion you could also cover some of **Wolf Achievement 7**.

Materials: An area where the boys can dig. Small garden trowels for each boy, a team of boys or each family. Paper, pencils, and magnifying glass (optional), a rope or string about 5 feet long for each team.

Activity: Have the boys tie a square knot in their string to make a circle. Have them pick an area, lay down their string and list the things they find within the circle. Then they get to dig (take turns if doing in teams or families).

Have them continue to list the additional things they find while digging (Bears will need to make notes on the types of dirt also.) Let them dig for 10 – 20 mins and then discuss what they found.

Questions:

- What did you find the most of?
- What did you think you would find but didn't?
- What was the most surprising thing you found?
- Who or what else lives in the area (dirt)?
- What if all the bugs/plants were gone?
- How can we show respect for nature?
- What is pollution? How does it happen?
- How does recycling show respect for nature?
- In what other ways can we show respect for nature?

Golden Rule Scramble (Next Page)

Print out the following puzzle (1 for each boy). Have them cut out each square with letters in it and arrange them in the blank squares below until they make a sentence. * *Could do for **Compassion** also.*

Respect Secret Code

☺ *Also fulfills **Wolf Elective 1a***

Solve the secret code by writing the letters that come before the ones under the blanks.

Answer: Do unto others as you would have them do unto you.

The Golden Rule Scramble

Respect: Showing regard for the worth of something or someone.

H A U L D U . D O R S O O U N T W O
Y O T H E V E Y O U M D N T O T H E A S
O U

The Golden Rule Scramble

Respect: Showing regard for the worth of something or someone.

H A U L D U . D O R S O O U N T W O
Y O T H E V E Y O U M D N T O T H E A S
O U

RESPECT

Solve the secret code by writing the letter that comes BEFORE the letter under the line:

“
E P V O U P P U I F S T B T
Z P V X P V M E I B W F
U I F N E P V O U P Z P V”

There are many ways to practice respect. Here are just a few:

- Treat others as you would like to be treated.
- Don't insult or bully people who are different than you
- Be courteous, use manners and good language.
- Take care of school and public property
- Honor the country's flag, laws and public officials
- Appreciate the religions and beliefs of other people
- Obey the rules and instructions of other people

Write one way that you are going to practice showing respect: –

Responsibility

Fulfilling our duty to God, country, other people, and ourselves.

Suggested Month: OCTOBER

A CHARACTER CONNECTION® FOR RESPONSIBILITY IS REQUIRED IN THEIR HANDBOOKS AT:

- **Tiger Cub Achievement 1** - Making My Family Special
- **Wolf Achievement 9a** - Be Safe at Home and on the Street
- **Webelos Handyman Activity Badge** – Requirement 1

Buddies! *(Adapted from Tiger Cub Section of the 2010-11 UNPC Pow Wow Book)*

Activity: Divide the Cub Scouts into two groups. Group A forms the inner circle facing outward and group B the outer circle facing inward. Have the players facing each other hold hands to pair off as "buddies." They drop hands and on signal, the circles march in opposite directions. When you shout "Buddies!" the pairs find each other, hold hands and kneel down. Could also be done with music and when the music stops they find their buddy. The last team to kneel drops out of the game. Continue until only two "buddies" are left.

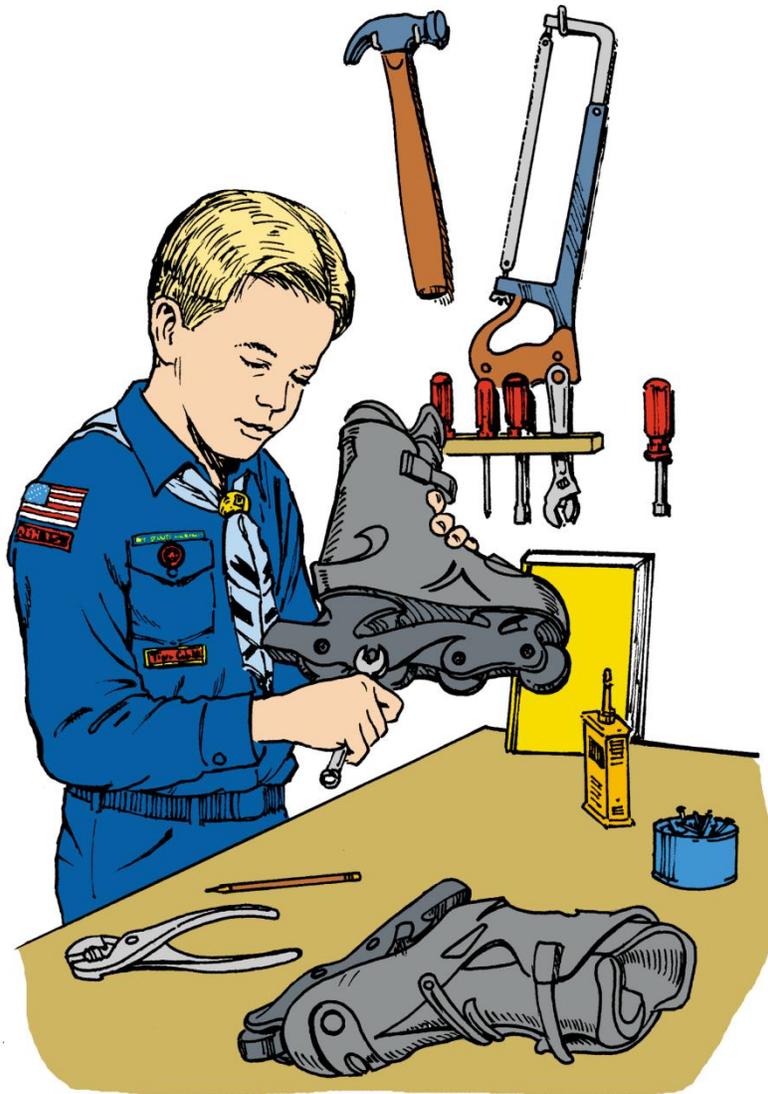
Questions:

- When the music stopped what made it hard to find your buddy?
- Was it easier if you kept an eye on where your buddy was while walking around?
- What if both of you kept your eyes out for each other?
- Was it important to keep an eye on others also? (To avoid crashing into them?)
- How does this relate to responsibility?
- Is it easier to be responsible if we keep track of it?
- How does keeping track on a chart help us become more responsible?
- What kind of responsibilities do we have towards others? Towards ourselves?
- What can we do to be more responsible?

How to be a Responsible Person (and it will make you feel great!)

- **When you agree to do something, do it.** If you let people down, they'll stop believing you. When you follow through on your commitments, people take you seriously.
- **Answer for your own actions.** Don't make excuses or blame others for what you do. When you take responsibility for your actions you are saying "I am the one who's in charge of my life."
- **Take care of your own matters.** Don't rely on adults to remind you when you're supposed to be somewhere or what you're supposed to bring. You take the responsibility.
- **Be trustworthy.** If somebody trusts you to borrow or take care of something, take care of it. If somebody tells you something in confidence, keep it to yourself. It's important for people to know they can count on you.

- **Always use your head.** Think things through and use good judgment. When you use your head you make better choices. That shows your parents they can trust you.
- **Don't put things off.** When you have a job to do, do it. Doing things on time helps you take control of your life and shows that you can manage your own affairs.



Are You a Responsible Person?

True

False

I do what needs to be done.

I keep my promises.

I never make excuses or blame others for my actions.

I always follow through on my commitments.

I do my chores regularly.

I take care of my belongings (shoes, backpack etc.)

I turn in my completed homework each week.

I am on time for school and other activities.

I can be more responsible by:



RESPONSIBILITY

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

RESPONSIBILITY
DUTY
TRUSTWORTHY
SAFETY

CITIZENSHIP
PROMISE
FAMILY
SCHOOL

COMMITMENT
RELIABLE
HOMEWORK
CHORES

The price of greatness is responsibility.

--Winston Churchill

Quotes for Character Connections

Character

“The measure of a man’s real character is what he would do if he knew he would never be found out.”
--Thomas B. MacCaulay

Citizenship

“Ask not what your country can do for you, but what you can do for your country.”
--John F. Kennedy

Compassion

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

Cooperation

“United we stand, divided we fall.” – Aesop

Courage

“The ultimate measure of a man is not where he stands in moments of comfort, but where he stands at times of challenge and controversy.” -- Martin Luther King Jr.

Faith

“Faith is taking the first step even when you don't see the whole staircase.” -Martin Luther King, Jr.

Health and Fitness

“Early to bed and early to rise makes a man healthy, wealthy and wise.” --Benjamin Franklin

Honesty

“Honesty is the first chapter in the book of wisdom” – Thomas Jefferson

Perseverance

“If at first you don’t succeed, try, try again.”

Positive Attitude

“If life gives you lemons, make lemonade”

Resourcefulness

“There are those who look at things the way they are and ask why? I dream of things that never were and ask why not? -- Robert F. Kennedy

Respect

“Do unto others as you would have them do unto you.” -- The Golden Rule

Responsibility

“The price of greatness is responsibility.” – Sir Winston Churchill

IS your training up-to-date?

Many training certificates need to be updated every 2 years!

- Youth Protection
- Hazardous Weather
- Safe Swim Defense
- Safety Afloat



Check your status at www.myscouting.org

WEBELOS

Activity Badges



Activities, Field Trips, Double-Takes and more!

*Information in this section was compiled by
Felice Clements of the Black Hawk District &
Mary Halvorsen of the Hobble Creek District.*

Aquanaut

pg. 84 Webelos Handbook



Core Values

Courage, Health and Fitness, and Perseverance

Introduction to Activity Badge

An aquanaut is a person who is at home in and around the water. He respects the water, he masters it, and he enjoys it.

The aquanaut knows that the water can be dangerous. He never takes foolish chances or breaks the safety rules. He knows that rules protect him and others.

Swimming

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in your body is exercised. As Webelos leaders, we have the responsibility to develop self confidence in every boy in our den. Through learning to swim, each boy will gain a sense of self-achievement, as well as gaining a skill that may save his life someday.

Den Meeting Activity Ideas

These ideas are helpful in getting the boys comfortable in the water.

1) Invite your Webelos Scouts and their fathers to a “water fun” party. Establish and discuss the necessity and wisdom of the buddy system. Use a buddy board and buddy tags for everyone. Observe the swimming ability of each boy then plan future activities with specific ideas in mind to help them improve.

2) As the scouts gain in ability make the water games more difficult. One favorite is to place items under water. The boy retrieving the most items wins the game. Another option is to throw coins into the pool and let them keep the ones they retrieve.

Field Trip and Guest Speaker Ideas

Invite a life guard to talk with boys about the importance of water safety and the buddy system.

Neckerchief Slide Ideas

Fish candy mold, Fish/ Sea Creature plastic toys (we have seen these at both Honks \$1 store and Dollar Tree \$1 store), Life Preserver, Anchor.

Artist

pg. 102 Webelos Handbook

Core Values

Positive Attitude and Resourcefulness



Introduction to Activity Badge

The Artist Activity Badge isn't expected to make an artist of every Scout, but rather to help him better understand what the artist is trying to express. Although most Scouts' creations will be basic and possibly rough looking they should still learn about the importance that color and form have in art. These activities may be the start of a vocation for some, but for most it will become a hobby.

Den Meeting Activity Ideas

Paper Mache can be a fun activity for Webelos.

Fulfills Requirements 4, part of 11, 8 or 9

Den Meeting 1: Requirement 8 or 9

Have the boys mix, and make their paper mache (a recipe can be found below). Using strips of newspaper, dip the paper in the mache and mold it to the frame (see below for frame ideas). Boys could make: pinatas, masks, mobiles, sculptures, musical shakers, dinosaur eggs, volcanoes & more.

Den Meeting 2: Requirements 4, part of 11

Have the Webelos mix primary colors to create the secondary colors and have them explain what happens when colors are combined. Use these colors to paint their project.

Frames:

Wire frames, balloons, pop bottles & more!

Recipe:

Many recipes can be found online. Here is just one no cook recipe.

- 1 part flour to 2 parts water.

Thicken with flour as necessary. Adding a tablespoon of salt to 2 cups flour will reduce the chances of your item molding before it completely dries.

Field Trip and Guest Speaker Ideas

Artist Studio, Local Art Museum, Local High School or College.

Neckerchief Slide Ideas

Artist Palate casts from Plaster of Paris and a candy mold or artist palate from fun foam.

Athlete

pg. 124 *Webelos Handbook*

Core Values

Health and Fitness, Perseverance, and Positive Attitude



Introduction to Activity Badge

Athletes persevere to meet their goals. They try to do things that are a little bit harder than what they can do right now. With those goals, they make improvement and become a great athlete as they do their best one little step at a time.

Den Meeting Activity Ideas

Requirements 2 & 3: See the ideas found at <http://www.cubroundtable.com/assets/pdf-documents/Athlete-Activity-Badge-Outline.pdf> pgs. 21-24. Requirement 4, pg. 26 (on same site as above)

Song

The Athlete

TUNE: My Bonnie

They gave me a suit and a number
And sent me out on to the field
They gave me a ball called the pigskin,
And shoes with some cleats, toe and heel

CHORUS:

Muscles, 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,
They 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 showed me the soccer equipment
I fainted dead on the spot!

(CHORUS)

Neckerchief Slide Idea

Barbell Slide

Materials:

- 2 small 1" styrene balls
- ½ of a black pipe cleaner
- black paint
- white paint
- paint marker or vinyl stick-on letters

Directions:

- Paint the two balls black
- Cut the pipe cleaner into 2 equal pieces
- Push the pieces into the ball about 1/4" apart
- Pull the pieces apart slightly, curving them outward
- With the white paint put the lbs. on the two balls
- You can use 5 lbs., the Pack number, or some outrageous amount of weight



Citizen

pg. 144 Webelos Handbook

Core Values

Citizenship and Positive Attitude

Introduction to Activity Badge

The Citizen Activity Badge can teach boys that citizens have responsibilities and duties to their country. In the Cub Scout Promise, Webelos Scouts say they will do their duty to their country. Good citizens learn about their community, show respect for their flag, and show respect for the rights of other people.



Den Meeting Activity Idea

Citizen Scavenger Hunt

Fulfills Requirements 10, part of 11, 8 or 9

Most government buildings have some form of a tour. You might be able to combine the tour with your scavenger hunt. Divide the den into two or three teams and give the boys a reasonable time limit. Have them locate answers to questions as well as inexpensive available items.

Examples for these would be:

- What is the middle initial in the full name of our town's mayor? What does the initial stand for?
- Bring back a piece of stationery showing our town's logo or crest.
- Draw a picture of our state flag.
- Where does the City Council meet?
- What is the full name of the governor of the state?
- Get a brochure or find out some information about trash pick up service?

Field Trip and Guest Speaker Ideas

- Invite a guest speaker from a local board to explain his duties and tell the WEBELOS Scouts why he volunteers his time.
- Attend a local city council meeting, or meet with a local official at their office.
- Do a Good Turn by conducting a litter pickup campaign

Neckerchief Slide Ideas

Liberty Bell or Eagle casts from Plaster of Paris and a candy mold.

Communicator

pg. 166 Webelos Handbook



Core Values

Courage, Respect, Perseverance

Introduction to Activity Badge

The Communicator Activity Badge helps scouts realize that everyone is a communicator. Every time we tell or show what we know, how we feel and what we think we are being a communicator. We also communicate when we smile, frown or even yawn. Drawing pictures or symbols and writing words and codes are also ways that we communicate. There is much in our world today that has to do with communicating better.

Den Meeting Activity Ideas

Communicator 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 (triangles, square, rectangles, octagons. etc.) out of different colors of construction paper. Give one set to each pair of boys, and sit 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 must tell the second boy how to arrange his set of shapes in the same arrangement. The second boy cannot ask questions, or otherwise communicate with the first boy. Observe the results with no communication. The next 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.

Rail Fence Code

(may help pass off requirement 5)

Suppose you want to send the message LOUIS LIKES BEAN SOUP. In the rail fence code, you encode by dropping every other letter down:

L U S I E B A S U

O I L K S E N O P

Then, take the bottom line of letters and put them next to the top line of letters. You'll come up with the coded message: LUSIEBASUOILKSENOP. When your friend wants to decode the message, he just counts the number of letters in the message, divides it by two, and places the last half below and between the first half.

Field Trip and Guest Speaker Ideas

- Visit a local newspaper office, radio station, or cable TV station.
- Have a visually impaired, hearing impaired, or speech impaired person or a teacher for those with these impairments explain their compensatory forms of communication.

Craftsman

pg. 198 Webelos Handbook

Core Values

Perseverance and Resourcefulness



Introduction to Activity Badge

A craftsman can be talented in many areas of work. Webelos Scouts will learn more about working with wood and other materials such as leather and tin. A craftsman also knows how to safely work with the tools needed for each type of material. Working with wood and leather is fun, but only if we are safe first. These Webelos craftsmen can develop confidence in their abilities, and these talents and skills they develop may be a hobby for them someday.

Den Meeting Activity Ideas

How Big?

Materials: Two sets of objects or boards of the same length, two tape measures

Object: For each boy to measure an object and add these figures to the one before him so as to come up with a total team length

Directions:

- Divide into two teams.
- On the word "Go" the first Webelos Scout runs up, picks up an object, measures it, lays the object down in a different location, and then returns to tag the next boy.
- This second boy also runs up, measures an object, lays it beside the first, but then he must add his length to the first boy's length, before the third team member can come up.
- This continues until each boy has measured and added their objects together for a team total.
- The leader should know what the total of the objects added together will be – as the winning team will be the one that is the nearest to the correct total.

Nail Driving Contest

Have Webelos Scouts drive nails into a 4x4. Individual or relay races can be held. The fewest number of strokes wins, not the fastest, as this is much safer.

Field Trip and Guest Speaker Ideas

- Visit furniture factory, lumber mill or lumberyard.
- Some local home centers offer special weekend classes for Webelos age children.
- Invite someone to give a demonstration on the safe use of tools.
- Visit a construction site or find out about helping with a Habitat for Humanity project.

Neckerchief Slide Ideas

A favorite, yet easy slide is a large nut from the hardware store. There is very little preparation, or crafting involved, yet scouts enjoy this slide (KISMIF).

Engineer

pg. 212 Webelos Handbook

Core Values

Resourcefulness and Responsibility



Introduction to Activity Badge

Engineers take the raw materials of nature and change them for the use of all of us. There are many kinds of engineers – from civil engineers to chemical engineers to mechanical and electrical engineers. Webelos Scouts may find a type of engineer that they want to be someday.

Den Meeting Activity Idea

Paper Bridge Competition

See Elective #7

Idea from Karen, Webelos Leader (and an engineer), Pack 23, Suffern, NY

Materials:

- 2 rolls masking tape
- 2 stacks of newspaper (a good size Sunday paper will do)
- 4 chairs with backs
- 2 identical sets of books or blocks (for weight)

Directions:

- Divide the Den into two groups. Let an adult help each group if available. Give each group a roll of masking tape and a stack of newspapers. Set up the chairs in pairs about 4 feet apart. Each group must make a bridge using the materials provided that spans from one chair to the other.
- After a set amount of time (15 to 20 min), see how much weight each bridge can support without failing.
- The bridges may be a truss, suspension, or cable stayed bridge, but must span from one chair to the other without touching the ground in between.

Field Trip and Guest Speaker Ideas

Arrange for boys to visit an engineer or surveyor at your local city office building Visit a construction site and see how plans are actually used.

Neckerchief Slide Ideas

Ruler Neckerchief Slide (to go along with the Mathematics Belt Loop). Cut a wooden ruler into sections and glue a piece of tube or pipe to the back.

Family Member

pg. 228 Webelos Handbook



Core Values

Cooperation, Positive Attitude, and Responsibility

Introduction to Activity Badge

We are all family members. We are part of a group of people who care for and share with each other. How can we be better family members? This activity badge will help Webelos Scouts learn how to help their family members in and outside of their homes.

Den Meeting Activity Idea

Because of the importance of the family involvement in this activity badge, it's a good idea to invite parents to this den meeting to explain the requirements and give some suggestion on how they can work with their son on this badge. At this den meeting they, as a family, could compile a family member journal or binder that would help them keep track of their progress at home.

Remember that the parent should initial the completed requirements, but a review of the activities with the individual boys at a later meeting by the Webelos leader will ensure that all the activities were properly completed.

Another good approach is to let the boys plan a Family Day for a Saturday or Sunday afternoon of fun for their parents and siblings. The boys' creativity and resourcefulness will amaze you and entertain everyone who attends.

Make sure the presentation of this badge at a pack meeting includes the family.

Field Trip and Guest Speaker Ideas

Contact local public utility companies, or the environmental control agency to find out how our natural resources can be saved and what we as individuals within the family unit can do to conserve energy. Invite a fireman, policeman or security guard to a den meeting to talk about home safety. Perhaps he can also provide you with a home inspection sheet.

Neckerchief Slide Ideas

- Clipart of laundry detergent mod-podged to a flat plaster slide (square chocolate mold)
- Money clip from a dollar store party section.

Fitness

pg. 246 Webelos Handbook

Core Values

Courage, Health & Fitness, and Responsibility

Introduction to Activity Badge

Most boys of Webelos Scout age take their health and fitness for granted.

This activity badge will give them an awareness that we must take care of ourselves in order to stay healthy.



The Fitness Activity Badge is a good badge to do before or after your den works on the Athlete Activity Badge. It teaches them what to do, and what not to do for the health of their bodies.

Remember, many of the Webelos Activity Badges serve as a step to Boy Scouts. In Boy Scouts the boys will complete the Personal Fitness Merit Badge. This badge will help the boys get into the habit of keeping records now, so that when they become a Boy Scout they are more used to it.

Activity Idea

Fitness Packet

The Fitness Badge cannot be completed in den meetings because five of the requirements contain the words "tell an adult family member." This translates to work that must be done at home with parents. Make the following packet for each boy in your den and send it home for parents to help with. The original idea was presented in the UNPC Pow Wow Book for 2010-11, but is repeated here for your convenience.

Field Trip and Guest Speaker Ideas

Invite a medical professional who deals with patients that could have made better lifestyle choices. Have them talk with the boys about the importance of making wise choices now.

Neckerchief Slide Ideas

Candy Molds; fruit, vegetables

How to Build the Fitness Packet

Make one Fitness Packet for each boy from the following four pages.

