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Arrow of Light & Graduation Ceremonies

WEBELOS

Aquanaut

AQUANAUT
Physical Skills Group

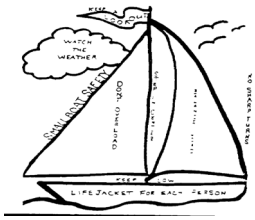
OBJECTIVES: To teach safety precautions near the water. To increase the boy's swimming skills and endurance. To introduce Webelos to snorkeling.

ACTIVITIES

Scuba: Invite a member of a scuba diving team to your meeting to demonstrate his equipment.
Competition: Go to see a swim meet, water polo or diving competition. Talk with the Coach.
Boy Scouts: Invite some Boy Scouts to your meeting to talk about earning water merit badges.
Search and Rescue: Visit your local police station and talk to the water search and rescue team. How often are they called out? What are the circumstances? What equipment do they take?
Lifeline throw: Tie a beanbag onto a 25 foot rope. Mark a circle on the floor with chalk. Throw the beanbag for accuracy.

WHERE TO GO AND WHAT TO DO:

Have a pack meeting at a local pool.
Have a splash party for your Webelos. Following swim tests and instructions have a parent(s) and scout swim using fins, mask and snorkel.
Demonstrate boat safety and practice at a local body of water.
Ask Boy Scouts to demonstrate and teach water rescue techniques.



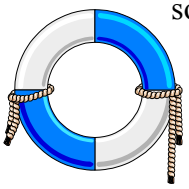
AQUANAUT GAMES

Nuts And Bolts

Toss a large bolt with a nut on it into waist deep water. Each boy must bend down to find the bolt and unscrew the nut while he is under the water. If he can't finish the job, he must drop the bolt, come up for air and go down again until you he has separated the two. When they are separated, the boy should show the leader, then throw them in again and go under to replace the nut on the bolt.

Towel Rescue

Play this game in chest deep water. Divide group into teams. Put one member of each team some distance from his teammates and give him a towel. On signal, he walks or swims to his team, tosses the end of the towel to a teammate, and tows him back to the position from where he started. The rescued boy then becomes the rescuer and repeats the actions "saving" another team member. Continue until every boy has been saved and has saved.



CAREERS/ SPEAKERS

Scuba diver, seaman, marine photographer, fish hatchery worker, oceanographer, boat repairman, community pool operator, lifeguard, member of the Coast Guard, Marines, or Navy.

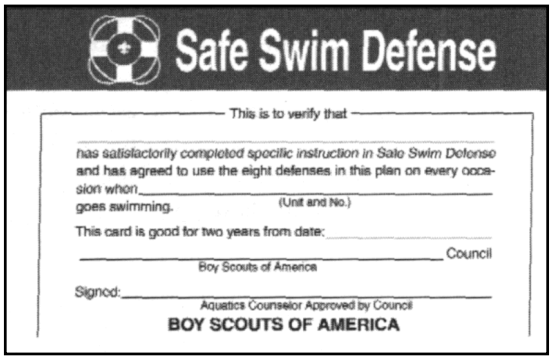
Aquanaut Midway

THE THREE BASIC RULES are <u>DON'T PANIC, THINK, SAVE YOUR STRENGTH.</u> These rules help you know what to do for cramps, currents, undertow, and weeds; how to disrobe in the water, use clothing for floatation, and use survival-floating techniques. The following are good games for beginners:

1. Catching a ball in shallow water.
2. Passing water ball while standing in the water.
3. Tunnel ball-passing a ball back and between the legs.
4. Cat and mouse-cat outside circle, mouse inside.
5. Spoon and ping-pong ball relay.

DEN ACTIVITIES

1. Assign buddies and explain the importance of the buddy system.
2. Make a simple buddy board and have buddy tags for all the boys and insist that they are used each time they go swimming.
3. Have a demonstration of mask, fins, and snorkel by an expert. People who have completed a scuba class and are certified divers would be good for this.
4. Take the den swimming.
5. If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give boys a chance to practice these methods.
6. Take the boys to a swim meet or diving exhibition.
7. Invite an expert to explain to the boys how to handle emergencies in the water. Contact a swimming instructor.
8. Learn about water pollutants in the lakes and rivers in the area. How do they affect water used for consumption and recreation?
9. Study the Safe Swim Defense Plan.



Safe Swim Defense

This is to verify that

_____

has satisfactorily completed specific instruction in Safe Swim Defense and has agreed to use the eight defenses in this plan on every occasion when _____ goes swimming.
(Unit and No.)

This card is good for two years from date: _____

_____ Council
Boy Scouts of America

Signed: _____
Aquatics Counselor Approved by Council

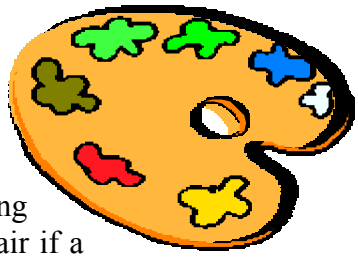
BOY SCOUTS OF AMERICA

ARTIST
Mental Skills Group

The artist activity badge gives the boys a chance to explore their creativity. It is also one of the easiest ones to combine with other activity badges. For example, you could use a computer design on a Craftsman project. There are eight items to choose from, five are needed for the badge. There are a number of different media to work in for the art projects.

FUN THINGS TO DO

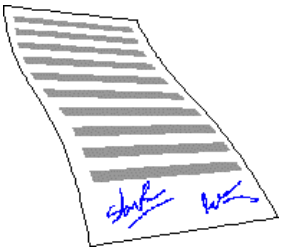
One of the requirements is to explore primary and secondary colors. A fun thing to do is make sugar cookies and white frosting. Separate the frosting into three bowls and use food coloring to create the three primary colors. Spread two dabs on one of the cookies and mix them together to make the secondary colors. This can be part of Cubs in the Kitchen. It will also be the treat after the den meeting.



Play dough can be used for sculpting. The play dough can be home-made. Another fun thing to do is to use food to sculpt. Use cookies as a base, frosting to sculpt with, and decorate with cake decorating items. Another way to sculpt is with the cookie dough itself. Sculpt flowers, animals, bugs or whatever they can think up. A really fun thing to use is string licorice, the kind that pulls apart. It can be used as hair if a face is made. A smiley face is easy with string licorice. (String licorice can also be used to teach the boys their knots for Outdoorsman. When they master the knot they can eat it.)

For a collage, have the boys bring some old magazines they can cut up. The boys will have fun cutting out pictures that have something to do with their lives. Have the boys paste the collages on to fun shaped pieces of cardboard and then make them into a mobile. This will fulfill requirements 6 & 8.

From candy supply stores you can get chocolate molds. By using Plaster of Paris and a small ring set in the back, you can make neckerchief slides. Have them paint the neckerchief slide to fulfill requirement #7.



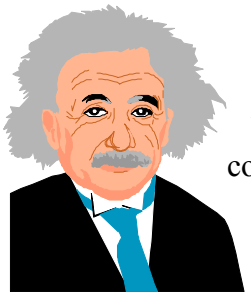
VALUES OF SCOUTING

As they are working on their badges, the values of scouting can be taught such as helpful, friendly, courteous, kind, obedient, thrifty and CLEAN.

Artist Midway

Make an Art Construction using your choice of materials. One idea? See below:

Put together a genius kit for each boy and let him take it home. The following materials would be given to each boy. His job is to see what amazing, fantastic, construction he can create!



GENIUS KIT

Using only the following items, plus paint, glue, tape and your imagination, construct something recognizable.

Suggested Materials:

2 pipe cleaners

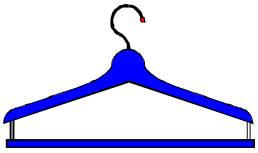
1 yd. yarn

1 yd. string

4 popsicle sticks

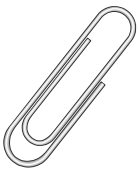
1 large can

1 tuna can



1 paper towel roll end

2 toilet paper roll ends



1 coat hanger

1 lg. empty spool

1 golf tee

2 milk bottle caps

4 toothpicks

1 piece of construction paper

1 piece of cloth

2 clothes pins

1 board 4" X 12" X 1/2"

2 rubber bands

paper clip

1 safety pin

6 nails

2 straws

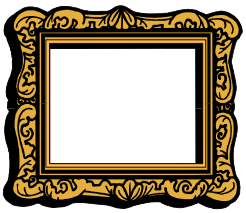
1 soda pop can

A sack to put them in.

Artist Midway 2

Ideas for Artist

Do Five of These:



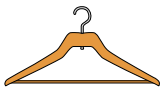
1. Draw or paint an original picture, using the art material you prefer. Frame the picture for your room or home.

2. List the primary and secondary colors. Explain what happens when you combine colors.

2. Using a computer, make six original designs using straight lines, curved lines, or both.

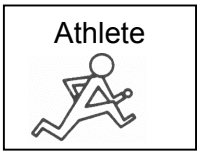
3. Draw a profile of a member of your family.

4. Use clay to sculpt a simple object.



5. Make a mobile, using your choice of materials.

6. Create a collage that expresses something about yourself.



ATHLETE
Physical Skills Group

Read the Athlete section of the Webelos Scout Book with the boys. Help them set up a regular schedule of exercising with a chart for keeping a record of improvement.

STRENGTH AND BALANCE EXERCISES

LIFT: Sit in a heavy chair with arms you can grasp. Bring both legs straight up. Straighten your arms to lift you off the seat. Try to hold this position for 2 seconds. Take a rest between lifts.

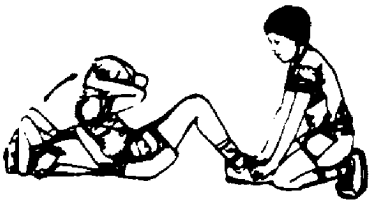
ONE LEG PEDAL: Hold hands out from your sides. Pedal with your kicking foot as though pedaling a bicycle. 10 times without losing your balance is a good start. When you can pedal 50 times, you are well balanced.