At the Copy Shop:

- Copy the “Get Off to a Great Start” sheet onto 11x17 cardstock with the image to the far right-hand side of the paper; or, copy onto regular paper and glue onto the front of a manila folder.
- Copy the “Personal Meal Plan” and the “Evaluating Your Food Choices” sheets onto white paper
- Copy the “Record of Meals” onto a bright yellow cardstock.

At the Scout Office:

- Purchase the booklet *Take a Stand Against Drugs!*

At Home:

- Fold the “Get off to a Great Start” sheet in half, with the words on the outside front cover
- Glue small magnets to the back four corners of the “Record of Meals” sheet. You can buy these magnets in a strip (at craft stores) and cut them into small pieces with scissors.
- Place the Personal Meal Plan, Record of Meals, Evaluation, and drug booklet into the folded 11x17 sheet

GET OFF TO A GREAT START!

Earn the Fitness Badge in the first month — You can do it!

Parents ---

This packet is provided to help your son get the best possible start in Webelos. The Fitness Badge must be done at home and is a badge that is required for both the Webelos rank and the Arrow of Light award. It is not a difficult badge, but will require your assistance. Plan to do this badge during the first month. There won't be an easier time. It is simple -- all you have to do is:

- Review the requirements. You MUST do all three parts of Requirement #1 and then choose the six others you want to do. Helps are provided in the packet.
- When each item is complete, INITIAL in the blank provided below. Do not write in the book.
- When you have initialed all nine places, have your son bring the entire packet to his den leaders.
- They will review the packet and sign his book.
- He will receive his Fitness Badge at the next Pack Meeting!

You must do all three parts of this requirement:

____ **1a.** KNOW: Tell why it is important to be healthy, clean and fit.

____ **1b.** COMMIT: Tell when it is difficult for you to stick with good health habits. Tell where you can go to be with others who encourage you to be healthy, clean and fit.

____ **1c.** PRACTICE: Practice good health habits while doing the requirements for this activity badge.

Assist Your Son To Do Six of These:

____ **2.** With a parent or other adult family member, complete a safety notebook which is discussed in the booklet "How to Protect Your Children from Child Abuse" (p. 22) that comes with the Webelos Scout Book.

____ **3.** Read the meal planning information in this chapter. With a parent or other family member, plan a week of meals. Explain what kinds of meals are best for you and why. A sheet is provided to make your plan (*see Webelos Scout Book, p. 248-255*).

____ **4.** Keep a record of your daily meals and snacks for a week. Decide whether you have been eating foods that are good for you (*see packet for helps*).

____ **5.** Tell an adult member of your family about the bad effects smoking or chewing tobacco would have on your body (*see Webelos Scout Book, p. 256*).

____ **6.** Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you (*see Webelos Scout Book, p. 257*).

____ **7.** Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly (*see Webelos Scout Book, pages 257-258*).

____ **8.** Read the booklet *Take a Stand Against Drugs*. Discuss it with an adult and show that you understand the material. This booklet is provided in this packet.

PERSONAL MEAL PLAN

	Breakfast	Lunch	Supper	Snacks
Monday				
Tuesday				
Wednesday				
Thursday				
Friday				
Saturday				
Sunday				

RECORD OF MEALS

	Breakfast	Lunch	Supper	Snacks
Monday				
Tuesday				
Wednesday				
Thursday				
Friday				
Saturday				
Sunday				

EVALUATING YOUR FOOD CHOICES

This guide is provided to help you evaluate your food choices for requirement #4.

HOW TO USE THIS SHEET

- Record what you eat for 7 days (these do not have to be consecutive days)
- Using your food record, fill in a square for each food you ate

EXAMPLE:

For breakfast one day you ate:

A bowl of cereal
with milk
A glass of orange juice

Color in:

One square in the grain area
One square in the dairy area
One square in the fruit area

Do this for all of your meals.

To make it more interesting you can use markers or crayons to color each category a different color (i.e. yellow for grains, green for vegetables and fruits, blue for dairy and meat, red for fats and sweets.)

Fats and Sweets																	
Dairy and Meat																	
Fruits and Veggies																	
Grains																	

Forester

pg. 260 Webelos Handbook

Core Values

Compassion, Respect, and Resourcefulness



Introduction to Activity Badge

Ten-year-old boys and trees are natural companions. To these boys a tree is good for climbing, swinging from or building a tree house. Through the Forester Activity Badge it is hoped that the boys' appreciation for trees may be expanded. In earning the badge, the boy may learn how trees grow, or how to identify them, or how to plant and care for them. Hopefully, he will learn how important a role they play as one of our natural resources.

Suggestion: Take a look at all of the requirements for the Forester, Naturalist, Outdoorsman and even Leave no Trace. You may find that by doing just a little more on a requirement for one activity badge gets a requirement in another activity badge completed as well.

Den Meeting Activity Ideas

Do Trees Drink?

A simple demonstration can be done with celery. Use a piece of celery with leaves for each boy. Place three drops of red food coloring in a glass of water and place celery in the water. Over a couple of days the veins on the outside of the celery will start changing color, showing how the liquid goes up the stalk. The same type of activity takes place inside trees.

Tree Planting

Collect acorns or other tree seeds and plant in small Styrofoam cups filled with dirt. Keep watered. With permission, after the seeds sprout, and are a fair size, plant in a suitable place like the property of your charter organization.

Field Trip and Guest Speaker Ideas

Contact your local US Forest Service or DNR (Division of Natural Resources) and inquire as to whether they are able to come to you, or if you could go visit them.

Neckerchief Slide Ideas

Anything nature! Flat wood trees or leaves can be painted easily. There are many candy molds that could be used for plaster of paris slides such as trees, bugs, birds and animals. Plastic animals can also be found at dollar stores. One very easy slide is a green Christmas tree garland cut and twisted into a simple circle.

Geologist

pg. 280 Webelos Handbook

Core Values

Responsibility and Resourcefulness



Introduction to Activity Badge

Geologists study the history of the earth. Geologists use rocks and where they are found, to study earth's history. Volcanoes, geysers, earthquakes and fossils also teach geologists about the earth. Webelos Scouts can learn things that a geologist must know, and can gain a greater appreciation for the natural resources around them.

Den Meeting Activity Ideas

Let's Go Rock Collecting

Wear the type of clothes you would wear hiking or hunting. Old clothes that are comfortable and serviceable are best. Ankle high hiking shoes will help prevent bruises from contact with sharp stones. A knapsack type of collecting bag is ideal. Use one with pockets to hold maps, notebooks, small tools, and labels. Use lunch size brown paper bags or plastic sandwich bags to hold specimens. Take along newspaper to wrap the rocks in first. As you collect each specimen, give it a number. Put the number on the rock before you wrap it up. In a small notebook, list the number, location, and the date. Later at home you can enter the information in your permanent records. Almost every boy, at one time or another, has a rock collection of some sort. This interest in rocks and the earth from which they come makes the Geologist activity Badge a "natural" for most boys. You'll find that the Webelos Scout handbook contains enough information on volcanoes, geysers, and mountains for the boys to acquire a fairly good understanding.

Field Trip and Guest Speaker Ideas

Search your community for Rock Shops, Rock Shows, and Earth Science Museums.

Neckerchief Slide Ideas

Rocks of course! You can also make volcanoes from fun foam, as well as make your own fossils by stamping an item into sculpy clay and then baking it.

Handyman

pg. 300 Webelos Handbook



Core Values

Cooperation, Perseverance, and Responsibility

Introduction to Activity Badge

The Handyman Activity Badge is one of the easiest and flexible activities in the Webelos program. Even though it may seem to be an easy topic for some, den leaders should handle it with care and thoroughness. Handyman allows the Scout to learn new skills and gain self-reliance and confidence in helping with activities around the house. There are also several safety and environmental issues inherent to several of the requirements.

Den Meeting Activity Ideas

Handyman Scavenger Hunt

In your meeting place, hunt for the following items or create your own list. Boys should use the buddy system. They should not gather the items, but instead, have the boys write down the location of each.

Sample:

Pruning Shears	Hammer	Auto Jack
Edger	Screwdriver	Air Pump
Trimmer	Tire Tube	Old Rags
File	Old Newspapers	Aluminum Cans
Lawn Mower	Tire Pressure Gauge	Crescent Wrench
Gasoline Can	Tire Changing Tool	Jack Stand
Oil Can	Nails	
Pliers	Window Cleaning Solution	

After the locations for these tools are recorded, go over the list and see if any of the items were not stored in the proper locations. For example, were the old rags stored on top or next to the gas can in a closed cabinet? Were the pruning shears lying on the floor where young children may be able to “play” with them? Also check the tools for cleanliness and sharpness. These factors influence their serviceability.

Field Trip and Guest Speaker Ideas

Guest speakers could include: Carpenter, electrician, plumber or car mechanic.

Field Trips could include: Visiting a local bicycle shop and talking with the mechanic to see if he will show you how to do a safety check on your bike and perform minor adjustments.

Neckerchief Slide Ideas

Hammer or screwdriver from candy molds.

Naturalist

pg. 318 Webelos Handbook

Core Values

Compassion, Respect, and Resourcefulness



Introduction to Activity Badge

A naturalist is a person who enjoys and studies nature. Naturalists respect the wildlife and the plants that live in the out---of---doors. A naturalist shows respect by learning about the wildlife and knowing what to do so that plant life and wildlife can be there as long as it can be. Naturalists want to be able to share the outdoors and their appreciation of the outdoors with others.

Suggestion:

Take a look at all of the requirements for the Forester, Naturalist, Outdoorsman and even Leave no Trace. You may find that by doing just a little more on a requirement for one activity badge gets a requirement in another activity badge completed as well. (These are known as “Double-Takes” and are included at the beginning of the Webelos section of the Pow Wow Book.)

Den Meeting Activity Ideas

Sounds and Colors

In a forest, meadow, marsh, or park, have the scouts lie down on their backs with both fists held up in the air. Every time someone hears a new bird song he lifts one finger. Who has the best hearing? This is a wonderful way to make scouts aware of the sounds and the stillness of nature. For fun, see if you can count to ten without hearing a bird song. Vary the game by listening for general animal sounds or sounds like wind in the grass, falling leaves or rushing water. To get scouts to concentrate more deeply in any natural setting, ask them how many different colors and shades of colors they can see in front of them without moving from where they are standing or sitting.

Field Trip and Guest Speaker Ideas

Museum of Natural History, fish hatchery, zoo, National Wildlife Refuge

Neckerchief Slide Ideas

Pretend Bug Jar: Use a small see-through container (we used a “baby bottle pop”). Take a small twig and glue small silk leaves to it. Then glue a small bug to the stick. Put in the bottle and top with netting or screen and tie off with twine.

Outdoorsman

pg. 344 Webelos Handbook

Core Values

Respect and Resourcefulness



Introduction to Activity Badge

An outdoorsman loves being outside. An outdoorsman knows how to cook outdoors – over a fire or over a camping stove. An outdoorsman also knows how to tie knots. An outdoorsman will follow the principles of Leave No Trace so that we can all enjoy the outdoors for a long time to come. Webelos Scouts will have fun learning about being an outdoorsman. Hopefully he will be able to apply the Leave No Trace ethic for years to come.

Suggestion:

Take a look at all of the requirements for the Forester, Naturalist, Outdoorsman and even Leave no Trace. You may find that by doing just a little more on a requirement for one activity badge gets a requirement in another activity badge completed as well. (These are known as “Double-Takes” and are included at the beginning of the Webelos section of the Pow Wow Book.)

Den Meeting Activity Ideas

How Do I Use It?

While we teach the boys about the outdoors, we sometimes forget to help them think about how to use the camping equipment that they have in an emergency. This is a fun exercise to do. Here is a list of equipment a boy has been left alone with in a remote location: Pail, pocketknife, flashlight, rope, large blue tarp, fishing pole, FM radio, whistle, compass, and map. If he were lost in the woods, which items might help him find his way back? Which items might be used to get help? Which items might be used to make himself comfortable? Would his choices be different if he was lost for many months? If he had only one item, which would he choose? Two items? Three items?

Field Trip and Guest Speaker Ideas

Try finding a local Boy Scout Troop that could come and help teach many of the requirements. This can help your Webelos get excited about becoming Boy Scouts.

Neckerchief Slide Ideas

Fun Foam can be used to make S’mores or a campfire.

Readyman

pg. 366 Webelos Handbook



Core Values

Compassion, Cooperation, and Courage

Introduction to Activity Badge

A Readyman sounds like someone who is always on the “ready” – or more appropriately, he is a person who follows the Boy Scout motto, “Be prepared.” He is prepared to help an injured person, or to help himself. A Readyman is confident enough in his skills to not be afraid to help. It takes courage to be strong, be calm, be clear, and be careful.

Den Meeting Activity Idea

Two Man Carry Relay

Scouts line up facing a post located 30 feet from the starting line. Scouts on each team shall be numbered from 1 to 8. On signal, Scouts #1 and #2 will carry Scout #3 with a four-hand seat carry (for conscious patient) up to and around the turn-around post and back to the starting line. Scout #3 will then join with #4 to carry #5 around the course. Then #5 will join #6 to carry #7 around, and finally #7 will join with #8 and carry #1 around. If at any time a victim touches the ground, the Scouts transporting this victim must stop, re-form their carry, and continue. The first team to make the full circuit with the four victims is the winner.

What’s Wrong With Me?

Write down several different accidents or afflictions. (Example: a broken leg, a nosebleed, choking, shock, etc.) Place these in a hat and have the boys draw them out one at a time. The boy that drew will have to act out that particular problem. The first boy to identify the problem must show how to treat it, he now gets to pick and act out an accident.

Field Trip and Guest Speaker Ideas

Visit an ambulance or fire station. Have a local paramedic come to a den meeting and help with some of the requirements.

Neckerchief Slide Ideas

Use a clear or white film canister as a small first-aid kit. Print off first-aid clipart onto a label and adhere to the canister. Fill canister with an adhesive bandage, a small packet of antibiotic ointment, and an alcohol wipe.

Scholar

pg. 392 Webelos Handbook

Core Values

Honesty, Perseverance, and Positive Attitude



Introduction to Activity Badge

The Scholar Activity Badge is often completed towards the end of school year. This is when a school teacher can best give a report of a good record of attendance, behavior and good grades. It is also when many of the special school activities take place that would count for requirement #3. Positive recognition from a teacher helps build the core value of positive attitude.

Den Meeting Activity Idea

Requirement #3

Service - Bookmarks for the School Library

Materials:

- Cardstock the size of bookmarks
- Stickers
- Markers
- Rubber stamps and ink

Instructions:

This can be a fun activity for the boys to do service. Let them create many bookmarks that they can then donate to the school librarian. Our local librarian loved it because she could hand them out to the children as they checked out books.

Field Trip and Guest Speaker Ideas

- 1) A fun service for your school is to do the flag ceremony for a PTA meeting, or volunteer to raise or lower the flag at school for a week (req. 3).
- 2) Arrange to have a school teacher or principal meet with your den
- 3) A visit to the Board of Education or School Superintendent's office by your den would let the boys meet some of the important people in their school system on an informal basis.

Neckerchief Slide Ideas

Candy Mold; Diploma, pencil

Scientist

pg. 402 Webelos Handbook



Core Values

Perseverance, Positive Attitude, and Resourcefulness

Introduction to Activity Badge

It's often hard to get scouts to sit down and learn something, but when they are enjoying themselves, they don't often realize that they are learning. Experiments covering each of the badge requirements are suggested in the Webelos Handbook, and additional ideas can be found in this Pow Wow book. Scouts will have the opportunity to learn by doing.

Den Meeting Activity Ideas

Biggest Balloon

Materials: Pop bottle, balloon, vinegar, baking soda

Directions: Into each pop bottle put three tablespoons of vinegar, and into each balloon put two tablespoons of baking soda. At the word "go," have each boy put his balloon on his pop bottle. When the soda mixes with the vinegar the balloon will expand. Have the boys tie off the balloons to see which is the largest. Do this outside! (Vinegar combined with baking soda produces carbon dioxide gas.)

Static Electricity

Materials: Plastic comb; Piece of wool, nylon, or fur; Crispy Rice cereal (dry)

Directions: Charge a plastic comb by rubbing it with wool, nylon, or fur. Dip it into some crispy rice cereal. The cereal pieces will be attracted to the comb, but watch closely. One by one, the bits will shoot off, as if shot from a gun. The same molecules that attracted one another are now repelling each other.

Air Pressure Experiment

Materials: Two drinking straws, Small bottle filled with water

Directions: Have a boy put both straws in his mouth, with one straw in the water and the other straw outside of the bottle. Now ask him to suck water out of the bottle. He can't, because the air pressure in his mouth is equalized by the air coming in through the outside straw.

Field Trip and Guest Speaker Ideas

Visit a weather station, a chemistry or scientific department at your local college, or visit an emergency weather center.

Neckerchief Slide Ideas

Using telephone wire and small beads you can make a slide that looks like an atom.

Showman

pg. 430 Webelos Handbook



Core Values

Courage, Perseverance, and Positive Attitude

Introduction to Activity Badge

After working on this badge your boys should be able to provide some good entertainment for a pack meeting or a den family night. It is doubtful that you will produce any skilled entertainers, but the badge should expose the Webelos Scouts to theater and musical arts and perhaps build self-confidence in some of them. It is bound to be fun.

Den Meeting Activity Ideas

Sound Effects

Sound can include three separate things: voice, sound effects, and music. The primary concern is that the audience is able to hear the show clearly. For beginners a narrator can stand in front of the stage and “tell” the story to the audience. Have the boys speak their lines loudly and project their voices past the stage area. This takes practice. Both sound effects and special effects will add another dimension to the play. Be creative, but keep effect subtle. Do not overuse any one effect. Match the appropriate sound to your needs and situation. Timing is important. Whistles, horns, clocks rattles and musical instruments add interesting sounds to a puppet show. You can also use a record player, or tape recorder. You can make lots of sounds with a kazoo. Make bubbling sounds by blowing through a straw into a cup of water. To make a tremendous crash, drop a pan full of metal lids. Hit 2 cups on a tabletop to make sounds like a horse. Use a cap gun for a loud bang. Rolling dried peas in a pan can sound like rain. Slam 2 books together to make the sound of a door closing. Shake and squeeze a plastic bottle of baby powder to make a puff of smoke. In a dark room, use a flashlight to make lightening.

Field Trip and Guest Speaker Ideas

Attend a high school play or a play by a local theater group, or invite a high school drama teacher to demonstrate stage make-up techniques.

Neckerchief Slide Ideas

Musical notes or piano cast from candy molds.

Sportsman

pg. 246 Webelos Handbook



Core Values

Cooperation, Courage, and Positive Attitude

Introduction to Activity Badge

The sportsman Activity Badge is one that is often completed by a boy without them even realizing they have done it. Help boys keep track of school or city sports teams they are involved with. This is the easiest way to complete the team sports belt loops. The individual sports belt loops are often completed as a family while doing family activities. The trick is keeping track of what the boy does and marking it off as it is completed so he has ownership in earning the badge.

Den Meeting Activity Idea

Achievement #1

Simon Says

Choose a sport to learn the official signals for.

To play the game have your Webelos Scouts line up. Play "Simon Says" (including hand motions). If the boys get it right when you say "Simon Says" then they get to advance one step forward. If they do the sign without you saying "Simon Says" then they go back to the beginning.

Examples:

- 1) "Simon Says - Strike" (say, and show the motions of the signal). If the boys say it, and get the motions right they get to advance one step.
- 2) "Safe." Because you did not say "Simon Says," any boy that did the motions or said the words gets to go back to the beginning. Any boy that did not do anything gets to stay where he was.

Field Trip and Guest Speaker Ideas

- 1) Invite a referee or umpire to talk with the den about signals (req. 1)
- 2) Invite a team member to talk with the boys about sportsmanship and fair play (req. 2)

Neckerchief Slide Ideas

Fun Foam sports balls, candy molds, referee whistle

Traveler

pg. 462 *Webelos Handbook*



Core Values

Cooperation and Positive Attitude

Introduction to Activity Badge

The Traveler activity badge will help the boys discover new things about traveling, and they will have a great time "navigating" for mom and dad on the required trips. Earning the Traveler Activity Badge will help boys prepare for traveling experiences and it will enable them to get the most out of trips and learn about our country. Working on the achievements for this Badge will help them learn how to read maps and timetables for different transportation methods, compare costs, plan trips, and pack suitcases.

Den Meeting Activity Ideas

City to City

You need a road map, dice, and, for each player, a small marker. Choose two cities several hundred miles apart on the map. Each player rolls the dice in turn and moves his marker from the starting city toward the finishing city by an appropriate number of towns on the map. Players may take any route they wish toward the destination city. First to arrive there wins.

Where Is It?

Show the boys a road map of your community. Give brief instruction in map reading and point out where they are now. Then divide the den into two teams. In turn, a member of each team is asked to locate a community landmark on the map. Examples: city park, police headquarters, high school, football field, a bakery, post office, their home. If you want to keep score, you can give them point for each correct location.

Road Map Alphabet

Give each boy a map. On the signal "go", each boy finds a city on the map for as many letters of the alphabet as they can find in five minutes. The boy with the most number of cities found on the map wins.

Field Trip and Guest Speaker Ideas

Invite a travel agent to explain to your den about planning for a trip.

Take a short trip on public transportation, perhaps a bus or train. Plan an itinerary.

Neckerchief Slide Ideas

Piece of map, a toy airplane or even a matchbox car.