JUG WEIGHTS: Fill plastic bleach containers with sand (as heavy as you can lift). Cap. Do arm curls and front and lateral raises.

AGILITY EXERCISES

These exercises would be a good warm-up before your den meeting begins or an ice breaker during the meeting. Perform these exercises within the time limit. Rest for 2 minutes between each set of exercises.

SET 1: 8 Minutes
Fish Flops: Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth. (2 minutes)
Grass Drill: Run in place, drop to the ground and bounce up again. (2 minutes)
Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 minutes)
Rock Drill: You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 minutes) REST TWO MINUTES
SET 2: 6 Minutes
Crab mirror: Two players on all fours. One moves at random to the left, right, back, or forward. The other mirrors (or copies) his moves. Switch leaders and repeat. (2 minutes)



Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 minutes)
Sit-ups: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible. (1 minute) Rest 2 minutes.

NOTE: Flexibility Exercises described on the Pow Wow 2003 CD-ROM

ATHLETE BADGE (cont)

FLEXIBILITY EXERCISES

Fingers: Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open hand position. (30 seconds)

Palms: Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 seconds)

Wrists: Same position as palms (above). Rotate wrists clockwise, then counterclockwise. (30 seconds)

Forearm Twist: Arms extended sideward and parallel to the ground. Flex at elbow bringing tips of fingers to shoulders, Return to starting position. Perform both palms up and palms down. (1 minute)

Shoulder Stretches: 3 part exercise. (a) Rotate one arm over your head and down slowly. Repeat with other arm. (b) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (c) Lock your hands behind your head and pull back slowly from shoulders. (2 minutes)

Athlete Midway

NEWSPAPER GYM

Many great athletes use tricks and stunts as specialized body-building exercises. So can Webelos Scouts. Here's one trick you can use.

Activity 1. Take a large double sheet of newspaper in one hand and hold it by one edge. Using only the fingers of the hand that is holding it, and without allowing the paper to touch any other part of your body, work it up into your palm with your fingers and hand until it is a ball.
See how hard it makes your fingers work and how your forearm muscles wriggle and ripple as you try to get the newspaper into a ball. You may want to try a paper in each hand for a double workout.

Activity 2. Take two double sections and fold them in half until you have a flat section with one edge that is a foot wide. Roll that piece up to form a baton. Use this baton for exercises. First, try to pull it apart as you hold it in front of your chest. Then try to pull it apart as you hold it behind your back. Finally, see if you can break it by twisting it, clockwise with the right hand and counterclockwise with the left hand. Then see if you can jump over the paper baton without letting it go. Then try jumping back through it.

ROPE GAMES

A rope is a "gym" that can be carried and used for all kinds of physical fitness activities.

To **exercise alone**, tie the rope to a tree or pole and pass the end over the shoulder. Now pull as hard as possible. This will give the leg, stomach, and back muscles some tough exercise.

Tractor Pull is a game, but also a good workout. Loop a rope around the back of the neck and under the armpits of two players facing in opposite directions. On all fours, they try to drag each other across a dividing line.

One of the toughest rope games is **TUG-OF-WAR**. Decide on a mid-line. Divide the den into two teams, put one team at each end of a stout rope, and see which team can pull the other across the mid-line.

Try one of these games at your Den Meeting.

Athlete Midway 2

PACK ACTIVITIES

- Plan a physical fitness demonstration for pack meeting
- Exhibit individual fitness record.
- Demonstrate fitness tests, exercises, and dual contest.
- Put together a Pack physical fitness fair.

AGILITY EXERCISES

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

FISH FLOPS-Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth (2 minutes).

GRASS DRILL-Run in place, drop on to the ground and bounce up again (2 minutes).

QUICK FOOT-KNEE TOUCH-Drop quickly to one knee and bounce up again, alternate knees (2 minutes).

ROOT DRILL-You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet (2 minutes).

REST TWO MINUTES

CRAB MIRROR-Two players on all fours, one move at random to the left, right, back, or forward and the other mirrors his moves. Switch leaders and repeat (2 minutes).

BEAR HUG TAKE-DOWN-Two players, one standing behind the other, player in rear grasps other player around arms and chest and tries to pull him down. Reverse position and repeat (3 minutes).

SIT UPS-Lie on your back, feet together, hands clasped behind the head. Raise up and touch elbows to knees. Do as many as possible for one minute.

REST TWO MINUTES

FLEXIBILITY EXERCISES

FINGERS-Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open hand position (30 seconds).

PALMS-Extend arms to the front, palms down, wrists locked, turn palms inward and outward in quick, short movements (30 Seconds).

WRISTS-Palms same position as above. Rotate wrist clockwise, then counter clockwise (30 seconds).