Webelos Double-Takes

Many of the requirements for Webelos Activity Badges are very similar. If you do just a little bit more, you can pass off two or three requirements at the same time. Here is a list of requirements that coincide with each other. *These were originally published in the 2010-11 UNPC Pow Wow Book, but because they are such a valuable resource, we are reprinting them for your convenience.*

Activity Badge	Double-Take
Aquanaut 5: Water rescue Methods	Readyman 8: Safe Swim/Buddy System
Aquanaut 7: 100 meter Swim	Athlete 9: Swim a quarter mile/ improve time
Aquanaut 8: Swimming Belt Loop	Athlete 9: Swim a quarter mile/ improve time Sportsman 3: 2 individual Sport Belt Loops
Artist 3: Draw picture outdoors/ Frame it	Craftsman 3: Make display stand or FRAME
Artist 7: Sculpt object from clay	Craftsman 4: 4 useful items not from wood
Artist 8: Make a mobile	Craftsman 4: 4 useful items not from wood
Athlete 2: Explain Physical/Mental Health	Fitness 1: Health Character Connection
Athlete 8: Ride bike 1 mile/ improve time	Sportsman 3: 2 individual Sport Belt Loops Readyman 9: Bicycle safety rules Handyman 6,7,8: Bike repairs
Athlete 9: Swim a quarter mile/ improve time	Aquanaut 7: 100 meter Swim Aquanaut 8: Swimming Belt Loop Sportsman 3: 2 individual Sport Belt Loops
Athlete 10: Physical Fitness pin	Sportsman 3: 2 individual Sport Belt Loops
Citizen 5: Pledge of Allegiance	Webelos 6: Flag Ceremony
Citizen 8: Citizen Belt Loop: Job Chart 1 week	Family Member 2: Job chart 2 months. Family Member 9: Help clean home 1 month Family Member 10: Help with laundry Family Member 11: Plan and prepare meals Handyman 1: Responsibility Character Con. Handyman 13: Help care for the lawn
Citizen 8: Citizen Belt Loop: Service Project	Scholar 3: Help in school activity or service Scholar 13: Help other student in school Outdoorsman 6: Conservation Project
Citizen 11: Write/tell story about an American	Showman 16: Monologue Communicator: 2- 3 minute talk to den
Communicator 2: 3 minute talk to den	Showman 16: Monologue Citizen 11: Write/tell story about an American
Communicator 10: Foreign Language	Scholar 6: Language Belt Loop
Communicator 12: Visit 5 websites	Traveler 3: Internet map sight
Craftsman 1: Tool Safety	Handyman 14-17: Store, clean, label tools, assemble tool kit

Activity Badge	Double-Take
Craftsman 2: Make 2 wooden objects	Engineer 9: Build a catapult Handyman 12: Build a sawhorse or stool Naturalist 5: (make birdfeeder) watch for birds Naturalist 11: (make waterscope) learn about aquatic ecosystems Showman 4: Build a puppet stage
Craftsman 3: Make a display box or frame	Artist 3: Draw picture outdoors/ Frame it
Craftsman 4: Make 4 non-wood useful items	Artist 7: Sculpt object from clay Artist 8: Make a mobile Engineer 6: Make simple electrical switch Engineer 8: Make simple crane Naturalist 2: Make and keep insect zoo Naturalist 3: Set up aquarium or terrarium Scientist 2,5,6: (make submarine in a bottle) Pascal's Law, water and air pressure Scientist 8: Build and launch model rocket Showman 3: Make a set of puppets Showman 4: Build a puppet stage
Engineer 2: Draw floor plan of your home	Readyman 11: Make home fire escape plan
Engineer 5: How energy gets to your home	Family Member 7: Energy savings plan
Engineer 6: Make simple electrical switch	Craftsman 4: Make 4 non-wood useful items
Engineer 8: Make simple crane	Craftsman 4: Make 4 non-wood useful items
Engineer 9: Build a catapult	Craftsman 2: Make 2 wooden objects
Engineer 10: Math belt Loop	Scholar 7: Math Belt Loop
Family Member 2: Chart of jobs for the home. New job for 2 months	Citizen 8: Citizen Belt Loop: Job Chart 1 week Handyman 13: Help care for the lawn
Family Member 5: 4 family meetings	Fitness 2: Safety Notebook Fitness 3: Plan week of nutritious meals Fitness 5: Discuss bad effects of tobacco Fitness 6: Discuss bad effects of alcohol Fitness 7: Discuss bad effects of drugs Fitness 8: Drug booklet, discuss with adult
Family Member 6: Inspect home for hazards	Readyman 13: Accidents in the home
Family Member 7: Energy savings plan	Engineer 5: How energy gets to your home
Family Member 9: Clean home properly 1 mo.	Citizen 8: Citizen Belt Loop: Job Chart 1 week Handyman 1: Responsibility Character Con. Handyman 13: Help care for the lawn
Family Member 10: Help with laundry	Citizen 8: Citizen Belt Loop: Job Chart 1 week Handyman 1: Responsibility Character Con.

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Activity Badge	Double-Take
Family Member 11: Plan and prepare meals	Fitness 3: Plan 1 week nutritious meals Outdoorsman 8: Prep, Cook, Cleanup 1 meal
Fitness 1: Health Character Connection	Athlete 2: Explain Physical/Mental Health
Fitness 2: Safety Notebook	Readyman 3: Make help list and post by phone Family Member 5: 4 family meetings
Fitness 3: Plan week of nutritious meals	Family Member 5: 4 family meetings Family Member 11: Plan and prepare meals Outdoorsman 8: Prep, Cook, Cleanup 1 meal
Fitness 5: Discuss bad effects of tobacco Fitness 6: Discuss bad effects of alcohol Fitness 7: Discuss bad effects of drugs Fitness 8: Drug booklet, discuss with adult	Showman 19: Write/ put on play (as a den for parents about bad effects of drugs etc.) Showman 2,5: Puppet play (about drugs etc.)
Forester 3: Identify 6 forest trees	Webelos 6: Overnight camp or day hike Outdoorsman 9: 3 mile hike/ things needed
Forester 4: Identify 6 forest plants	Webelos 6: Overnight camp or Dayhike Outdoorsman 9: 3 mile hike/ things needed Naturalist 7: Poisonous plants and reptiles
Forester 7: Wood used in building houses	Geologist 4: Geologic materials used in houses
Forester 8: Plant 20 forest seedlings, care for	Naturalist 3: set up terrarium Outdoorsman 6: Conservation Project
Forester 9: benefits and harm of wildfire	Outdoorsman 7: Fire safety/ build and put out fire Webelos 7c: Outdoor Code
Forester 10: Urban Forestry plan	Traveler 13: Map and compass belt loop, map of neighborhood
Geologist 4: Geologic materials used in houses	Forester 7: Wood used in building houses
Geologist 8: Trip to geological site, geological lab, or rock show	Scientist 4: Science Belt Loop, visit place where scientist works and discuss jobs with him/her
Handyman 1: Responsibility Character Con. Job for 2 weeks	Citizen 8: Citizen Belt Loop: Job Chart 1 week Family Member 9: Clean home properly 1 mo. Family Member 10: Help with laundry
Handyman 6,7,8: Bike repairs	Athlete 8: Ride bike 1 mile/ improve time Sportsman 3: 2 individual Sport Belt Loops Readyman 9: Bicycle safety rules
Handyman 12: Build a sawhorse or stool	Craftsman 2: Make 2 wooden objects
Handyman 13: Help care for the lawn	Citizen 8: Citizen Belt Loop: Job Chart 1 week Family Member 2: Chart of jobs for the home. New job for 2 months Family Member 9: Clean home properly 1 mo.
Handyman 14-17: Store, clean, label tools	Craftsman 1: Tool Safety

UTAH NATIONAL PARKS COUNCIL POW WOW BOOK 2012-2013

Activity Badge	Double-Take
Naturalist 1: Respect Character Connection	Webelos 7c: Outdoor Code Outdoorsman 5: Leave no trace
Naturalist 2: Make and keep insect zoo	Craftsman 4: Make 4 non-wood useful items
Naturalist 3: Set up aquarium or terrarium	Craftsman 4: Make 4 non-wood useful items Forester 8: Plant 20 forest seedlings, care for
Naturalist 4: Visit museum nature ctr. or zoo	Scientist 4: Science Belt Loop, visit place where scientist works and discuss jobs with him/her
Naturalist 5: watch for birds	Craftsman 2: Make 2 wooden objects (make birdfeeder)
Naturalist 7: Poisonous plants and reptiles	Forester 4: Identify 6 forest plants Readyman 7: Basic first aid/specific injuries
Naturalist 11: (make waterscope) learn about aquatic ecosystems	Craftsman 2: Make 2 wooden objects
Naturalist 12: Clean up litter to protect animals	Outdoorsman 6: Conservation Project
Naturalist 13: Wildlife Cons. Belt Loop	Outdoorsman 6: Conservation Project
Outdoorsman 1: Dress, pack correctly for camp	Traveler 7: Plan 2 day trip, and pack for it
Outdoorsman 2 Evening outdoor activity w/ fire	Webelos 7c: Outdoor Code Forester 9: benefits and harm of wildfire Showman 9: Indoor/ Outdoor song
Outdoorsman 5: Leave no trace	Webelos 7c: Outdoor Code Naturalist 1: Respect Character Connection
Outdoorsman 6: Conservation Project	Forester 8: Plant 20 forest seedlings, care for Naturalist 12: Clean up litter to protect animals Naturalist 13: Wildlife Cons. Belt Loop
Outdoorsman 7: Fire safety/ build and put out fire	Webelos 7c: Outdoor Code Forester 9: benefits and harm of wildfire
Outdoorsman 8: prepare cook cleanup meal	Fitness 3: Plan 1 week nutritious meals Family Member 11: Plan and prepare meals
Outdoorsman 9: 3 mile hike/things needed	Forester 3: Identify 6 forest Trees Forester 4: Identify 6 forest plants Webelos 6: Overnight camp or day hike
Outdoorsman 10: Visit Boy Scout Camp	Arrow of Light 4: Visit Boy Scout Outdoor activity
Readyman 3: Make help list, post by phone	Fitness 2: Safety Notebook
Readyman 7: Basic first aid/specific injuries	Naturalist 7: Poisonous plants and reptiles
Readyman 8: Safe swim/ buddy system	Aquanaut 5: Water rescue Methods Aquanaut 7: 100 meter Swim Aquanaut 8: Swimming Belt Loop Sportsman 2: 2 individual sport belt loops

UTAH NATIONAL PARKS COUNCIL POW WOW BOOK 2012-2013

Activity Badge	Double-Take
Readyman 9: Bicycle safety rules	Athlete 8: Ride bike 1 mile/ improve time Sportsman 3: 2 individual Sport Belt Loops Handyman 6,7,8: Bike repairs
Readyman 10: Sports safety equipment	Sportsman 3: 2 individual Sport Belt Loops Sportsman 4: 2 team Sport Belt Loops
Readyman 11: Make home fire escape plan Readyman 12: Explain items in first aid kit	Engineer 2: Draw floor plan of your home Traveler 8: Check car first aid kit
Readyman 13: Accidents in the home	Family Member 6: Inspect home for hazards
Readyman 14: Car safety rules	Traveler 11: List of safety rules for travel
Readyman 15: Attend first aid demo (boy scout, red cross or community event)	Arrow of Light 4: Visit Boy Scout troop mtg.
Scholar 3: Help in school activity or service	Citizen 8: Citizen belt loop, service project Naturalist 12: Clean up litter to protect animals Outdoorsman 6: Conservation Project
Scholar 6: Languages Belt Loop	Communicator 10: Foreign Language
Scholar 7: Math Belt Loop	Engineer 10: Math belt Loop
Scholar 13: Help student with schoolwork	Citizen 8: Citizen belt loop, service project
Scientist 2,5,6: Pascal's Law, water and air pressure	Craftsman 4: Make 4 non-wood useful items (make submarine in a bottle)
Scientist 4: Science Belt Loop, visit place where scientist works and discuss jobs with him/her	Geologist 8: Trip to geological site, geological lab, or rock show Naturalist 4: Visit museum nature ctr. or zoo
Scientist 8: Build and launch model rocket	Craftsman 4: Make 4 non-wood useful items
Showman 2,5: Write/put on Puppet play	Fitness 3,5-7: Discuss nutrition and bad drugs. (write/ put on puppet play about it)
Showman 3: Make a set of puppets	Craftsman 4: Make 4 non-wood useful items
Showman 4: Build a puppet stage	Craftsman 2: Make 2 wooden objects Craftsman4: Make 4 non wood useful items
Showman 9: Indoor/ Outdoor song	Outdoorsman 2: Evening outdoor act. w/ fire
Showman 16: Monologue	Citizen: Write/tell story about American Communicator 2: 3 minute talk to den
Showman 19: Write/ put on play	Fitness 3: Discuss nutrition and bad drugs. (Write/put on play about it)

Activity Badge	Double-Take
Sportsman 3: 2 individual Sport Belt Loops	Aquanaut 8: Swimming Belt Loop Athlete 9: Swim a quarter mile/ improve time Athlete 8: Ride bike 1 mile/ improve time Handyman 6,7,8: Bike repairs Readyman 9: Bicycle safety rules Athlete 10: Physical Fitness pin
Sportsman 4: 2 team sport belt loops	Readyman 10: Sports safety equipment
Traveler 3: Internet map sight	Communicator 12: Visit 5 websites
Traveler 5: Figure cost per mile of trip	Scholar 7: Math belt loop Engineer 10: Math belt loop
Traveler 7: Plan 2 day trip, and pack for it	Outdoorsman 1: Dress, pack correctly for camp
Traveler 8: Check car first aid kit	Readyman 12: Explain items in first aid kit
Traveler 11: List of safety rules for travel	Readyman 14: Car safety rules
Traveler 13: Map and compass belt loop, map of neighborhood	Forester 10: Urban Forestry plan

Webelos badge requirement 8d – earn the religious emblem of your faith

There are also “double-takes” for the Academics and Sports Program and the Webelos program. Certain patch requirements may also double for Webelos requirements. If you become familiar with what is expected, you will be able to recognize double-takes whenever you see them.

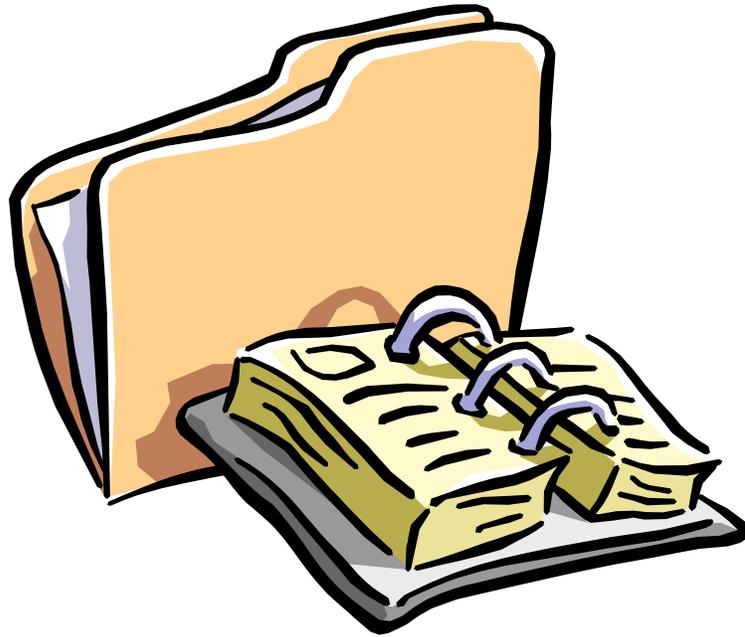
Webelos and LDS Faith in God Double-Takes

Faith in God	Webelos Double-Take
LLG 1: Sacrament/ baptismal Covenants, and things we can do to remain faithful	Webelos badge 8: Faith Character Connection
LLG 2: FHE about First Vision and how Heavenly Father answers our prayers.	Webelos badge 8: Faith Char. Connection Communicator 2: Prepare, give 3 min talk. Showman 16: Give a monologue (talk)
LLG 5: Give prayers, share feelings	Webelos badge 8: Faith Char. Connection
LLG 6: Share scripture on faith, testimony	Webelos badge 8: Faith Char. Connection Communicator 2: Prepare, give 3 min talk. Showman 19: Give a monologue (talk)
LLG 7: Read and teach Word of Wisdom	Athlete 10: Physical Fitness Belt Loop Fitness 1, 3-8: Nutrition, drugs Communicator 2: Prepare, give 3 min talk. Showman 16: Give a monologue (talk) Showman 19: Write, put on play.

Faith in God	Webelos Double-Take
LLG 8: Pedigree Chart, temple blessings	Family Member 12: Heritages Belt Loop
LLG 9: Sing Choose the Right, discuss agency and responsibility for choices	Showman 9: Song indoor and outdoor song, discuss differences. Citizen 12: boy who is good citizen/ why Citizen 14: Why obey laws, 3 laws obeyed
SO 1: Good Samaritan, Service Project	Citizen 8: Citizen Belt Loop: Service Project Scholar 3: Help in school activity or service Scholar 13: Help other student in school Outdoorsman 6: Conservation Project
SO 2: Letter of Appreciation	Communicator 11: Use computer to write letter
SO 4: Plan, prepare and serve a nutritious meal	Family Member 11: Plan and prepare meals Fitness 3: Plan 1 week nutritious meals Outdoorsman8: Prep, Cook, Cleanup 1 meal
SO 5: Entertain children with songs/games	Family Member 8: Family Fun Night Showman 2-6: Make puppets, write, put on play Showman 8,9: Play music instrument, sing songs Showman 19: Write, put on play Craftsman 4: Make useful items Scientist 1-12: Science magic show
SO 6: Good Manners and Courtesy	Citizen 1b: How to be good citizen now Communicator 1: Body language game
SO 7: Parent child activity	Family Member 8: Family Fun Night Fitness: 1-8: games and plays to teach family about nutrition and bad effects of drugs. Outdoorsman 2: Outdoor evening activity Outdoorsman 8: Cook at outdoor activity Scientist 1-12: Science magic show Showman 19: Write, put on play Showman 2-6: Make puppets, write put on
SO 8: 12 th Article of Faith, good citizen	Citizen 1: Citizenship Character Connection
DT 1: Budget, tithing, save for education	Family Member 3: How family spends/ saves
DT 2: Sing, play or lead song from primary. Teach song, discuss developing talents	Showman 8,9: Play music instrument, sing songs
DT 3: Write poem, story or play, about a gospel principle	Showman 2, 19: Write puppet play or play Communicator 8: Write article

Faith in God	Webelos Double-Take
DT 4: Make and display item	<p>Artist 3: Draw picture outdoors/Frame it Artist 7: Sculpt object from clay Artist 8: Make a mobile Engineer 6: Make simple electrical switch Engineer 8: Make simple crane Engineer 9: Build a catapult Handyman 12: Build a sawhorse or stool Naturalist 2: Make and keep insect zoo Naturalist 3: Set up aquarium or terrarium Naturalist 5:(make birdfeeder) watch for birds Naturalist 11:(make water scope) learn about aquatic ecosystems Scientist 2,5,6: (make submarine in a bottle) Pascal's Law, water and air pressure Scientist 8: Build and launch model rocket Showman 3: Make a set of puppets Showman 4: Build a puppet stage</p>
DT 5: Visit art museum or attend play, concert, or cultural event	Showman 17: Attend a play
DT 6: D&C 88: 118 Improve personal study habits	Scholar 1,2,4: Do your best, good grades, importance of education
DT 7: 5 things to help around home. Importance of honoring parents and work.	<p>Citizen 8: Citizen Belt Loop, Job Chart Family Member 2: Job chart 2 months. Family Member 9: Help clean home 1 month Family Member 10: Help with laundry Family Member 11: Plan and prepare meals Handyman 1: Responsibility Character Con. Handyman 2,4,5: Car Maintenance Handyman 10: Replace light bulbs Handyman 11: Arrange storage area (chemicals) Handyman 13: Help care for the lawn Handyman 14-17: Care for tools/toolbox</p>
DT 8: Physical Fitness program 1 month	Athlete 5: Improve fitness over 30 days
DT 9: Good Nutrition, health and grooming	<p>Athlete 2: Explain Physical/Mental Health Fitness 1: Health Character Connection Fitness 3,4: Track meals, Plan meals Family Member 5: 4 family meetings Family Member 11: Plan and prepare meals Outdoorsman 8: Prep, Cook, Cleanup 1 meal</p>

**IF you Fail to PLAN,
YOU PLAN to Fail.**



**Make your ANNUAL PLAN early
to ENSURE a quality program!**

More information at
[http://www.scouting.org/scoutsource/CubScouts/Leaders/Pack
CommitteeResources/UnitProgramPlanningTools.aspx](http://www.scouting.org/scoutsource/CubScouts/Leaders/PackCommitteeResources/UnitProgramPlanningTools.aspx)

RECORD-KEEPING & INTERNET ADVANCEMENT



Ideas for keeping track of all the fun you're having!

*Information in this section was compiled by
Valayne Ostler of the Alpine District*

Record-Keeping

On page 96 of the *Cub Scout Leader Book* it reads: "Pack Leaders must keep accurate records. Questions on the status of advancement, finances and membership can easily be answered if a good record-keeping system is in place. . . . Records need to be maintained at both the den and pack levels. Den Leaders are responsible for keeping accurate, up-to-date den records."

The BSA has developed many forms and charts to help you keep good records. There are also many other forms and programs found on the internet. We are going to give you some organization and record-keeping ideas here. Remember: **the best system is the one you will use.**

Overview and Tips

Some Important Things

- Keep it Simple - Make it Fun
- Find a plan that works for you to communicate with the parents. If they feel involved, your program will be much easier. They will help, and take a lot of burden off of you.
- The parents need to know what you have passed off, and you need to know what the parents have passed off. Find a way that works for you to keep everything current.
- You can use any system that works for you... paper charts (one for each boy), computer programs you can download, or internet based forms. Whatever you choose, be consistent.
- Care for and love the boys. They know if you do. Anything is exciting if you act like it is.
- Don't make it a miserable chore.

Den Leader's Records

- Do not rely on the books the boys carry as your record of what they have earned. You need to keep a current record for each boy as he completes each requirement. A lot of times the boys' books are not accurate. It can take a lot of time to sign each boy's book each time you pass off something, and there is not a place to record Belt Loops or other needed information. You need to have a good system that you have access to at all times.
- As boys come to den meeting, take a roll.
- Write down what achievements were accomplished during the meeting on the roll.
- When you have time every month or so, you can record on each boys record sheet what was accomplished. I have a section in my binder for each boy that includes a chart for Bear Requirements, one for Belt Loops and pins, one for Faith in God, and one that I write on telling which month they earned patches and other scout awards.
- Keep in touch with the parents. There are several different ways.
- My favorite method to keep in touch with parents is a weekly e-mail. It can say what you did at scouts, exactly which requirements were passed off, and which boys were not there so their parents can work during the week to get those done (it also shows the parents why they want to send their son). I also give the information on what we are doing the following week and any other information they need to know. It keeps the parents very involved this way, and I

find that they respond to my e-mails telling me what they have done at home.