Citizen

CITIZEN
Community Group

Trivia Questions about the United States of America:

1. America was once ruled by the King of England. His name was King _____ the III.
2. Name the thirteen original states or colonies? D_____, P_____, N_____J_____, G_____, C_____, M_____, M_____, S_____C_____, N_____H_____, V_____, N_____ Y_____, N_____ C_____, R_____ I_____.
3. America rebelled against England in the year ___ ___ ___ ___.
4. Name the three countries that were hoping the American Colonies would fall apart. E_____, F_____ and S_____.
5. The war the colonists fought with England to gain their freedom was called the ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ War.
6. Who wrote the Declaration of Independence? _____ _____.
7. We sometimes refer to George Washington as the _____ of our _____.
8. What do we call the document that is the foundation of our government? The ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___.
9. What do we call the men who wrote the Constitution? _____ _____. (Both words begin with "F")
10. The Constitution was written in what city? _____.
11. What was the name of the first official flag of the United States? (June 14, 1777) _____ _____. How many stars and stripes did it have _____?
12. During the battle of the War of 1812 against England, _____ _____ _____ wrote the National Anthem, "The Star Spangled Banner."
13. The 50th star was added to U.S. flag on July 4, 1960. Which state did the star represent? _____.
14. Name the three branches of Power in the Government? E_____, L_____ and J_____.
15. What two divisions make up the Legislative Branch? S_____ and H_____. Together, they are called C_____.

(Answers are on the Pow Wow 2003 CD-ROM)

CITIZEN (cont)

Answers to Trivia Questions about the United States of America

1. America was once ruled by the King of England. His name was King **George** the III.

2. Name the thirteen original states or colonies? **Delaware, Pennsylvania, New Jersey, Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia, New York, North Carolina, Rhode Island.**

3. America rebelled against England in the year **1776.**

4. Name the three countries that were hoping the American Colonies would fall apart? **England, France** and **Spain**.

5. The war the colonists fought with England to gain their freedom was called the **R E V O L U T I O N A R Y** War.

6. Who wrote the Declaration of Independence? **Thomas Jefferson.**

7. We sometimes refer to George Washington as the **Father** of our **Country.**

8. What do we call the document that is the foundation of our government? The **C O N S T I T U T I O N.**

9. What do we call the men who wrote the Constitution? **Founding Fathers.** (Both words begin with "F")

10. The Constitution was written in what city? **Philadelphia**.

11. What was the name of the first official flag of the United States? (June 14, 1777) **Old Glory**. How many stars and stripes did it have? **13**

12. During the battle of the War of 1812 against England, **Francis Scott Key** wrote the National Anthem, "The Star Spangled Banner."

13. The 50th star was added to U.S. flag on July 4, 1960. Which state did the star represent? **Hawaii**

14. Name the three branches of Power in the Government? **Executive, Legislative** and **Judicial.**

15. What two divisions make up the Legislative Branch? **Senate and House.** Together, they are called Congress.

Citizen Midway

The United States One-Dollar Bill

Take out a one-dollar bill, and look at it. *(See CD for larger size*).

The one dollar bill you're looking at first came off the presses in 1957 in its present design. This so-called paper money is in fact a cotton and linen blend, with red and blue minute silk fibers running through it. It is actually material. We've all washed it without it falling apart. A special blend of ink is used, the contents we will never know. It is overprinted with symbols and then it is starched to make it water resistant and pressed to give it that nice crisp look.

If you look on the front of the bill, you will see the United States Treasury Seal. On the top you will see the scales of a balanced budget. In the center you have a carpenter's square, a tool used for an even cut. Underneath is the Key to the United States Treasury. That's all pretty easy to figure out, but what is on the back of the dollar bill is something we should all know.

If you turn the bill over, you will see two circles. Both circles, together, comprise the Great Seal of the United States. The First Continental Congress requested that Benjamin Franklin and a group of men come up with a Seal. It took them four years to accomplish this task; another two years to get it approved.

If you look at the left-hand circle, you will see a Pyramid. Notice the face is lighted, and the western side is dark. This country was just beginning. We had not begun to explore the West or decided what we could do for Western Civilization. The Pyramid is uncapped, again signifying that we were not even close to being finished. Inside the capstone you have the all-seeing eye, an ancient symbol for divinity. It was Franklin's belief that one man couldn't do it alone, but a group of men, with the help of God, could do anything.

"IN GOD WE TRUST" is on this currency. The Latin above the pyramid, ANNUIT COEPTIS, means, "God has favored our undertaking." The Latin below the pyramid, NOVUS ORDO SECLORUM, means, "a new order has begun." At the base of the pyramid is the Roman Numeral for 1776.

If you look at the right-hand circle, and check it carefully, you will learn that it is on every National Cemetery in the United States. It is at the Parade of Flags Walkway at Bushnell, Florida, National Cemetery, and is the centerpiece of most heroes' monuments. Slightly modified, it is the seal of the President of the United States, and it is always visible whenever he speaks, yet very few people know what the symbols mean. (Continued on CD-ROM)

CITIZEN MIDWAY (cont)

The Bold Eagle was selected as a symbol of victory for two reasons: First, he is not afraid of a storm; he is strong, and he is smart enough to soar above it. Secondly, he wears no material crown. We had just broken from the King of England. Also, notice the shield is unsupported. This country can now stand on its own. At the top of the shield you have a white bar signifying congress, a unifying factor. We were coming together as one nation. In the Eagle's beak you will read, "E PLURIBUS UNUM", meaning, "one nation from many people".

Above the Eagle, you have thirteen stars, representing the thirteen original colonies, and any clouds of misunderstanding rolling away. Again we were coming together as one. Notice what the Eagle holds in his talons. He holds an olive branch and arrows. This country wants peace, but we will never be afraid to fight to preserve peace. The Eagle always wants to face the olive branch, but in times of war, his gaze turns toward the arrows.

They say that the number 13 is an unlucky number. This is almost a worldwide belief. You will usually never see a room numbered 13, or any hotel or motel with a 13th floor. But think about this: 13 original colonies, 13 signers of the Declaration of Independence, 13 stripes on our flag, 13 steps on the Pyramid, 13 letters in the Latin above, 13 letters in "E Pluribus Unum", 13 stars above the Eagle, 13 bars on that shield, 13 leaves on the olive branch, 13 fruits, and if you look closely, 13 arrows. And, for minorities: the 13th Amendment. (Also, Christ+12 Disciples=13)

I always ask people, "Why don't you know this?" Your children don't know this, and their history teachers don't know this. Too many veterans have given up too much to ever let the meaning fade. Many veterans remember coming home to an America that didn't care. Too many veterans never came home at all. Share this page with everyone, so they can learn what is on the back of the UNITED STATES ONE DOLLAR BILL, and what it stands for... Otherwise, they will probably never know.

MAY GOD ALWAYS AND ALL WAYS, BLESS AMERICA!!

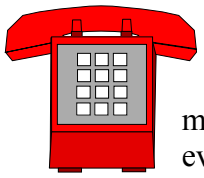
Communicator

COMMUNICATOR
Community Group

"Talking Back" Assign each boy to write a paragraph about something that they have participated in recently, i.e. summer vacation, favorite hobby, movie or book. Many boys have not heard themselves on videotape or cassette tape before. Make a short recording of each boy sharing his information and then play it back to the den or pack. Review the tape recording or videotape. Ask the boys to notice hand and facial gestures they used during the recording. Did their voice sound like they expected it to? Did they notice different pitches or tones in their voice when they talked? Have fun with this activity.

"Animal Sounds" Obtain a tape of animal sounds. You can make a recording of your own or check out a tape of animal sounds with your local library. Listen to the sounds of the animals and guess what animal is making the sound. Also, invite the boys to make sounds of certain animals.

"Hand Signals" There are various types of hand gestures used in different sports. Review some of the hand signals used by referees, umpires or officials and guess what they mean. Check out an "Officiating Book" for a sport from your local library, look on the Internet or watch some sport contests for different hand gestures.



"Telephone Game" for Den or Pack Meeting

Have scouts line up in a straight line or form a circle. The Webelos leader begins by whispering a message into the ear of the first boy. This boy repeats the message to the next boy, and so on. After the message has been repeated to everyone, the last boy repeats the message out loud to the group. It's interesting to find out that the message rarely begins and ends the same. Emphasize the importance of listening carefully in communication.

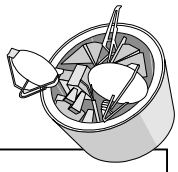
"Zoom-Urk" Game

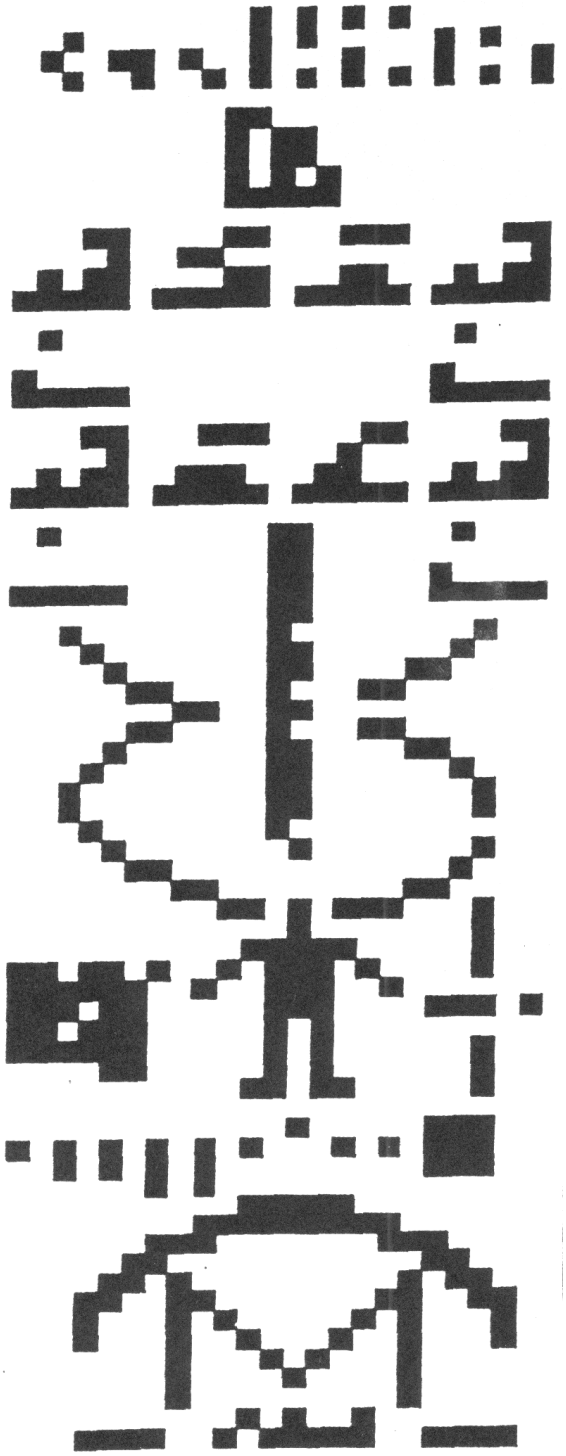
Have scouts stand in a circle facing each other. The object of the game is to remain standing last. Only two words are spoken in this game**, "Zoom"** and **"Urk."** When you use the word **"Zoom,"** <u>your head always turns to the right</u>. When you say the word **"Urk,"** <u>your</u> <u>head always turns to the left</u>.