- Once a month, a newsletter can be sent home with information on what is going on in cub scouts this past month, in future months, and goals you have passed off each week so parents can mark it off in the cub's binder. If the cubs missed a week, the parents know what to do at home to catch the cub up so he can earn awards with the other cubs at the next pack meeting.

Boys and Parents Goals Accomplished at Home

- Our boys are given binders and red vests as they come into Cub Scouting. In the binder they are given are tracking sheets as well as info on different belt loops, pins, and patches they could earn at home with parents.
- As boys pass off goals at home with their parents, I asked the parents to write them in the front of the boy's book on a post it note, or send me an e-mail. It is a way to communicate with the parents.
- As the boys bring their books to den meeting to earn beads for Den doodle, the leader checks the books, keeps the sticky notes, and puts new post it notes in books.
- Boys receive "Den Doodle" beads for bringing book, and also for passing off at least one goal during the week with parents. They also receive popsicle sticks for each goal they passed off at home.

Den Doodle

- We have a Den Doodle we pull out for each den meeting. Each boy has a ring that hangs on the pole. One ring for each boy. Each ring has 2 leather strings attached. On one the boys can receive up to 5 beads during each den meeting. They receive beads for:
 - ✓ Wearing their uniform
 - ✓ Doing at least one goal at home during the week with parents
 - ✓ Bringing their book
 - ✓ Being on Time
 - ✓ Good behavior during den meeting
- On the other, the boys earn a popsicle stick for each goal passed off at home. For every complete section passed of (from book, belt loops, patches), they receive a giant colored stick.
- Once the boys have earned 50 beads, they turn them in for a feather, and a giant candy bar. The feather attaches to the top of their leather to show how many beads they have earned.
- The popsicle sticks just stay there. They do not earn anything for them.
- As the boys leave and go into Webelos, we present them their den doodle to put on their wall at home.

Plan Ahead for Den Meetings

- The first step in planning a month's worth of activities is to say, "What will they receive at the next pack meeting". It is very important to plan for that. The boys will enjoy scouting much more if they can feel like they are accomplishing something, and are able to show others they are by how their shirts and vests slowly fill up.
- You will enjoy Den Meetings more if you plan ahead. Every month has a different Core Value, and that makes it fun to switch things up. You won't always feel like you are not doing something new if you change direction every month.
- Roundtable helps finish up your month's planning with new ideas. It is an invaluable resource, and very much worth attending.
- Don't forget to use the *Cub Scout Den & Pack Meeting Resource Guide* to help plan your meetings.
- Keep a spot in your binder for new ideas, and as things come to mind during the year of new things that are fun ideas, just flip to the yearly ideas and jot them down somewhere! It makes it so easy.
- A couple of months ahead, plan for the new month. Always keep a 3 month plan in progress. As you finish a March's activities, plan for June because you hopefully already have April and May's planned. You can look to see what the boys need to pass off, and what looks fun, but you have a variety of choices that will all fit into the monthly Core Values.
- Don't forget neckerchief slides! The boys love to wear new ones every month, and the mother's appreciate it since the boys lose their old ones so quickly. I love to order craft kits from Oriental Trading (1-800-526-9300 or www.OrientalTrading.com). During the holidays there is always a fun one for each holiday, and during the rest of the year, look at monthly themes. You can get some that are only .10 to .25 each to make. Plaster is also a fun way to make slides.
- Those who fail to plan, plan to fail.

What are the Different Things a Cub Scout Can Earn?

- All boys who join Cub Scouts must first earn their Bobcat rank. It only needs to be earned once and is simple to earn.
- Wolves, Bears, and Webelos each have their own handbook to work towards getting their badges of rank. (The diamond patch that goes on the scout shirt front pocket.)
- As Wolves and Bears are working towards their badge of rank, they can receive beads to put on their progress towards ranks or immediate recognition patch. This is a plastic diamond worn on the button of the right shirt pocket. A yellow bead is added for each three Wolf achievements earned, and a red bead is added for each three Bear achievements earned. This emblem is worn until the Cub becomes a Webelos Scout.
- Wolves and Bears can earn one gold and multiple silver arrow points after they receive their badge of rank. They can pass off arrow point electives before they earn their badge, but cannot receive any arrow points until they receive their badge of rank. These are placed on the scout shirt under the badges of rank.

- Wolves, Bears, and Webelos can all earn Belt Loops and Pins through the Cub Scout Academics and Sports Program. Some that are earned as a Wolf or Bear must be earned again to receive certain Webelos badges. Belt Loops go on a special scout belt, and pins can be put on a scout hat or red vest, or on the optional Cub Scout Academics and Sports letter (a large yellow patch shaped like the letter “C.”) The letter can be worn on the red vest.
- Wolves, Bears, and Webelos can all earn patches from the council offices. These would be worn on the red vest.
- Wolves, Bears, and Webelos can also earn other patches you order in from other places, such as catalogs or other. These would go on the red vest.
- Wolves, Bears, and Webelos can all work on the religious square knot. This award goes on the scout shirt above the left pocket.
- Webelos earn “badges” that are actually pins for passing off each of their 20 badges. If they pass off all 20, they can earn a special certificate available at the scout office. These go on the Webelos Colors.
- The Webelos badges go on the “Webelos Colors”. These are green, red, and gold on a blue metal bar. This optional bar can be worn by Webelos Scouts on the right sleeve immediately below the U.S. flag. If the colors are worn, activity badges (pins) are worn on the streamers as they are earned.
- The Webelos can earn the Compass Emblem. The compass emblem is attached to the right pocket of a Webelos Scout. It is presented when the Webelos Scout has earned a total of seven activity badges -- including the three required for the Webelos Badge. A compass point (East, South, and West) is added for each additional four activity badges earned. The Webelos Scout can therefore earn the Compass Emblem and all three Compass Points by earning 19 of the 20 possible Activity Pins.
- Webelos can earn the Arrow of Light by finishing certain badges and other requirements. It is usually earned right before they leave the Webelos Den. It is the highest award that can be earned in Cub Scouting, and is also worn on their Boy Scout shirt.

Importance of Awards

- I believe from a parent and leader point of view, it is so important for the boys to be receiving at least one award every month.
- It does something for their enthusiasm and self-esteem.
- It makes them want to come to den meeting every week.
- I also gave out attendance patches and that got the boys there every week, no missing.
- Make sure you find something that can be earned.
- It can even be a patch from the patch place or a shrinky dink with a pin on the back.

Rank Advancement

- Make sure the boys are advancing. Copy the records when the boys have been in about 6 months and take to the parents. Talk about how important it is for the boy to receive their next rank, and how you would love to have him receive it in the next 3 months. It gives the parents time to work on it with them.
- Be friends of the parents and work with them. Do not make them feel stressed or like they are not doing what they should.
- If the boys receive their rank advancement by the time they have been in 9-10 months, they have time to work on their arrow points.

What Resources are Available to Help Leaders?

- *Roundtable* is once a month. Find out when it is, and make sure you attend. They give wonderful ideas of what you can do the following month for Cub Scouts that is specific to each month's core value. They also explain what council and district events are coming up, such as Cub Scout Day Camp, Scouting for Food, Scout Expo, etc.
- *Cub Scout Den & Pack Meeting Resource Guide* breaks down each month by Core Values and gives ideas of what to do for den meetings each month. It has wonderful ideas!
- *Akela's Council* – This is a unique training held by the UNPC each year. Started in 1987, this is the 26th year this training has been held. Akela's Council is a 4 ½ day training similar to Woodbadge, but specifically and perfect for Cub Scout Leaders. Please try to attend, and encourage your Cub Scout Leaders to attend. Remember...a good Cub Scout Leader is a well-trained Cub Scout Leader.
- *Pow Wow books* have lots of fun ideas. I find lots of fun stuff in there. Especially skits to do for pack meeting. It also has a leaders section to help answer questions, ideas for Webelos, ceremonies, neckerchief slides, special events, etc.
- *Cub Scout Leader Book* has answers to everything you might ever want to know.
- *Webelos Leader Guide* - breaks down by activity badges. Choose a badge, turn to the section, and they will tell you everything to do and give fun ideas, handouts, and recipes.
- *Boys' Life Magazine* is something the boys love. It is a monthly subscription the boys can sign up to receive. Get one, and you will be surprised with everything they have in them.
- *Cub Scout How-to Book*. Ever wonder how to make slime, or need neckerchief ideas or games? This is your book!
- *Ceremonies for Dens and Packs* has lots of fun ideas.

Den Chiefs

- A Den Chief is a Boy Scout helper for dens. He helps plan and execute the activities and provides a positive role model for the boys.
- Use your Den Chief! Include your Den Chief in your planning and let him know what you expect of him. He can be an example for the boys to look up to and “young legs” that can romp and play with them, giving you a chance to attend to other needs in the den.
- He can be a great resource as an activity leader and will contribute a lot to your meetings as he learns important leadership skills from you. Don't forget to thank him for a job well done!

Plan a Year in Advance

Sit down with your Pack Committee and plan for an entire year what month you will do different things. It really helps when it comes time for Den Leaders to plan their month. Don't forget to include:

- Pinewood Derby, Raingutter Regatta, or Space Derby
- Blue & Gold Banquet
- Cub Scout Day Camp
- Webelos Day Camp
- Webelos Woods
- Passing out Bags for Scouting for food in March (Don't forget to buy a patch!)
- Video "It Happened to Me" should be shown once a year – usually after a short pack meeting.
- Boys must view this with a parent or have parental permission. It's good to have a night for only parents to watch it first so they can decide if it's right for their boy. (If you are an LDS unit you must get permission to show it from your COR also).

Helpful Phone Numbers and Information

- *The Patch Place* sells stock patches. You decide what the requirements are. Their phone number is 1-888-507-2824. Their web site is www.thepatchplace.com Some of the 200+ patches you can get are: Blue and Gold, Flag Ceremony, Space Derby, Pinewood Derby, Rain Gutter Regatta, Small Arc patches (cheap and fun), and Day Camp.
- *Oriental Trading* sells cheap fun stuff. I use their craft kits to do neckerchief slides. Their phone number is 1-800-526-9300. Their web site is www.orientaltrading.com.
- Another site I really like for lots of useful information for cub scouts is www.theideadoor.com
- Baloo's Bugle is a monthly newsletter (usually over 75 pages long) full of wonderful information and activities. <http://usscouts.org/bbugle.asp>.

Examples of Record-Keeping Forms

The following forms (comprising the next eight pages) are examples of what can be found online, or what you can create on your own to keep track of the boys' advancement.

- Wolf Cub Scout Record
- Individual Cub Scout Record (Bobcat/Wolf)
- Bear Cub Scout Record
- Individual Cub Scout Record (Bobcat/Bear)
- Webelos Badge Chart
- Webelos Progress
- Academics Belt Loop and Pin Record
- Sports Belt Loop and Pin Record

Wolf Cub Scout Record

Name _____ Birthdate _____ Phone _____

Bobcat

_____	Promise	_____	Handshake
_____	Law	_____	Motto
_____	Webelos	_____	Salute
_____	Sign	_____	Parent Guide

12. Be an Artist
13. Birds
14. Pets
15. Growing Something
16. Family Alert
17. Tie It Right
18. Outdoor Adventure
19. Fishing
20. Sports
21. Computer Fun
22. Say It Right
23. Let's Go Camping

A	B	C	D	E	F		
A	B	C	D	E	F		
A	B	C	D				
A	B	C	D	E			
A	B	C					
A	B	C	D	E	F	G	
A	B	C	D	E	F	G	
A	B	C	D	E	F		
A	B	C	D	E	F	G	H
I	J	K	L	M	N	O	
A	B	C					
A	B	C	D	E			
A	B	C	D	E	F	G	H

Wolf

ACHIEVEMENTS

1. Feats of Skill

Do all	A	B	C	D	E		
Do one	F	G	H	I	J	K	L
	A	B	C	D	E	F	G
	A	B	C				
	A	B	C	D	E	F	
	A	B	C	D	E		
	A	B	C				
	A	B	C	D	E	F	
	A	B	C	D	E		
	A	B	C	D	E		
	A	B	C	D	E	F	G
	A	B	C	D			
	A	B	C	D	E	F	G
	F	G	H	I	J	K	

2. Your Flag
3. Keep Your Body Healthy
4. Know your home and community
5. Tools for Fixing and Building
6. Start a Collection
7. Your Living World
8. Cooking and Eating
9. Be Safe at Home and on Street
10. Family Fun A + two
11. Duty to God
12. Making Choices A + four

Dates:

Bobcat Awarded	_____	_____	_____	_____	
Progress Toward Rank	_____	_____	_____	_____	Yellow Beads
Wolf Badge Awarded	_____	_____	_____	_____	
Gold Arrow Point	_____	_____	_____	_____	
Silver Arrow Points	_____	_____	_____	_____	_____
World Conservation Award	_____	(Can be earned only once)			

ARROW POINT ELECTIVES

1. It's a Secret	A	B	C	D					
2. Be an Actor	A	B	C	D	E				
3. Make it Yourself	A	B	C	D	E				
4. Play a Game	A	B	C	D	E	F			
5. Sparetime Fun	A	B	C	D	E	F	G	H	I
6. Books, Books, Books	A	B	C						
7. Foot Power	A	B	C						
8. Machine Power	A	B	C	D					
9. Let's Have a Party	A	B	C						
10. American Indian Lore	A	B	C	D	E	F			
11. Sing-Along	A	B	C	D	E	F			

Dates served in Leadership

Denner _____

Assistant Denner _____

Cub Scout World Conservation Award

The World Conservation Award is an international award that a Wolf Cub Scout can earn by doing the following things:

_____ Complete Achievement 7

_____ Complete all Arrow Points in two of the following three electives:

_____ 13. Birds

_____ 15. Grow Something

_____ 19. Fishing

_____ Participate in a den or pack conservation project in addition to the above.

Bear Cub Scout Record

Name _____ Birthdate _____ Phone _____

Bear

Achievements	Do	of these										
GOD (1)												
<input type="checkbox"/> 1. Ways We Worship	Both	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td></tr></table>	A	B								
A	B											
<input type="checkbox"/> 2. Emblems of Faith	1	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td></tr></table>	A									
A												
COUNTRY (3)												
<input type="checkbox"/> 3. What Makes America Special	a&j +2	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td><td>H</td><td>I</td><td>J</td></tr></table>	A	B	C	D	E	F	G	H	I	J
A	B	C	D	E	F	G	H	I	J			
<input type="checkbox"/> 4. Tall Tales	all 3	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td></tr></table>	A	B	C							
A	B	C										
<input type="checkbox"/> 5. Sharing World With Wildlife	any 4	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E					
A	B	C	D	E								
<input type="checkbox"/> 6. Take Care of Your Planet	any 3	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G			
A	B	C	D	E	F	G						
<input type="checkbox"/> 7. Law Enforcement is a Big Job	all 6	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td></tr></table>	A	B	C	D	E	F				
A	B	C	D	E	F							
FAMILY (4)												
<input type="checkbox"/> 8. The Past is Exciting	G + 2	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G			
A	B	C	D	E	F	G						
<input type="checkbox"/> 9. What's Cooking?	any 4	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G			
A	B	C	D	E	F	G						
<input type="checkbox"/> 10. Family Fun	both	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td></tr></table>	A	B								
A	B											
<input type="checkbox"/> 11. Be Ready!	a thru e + g	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G			
A	B	C	D	E	F	G						
<input type="checkbox"/> 12. Family Fun Outdoors	any 3	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E					
A	B	C	D	E								
<input type="checkbox"/> 13. Saving Well, Spending Well	any 4	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G			
A	B	C	D	E	F	G						
SELF (4)												
<input type="checkbox"/> 14. Ride Right	a + 3	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G			
A	B	C	D	E	F	G						
<input type="checkbox"/> 15. Games, Games, Games	any 2	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td></tr></table>	A	B	C							
A	B	C										
<input type="checkbox"/> 16. Building Muscles	all 3	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td></tr></table>	A	B	C							
A	B	C										
<input type="checkbox"/> 17. Information, Please?	a + 3	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td></tr></table>	A	B	C	D	E	F				
A	B	C	D	E	F							
<input type="checkbox"/> 18. Jot It Down	any 5	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td><td>H</td></tr></table>	A	B	C	D	E	F	G	H		
A	B	C	D	E	F	G	H					
<input type="checkbox"/> 19. Shavings and Chips	all 4	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td></tr></table>	A	B	C	D						
A	B	C	D									
<input type="checkbox"/> 20. Sawdust and Nails	all 3	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td></tr></table>	A	B	C							
A	B	C										
<input type="checkbox"/> 21. Build a Model	g + 2	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G			
A	B	C	D	E	F	G						
<input type="checkbox"/> 22. Tying It All Up	any 5	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td></tr></table>	A	B	C	D	E	F				
A	B	C	D	E	F							
<input type="checkbox"/> 23. Sports, Sports, Sports	all 5	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E					
A	B	C	D	E								
<input type="checkbox"/> 24. Be a Leader	f + 2	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td></tr></table>	A	B	C	D	E	F				
A	B	C	D	E	F							

Electives - Arrow Points

1. Space	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td></tr></table>	A	B	C	D	E	F		
A	B	C	D	E	F				
2. Weather	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td></tr></table>	A	B	C	D	E	F		
A	B	C	D	E	F				
3. Radio	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td></tr></table>	A	B						
A	B								
4. Electricity	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E			
A	B	C	D	E					
5. Boats	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E			
A	B	C	D	E					
6. Aircraft	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr></table>	A	B	C	D	E	F	G	
A	B	C	D	E	F	G			
7. Things That Go	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td></tr></table>	A	B	C	D				
A	B	C	D						
8. Cub Scout Band	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td></tr></table>	A	B	C	D				
A	B	C	D						
9. Art	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	A	B	C	A	A	A	A	
A	B	C	A	A	A	A			
10. Masks	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td></tr></table>	A	B	C					
A	B	C							
11. Photography	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td></tr></table>	A	B	C	D				
A	B	C	D						
12. Nature Crafts	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td><td>H</td></tr></table>	A	B	C	D	E	F	G	H
A	B	C	D	E	F	G	H		
13. Magic	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td></tr></table>	A	B	C	D				
A	B	C	D						
14. Landscaping	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>C</td><td>C</td><td>C</td><td>C</td></tr></table>	A	B	C	D	C	C	C	C
A	B	C	D	C	C	C	C		
15. Water & Soil Conserv	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E			
A	B	C	D	E					
16. Farm Animals	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td></tr></table>	A	B	C	D				
A	B	C	D						
17. Repairs	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>E</td><td>E</td><td>E</td></tr></table>	A	B	C	D	E	E	E	E
A	B	C	D	E	E	E	E		
18. Backyard Gym	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td></tr></table>	A	B	C	D				
A	B	C	D						
19. Swimming	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E			
A	B	C	D	E					
20. Sports	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>F</td><td>F</td></tr></table>	A	B	C	D	E	F	F	F
A	B	C	D	E	F	F	F		
21. Sales	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td></tr></table>	A	B						
A	B								
22. Collecting Things	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>B</td><td>B</td><td>B</td><td>B</td><td>B</td></tr></table>	A	B	C	B	B	B	B	B
A	B	C	B	B	B	B	B		
23. Maps	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr></table>	A	B	C	D	E			
A	B	C	D	E					
24. Indian Life	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td></tr></table>	A	B	C					
A	B	C							
25. Let's Go Camping	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td><td>H</td></tr></table>	A	B	C	D	E	F	G	H
A	B	C	D	E	F	G	H		

Dates:

Bear Badge Awarded	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td></tr></table>								
Progress Toward Rank	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td></tr></table> Red Beads								
Gold Arrow Point	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td></tr></table>								
Silver Arrow Points	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td style="width: 20px; height: 20px;"></td><td style="width: 20px; height: 20px;"></td></tr></table>								
World Conservation Award	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td style="width: 20px; height: 20px;"></td></tr></table> (Can only be earned once)								

Cub Scout World Conservation Award

The World Conservation Award is an international award that a Bear Cub Scout can earn by doing the following things:

- _____ Complete Achievement 5
- _____ Complete all Arrow Points in two of the following three electives:
 - _____ 2. Weather
 - _____ 12. Nature Crafts
 - _____ 15. Water and Soil Conservation
- _____ Participate in a den or pack conservation project in addition to the above.

Dates served in Leadership

Denner _____

Assistant Denner _____

Birthday: _____

NAME: _____

Phone#: _____

WEBELOS BADGE CHART			
Category		Requirements	Awarded
Aquanaut	1-3 + Any Three	1 2 3 4 5 6 7 8 123	
Artist	1-2 + Any Five	1 2 3 4 5 6 7 8 9 10 11 123	
Athlete	1-5 + Any Two	1 abc 2 3 4 5 6 7 8 9	
*Citizen	1-8 + Any Two	1 abc 2 3 4 5 6 7 8 123 9 10 11 12 13 14 15 16	
Communicator	Any Seven	1 2 3 4 5 6 7 8 9 10 11 12 13 14 123 15 123 16	
Craftsman	All	1 2 12 3 4 1234	
Engineer	1-2 + Any Four	1 2 3 4 5 6 7 8 9 10 123	
Family Member	1-6 + Any Two	1 2 3 4 5 6 7 8 9 10 11 12 123 13	
*Fitness	1 + Any Six	1 abc 2 3 4 5 6 7 8	
Forester	Any Five	1 2 3 4 5 6 7 8 9 10	
Geologist	Any Five	1 2 3 4 5 6 7 8 9 123	
Handyman	1 + Any Six	1 abc 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17	
Naturalist	1 + Any Five	1 abc 2 3 4 5 6 7 8 9 10 11 12 13	
**Outdoorsman	Any Two 1-4 Any Five 5-12	1 2 3 4 5 6 7 8 9 10 11 12	
**Readyman	1-8 + Any Two	1 abc 2 3 4 5 6 7 8 9 10 11 12 13 14 15	
Scholar	1 + Any Three 2-8 + Any Three 9-13	1 abc 2 3 4 5 6 123 7 123 8 123 9 10 11 12 13	
Scientist	1-4 + Any Six	1 2 3 4 123 5 6 7 8 9 10 11 12 13 123 14 123	
Showman	Any Six + additional 1 from each category	Puppetry 1 2 3 4 5 6 7 Music 8 9 10 11 12 13 14 15 123 Drama 16 17 18 19 20 21 22 23	
Sportsman	All	1 2 3 123 123 4 123 123	
Traveler	Any Five	1 2 3 4 5 6 7 8 9 10 11 12 123 13 123	

*Required for *Webelos Badge* plus 1 badge from a different Activity Group. See pages 49 & 74 in *Webelos Book* = Total of 3 Activity Badges

**Required for *Arrow of Light* plus 1 badge from the Mental Skills Group, Technology Group and 1 more of your choice = Total of 5 more Activity Badges. (Total of 8 in all.) See pages 63-64 in *W. Book*.

Groups	Physical Skills:	Aquanaut	Athlete	Fitness	Sportsman
	Mental Skills:	Artist	Scholar	Showman	Traveler
	Community:	Citizen	Communicator	Family	Readyman
	Technology:	Craftsman	Engineer	Handyman	Scientist
	Outdoor:	Forester	Geologist	Naturalist	Outdoorsman

Webelos Progress

Name _____

<u>Webelos Patch</u>	<u>Arrow of Light Award</u>
<input type="checkbox"/> 1. Parents Guide <input type="checkbox"/> 2. Active 3 months <input type="checkbox"/> 3. Meaning of Webelos <input type="checkbox"/> 4. Uniform <input type="checkbox"/> 5. Earn Activity Badges: <input type="checkbox"/> Fitness (pg. 246) <input type="checkbox"/> Citizen (pg. 144) <input type="checkbox"/> Additional Badge (different activity group than Fitness & Citizen, pg.74) <hr/> <input type="checkbox"/> 6. Lead Flag Ceremony <input type="checkbox"/> 7. Understand Boy Scout Info <input type="checkbox"/> 8. Religion <input type="checkbox"/> a. Earn Religious Square Knot <u>OR</u> <input type="checkbox"/> b. Do two activities (from book) <input type="checkbox"/> 9. Faith Character Connection Completed: _____ Awarded: _____	<input type="checkbox"/> 1. Active 6 mo. + Webelos Patch <input type="checkbox"/> 2. Boy Scout Knowledge <input type="checkbox"/> A B C D E <input type="checkbox"/> 3. Earn Five More Activity Badges <input type="checkbox"/> Readyman <input type="checkbox"/> Outdoorsman <input type="checkbox"/> From Mental Skills Group <hr/> <input type="checkbox"/> From Technology Group <hr/> <input type="checkbox"/> Your Choice <hr/> <input type="checkbox"/> 4. Boy Scouts <input type="checkbox"/> One Boy Scout Troop Meeting <input type="checkbox"/> One Boy Scout Outdoor <input type="checkbox"/> 5. Webelos Day Hike <input type="checkbox"/> 6. Honesty Character Connection Completed: _____ Awarded: _____

Compass Points Badge and Emblems

Webelos Badge (3)	Compass Emblem (4)	E Compass Point (4)	W Compass Point (4)	S Compass Point (4)
Fitness				
Citizen				
Completed: _____ Awarded: _____				

Academic Belt Loop and Pin Record

Name _____ Birthdate _____ Phone _____

	Done			Rec'd													Done		Rec'd
Art	1	2	3	do 6	1	2	3	4	5	6	7	8	9	10	11				
Astronomy	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12			
Chess	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10					
Citizenship	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10					
Collecting	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11				
Communicating	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12			
Computers	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11				
Disability Awareness	1	2	3	do 5	1	2	3	4	5	6	7								
Family Travel	1	2	3	do 5	1	2	3	4	5	6	7	8							
Geography	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11				
Geology	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12	13		
Good Manners	1	2	3	do 5	1	2	3	4	5	6	7	8							
Heritages	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10					
Language & Culture	1	2	3	do 7	1	2	3	4	5	6	7	8	9	10	11	12			
Map & Compass	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12			
Mathematics	1	2	3	do 5	1	2	3	4	5										
Music	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10					
Nutrition	1	2	3	do 5	1	2	3	4	5	6	7								
Pet Care	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12			
Photography	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10					
Reading and Writing	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12			
Science	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12			
Video Games	1	2	3	do 5	1	2	3	4	5	6	7	8	9						
Weather	1	2	3	do 5	1	2	3	4	5	6	7	8	9	10	11	12			
Wildlife Conservation	1	2	3	do 5	1	2	3	4	5	6	7	8	9						

You may record belt loops and pins below that have been done an additional time

	1	2	3															
	1	2	3															
	1	2	3															
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	1	2	3															
	1	2	3															
	1	2	3															
	1	2	3															

Sports Belt Loop and Pin Record

Name _____ Birthdate _____ Phone _____

	Done			Rec'd														Done		Rec'd	
	1	2	3			do	5	1	2	3	4	5	6	7	8	9					
Badminton	1	2	3			do	5	1	2	3	4	5	6	7	8	9					
Baseball	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Basketball	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Bicycling	1	2	3			do	1 + 4	1	2	3	4	5	6	7	8	9	10				
Bowling	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Fishing	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Flag Football	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Golf	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Gymnastics	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Hiking	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Hockey	1	2	3			do	5	1	2	3	4	5	6	7	8	9					
Horseback Riding	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11	12		
Ice Skating	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11	12		
Kickball	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Marbles	1	2	3			do	5	1	2	3	4	5	6	7	8						
Physical Fitness	1	2	3			do	5	1	2	3	4	5	6	7	8						
Roller Skating	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Skateboarding	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Snow Ski and Board Sports	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11			
Soccer	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11	12		
Softball	1	2	3			do	5	1	2	3	4	5	6	7	8	9					
Swimming	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10	11	12		
Table Tennis	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Tennis	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Ultimate	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Volleyball	1	2	3			do	5	1	2	3	4	5	6	7	8	9	10				
Archery *						?		Must be earned at BSA facility range													
BB Gun *						?		Must be earned at BSA facility range													

You may record belt loops and pins below that have been done an additional time

	1	2	3																	
	1	2	3																	
	1	2	3																	
	1	2	3																	
	1	2	3																	
	1	2	3																	
	1	2	3																	
	1	2	3																	

Internet Advancement

Units are now required to enter in all advancement information on Internet Advancement. It can only be accessed *via* Internet Explorer. Before purchasing awards, you must submit the report online, print it out, sign it, and bring it to the scout shop.

Internet Advancement is provided to allow units to directly record and manage records concerning ranks, merit badges, and awards with the Boy Scouts of America.

Its benefits include:

- Immediate entry and validation of advancement records
- Prints a convenient advancement report for the council's and unit's records
- Access current unit roster and unit advancement history
- Eliminates need to stand in line at the Council Service Center to have advancements checked

Units will:

- Have one unit advancement processor register to use Internet Advancement
- Obtain a unit ID from the council
- Same ID as Good Turn for America
- Enter ranks and awards appropriate to their unit type

You may access Internet Advancement through the Council's website: www.utahscouts.org or you may go directly to: <https://scoutnet.scouting.org/iadv/UI/home/default.aspx>

A Power Point tutorial on Internet Advancement for Utah National Parks Council can be found at:

<https://utahscouts.doubleknot.com/openrosters/docdownload.aspx?ID=46635>

Internet Advancement is a very useful tool, but must be updated regularly. If your Pack's Advancement Chair records the awards monthly before Pack Meeting, your records will always be up-to-date. If you have problems you may call Council Services (1-801-437-6222) and they would be happy to assist you.

IMPROVING FAMILY INVOLVEMENT



Families are generally happy to help—
they just don't know what you need them to do.

*Information in this section was compiled by
Valayne Ostler of the Alpine District*

Family Involvement

Different families choose different levels of involvement in the Cub Scouting program. They range from those looking to drop off their boys in a safe, wholesome environment for an hour a week, to those who volunteer to help with Den and Pack Meetings, to those who become registered and trained Cub Scout leaders. With understanding and good communication, Cub Scouting can be a positive experience for everyone.

Commitment

Parents should understand that there is a minimum commitment level for Cub Scouting. As Cub Scouts is a family program, families need be involved at a basic level for the program to work. In order for this to happen, family members (namely parents) need to be trained in their responsibilities from the very beginning.

Orientation

The Cub Scout Leader book states that “Adult family members should receive orientation within one week of joining the pack.” It is the responsibility of the Pack Trainer to conduct this orientation. In the case where there is no Pack Trainer, the Committee Chair, Advancement Chair, or even Cubmaster or Den Leader could conduct this orientation. Don’t just assume that someone else is going to do it—make sure that the assignment is made and carried out.

Information

The Cub Scout Leader Book states that “The best way to keep families involved is to keep them informed.” One way to do this is a weekly e-mail or phone call. Another is a weekly or monthly newsletter outlining the upcoming plans. Parents should be invited to the monthly Pack Leaders’ Meeting, where they can get information and get involved. Flyers or personal invitations to Pack Meetings and special events can boost attendance dramatically. Making assignments for refreshments or other responsibilities can also increase family involvement.

Fun for the Family

Cub Scouting should be fun for the whole family. The BSA Fun for the Family Program offers a chance for the whole family to get involved and earn awards together. Its goal is to develop character in your family through adventure learning. It gives suggestions for activities that support Cub Scouting’s 12 Core Values broken up into five different categories: shaping your family identity, developing personal skills, building a family team, connecting with your community, and facing family challenges. To earn the Fun for the Family Award, family members must work together to complete two activities from each of the five categories, as outlined in the Fun for the Family manual. After receiving the patch, family members may continue working on additional activities to earn Fun for the Family pins to be worn on the patches.

Handouts

On the following pages are various handouts that can be given to the parents to encourage their involvement in Cub Scouting.

THINGS YOU CAN DO TO HELP YOUR CUB SCOUT

1. Be sure your boy attends weekly Den Meetings. Remind him to be on his best behavior while he is there.
2. Remind him to wear his uniform to school on Den Meeting days, or at least have it laid out and ready to go so he can change quickly. Have his uniform clean and all appropriate patches sewn on so he looks great at all scout functions.
3. **HELP HIM TO ACHIEVE!** Read his handbook, familiarize yourself with his requirements. Many of them are done with the family, and at home. Read the parent's supplement at the front of his book.
4. Make sure that your Cub is doing his very best. Don't sign off achievements unless he has really earned each part of it. Don't count things he did as a Wolf toward his Bear. He needs to do each item during that year since his birthday.
5. Attend Pack Meetings with your son and bring the family! Be alert to his behavior during the meeting. The Den Leader is not solely responsible for him or his actions during Pack Meeting.
6. Be willing to assist with costumes, skits, crafts, outings, refreshments, Scout Expo, etc.
7. Always remember that Cub Scouting is family-oriented. It is designed to help parents with their boys. The Den and Pack cannot help your boy grow without you.

As the Law of the Pack states:
The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The Pack helps the Cub Scout grow.
The Cub Scout gives goodwill.



WOLF ACHIEVEMENTS THAT NEED TO BE DONE WITH FAMILY

Achievement #3 page 56-59

3a. Make a chart & keep track of your health habits for two weeks.

Achievement # 4 page 61-63

- 4a. Emergency numbers
- 4d. Leaving home with family...
- 4e. Family job chart

Achievement #7 page 75

7b. Discussion with family

Achievement #8 page 80-81

- 8b. Plan meals for family
- 8c. Help fix one meal, set table, cook and wash dishes
- 8d. fix own breakfast and clean up
- 8e. cook an outdoor meal



Achievement #9 page 83-84

- 9b. Check home safety
- 9c. Check for Danger from Fire (We will visit the fire station at Cubs)

Achievement #10 page 90-93

- 10b. Make & play game with family
- 10c. plan a walk, or go to park, zoo or museum
- 10d. read a book or magazine with family
- 10e. decide what to watch on TV or listen on radio
- 10f. attend a concert, play or live program
- 10g. Family board game night

Achievement #11 page 96-97

- 11b. Talk with parent about belief and duty to God
- 11c. Give ideas on how to show your religious belief
- 11d. Find something to help at church

Elective # 16 page 188

- 16a. Talk with family about what to do in emergency
- 16b. Know where to find food and water in home for emergency. Tell how to purify water, shut off water, electric, and gas.
- 16c. First aid kit

BEAR ACHIEVEMENTS THAT CAN BE DONE WITH FAMILY

The Bear trail has 24 Achievements, 12 of which a boy must complete to earn the Bear badge. We do not have to pass off every goal for a boy to receive his bear badge. As with the Wolf program, the Bear program is for parents and children and Den Leaders to work on jointly. When your son is at home, you are Akela, and you can sign off Achievements finished. Please try to finish at least one goal every week. When you do this, please record them in the front of your son's bear book on a post it note so we can keep our records current and try not to copy each other.

Achievement # 3

- 3b. With the help of your family or den leader, find out about 2 famous Americans. Tell the things they did or are doing to improve our way of life.
- 3d. Find out where places of historical interest are located in or near your town or city. Go and visit one of them with your family or den.

Achievement #6

- 6a. Save 5 pounds of glass or aluminum, or 1 month of daily newspapers. Turn them in at a recycling center or use your community's recycling service.
- 6d. List all the ways water is used in your home. Search for dripping faucets or other ways water might be wasted. With an adult, repair or correct those problems.
- 6e. Discuss with an adult in your family the kinds of energy your family uses.
- 6f. Find out more about your family's use of electricity.

Achievement #7

- 7c. Help with crime prevention for your home.
- 7e. Learn the phone numbers to use in an emergency or post them by each phone in your home.

Achievement #8

- 8d. Trace your family back through your grandparents or great grandparents; or talk to a grandparent about what it was like when he or she was younger.
- 8f. Start your own history: keep a journal for 2 weeks

Achievement #9

- 9c. Prepare one part of your breakfast, one part of your lunch, and one part of your supper.
- 9d. Make a list of the "junk" foods you eat. Discuss "junk" food with a parent or teacher.
- 9f. With an adult, make a dessert for your family.
- 9g. With an adult, cook something outdoors.

Achievement #10

- 10a. Go on a day trip or evening out with members of your family
- 10b. Have a family fun night at home.

Achievement #11

- 11e. With your family, plan escape routes from your home and have a practice drill.
- 11f. Have a health checkup by a physician. (Optional)

Achievement #12

- 12a. Go camping with your family
- 12b. Go on a hike with your family
- 12c. Have a picnic with your family
- 12d. Attend an outdoor event with your family
- 12e. Plan your outdoor family day

Achievement #13

- 13a. Go grocery shopping with a parent or other adult member of your family.
- 13b. Set up a savings account.
- 13c. Keep a record of how you spend money for 2 weeks.
- 13d. Pretend you are shopping for a car for our family.
- 13e. Discuss family finances with a parent or guardian.
- 13f. Play a board game with your family that involves the use of play money.
- 13g. With an adult, figure out how much it costs for each person in your home to eat one meal.

Achievement #14

- 14g. Plan and take a family bike hike.

Achievement #15

- 15a. Set up the equipment and play any two of these outdoor games with your family or friends.

Achievement #17

- 17a. With an adult in your family, choose a TV show. Watch it together.
- 17b. Play a game of charades at your den meeting or with your family at home.
- 17d. Use a computer to get information. Write, spell-check, and print out a report on what you learned.
- 17f. Talk with a parent or other family member about how getting and giving facts fits into his or her job.

Achievement #18

- 18c. Keep a daily record of your activities for 2 weeks.

Achievement #23

- 23d. Watch a sport on TV with a parent or some other member of your family.
- 23e. Attend a high school, college, or professional sporting event with your family or your den.

Once your son has received his Bear, start on Electives in the Arrow Point Trail!

WEBELOS ACHIEVEMENTS THAT NEED TO BE DONE WITH FAMILY

Artist, page 102

- #6 Profile of family member

Family Member, page 228

- #1 Meaning of family
- #2 Job chart
- #3 List of family spending
- #5 Four family meetings
- #6 Inspect home make and one correction
- #7 Family energy plan
- #8 Family fun
- #9 Clean home
- #10 Two family clothes washings
- #11 Plan family meals for one week



Fitness, page 246

- # 2 Child and drug abuse in handbook
- #3 Plan a week of meals
- #4 Keep a record of meals for a week
- #5 Bad effects of smoking
- #6 Bad effects of alcohol
- #7 Bad effects of drugs

Handyman, page 300

- #2 Wash car
- #3 Change a tire
- #4 Replace bulb in car taillight, turn signal, parking light or headlight
- #5 Check oil level and tire pressure
- #11 Arrange storage area for household cleaners and materials
- #12 Build sawhorse and stool to use around the home
- #13 Mow a lawn
- #14 Arrange storage area for hand tools or garden tools
- #15 Clean and properly store hand tools or garden tools
- #16 Mark hand tools or garden tools for identification

Naturalist, page 318

- #4 Visit a museum of natural history, nature center, or zoo

Outdoorsman, page 344

- #2 An evening outdoor activity that includes a campfire
- #4 Help with a campout of 2 nights away from home or two 1 night camp outs
- #8 Cook own meal outdoors

Scholar, page 392

- #11 Ask parents school survey questions

Traveler, page 462

- #4 Take a trip to someplace that interest you by boat, bus, train, or plane
- #6 List 4 trips and map out. Be navigator on one trip of at least 25 miles and 6 or more turns
- #7 Pack a suitcase
- #8 Check a first aid kit in car

TRAINING
and
TOUR & ACTIVITY
PLANS



Every boy deserves a well-trained leader.

Know before you go.

*Information in this section was compiled by
Julia Oldroyd of the Rock Canyon District*

Training

Training makes a leader's role easier and more enjoyable.

Getting Started

Many new volunteers wonder what they need to do to get started as a Cub Scout leader. Here are the steps:

1. Fill out the registration form, including permission for background check, references, and signatures.
2. Take Youth Protection Training online and print the certificate.
3. Submit Youth Protection Training certificate and registration form to Council Services for processing (may take several weeks).
4. Once you receive your membership card in the mail, you may begin meeting with the boys as a Cub Scout leader. Before that, however, you will want to continue your training so you know what you are supposed to do. This is Scouting and Cub Scout Leader Fast Start training, while no longer required, are helpful for getting the big picture of what scouting is all about.

Leader-Specific Training

The next step to becoming a competent Cub Scout leader is Leader Position-Specific Training. This is available online, but it is preferable to attend a live training session, often put on by the District Training Committees several times a year. Live training sessions are also available monthly at the Council Services Center in Orem (check the council website for dates, times, and registration fees). Once this training is completed, you are qualified to wear the official "trained" patch on your left uniform sleeve underneath your position patch.

More Online Training

After receiving Position-Specific Training, you will want to expand your knowledge by taking the other training courses available online, including"

- Hazardous Weather
- Safety Afloat
- Safe Swim Defense
- First Aid
- CPR
- Health and Safety

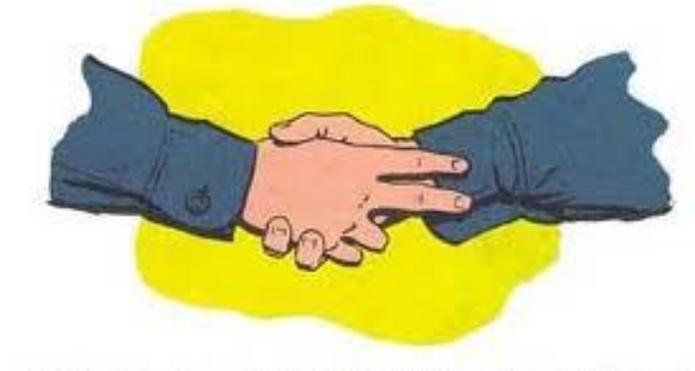
Some of these trainings are required for certain activities. They must be renewed every two years to be considered valid. Youth Protection training must also be renewed every two years.

Advanced Training

Once you are familiar with the basics, you won't want to miss these great training opportunities:

- Monthly District Roundtable Meetings
- Annual Cub Scout Leader Pow Wow
- BALOO—Basic Adult Leader Outdoor Orientation
- OWL—Outdoor Leader Skills for Webelos Leaders
- Akela's Council Week-long Camp
- Wood Badge for the 21st Century Week-long Leadership Training Camp

There is always more to learn and volunteers who are willing to teach you how to be a better leader.



Tour and Activity Plans

Play it safe by always submitting a tour and activity plan before leaving your regular designated meeting location. It is super easy to do online! New rules came into effect for May 2012. Make sure you *know before you go*.

When planning your trip, make sure you are familiar with the “Guide to Tour Planning Principles” to ensure safety and protection for youth and leaders. The “Sweet 16 of BSA Safety” are also important to follow. These are included in the following pages. You will also find VERY detailed instructions on filling out an online Tour and Activity Plan. It will probably take you longer to read the instructions than it will to actually fill out a Tour and Activity Plan, but hopefully you will not have any unanswered questions.

Guide to Tour Planning Principles

From www.myscouting.org

Activity Standards

Where swimming or boating is included in the program, [Safe Swim Defense](#) and/or [Safety Afloat](#) are to be followed. If climbing and rappelling are included, then [Climb On Safely](#) must be followed. At least one person must be current in CPR/AED from any recognized agency to meet [Safety Afloat](#) and [Climb On Safely](#) guidelines. At least one adult on a pack overnighiter must have completed [Basic Adult Leader Outdoor Orientation](#) (BALOO). At least one adult must have completed [Planning and Preparing for Hazardous Weather](#) training for all tours and activities. Basic First Aid is recommended for all tours, and [Wilderness First Aid](#) is recommended for all backcountry tours. It is also recommended to carry the [Wilderness Use Policy](#) and follow the principles of [Leave No Trace](#).

Unauthorized and Restricted Activities

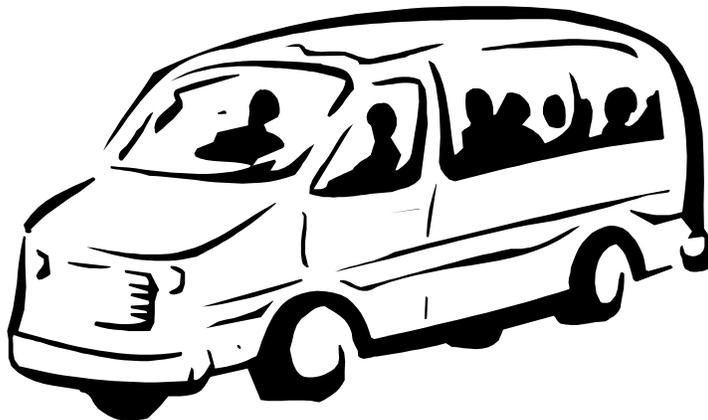
The BSA’s general liability policy provides coverage for bodily injury or property damage that is made and arises out of an official Scouting activity as defined by the [Guide to Safe Scouting](#). Volunteers, units, chartered organizations, and local councils that engage in unauthorized activities are jeopardizing their insurance coverage. PLEASE DO NOT PUT YOURSELF AT RISK.