To begin the game for example, a player says, "**Zoom,"** and his head turns right. The next player elects to either say "**Zoom"** or "**Urk**" and so on…. The game advances until a player makes a mistake.

A player that says, "**Zoom**" and turns his head to the left is <u>out of the competition and leaves the circle</u>. The player standing on the right side of the previous player (who was disqualified) starts up the game again. The game continues until one person is left in the circle. This is really a fun activity.

Communicator Midway





Radio Messages

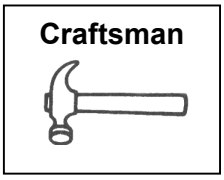
Are there living creatures anywhere else in the universe? The question is of great concern to Ufologists (those who study UFOs).

There are countless millions of stars in the universe. Many must have planets orbiting them. Many astronomers think there must be life on some of them.

The astronomers listen for radio messages from distant planets, which might provide proof of life in space.

The problem is much worse than looking for a needle in a haystack. There are so many very distant stars and planets. Also, the 'people' of other worlds might be very different from us and they certainly would not speak our language. So what kind of messages might reach us from space, and what signals should we send?

One answer is to use the "language" of computers. The computer message on the left was sent out in 1974 to a group of stars in the constellation Hercules. It includes a 'picture' of a human being and information on our solar system. However, the message will take 24,000 years to reach its destination, so we should not expect a quick answer!



CRAFTSMAN
Technology Group

As Webelos leaders, we are preparing Cub Scouts to become Boy Scouts. When the boys complete the Craftsman activity badge, it would be a good idea to let them know that when they become Boy Scouts, they can look forward to working on such Merit Badges as Leatherwork, Metalwork, Model Design and Building, Painting, and Woodwork. Other badges may include Basketry, Pottery, Pulp and Paper, and Safety.

Boys can learn so much by learning these skills, not to mention increasing their self-confidence.

This badge is one that works well if projects are done throughout the year. Trying to do it all in one month is tedious and expensive. Let the boys have fun all year long.

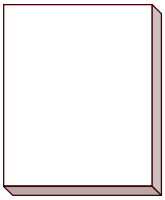
Requirement 1: Tool Safety

It is important to keep in mind the guidelines found in "Guide to Safe Scouting." Also, explain that many tools come with an owner or user's manual and that they should always read the warnings in the manual first.

Requirement 2: Construct two different wooden objects.

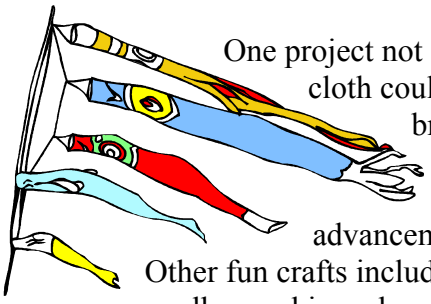
Always start out with a simple project that they can easily grasp. Don't be afraid to ask boys who show an interest to do at least one project that will challenge them. You will be surprised what Webelos can do with a little encouragement.

Requirement 3: Make a display stand or box.



Instead of making a display for a pinewood derby car, try making a shadow box to display Cub Scout awards and patches.

Requirement 4: Make four useful items other than wood.



One project not seen very often is a windsock made of plastic or cloth. The cloth could have Scout emblems painted on it or simply be plain with bright colors.

Leatherwork is another fun craft. Let the boys tool a 'totem', or leather rounder. Hang beads on it to keep track of their advancements.

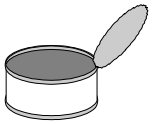
Other fun crafts include stenciling (an apron or other object for 'mom'); making candles; making a bead craft or other key chain; and making paper mache` objects.

The library has many ideas for simple crafts that can be made in one meeting.

Craftsman Midway

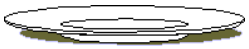
These are some fun things you can make for Craftsman without wood.

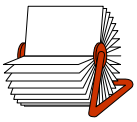
1) Name card holders

2) Tuna can soap dish 

3) Twine hammock for holding things

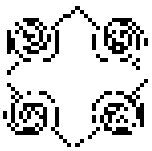
4) Bucket bench

5) Soap dishes or candle holders made with clay targets 

6) Recipe card holders 

7) Plastic bucket tool organizer

8) Bleach bottle games

9) Frames using plastic or clay 

10) Tin can pencil holders

Engineer

ENGINEER
Technology Group

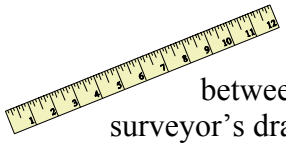
1. List at least 10 items engineers do or have designed.

Ask the boys questions like, "What type of engineer designed your home? Car? TV? Computer? Streets? Airplanes? Paper? Fertilizer?"

2. Visit a construction site. (Get permission before you visit).

This is always fun and would be a good time to gather some scrap samples of different woods for the Forester Activity badge.

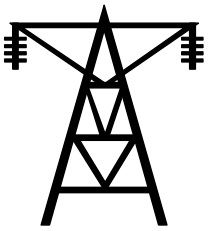
3. Measure the property line on your house.



There should be nails in your sidewalk designating your property. Divide the Webelos into two groups and have each group measure the distance between the nails from opposite ends. Compare their measurements with your surveyor's drawing to determine which group was closest.

4. Tell about how electricity is generated and gets to your home.

Contact your power company and find out where they purchase most of their electricity. Visit your city's electrical plant, then a sub-station. Take them outside your home and point out the wires and transformers used to get electricity to your house. Make sure you know the difference between the electrical, telephone, and cable wires.
Please remind them of the dangers associated with electricity.



5. Construct a simple working electrical circuit using a flashlight battery, switch, and a light.

Give them the parts and ask them to make a circuit. Use the light and battery from a flashlight, plus some wire. I use a kit from Mac's Craft Store that uses a buzzer instead of a light.

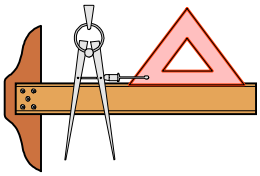
6. Make drawings of three kinds of bridges and explain their differences. Construct a model bridge of your choice.

Divide the boys into small groups of 2 or 3 and give each group two blocks of wood, two pieces of construction paper, and a toy car. Ask them to make three different kinds of bridges. If they need help, tell them to check the Webelos Book, p. 273.

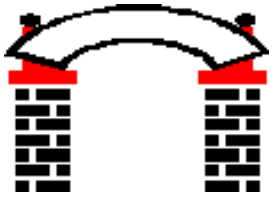
8. Build a catapult and show how it works.

Give each boy a small block of wood (2" X 5" X ½") and a plastic spoon (which has a small hole pre-drilled). Have them attach the spoon with a screw to the wood. They now have a catapult. Go outside and launch miniature marshmallows.

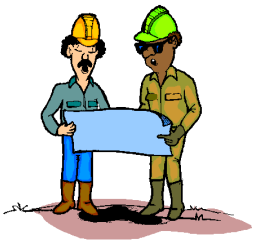
Engineer Midway



Engineering Activities

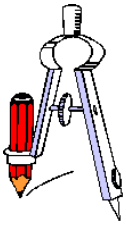


Have the boys build a bridge using any of the following materials: popsicle or craft sticks, toothpicks, paper, and cardboard. For the requirement, they should first draw 3 different bridges and then choose one to build. Let the boys experiment with the different styles shown in the book and then see how many matchbox cars each one will hold.



Show the boys a blueprint and teach them what some of the items on it are. Then give them cardstock and ask them to make a model of what they see. Encourage each boy to do his best.

Why is it important for an Engineer to know how to use a computer? Computers are an essential part of an engineer's job.

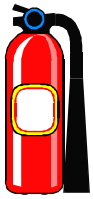


Show the boys how to draw a plan of their house or bedroom using a ruler. Try to make a rough plan of the room you meet in so they can see what that room looks like on paper.

Borrow the program "The Way Things Work" from the library. This program is a learning tool and will enlighten the boys on a lot concerning engineering.