Insurance

All vehicles MUST be covered by a liability and property damage insurance policy. The amount of this coverage must meet or exceed the insurance requirement of the state in which the vehicle is licensed and comply with or exceed the requirements of the country of destination for travel outside the United States. It is recommended, however, that coverage limits are at least \$100,000 combined single limit. Any vehicle designed to carry 10 or more passengers is required to have limits of \$500,000 combined single limit. In the case of rented vehicles, the requirement of coverage limits can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle.

Transportation Guidelines

1. You will enforce reasonable travel speed in accordance with state and local laws in all motor vehicles.
2. If by motor vehicle:
 - a. *Driver qualifications:* All Boy Scout adult drivers and all Venturing adult drivers must have a valid driver's license. **Youth member exception:** When traveling to an area, regional, or national Boy Scout event/activity or any Venturing event/activity under the leadership of an adult (21 or older) tour leader, a youth member at least 16 years of age may be a driver, subject to the following conditions: (1) The person has six months' driving experience as a licensed driver (time on a learner's permit or equivalent is not to be counted); (2) there is no record of accidents or moving violations; (3) parental permission has been granted to the leader, driver, and riders.
 - b. If the vehicle to be used is designed to carry more than 15 people (including the driver), the driver must have a commercial driver's license (CDL). In some states (for example, California), this guideline applies to 10 or more people.
 - c. Driving time is limited to a maximum of 10 hours in one 24-hour period and must be interrupted by frequent rest, food, and recreational stops.
 - d. Safety belts are provided and must be used by all passengers and the driver. Exception to this guideline: a school or commercial bus, when not required by law.
 - e. Passengers will ride only in the cab if trucks are used.



Your Pledge of Performance

1. We will submit changes to notify the local council in the event our itinerary or activity changes.
2. We will plan our activities by and adhere to the policies contained in the [Guide to Safe Scouting](#) and the [Sweet Sixteen of BSA Safety](#) (see following page).
3. We will use [Safe Swim Defense](#) in any swimming activity, [Safety Afloat](#) in all watercraft activity, and [Climb On Safely](#) for climbing activity.
4. We agree to enforce reasonable travel speed (in accordance with national, state, and local laws) and use only vehicles that are in safe mechanical condition.
5. We will apply for a fire permit from local authorities in all areas where it is required.
6. We will be certain that fires are attended to at all times and we are adhering to all fire bans.
7. We will, at all times, be a credit to the Boy Scouts of America and will not tolerate rowdy behavior and poor conduct, keeping a constant check on all members of our group.
8. We will maintain high standards of personal cleanliness and orderliness and will operate a clean and sanitary camp, leaving it in a better condition than we found it.
9. We will not litter or bury any trash, garbage, or tin cans. All rubbish that cannot be burned will be placed in a tote-litter bag and taken to the nearest recognized trash disposal or all the way home, if necessary.
10. We will not deface natural or man-made objects.
11. We will respect the property of others and will not trespass.
12. We will not cut standing trees or shrubs without specific permission from the landowner or manager.
13. We will, in case of backcountry expedition, read and abide by the [Wilderness Use Policy](#) of the BSA.
14. We will notify, in case of emergency, our local council Scout executive, our parents, and our single point of contact.
15. If more than one vehicle is used to transport our group, we will establish rendezvous points at the start of each day and not attempt to have drivers closely follow the group vehicle in front of them.
16. Identify and agree to follow all land-use policies (public and private) in effect for the location of the tour.

The Sweet Sixteen of BSA Safety

From www.myscouting.org

Few youth organizations encompass the breadth, volume, and diversity of physical activity common to Scouting, and none enjoy a better safety record. **The key to maintaining and improving this exemplary record is the conscientious and trained adult leader who is attentive to safety concerns.**

As an aid in the continuing effort to protect participants in a Scout activity, the BSA National Health and Safety Committee and the Council Services Division of the BSA National Council have developed the "Sweet Sixteen" of BSA safety procedures for physical activity. **These 16 points, which embody good judgment and common sense, are applicable to all activities.**

1. Qualified Supervision

Every BSA activity should be supervised by a conscientious adult who understands and knowingly accepts responsibility for the well-being and safety of the children and youth in his or her care. The supervisor should be sufficiently trained, experienced, and skilled in the activity to be confident of his/her ability to lead and to teach the necessary skills and to respond effectively in the event of an emergency. Field knowledge of all applicable BSA standards and a commitment to implement and follow BSA policies and procedures are essential parts of the supervisor's qualifications.

2. Physical Fitness

For youth participants in any potentially strenuous activity, the supervisor should receive a complete health history from a health-care professional, parent, or guardian. Adult participants and youth involved in higher-risk activity (e.g., scuba) may require professional evaluation in addition to the health history. The supervisor should adjust all supervision, discipline, and protection to anticipate potential risks associated with individual health conditions. Neither youth nor adults should participate in activities for which they are unfit. To do so would place both the individual and others at risk.

3. Buddy System

The long history of the buddy system in Scouting has shown that it is always best to have at least one other person with you and aware at all times as to your circumstances and what you are doing in any outdoor or strenuous activity.

4. Safe Area or Course

A key part of the supervisor's responsibility is to know the area or course for the activity and to determine that it is well-suited and free of hazards.

5. Equipment Selection and Maintenance

Most activity requires some specialized equipment. The equipment should be selected to suit the participant and the activity and to include appropriate safety and program features. The supervisor should also check equipment to determine that it is in good condition for the activity and is properly maintained while in use.

6. Personal Safety Equipment

The supervisor must ensure that every participant has and uses the appropriate personal safety equipment. For example, activity afloat requires a life jacket properly worn by each participant; bikers, horseback riders, and whitewater kayakers need helmets for certain activities; skaters may need protective gear; and all need to be dressed for warmth and utility depending on the circumstances.

7. Safety Procedures and Policies

For most activities, there are common-sense procedures and standards that can greatly reduce the risk. These should be known and appreciated by all participants, and the supervisor must ensure compliance.

8. Skill Level Limits

There is a minimum skill level requirement for every activity, and the supervisor must identify and recognize this minimum skill level and be sure that no participants are put at risk by attempting an activity beyond their ability. A good example of skill levels in Scouting is the venerable swim test, which defines conditions for safe swimming based on individual ability.

9. Weather Check

The risk factors in many outdoor activities vary substantially with weather conditions. These variables and the appropriate response should be understood and anticipated.

10. Planning

Safe activity follows a plan that has been conscientiously developed by the experienced supervisor or other competent source. Good planning minimizes risks and also anticipates contingencies that may require emergency response or a change of plan.

11. Communications

The supervisor needs to be able to communicate effectively with participants as needed during the activity. Emergency communications also need to be considered in advance for any foreseeable contingencies.

12. Plans and Notices

BSA tour and activity plans, council office registration, government or landowner authorization, and any similar formalities are the supervisor's responsibility when such are required. Appropriate notification should be directed to parents, enforcement authorities, landowners, and others as needed, before and after the activity.

13. First-Aid Resources

The supervisor should determine what first-aid supplies to include among the activity equipment. The level of first-aid training and skill appropriate for the activity should also be considered. An extended trek over remote terrain obviously may require more first-aid resources and capabilities than an afternoon activity in the local community. Whatever is determined to be needed should be available.

14. Applicable Laws

BSA safety policies generally run parallel or go beyond legal mandates, but the supervisor should confirm and ensure compliance with all applicable regulations or statutes.

15. CPR Resource

Any strenuous activity or remote trek could present a cardiac emergency. Aquatics programs may involve cardiopulmonary emergencies. The BSA strongly recommends that a CPR-trained person (preferably an adult) be part of the leadership for any BSA program. Such a resource should be available for strenuous outdoor activity.

16. Discipline

No supervisor is effective if he or she cannot control the activity and the individual participants. Youth must respect their leader and follow his or her direction.



Online Tour and Activity Plan

In order to submit an online Tour and Activity Plan, you must have an account on www.myscouting.org. This is the same account used for online training courses, including Youth Protection. It is easy to set up an account. You just need your membership ID number and your e-mail address.

As soon as you submit the Tour and Activity Plan, you will receive a confirmation number. No more running to the Council Services Center to file a Tour Permit! No more printing multiple copies and delivering them to your committee! The new Tour Plans really are much easier.

Filling out the Tour and Activity Plan—Very Detailed Instructions

Once you have an account, select “Tour and Activity Plan” from the menu on the left of the screen.

Next, where it says, “Create a Plan,” select NEW PLAN and click on the GO button.

Read the “What you need to know” checklist and make sure you have what you need to comply. Then click NEXT in the bottom right-hand corner of the screen.

Select your UNIT from the drop-down menu, click the bubble for the TYPE OF TRIP you will be taking (for Cub Scouts that will be “Day Tour”), select the METHOD OF TRANSPORTATION (select “Car” even if you have a minivan or SUV—you will need the make/model/year and insurance confirmation of each vehicle), and fill in information for an EMERGENCY CONTACT PERSON (someone that is not going on the trip with you). Then click NEXT in the bottom right-hand corner of the screen.

Fill in “What Type of Trip Are you Planning?” You need to create a TOUR AND ACTIVITY PLAN TITLE, write a DESCRIPTION of the trip, and projected ATTENDANCE. You need to know the NUMBER OF ADULTS (2 minimum) and the NUMBER OF YOUTH (a maximum of 10 youth per adult is allowed—for Cub Scouts you will want no more than 5 or 6 youth per adult). Then click NEXT in the bottom right-hand corner of the screen.

Next you need to know “Which Adults Will be Going?” In the ADD REGISTERED ADULT section, from the SELECT ADULT drop-down menu, you can select someone from all of the registered adult leaders in your Pack. Once you select someone, their personal information will automatically be updated on your Tour and Activity Plan from the database. Then you need to select whether that person is the PRIMARY LEADER FOR THE TOUR AND ACTIVITY PLAN, whether that person’s YOUTH PROTECTION TRAINING is current, and whether that person will be DRIVING. If the person will be driving, you need to select VEHICLE TYPE and MAKE, MODEL, and YEAR of vehicle. If the person drove on a previous tour and activity plan in the new database, that information will fill in automatically (and then you can make changes if necessary). You also need to click the box stating that the vehicle meets our state’s liability standards (you no longer need to know exact insurance amounts). Then **CLICK ADD in the top, right-hand corner of the BOX or your information will not be saved**. Repeat this process for each registered adult going on the trip.

For other adults going on the trip (such as parents), you add them in the same way, but in the area called ADD OTHER ADULT. You will need to know the person's NAME, PHONE, E-MAIL, CITY, STATE, ZIP, whether the person has current YOUTH PROTECTION TRAINING, and whether the person will be DRIVING. If the person is going to drive, enter the VEHICLE INFORMATION (TYPE, MAKE, MODEL, YEAR) and whether the INSURANCE on the vehicle meets state liability standards. Then **CLICK ADD in the top, right-hand corner of the BOX**. Repeat this for each additional adult going on the trip (especially for drivers). When you are finished adding adults, click NEXT in the bottom right-hand corner of the screen.

The next screen is called, "Where Are You Going?" and here you enter your DEPARTING DATE and LOCATION, where you are GOING (will only let you enter the city name)—**click ADD DESTINATION in the bottom right-hand corner of the box or the information will not be saved**, and when you are RETURNING. You can add additional information in the NOTES section. You can also upload map routes and trekking plans, which are helpful if you will be going out of town or on a hike. When you are finished, click NEXT in the bottom right-hand corner of the screen.

The next page is called, "What Activity Will You be Doing?" and there are pictures you can select. These include Wilderness/Backcountry, Orientation Flights, Shooting Sports, Climbing, Swimming, and Boating. Do not select any of those pictures for Camp Jeremiah Johnson, even though some of those activities will happen there. The Tour Plan will require you to show special training for those activities, which is not required for you to take the boys to the Council Day Camp (the leaders there have the special training). There is also a box for OTHER ACTIVITY, which is where you enter what you will be doing. For older scouts who do flying, there is a place to upload flying plans. When you have entered your activity, click NEXT in the bottom right-hand corner of the screen.

The next screen is called "Are You Prepared?" and has a place to list CPR, FIRST AID, and HAZARDOUS WEATHER training for the adults going on the trip. It also has links to essential reading about taking scouts on trips. These include: Guide to Safe Scouting, Leave No Trace Principles, Sweet 16 of BSA Safety (included in this section of the Pow Wow book), Training, and Wilderness Use Policy.

Then you must click the YES bubbles next to the following questions:

- Is the Consent and Approval Form complete for each participant?
- Have the health records for each been reviewed?
- Do the drivers have a valid and appropriate driver's license?
- Do you have a First-Aid Kit?
- Do you have a Roadside Emergency Kit?

Once you have selected all the bubbles, you may print the "Guide to Tour and Activity Planning Principles," (which is also included in this section of the Pow Wow book). Then, click NEXT on the bottom right-hand corner of the screen.

The next page is "Tour and Activity Plan Leadership Notification" where the leaders who will automatically be receiving a copy of the tour plan are listed (Chartered Organization Representative,

Committee Chair, emergency contact person, and the tour leader). You may edit their e-mail addresses if necessary. Those addresses listed are from the National database (from their registration forms). Then click NEXT on the bottom right-hand corner of the screen.

The final page is the "Summary," so you can review the information that you entered. Items highlighted in red are incomplete or incorrect and items highlighted in yellow need further attention. One glitch in the system is that even if you are not staying overnight, it will alert you that an overnight accommodation has not been entered. You can ignore this. Also, if you filled out the "Other Activity" box and CPR and First Aid training are not required, a message will show up in red telling you that you need the training. See the NOTE below.

NOTE: On May 31, 2012, the following message appeared on the myscouting.org website: "There is a clarification on how Tour and Activity Plan displays CPR and First Aid as required training. When the category of 'Other' activity is selected, the message currently indicates that CPR and First Aid are needed. Please disregard this message as CPR and First Aid are not required for the 'Other' category in a Tour and Activity Plan."

After you have reviewed the summary, click NEXT on the bottom right-hand corner of the screen. Click the box to accept the terms, then PRINT a copy or save as a pdf file. You are finished!

DERBIES AND SPECIAL EVENTS



The thrill of competition awaits you!

*Information in this section was compiled by
Julia Oldroyd of the Rock Canyon District*

Planning Special Events

Adapted from the UNPC Pow Wow Book 2010-11

Begin planning at your yearly planning conference. Decide what special events your pack will hold during the year. You definitely do not need to do all of them. If you have a “special event” every single month, the “special” part wears off. Some packs like to do the same special events every year based on tradition, and others never do the same thing twice. Find a mix that is right for you. Maybe one or two special events can remain the same, while one or two are new and different.

After you decide what events to hold, plan when they will work best for your pack. It would probably not be a good idea to have your raingutter regatta in the dead of winter (unless you have it inside somewhere) or a kite derby when there is generally no wind. Once the events are scheduled, decide whether your event needs a special committee or not. If it does, begin early to select and train people for the job. **PLAN AHEAD** and **CALL EARLY!** Three months prior to the event is not too early. Get the basics planned out—when, where, what and who.

Three months before the activity, make sure all scheduling (building, equipment rental, etc.) has been taken care of. If there has been an event committee chosen, make sure the chairman comes to the pack planning meeting the three months leading up to the event to report the progress of the committee and ask for any help needed.

If trophies are needed, at least two months advanced planning is required. This can be an event committee responsibility. Decide what trophies will be awarded, how much money should be budgeted for trophies, and where you would like to purchase them.

Derbies are Special Events

Some of the best-known special events in Cub Scouting are derbies and regattas. The most well-known derby is the Pinewood Derby but there are others, including the Space Derby, Raingutter Regatta, Fishing Derby, Kite Derby, Cubmobile Derby, and Cub-anopolis . There are also Bike Rodeos, Cub Scout Olympics, Pack Picnics and more (see chapter 6 in the Cub Scout Leader *How to Book*). Good planning makes for a great Derby. Here are just a few tips and ideas to help you plan your next Cub Scout Derby.

Planning a Pinewood Derby

Decide the following:

- Type of race (Cubs only, Parents and Cubs, Adults, Cubs and Siblings, open race, etc.)
- Is an open class going to be allowed so anyone who wants to can race?
- How many and what kind of awards will be given out?
- Who will purchase or make awards?
- What are the rules? (It’s helpful to hand out a copy of the rules when handing out the car kits)
- Who will judge the participation awards?

- Who can help set up and take down?
- How sophisticated of a track and timing do you want?
- Who will schedule the room and equipment needed?
- When will weigh-ins be?

Make sure you schedule the building and the track BEFORE you announce the date of the event to the pack! You should also decide whether the pack will provide car kits for the boys. If the pack is providing them, give them to the families at least one month before the Pinewood Derby so they have time to put the kits together.

Follow these same guidelines for any derby you want to have.

Derby-Related Achievements and Electives

Tiger

Elective 17- Make a Model: Make a Pinewood Derby car or a Space Derby model rocket, etc.

Wolf

Achievement 5- Tools for Fixing and Building: Use tools to build a Pinewood Derby car, Space Derby Rocket, etc.

Elective 3e- Make something else: Make a Derby car, Space Derby Rocket, etc.

Bear

Achievement 21a- Build a model from a kit or

Achievement 21f- Make a model of a rocket, boat, car, or plane. Make a Pinewood Derby car, Space Derby Rocket, etc.

Webelos

Craftsman 2- Construct wooden objects - one might be [Pinewood Derby] car, Space Derby Rocket, etc.

Artist 9 - Make an art construction, using your choice of materials. Make and decorate a Pinewood Derby car, Space Derby Rocket, etc.

When Should We Have the Derby?

Plan your derby when it is good for you! Make sure you will have the equipment, facilities, and personnel that you need. You can adapt a derby to any Core Value or Supplemental Theme that you choose. Be creative! Maybe you will start a new tradition.

Incorporating Derbies & Special Events with the Core Values

Cooperation

Tag-team Regatta Relay

Set up two raingutter tracks. Have teams of three or more boys share one boat that they create together. One boy blows the boat down the raingutter, then the next boy turns it around and blows it back, then the third boy blows it down the track, and then the fourth, and so on. The first team finished wins!

Note: If the teams are uneven, simply have one boy take an extra turn.

Family Cake Bake

Have boys and their parents cooperate to create a cake to auction off at pack meeting. This is even more fun for just boys and their dads, if each boy has a father available. Make sure an activity is going to work for everyone before you decide to do it.

Responsibility

Any Derby

Have the Cub Scouts take turns being responsible for starting the races, keeping score, serving refreshments, etc.

Bicycle Rodeo

Boys can learn to be responsible for their bicycles. Have a local police officer come explain the importance of getting a bicycle license, and license their bicycles at the event. Have a bicycle tune-up station set up for the boys to pump up tires, adjust handlebars, seats, and pedals, and grease or oil the chains. Set up an obstacle course for the boys to try on their bikes and don't forget to make sure EVERYONE wears a helmet when they ride.

Citizenship

Rockets Red Glare Derby

A space derby would work especially well with this theme. Make paper rockets and decorate them to look like fireworks. Launch them with an air compressor or bicycle pump. Instructions for many different types of launchers and rockets can be found online.

Flag Raising Ceremony

Host a special flag-raising or flag-retirement ceremony for your community or neighborhood. This could be done in conjunction with Veterans Day in November, or any other national holiday.

Respect

Any Derby

All derbies require respect for others, which includes good sportsmanship. You could have the boys say, “Akela, may I?” every time before they race, and wait for the appropriate response (“Yes, you may.”)

Pack Conservation Project

Show respect for the environment by having a Pack Conservation Project. See the section in this Pow Wow book about planning Conservation Projects (under the Monthly Core Values and Supplemental Themes *APRIL* section about Faith.)

Positive Attitude

Any Derby

All derbies require a positive attitude. Whether you win or lose the race, having fun and being a good sport is the important thing.

Resourcefulness

Recycled Derby

Show responsibility for the environment by recycling goods to use in any type of derby. For a pinewood derby, have the boys decorate their cars with recycled materials. For a raingutter regatta, have the boys make boats out of recycled materials (Styrofoam and plastic water bottles work very well). For a space derby, use water bottles to make the rockets and launch them with an air compressor. For a Cub-anapolis race, have the boys use old boxes and recyclable goods to create their cars.

Lego® Derby

If you have access to many random Lego bricks, have the boys put together vehicles to race. They could do this individually or in teams. They will have to be resourceful to come up with something that will work!

Compassion

Rescue Vehicle Derby

Especially good for the Pinewood Derby or Cub-anapolis, have the boys create cars that look like rescue vehicles. Explain that first responders are compassionate and kind as they render first aid to those who need help.

Canned Food Drive Derby

Have the “admission price” to any derby race be a can of food. March is the annual Scouting for Food Drive (and the month we focus on Compassion), so you can give the cans to the Boy Scouts to take to the food bank.

Faith

Reach for the Stars Space Derby

Incorporate knowledge of the constellations and galaxies in the heavens as your rockets “reach for the stars.” Talk about how we need faith to reach for something we can’t see or touch. Faith gives us the courage to act and eventually reach our goals.

Duty to God Service Project

Plan a humanitarian service project to work on together as a pack. Collect gently used clothes and household items to donate to a shelter, or put together school bags for disadvantaged children.

Health and Fitness

Cub-anapolis Race

A Cub-anapolis race is great for Health and Fitness, because the boys are racing under their own power. Their re-fueling pit stops could serve healthful snacks like carrot sticks or cucumber wedges. Challenges could include having to do jumping jacks (while driving their “cars”) or walking on a balance beam.

Veggie Regatta

Have a raingutter regatta where the boys make boats from hollowed out vegetables (like cucumbers or zucchini).

Perseverance

Any Derby

Any race requires perseverance to finish. One idea is to have a very long course (across the gym floor, for instance) and have the boys put sails on pinewood derby cars and have them blow the cars across the gym. Or, string a wire across a yard or long room and have the boys blow up balloons to power rockets from one end to the other.

Pack Hike

Hiking is a great way to practice perseverance. Take a geology hike up a local canyon, or look for wildflowers and animal tracks as you practice the Leave No Trace wilderness guidelines. See if you can fulfill requirements for a belt loop or Activity Badge on the way!

Courage

Superhero Olympics

Have the boys make capes from old shirts (cut out the front and sleeves but leave the neckline or collar) and wear them as they run obstacle courses and try to do amazing feats like hitting a target with a beanbag—blindfolded, or carrying an egg on a spoon without dropping it.

Firefighting Demonstration

Invite the local firefighters to come demonstrate how to put out a fire. Maybe they will even let the boys try out a fire extinguisher, or try on a firefighting uniform. Sometimes the firefighters will turn on a fire hose to demonstrate the massive water flow.

Honesty

Any Derby

Let the boys keep track of their own scores and remind them that Honesty is the best policy.

Pack Field Day

Hold races and contests with feats of skill from the boys' handbooks. They can practice being honest about reporting their scores. This can be done indoors or outdoors. If indoors, use feathers, beans, paper plates, tennis balls, balloons, buckets, straws, paper bags, etc. for equipment. If outdoors, use Frisbees, balls, hula hoops, old tires, 2x4s, wading pools, gunny sacks, etc. Use your imagination to come up with events, or let the boys make up obstacle courses for each other.



Incorporating Derbies & Special Events with Supplemental Themes (A)

Hometown Heroes

Fire-fighter Regatta

Make boats from Styrofoam meat trays. Instead of using raingutters, you may want to use a wading pool for the derby. Propel the boats by squirting them with water pistols. For extra excitement, set a lighted tea light or candle on the boats to practice extinguishing fires.

Cub Boot Camp Obstacle Course

Invite the Jr. ROTC or a local Army officer to come lead the Cub Scouts in a miniature boot camp obstacle course. They can practice marching, climbing, crawling, etc.

Jungle of Fun

Safari Scavenger Hunt

This could be a photo scavenger hunt. Set up stuffed animals all around your facility. The team or family that snaps a photo of all the animals in a given amount of time wins a prize! If you don't have enough digital cameras in the pack for this to work, just have a piece of paper for them to write down the animals that they find, or where certain animals are located. Boys could make binoculars out of toilet paper tubes as a gathering activity that they can then use on the safari.

Cub-anapolis Safari

Decorate boxes to look like Safari Jeeps and have different jungle scenes at each pit-stop. They boys could be looking for several different types of animals or clues to solve a riddle.

Fifty Great States

Country Tour Cub-anapolis

Have the boys decorate boxes to make cars they can "Drive" and have them visit the 50 states (or some of them), with decorations to look like landmarks. Have them do a state-specific activity at each stop (such as surfing in Hawaii, snorkeling in Florida, skiing in Utah, etc.)

Waterways of the USA Regatta

Talk about different rivers of our country. Make paddlewheel boats for a raingutter regatta, or any kids of boats you like.

Holiday Lights

Floating Luminary Regatta

Make boat out of Styrofoam. Put a cupcake paper on it with a little sand or salt on the bottom and a tea light on that. Have the boys try to blow their boats down the raingutter without blowing out the tea light. Only do this activity outside if the weather is above freezing!

Pack Caroling

Go caroling as a pack and enjoy the festive holiday lights along the way. Finish with doughnuts and hot chocolate! Make sure everyone knows to dress warmly.

Abracadabra

Magic-apolis

Have a Cub-anapolis where at each pit stop the boys learn and try a new magic trick.

Pack Magic Show

Have a Pack Magic show where each boy can show off a trick he has learned. Invite a professional or amateur magician to come show some more advanced tricks.

Turn Back the Clock

Retro Pinewood Derby

Have the boys make retro car designs for the pinewood derby.

Indoor Summertime Fun

Turn back the clock about six months to summertime, and have a beach party Blue and Gold Banquet indoors with beach ball volleyball, soda pop, and hot dogs.

Breakfast Banquet

Turn back the clock a few hours and have breakfast for dinner! Pancakes, bacon, eggs, muffins, orange juice, or even just cold cereal makes a memorable feast for Cub Scouts.

Planting Seeds of Kindness

Pack Service Project

This is another great time to do a Pack Service Project. Take a group to serve food at a homeless shelter, or help with the Scouting for Food canned food drive. Volunteer to help at the food bank.

Pack Tree Planting

Talk to the city parks department or U.S. Forest Service and find out where your pack could plant a tree. Make it part of a larger conservation project, or play games in the park when you are done.

Cub Scouts Give Thanks

Disabilities Awareness Day

Cub Scouts will be more grateful for what they have after trying some of these activities from the Cub Scout Leader *How To Book* (p. 6-14):

- Blindfolded Obstacle Course
- Wheelchair Maneuvering
- Life without Sound
- I Can't Use This Hand



Cub Café

Egg-citing Pinewood Derby

Have the boys create cars or contraptions that will protect an egg from the beginning of the track to the end (after the car stops). The last person with his egg intact is the winner!

Another idea is to have a raingutter regatta with the boats made from hollowed out vegetables such as cucumbers or zucchini.

Veggie Regatta

Race boats made from hollowed out vegetables or squash, or make boats to carry a food item (like a cupcake or strawberry) safely to the other end of the course.

Head West, Young Man

Covered Wagon Derby

Have the boys make covered wagons and race to the finish. Other activity ideas can be found in the Cub Scout Leader How To Book on pages 6-23 to 6-26 (Western Rodeo Round-up and Pioneer Day).

Stick-horse-anapolis

Make stick horses and have the boys race them. They could do western-style activities at each pit stop (lasso a chair, yodel, play a rubber-band banjo, tie a knot, etc.)

Cubs in Shining Armor

Jousting Space Derby

Put both rockets on the same wire, each going the opposite direction. See which rocket pushes the other backwards.

Castle Catapult Competition

Make cardboard cut-outs that look like castles, which are taller than the Cub Scouts. Have some “windows” cut into the cardboard so the boys can see out, and which will serve as targets for the other team. Divide group into two teams and use homemade catapults to launch bean bags at the other team’s castle. The team with the most “hits” in a certain amount of time wins, or you can just have a free-for-all battle with no winners (everyone who has fun wins).

Kids Against Crime

Safe Driving Pinewood Derby

See who can build the slowest car (and not get a speeding ticket!) or, issue speeding tickets to everyone who races.

Police Visitor

Invite a local police officer to talk to the pack about safety and crime prevention, or take your pack on a tour of the county jail.

PATCH REQUIREMENTS

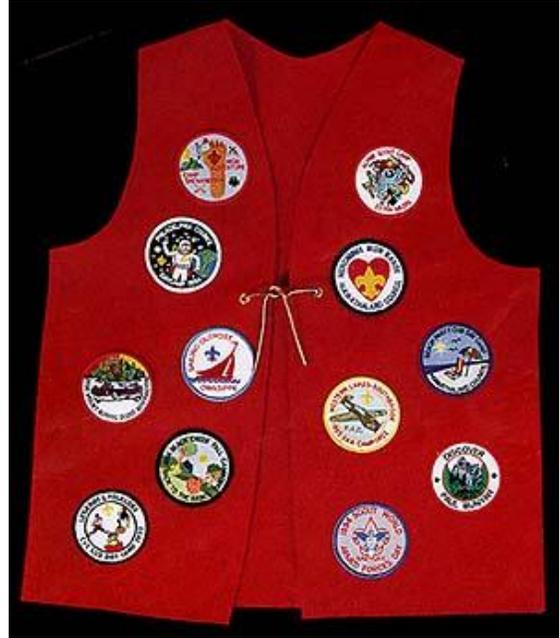


Boys love to collect patches!
Learn how to earn some local patches here.

Why Earn Patches?

Patches are collectible items that boys can earn for doing a variety of activities. Certain events sponsor patches for Cub Scouts, such as America's Freedom Festival and the Utah County Fair. Museums, parks, trails, and National Monuments sometimes have patches scouts can earn. While these patches are fun, they are only temporary, and are worn one at a time on the right pocket of the uniform.

A red patch vest is the perfect place to display these patches. It is also a good place to attach the Academics and Sports letter and accompanying pins. Boys can wear the patch vest over their uniforms to show off all of the fun activities they have been involved with. Vests can be purchased at the Scout Shop or made by hand.



Only a small sample of the patches available is listed in this Pow Wow book. Many more can be found online and at the Scout Shop at our Council Services Center.

Utah Scouting Crime Prevention Patch

<http://attorneygeneral.utah.gov/scoutpatch.html>

This program enables Boy and Girl Scouts to become actively involved in crime prevention efforts in their community. To earn the Fighting Crime Activity Patch, Scouts must:

- Participate in a gang prevention program or personal safety awareness training.
- Learn about ways to protect the elderly from fraud and share that information with a minimum of ten senior citizens in their community.
- Complete a minimum of two hours of service for the elderly, disabled, or shut-in members of their community.



Please contact us for more information. http://attorneygeneral.utah.gov/contact_us.html

When patch requirements are completed scout leaders may contact Jennifer Welsh (jwelsh@utah.gov) in the Utah Attorney General's office for patch distribution.

Utah Scouts Fighting Drug Abuse Patch

<http://attorneygeneral.utah.gov/scoutpatch.html>

Substance abuse prevention can start right here for today's youth. Educators, community leaders, and service group volunteers are a positive and powerful influence in the lives of young people in schools, sports teams and Boy/Girl Scouts.

It's all our responsibility to communicate the importance of avoiding drugs and alcohol, or how to handle a problem situation with one of your peers. When it comes to drug and alcohol use by teens, the first step is to learn as much as you can in a non-threatening environment.

This Boy/Girl Scout patch program has been designed so Boys/Girls can learn about the dangers of drug use, background information about specific drugs, approaches for both prevention and problem situations, and how to find resources in your community.

Any Boy/Girl Scout located in Utah who completes the specific age-related requirements can earn the patch.

When patch requirements are completed scout leaders may contact Jennifer Welsh (jwelsh@utah.gov) in the Utah Attorney General's office for patch distribution.

Requirements for Cub Scouts are listed on the following page.

Requirements for Boys Ages 8 - 11

Complete 8 of the 10 requirements to earn the **Boy Scouts Fighting Drug Abuse** patch from the Utah Drug Enforcement Administration and the Utah Attorney General's Office.

1. Visit the Utah Attorney General's website at <http://www.attorneygeneral.utah.gov/safetyquiz.html> and take the on-line Internet safety quiz.
2. Visit the Drug Enforcement Administration website at <http://www.justthinktwice.com> and visit the D.A.R.E. Kids-Only page at http://www.dare.com/kids/index_3.htm.
3. On the D.A.R.E. Kids-Only web page click: *Play This* and create a coloring page. Print the page and write your own anti-drug statement on the page.
4. While on the D.A.R.E. Kids page, create a coupon that states your pledge to stay off drugs. Give this pledge to the person you designed it for. If you need a suggestion, create your coupon for your Boy Scout Troop Leader.
5. Create a poster and print it with your personal anti-drug message. Hang the poster in your bedroom or other room in house, classroom, or community center (with permission). You can be creative and design your very own poster or use the D.A.R.E. Kids Page for help in making your poster on-line.
6. Click your computer mouse on the *D.A.R.E. to Share* section and do two of the four options: word search, crossword puzzle, decoding mystery, or word puzzle.



7. Do some on-line research. Find your local police agency's web site. Find out if you have a D.A.R.E. officer at your school, learn where to find the closest police officer who serves your neighborhood by visiting their web site or going to the police station directly to meet with the officers there.
8. Make a list of why you should say "no" to using harmful substances like tobacco, alcohol, and marijuana.
9. Find an article that will help you make the best decision about harmful substances.
10. Sign the "drug-free" pledge and find five friends or classmates to sign it with you

Utah County Fair Patch

The Utah County Fair Patch is available to Cub Scouts, Boy Scouts, Girl Scouts and Scout Leaders, as well as any other individuals desiring to complete the requirements. The patch has 3 levels of requirements, one each for ages 5-7, 8-10 and 11 and up.

The patch and requirement sheets are available through the Scout Shop at the Utah National Parks Council, 748 North 1340 West in Orem. The requirements vary to accommodate the different age groups.



Utah State Fairpark Patch Requirements

- _____ 1. Attend the Utah State Fair with your den or Family. (It always starts the first Thursday after Labor Day and runs for eleven days!)
- _____ 2. Wear your Uniform! Scouts and Leaders wearing uniform shirts will receive a discount off their regular admission price- Just print off the scout coupon and go straight to the gate! Or you may also pick some up at the Fairpark Administration office prior to entering the admission gates.
- _____ 3. Enter an item or exhibit of your own into the Fair Check out the living arts or livestock pages for details or call (801) 538-8400.
- _____ 4. Identify five (5) different breeds of animals at the Fair. (example: Angus is a breed of beef cattle)
- _____ 5. Identify items exhibited at the Fair by people from your county.
- _____ 6. Locate and describe the county booth display from your county. The booths are located on the second floor of the Grand Building.
- _____ 7. Pick up litter as you go around the park. Don't forget to recycle.
- _____ 8. Visit the horse arena and identify which breed or group is showing.

Leader or Parent Signature _____ Date _____

Patches are available at the Great Salt Lake Council Scout Shop (525 Foothill Blvd; Salt Lake City, Utah 84113. For questions, call (801) 582-3363.

America's Freedom Festival Patch

The purpose of the patch is to encourage Scouts and other individuals throughout Utah County to enjoy and participate in the many events of America's Freedom Festival.



The patch will be available to Cub Scouts, Boy Scouts, Girl Scouts, and Scout Leaders, as well as any other individuals desiring to complete the requirements. The patch has three levels of requirements, one each for ages 5-7, 8-10, and 11 and over.

The patch and requirements sheets are available through the Scout Shop at the Utah National Parks Council, 748 North 1340 West, Orem, Utah 84047, 801-221-1008.

Commissioner Jerry Grover originated the idea for the patch and determined requirements for the patch. "My hope is that kids and adults alike will participate in patriotic events that cause us to reflect on the great freedoms we sometimes take for granted. I'm also hopeful that people will participate in the events sponsored by the Freedom Festival that are not just entertainment, but are available for active participation of Utah County people."

Requirements for Cub Scouts

With your family or unit, do five (5) of the following activities:

1. Attend a Freedom Festival Activity.
2. Wear your uniform to Freedom Festival Activities.
3. Attend or participate in a Flag Raising Ceremony.
4. Visit a veterans' memorial and discuss veterans' contributions to our freedom.
5. Write an essay on freedom and discuss it with your family of scout group.
6. Attend the Freedom Festival grand parade and identify five (5) different entries.
7. Identify the names of three (3) patriotic songs. Sing one (1) of them.
8. Pick up litter at any of the Freedom Festival Activities.
9. Attend a firework display and discuss firework safety.
10. Build or create patriotic floats or other entries, and participate in the Children's Freedom Festival Parade.

Utah County Trails Patch

Utah County boasts a variety of parks and trails which support diverse activities. The Utah County Trails patch provides an opportunity for young people to learn more about what is available in Utah Valley by participating in a trail or park improvement project and by touring a trail of their choice.



The patch is available to Cub Scouts, Boy Scouts, and Girl Scouts, as well as their leaders. The requirements vary to accommodate the different age groups. Some of the requirements include:

- Hike a portion (one, two, or four miles) of a trail of your choice with your family or scout group.
- Name two or three Utah County trails and locate them on a map.
- Find out what activities you can do on each trail.
- Participate in a service project to clean up an area of a trail.
- Take a garbage bag and collect litter as you hike. Dispose of it properly.
- Identify plants and animals that you see on the trail.
- Practice "No Trace" hiking, picnicking, or camping. Leave an area cleaner than you found it.

Jeff Mendenhall, Director of Community Development for Utah County, designed the patch.

The patches and requirement sheets are currently available at the County Commission office.

BYU Museum of Peoples and Cultures

With each new exhibition, the Museum sponsors a new patch that relates to the exhibition's content and celebrates a new aspect of world cultures. Patch requirements may be fulfilled by visiting the Museum, touring the exhibition, and completing the related activity form. You may simply visit the Museum and explore the exhibition on your own or schedule a guided tour to assist you or your troop in completing the patch requirements by calling (801) 422-0020.

After completing the requirements, you may purchase the patch at the Boy Scout office, 748 North 1340 West, Orem Utah.

Exhibits for 2012-2013 are:

- Entwined: A Vibrant Heritage of the Modern Maya (Apr 2011-Apr 2013)
- Concealing Faces, Revealing Expressions (Apr 2012-Apr 2014)

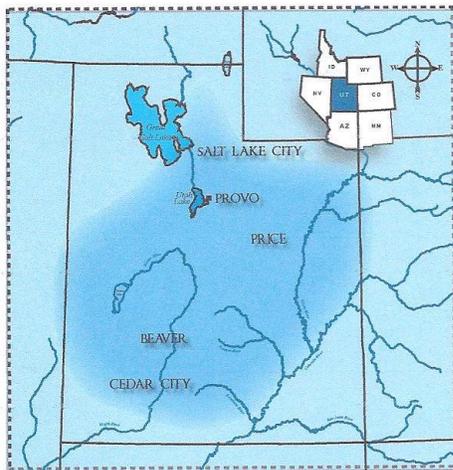
One of the Museum of Peoples and Cultures patches is for discovering the archaeology of Utah Valley. Requirements worksheet is reprinted on the following two pages.



BENEATH YOUR FEET: DISCOVERING THE ARCHAEOLOGY OF UTAH VALLEY

Cub Scout Patch Requirements

This patch is designed to guide cub scouts to a greater appreciation of native cultures in Utah Valley. Encourage the scouts to carefully explore the Fremont culture and then relate that knowledge to their own lives. To earn the patch, complete this worksheet and have a museum employee review your answers and sign the sheet. Take the signed worksheet to the Boy Scout Office (748 N 1340 W, Orem UT) and purchase the patch.



Locate Utah Valley on the map and place a star on its location ☆

Building a house

Name a type of Fremont house found in Utah Valley:

List 2 materials used to build these houses.

- 1.
- 2.

When did the Fremont live in Utah Valley?

What culture lived in the valley before the Fremont?

Which people moved into the valley after the Fremont?

What is an archaeological site?

List 2 tools used by archaeologists during excavations:

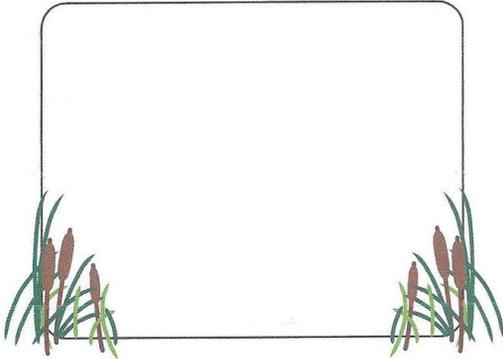
- 1.
- 2.

One example of an artifact is the bone needle found on the shore of Utah Lake used to sew fishing nets.

Name two more artifacts made from bone in the exhibit:

1. _____
2. _____

Sketch your favorite artifact from the exhibit



A Trip to the Dentist

What is plaque?

Name two types of food that archaeologists found in the Fremont boy's plaque.

1. _____
2. _____

What does an archaeologist do?

Animals Galore

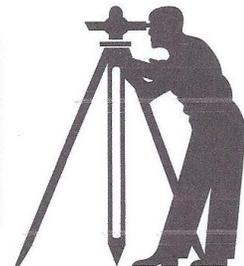
How many species of bird made their home in Utah Lake during Fremont times?

Name 3 kinds of fish the Fremont might have eaten.

1. _____
2. _____
3. _____

What type of animal bones are on display in the north display case?

Play the bonepieces game. How is this game similar to other games you've played?



_____ has completed the requirements for the Museum of Peoples and Cultures Scout Patch for the Beneath Your Feet: Discovering the Archaeology of Utah Valley exhibition.

Signed: _____

Date: _____



Take Me Fishing Patches

www.takemefishing.org/scouts

Passport Patch

Introduce your boys (ages 6-11) to the world of fishing and boating so they can earn the Passport Patch.

The Passport Patch is the coolest new patch around. The *Passport to Fishing & Boating* is a fun, adventure-education program designed to teach the skills needed to dive into the wonderful world of fishing and boating. It's fun and easy to do with the help of a pack leader or parent. Once your pack has these basics under their belts, you'll be ready to get out on the water and start fishing.



How can you earn the Passport Patch?

- **Step 1:**
Ask your Pack Leader to register for the Passport Program.
- **Step 2:**
Complete three or go through all six exciting interactive stations designed to teach Cub Scouts and Scouts everything about the basics of fishing and boating. It is a perfect indoor activity, taking no more than an hour and 45 minutes, and the perfect skill-building opportunity leading to your First Catch patch.
 - **Station 1:**
What is a healthy watershed?
How to handle and release a fish safely
 - **Station 2:**
How to rig and knot
What attracts fish
 - **Station 3:**
How to cast
 - **Station 4:**
Virtual boat ride
Safe rescue techniques
 - **Station 5:**
Boating A to Z
How to load a boat
 - **Station 6:**
Locals only: unique opportunities in your area
- **Step 3:**
Tell us about your Passport activity.

First Catch Patch

Let your boys (ages 6-11) experience the excitement of their first fishing trip and earn the First Catch Patch.

Earn the awesome new First Catch Patch by planning and going on your first fishing trip using the resources you'll find at TakeMeFishing.org. By promoting fishing, you'll help emphasize the need to protect our nation's fisheries and waterways while inspiring others to take care of the environment as well.



How can you earn the First Catch Patch?

- **Step 1:**
Ask your Pack Leader or an adult to register for the First Catch Program.
- **Step 2:**
Plan your trip using TakeMeFishing.org resources.
- **Step 3:**
Go fishing with your Troop leader or adult.
- **Step 4:**
Tell us about your trip.

Great Salt Lake Council Trails Patches

Many trails patches are available from the Great Salt Lake Council. See this website for details:

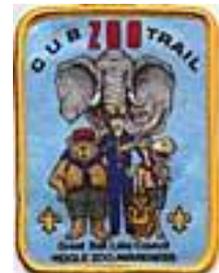
<http://www.nationstrails.com/trails/trails-UT.html>

One of these patches is for the Hogle Zoo (see requirements below).

Hogle Zoo Trails Patch

Visit the Zoo with your troop! Cub Scouts can earn their Hogle Zoo Trails Patch while enjoying the Zoo. Just complete these easy requirements:

- Wear your uniform. Cub Scouts in uniform can receive a \$1.00 discount on admission.
- Go through the Zoo with your group.
- Identify and discuss 20 different animals and determine where in the world they are from.
- Bring a used grocery bag to pick up litter as you go through the Zoo.



Buy your patch from Great Salt Lake Council Scout Shop (2600 East Sunnyside Avenue ; Salt Lake City, Utah 84108; (801) 582-1631).

Scouts and two leaders per 10 Scouts may receive \$1.00 off admission if in uniform. Additional guests will be charged regular price admission. For more information, please call 584-4551.

Heart of Scouting Patch for Cub Scouts

The activities below help Cub Scouts learn more about their duty to God. These activities also help them increase their *desire* to do their duty to God. *The Heart of Scouting* patch for Cub Scouts patch has a blue border and is worn on the right shirt pocket of the uniform. It represents a Cub's commitment to put "my duty to God" first in his life.

Requirements: Complete 5 of the following activities. Have your parent, scout leader, or religious leader initial next to the requirements when you have completed them.

_____ 1. Identify someone who is honest and trustworthy. Tell Akela why being trustworthy and honest are a big part of doing one's duty to God.

_____ 2. Visit a place that your family believes is a sacred place (such as a church, synagogue, cemetery, or a mountaintop). After your visit, talk with your parents how showing reverence in a sacred place demonstrates your duty to God.

_____ 3. After saying prayers for one week tell Akela how prayer has helped you feel closer to God.

_____ 4. Participate in a discussion about how choosing good media (movies, music TV etc.) can help us live our duty to God. Tell why too much, poor quality or inappropriate media interferes with our ability to be close to God. Write three personal rules your family can use to help when choosing media.

_____ 5. Tell Akela something kind you did recently for someone else. Explain how you did this cheerfully, showing Scout spirit. Tell how it made you feel about yourself and how you think God feels when you help others.

_____ 6. Describe to Akela what bad language is and why the use of profanity shows disrespect for God. Explain how others can be offended by the use of profanity.



National Summertime Pack Award

The Summertime Pack Award is an incentive for packs to plan a year-round program of fun and excitement for their boys. Summer is the best time for Cub Scouting! You can explore the outdoors, there are fewer time-constraints, and there is so much to see and do. To earn the award, your pack needs to hold one event each month for June, July, and August. Keep track of who comes to each event (boys, leaders, and parents/family members). Fill out the form as you go.



There is a place on the back for notes, which is a good spot to record the names of everyone who comes to each event. After your August activity, finish the form and turn it in. Each Cub Scout who attends all three events for the summer earns a pin (red for Wolf, green for Bear, blue for Webelos) and the Pack earns a ribbon for the flag. Dens who have more than fifty percent of their boys come to each activity also earn a ribbon for their flags or Den Doodles.

See the Summertime Pack Award form on the following page.

Journey to Excellence



The Journey to Excellence Program is the new “Quality Unit” program for the 21st Century. It has three levels of achievement: Bronze, Silver, and Gold. Units are encouraged to improve every year until they reach the Gold level of Excellence. Online forms are available for tracking your progress. All service hours should be logged on the Journey to Excellence website under “Good Turn for America.” You will need a password to log in. When a unit has earned the Journey to Excellence award, its members may wear the Journey to Excellence year patch (left) on the right sleeve of the uniform, under the American flag and den number (if you have one). Find more information on the Journey to Excellence website:

<http://www.scouting.org/scoutsource/Awards/JourneyToExcellence.aspx>

See the Journey to Excellence levels in the chart on the pages after the Summertime Pack Award.



National Summertime Pack Award



APPLICATION

Date _____

Cub Scout Pack No. _____ of Chartered Organization _____
name

has qualified for this award by conducting a pack activity in the summer months of _____
year

	JUNE	JULY	AUGUST
Type of pack activity	_____	_____	_____
Number of dens participating	_____	_____	_____
Number of dens qualifying (50 percent of the den's Cub Scouts participating)	_____	_____	_____
Number of the pack's Tiger Cubs participating	_____	_____	_____
Number of the pack's Wolf Cub Scouts participating	_____	_____	_____
Number of the pack's Bear Cub Scouts participating	_____	_____	_____
Number of the pack's Webelos Scouts participating	_____	_____	_____
Number of parents/family members participating	_____	_____	_____

Please send us the following National Summertime Pack Award items:

One Pack Award Certificate, No. 33731A _____ Den participation ribbons, No. 17806
 One Pack Award Streamer, No. 17808 _____ Cub Scout Summertime Award pins, No. 00464

Cubmaster _____

Date needed _____

For Pack Committee _____

(Please print.)
 Send to _____
Name Street, City, State, Zip

TO ASSURE PROMPT RECOGNITION, SUBMIT APPLICATION TO LOCAL COUNCIL SERVICE CENTER AS SOON AS POSSIBLE AFTER YOUR AUGUST ACTIVITY.



National Summertime Pack Award certificate, No. 33731A



National Summertime Pack Award streamer for pack flag, No. 17808



National Summertime Award pin for boys who attend all three summertime pack activities, No. 00464

Den participation ribbon for dens with 50 percent or more of their boys at three summertime activities, No. 17806



BOY SCOUTS OF AMERICA

SUMMERTIME ACTIVITIES TRACKING SHEET JUNE

Leader(s) responsible _____

Pack activity _____

Location _____ Date _____ Time _____

Number of dens that participated _____

Number of dens with at least 50 percent of members present _____

Number of Tiger Cubs participating _____

Number of Wolf Cub Scouts participating _____

Number of Bear Cub Scouts participating _____

Number of Webelos Scouts participating _____

Number of parents/family members participating _____

COMMENTS _____

JULY

Leader(s) responsible _____

Pack activity _____

Location _____ Date _____ Time _____

Number of dens that participated _____

Number of dens with at least 50 percent of members present _____

Number of Tiger Cubs participating _____

Number of Wolf Cub Scouts participating _____

Number of Bear Cub Scouts participating _____

Number of Webelos Scouts participating _____

Number of parents/family members participating _____

COMMENTS _____

AUGUST

Leader(s) responsible _____

Pack activity _____

Location _____ Date _____ Time _____

Number of dens that participated _____ Number of dens that qualified for den participation ribbon _____

Number of Tiger Cubs participating _____

Number of Wolf Cub Scouts participating _____

Number of Bear Cub Scouts participating _____

Number of Webelos Scouts participating _____

Number of parents/family members participating _____

COMMENTS _____



2009 Printing

Scouting's Journey to Excellence
2012 Pack Performance Recognition Program

Journey to Excellence, the new performance recognition program, changes the basic way we measure and recognize success in the Boy Scouts of America by moving away from measuring process and moving to measuring performance. Below provides specific information to help you understand the criteria and exactly what data will be used to determine the three levels of performance. In planning your strategy, use actual numbers from the previous year to guide your performance improvement goal planning. In each area, the pack may qualify by meeting a specific standard or by showing measured improvement.

1	Total number of Cub Scouts advancing at least one rank (Bobcat, Tiger, Wolf, Bear, Webelos, Arrow of Light) since your last charter renewal date (A), divided by the number of boys you started your charter renewal year with (B1) plus all new boys who joined or transferred into the pack at any time during the current year (B2). Advancement = $A / (B1 + B2)$.
2	Number of youth members on this year's recharter (C) divided by the number of youth members on last year's recharter (D) plus any additional youth members (E) minus any transfer outs or age outs (F). Total = $(C) / (D+E-F)$.
3	At charter renewal time, have an increase in the number of youth members over the number of youth members on the previous year's charter renewal.
4	The pack has activities in the outdoors, which could include outdoor pack meetings, hikes, pack campouts, parades, outdoor service projects, etc.
5	Have a pack committee. All CM, CA, MC, TL, DL, DA, WL, and WA (paid or multiple registration) have completed leader specific training or, if new, complete within three months of joining. Den or pack meetings have started by 10/31/2012.
6	Cub Scouts attend an in-council/out-of-council Cub Scout day camp, family camp, and/or Cub Scout resident camp in 2012. All levels are total number of different Cub Scouts attending (G) divided by total number of Cub Scouts registered as of 6/30/2012 (H). Total = G / H .
7	The pack participates in at least two service projects during the year and enters them on the Journey to Excellence website. The projects may be completed as joint projects with other organizations. At least one project must benefit the chartered organization.
8	The pack recruits or confirms the next year's leadership, including CM, DLs, and WLs, by 5/31/2012. The pack holds its fall recruitment event by 9/30/2012.
9	Hold at least two joint activities with a troop or troops, one of which is a new parent orientation and camp promotion meeting, and have graduating boys register with a troop. If pack has no Webelos Scouts, this requirement is met at the Bronze level.
10	The pack has a written budget that is reviewed at all pack committee meetings, and the pack follows BSA policies relating to fundraising and fiscal management as found on the Unit Money-Earning Application form, the pack treasurer's book, and any other publication that the council has developed for fundraising and fiscal management.
11	Have at least nine pack meetings within the past 12 months, with one of those meetings being to review the pack's program plans and asking for parental involvement in the pack. All dens meet at least twice each month during the program year.
12	The pack and den meetings have activities that include a physical fitness component. This is ongoing and members can track their performance.
13	Complete the pack's charter renewal paperwork, including all required signatures, and submit completed forms to the council service center before the end of the charter year.

Scoring the pack's performance: To determine the pack's performance level, you will use the above information to determine the points earned for each of the 13 individual criteria and then add those individual point scores to determine a composite score. Count only the highest point total achieved in any one requirement. Bronze level requires earning 10 of the 13 criteria plus 700 points, Silver level requires earning 10 of 13 criteria and 1,000 points, and Gold level requires earning 10 of 13 criteria and 1,600 points.



UTAH NATIONAL PARKS COUNCIL POW WOW BOOK 2012-2013

Scouting's Journey to Excellence
2012 Pack Performance Recognition Program

Item Number	Objective	Bronze Level	Silver Level	Gold Level	Bronze Points	Silver Points	Gold Points
1	Advancement: Increase the percentage of Cub Scouts earning rank advancements.	Have 40% of Cub Scouts advance one rank or have a 2 percentage points increase.	Have 55% of Cub Scouts advance, or 40% advance and have a 2 percentage points increase.	Have 75% of Cub Scouts advance, or 55% and have a 2 percentage points increase.	100	200	400
2	Retention: Improve retention rate.	Retain and re-register 60% of eligible members or have a 2 percentage points increase.	Retain and re-register 65% of members, or retain and re-register 60% and have a 2 percentage points increase.	Retain and re-register 75% of members, or retain and re-register 65% and have a 2 percentage points increase.	100	200	400
3	Building Cub Scouting: Have an increase in membership or be larger than the average size pack.	Have a net gain of one member over last year, or have at least 19 members.	Increase youth members by 5%.	Increase youth members by 10%.	75	150	300
4	Outdoor activities: The pack has activities in the outdoors.	Have three outdoor activities during the year.	Have four outdoor activities during the year.	Have five outdoor activities during the year.	75	150	300
5	Trained leadership: Have a trained and engaged pack committee.	Have a Cubmaster and a committee with at least three members. All dens have leaders. The Cubmaster and all Den Leaders have completed <u>Leader-Specific Training</u> or, if new, complete within three months of joining. Den or pack meetings have started by October 31st.	Bronze level, plus all direct contact leaders must have completed <u>Leader-Specific Training</u> or, if new, complete within six months of joining.	Silver level, plus all committee members must have completed <u>Leader-Specific Training</u> .	50	100	200
6	Day/resident camp: Increase the percentage of Cub Scouts attending Cub Scout day camp, Family camp, and/or Cub Scout resident camp.	30% or 2 percentage points increase.	45% or 30% and 2 percentage point increase.	90% or 45% and 2 percentage point increase.	50	100	200
7	Service projects: The pack participates in service projects, with one benefitting your chartering organization. The projects and hours are entered on the Journey to Excellence website.	Participate in two service projects.	Participate in three service projects.	Participate in four service projects.	50	100	200
8	Leadership planning: Next year's leaders are identified early.	By May 31, the pack committee recruits/confirm pack and den leadership for the next year.	Earn the Bronze level, plus the pack holds its fall recruitment by September 30.	Earn the Bronze and Silver levels, plus every leadership position is filled by October 15.	50	100	200
9	Webelos-to-Scout transition: Have a Webelos-to-Scout transition plan with a troop or troops.	With a troop, hold two joint activities, one of which is a parent orientation and camp promotion meeting.	60% of eligible Webelos register with a troop.	80% of eligible Webelos register with a troop.	50	100	200
10	Budget: The pack has a budget that is continually reviewed by the committee and follows BSA policies relating to fundraising and fiscal management.	Have a written budget reviewed at committee meetings and that follows BSA policies.	Earn the Bronze level, plus Cub Scouts' ideas are used in the budget planning process.	Earn the Bronze and Silver levels, plus budget is completed by August 31 for the next program year.	25	50	100
11	Pack and den meetings: Packs and dens have regular meetings.	Hold nine pack meetings a year, with one meeting reviewing program plans and asking for parental involvement. Dens meet twice a month.	Meet the Bronze level plus, pack committee meets at least six times a year.	Meet the Bronze level plus, pack committee meets at least ten times a year.	25	50	100
12	Fitness: Pack and Den meetings have activities that include a physical fitness component.	The Pack program regularly includes physical fitness activities.	Earn the Bronze level plus the Pack promotes and coordinates group fitness activities.	Earn the Silver level plus the Pack holds an ongoing fitness competition where members can track their performance.	25	50	100
13	Reregister on-time	Complete reregistration, obtain all signatures, and submit paperwork to the council office prior to the expiration of your charter.			25		

Points _____

To earn **Bronze**: Complete 10 of 13 requirements, plus earn 700 points (from Bronze, Silver, or Gold points list).
 To earn **Silver**: Complete 10 of 13 requirements, plus earn 1,000 points (from Bronze, Silver, or Gold points list).
 To earn **Gold**: Complete 10 of 13 requirements, plus earn 1,800 points (from Bronze, Silver, or Gold points list).
 Total points _____

We certify on our honor as Scout leaders that these requirements have been completed. Pack # _____

Cubmaster _____ Committee chair _____
 Commissioner _____ Chartered Org. Rep. _____

Level achieved _____ Did not achieve _____ Date _____

This form should be turned in to the Scout service center with your charter renewal paperwork.

COMING ATTRACTIONS



Don't miss these great opportunities
coming in 2013!

Annual Events

When conducting your annual planning, don't forget to schedule these fantastic, once-a-year events for boys and leaders. Watch the council website for dates and registration information (www.utahscouts.org)

Akela's Council

Make Your Pack and Dens great by Attending Akela's Council for the best Cub Scout Leader training anywhere!

What Is Akela's Council? This is an exciting 4 ½ day Cub Scout Leader Training for those who have completed the Leader Position-Specific Training. This fast-paced and inspiring training covers den doodles, den yells, relationships, Cub Scout forms, resources, Sports/Academic program, skits, puppets, charter renewal, BSA policies, insignia, Webelos Outdoor Experience, Cub Scouts with disabilities and much more.

Apply online at www.utahscouts.org.



Cub Scout Leader Pow Wow 2013

The Cub Scout Leader Pow Wow is an all-day convention for Cub Scout Leaders and parents of Cub Scouts. The Utah Valley Pow Wow is typically held on the fourth Saturday in August and begins with an opening ceremony and keynote speaker. There are over 50 classes to choose from, midway exhibits loaded with ideas, a live Blue and Gold Banquet, prize drawings, a scavenger hunt, and even basic training classes.

Other Pow Wows take place throughout the council and activities are dependent upon individual Pow Wow Committees. Pow Wow is *the* Cub Scout leader event to attend during the year.

Come get fun new ideas for activities, games, songs, skits, den discipline, record-keeping, Blue and Gold Banquets, field trips, neckerchief slides, crafts, advancement, patches, fundraisers, and more! You will NOT want to miss it!

Register online at www.utahscouts.org.



Scout Expo

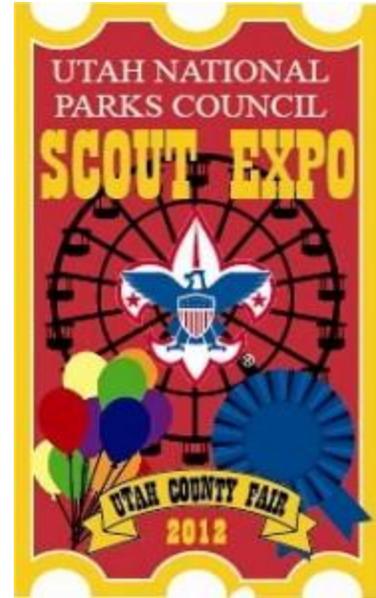
The Scout Expo is typically held in conjunction with the Utah County Fair at the fairgrounds in Spanish Fork on the third Saturday in August, from 10:00 a.m. to 3:00 p.m. It is located in the park in the northeast corner of the Fairgrounds.

The Scout EXPO is hosted by the districts in the Utah, Juab, and Wasatch counties. The cost is free and the cost to the fair is also free and is a great activity for the entire family.

Scouting units can sign up using the link below if they would like to sponsor an Expo booth or provide entertainment or service during the Expo/Fair. Participating units will receive patches and ribbons, plus awards will be given for the best booths and performances in various categories. Please complete the form below to indicate how you would like to be involved.

Everyone is invited to come to this exciting event, and see amazing Scouting displays while attending the Utah County Fair! There will also be all of the normal fair activities such as livestock contents, art shows, etc.

For more information and to register your booth, please visit us at www.utahscouts.org.



Family Camp

Ever wished you could bring the whole family to scout camp? You can! Experience a three-day adventure-packed vacation for all Cub Scouts, Boy Scouts, scouting leaders, the parents, their family, children, and friends. Come enjoy the adventure and make memories with your family that will last a lifetime. Activities include flag ceremonies, campfires, skits, history, treasure hunting, age-group activities, prizes, games, shooting sports, chuckwagon-style meals, and making new friends.



Camp Jeremiah Johnson

Enjoy an exciting morning (Cub Scouts) or afternoon (Webelos Scouts) at Camp Jeremiah Johnson in Hobble Creek Canyon. Boys can try BB Shooting, archery, boats, wrist rockets, crafts, activities, and games, all while passing off advancement requirements and having a blast! Register early so you can choose the best date for your pack!



Cub Scouts!
Girls!
Webelos!

Day Camp
June 3 – August 2, 2013
REGISTER ONLINE TODAY!
utahscouts.org

Wood Badge with Family Odyssey

Wish you could go to Wood Badge, but don't want to leave your family behind? Come to Wood Badge with Family Odyssey!

Wood Badge with Family Odyssey is a unique approach to Scout leadership training. Adult Scouters attend Wood Badge, and youth Scouters may attend Kodiak or Timberline NYLT. Meanwhile, the rest of the family gets a great Scouting experience, too. It will be challenging at times, but it is well worth it!



Please understand that Wood Badge training is intensive, usually running from right after breakfast until late in the evening. Many Scout Leaders want to attend this valuable training but don't want to leave their families home for a full week. Family Odyssey gives you the opportunity to come to the mountain together. However you will not spend much time doing the same activities once the programs start. This might be compared to a normal work week at home. You'll each have unique experiences during the day and come together at meal time to share what you've done with each other. Wednesday night is Family Night when you can enjoy Camp Tifie's activities together.

Location and Facilities

Tifie (*ty' fee*) is a new scout camp near Mount Pleasant, Utah, about an hour south of Provo. Its mountain terrain is rugged and beautiful. Activities include a heated outdoor pool, shooting ranges, COPE course, and horseback riding. Tifie has flushing toilets, shower facilities, and each camp site has a covered pavilion. The acronym TIFIE stands for Teaching Individuals & Families Independence through Entrepreneurship.

Meals

- All meals are provided from Monday breakfast through Saturday lunch. If you have food allergies, please make note of them when you register.
- Plan to provide your own food before Monday morning.

Choose from these great programs:

Wood Badge Advanced Leadership Training

- Wood Badge participants attend training from 8:00 am until about 9:30 pm each day except Wednesday. Wednesday evening is Family Night, where families can enjoy Tifie's activities together.
- One parent may attend Wood Badge. An adult family member needs to be available in camp in case your child gets sick or has an emergency.
- On Friday evening Wood Badge participants will not camp with their families.

Kodiak**

- Venturing training for 16-20 year-old young men and young women. Participants learn leadership skills and how to run a successful venturing crew. Concepts are taught through high adventure activities.

Timberline NYLT (National Youth Leadership Training)**

- Excellent leadership training for 12-15 year-old Boy Scouts and Varsity Scouts. A lot of fun, too!
- Families are invited to attend Timberline's closing ceremony on Saturday.



*** Youth training courses run Monday through Saturday just outside Camp Tifie at The Perl Training Center, which is also located on the Mountain Dell Scout Ranch. Youth participants in Timberline NYLT will not see their families during the entire week.*

Family Program

- Spouses and children enjoy a full week of Camp Tifie's activities, conducted by Family Odyssey's volunteer staff.
- Family members will be assigned to age groups. Age group programs run each morning and afternoon, Monday through Friday. Parents are responsible for their children at ALL OTHER TIMES.
- Evening family activities will be available. Wood Badge participants will attend only a couple of these, when their training permits.

Sample Age Group Activities:

- Nursery - 18 months to 3 year-olds: Toys, story time, small activities, snacks, and naptime.
- 3-5 year-olds: A range of fun activities, stories, games and snacks.
- 6-7 year-olds: A variety of games, crafts, nature lodge, swimming, and other age-appropriate activities.
- 8 -11 year-olds: Swimming, shooting, archery, nature lodge, crafts, horses, and more. Boys may do some Cub and Boy Scout requirements.
- 12-18 year olds: C.O.P.E. course, swimming, shooting, archery, off-site excursions, horses, crafts and more.
- Spouses & Adults: Horses, swimming, shooting, C.O.P.E. course, archery, off-site excursions, crafts, and more.

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