Family Member

FAMILY MEMBER
Community Group



HOME SAFETY ASSESSMENT

Column 1 (1 Point)		Column 2 (2 Points)		Column 3 (3 Points)	
Smoke detectors in my home are inspected on a regular basis.		Smoke detectors in my home are inspected occasionally.		My home does not have smoke detectors or I do not check them.	
All poisons and medicines are locked and or stored in child-resistant containers		Some or most poisons and medicines are stored in child-resistant containers.		Poisons and medicines are not stored away from children.	
To prevent burns, my water heater is no higher than 120 degrees.		I do not know the temperature setting of my water heater.		My water heater is set above 120 degrees.	
My home does not have any guns or they are locked away and unloaded.		Guns and weapons are some-times left exposed, unlocked and loaded in my house.		Loaded firearms are not locked or stored away in my home.	
The furnace filter is replaced every 2-3 months with a new filter for heating efficiency.		The furnace filter is replaced occasionally with a new filter during the year.		The furnace filter is rarely or never inspected and replaced.	
I always recycle glass, paper and plastic products.		I sometimes recycle glass, paper and plastic items.		I never recycle glass, paper or plastic products.	
I always turn the lights off when I leave a room.		I usually turn the lights off when I leave a room.		I usually do not turn off the lights when I leave a room.	
I am careful not to leave the water running when brushing my teeth.		I sometimes leave the water running when brushing my teeth.		I always leave the water running when brushing my teeth.	
Column 1 total:		**Column 2 total:**		**Column 3 total:**	

Add up your points from columns 1, 2, and 3 and record your total: _____

KEY: 8 or less = healthy choices; 9-17= somewhat risky choices; 18 or more= risky choices.

Family Member Midway

Discuss the meaning of "family," "duty of family," and "family meeting."

Make a chart of family responsibilities or a poster of "family trees" using snapshots of close family members.

Discuss ways to conserve home energy and how to develop an energy-saving- plan.

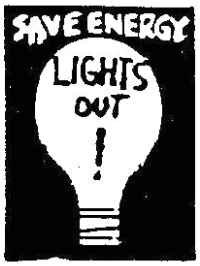
Have an energy-wasters hunt.

Plan well-balanced menus.

Discuss the home safety checklist found in the *Webelos Scout Book* and talk about ways to provide home security.

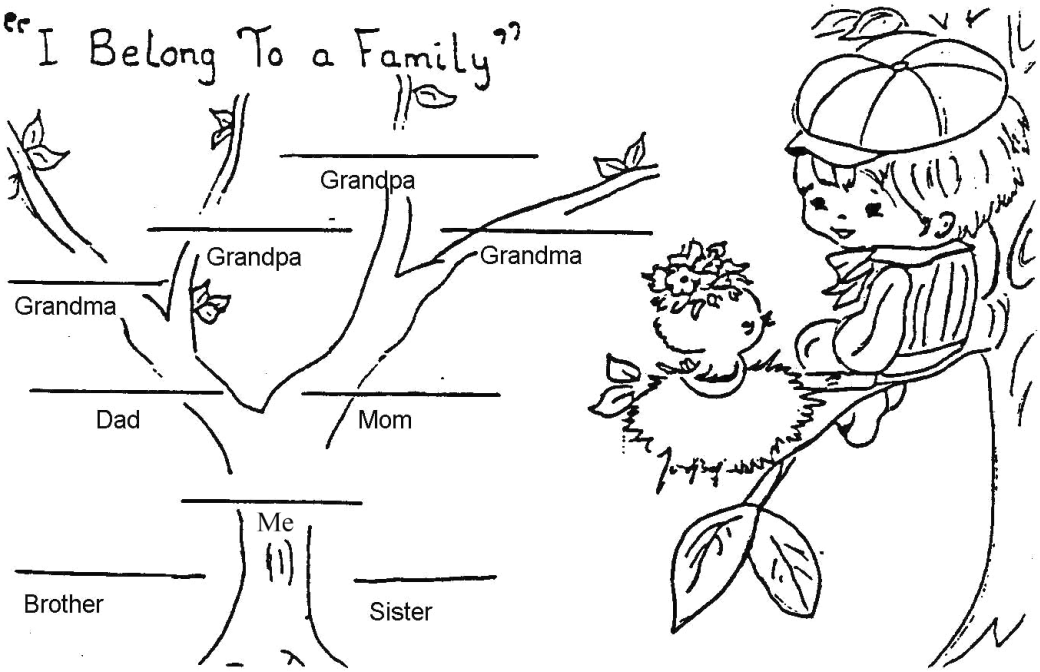
Identify safety hazards inside and outside.

Invite a representative from the Sanitation and Refuse Disposal Service to explain how trash is disposed of and why proper disposal is important.

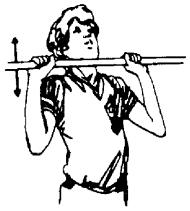


USE COLORED PAPER FOR CUTOUTS AND HEAVY FELT PEN FOR LETTERING.

Make a poster similar to one of these.



FITNESS
Physical Skills Group



CAREERS/SPEAKERS: YMCA director, health class teacher, personal trainer, coach, and CPR instructor.

- Arrange a visit to the YMCA or local fitness center. Tour the facility, looking at all the machines. Meet briefly with various instructors to find out what they do. Get some fitness tips from a personal trainer. Ask what to do for emergencies.
- Find out if there is a nurse or doctor in your pack who would be willing to meet with your den to answer questions. (Have boys write the questions on cards so they are anonymous.)
- Have the boys read a story in the newspaper or magazine about a drug or alcohol related incident. Have them report back to the den and discuss what happened.
- Invite a nurse, doctor, or EMT to talk about the effects of tobacco, drug or alcohol abuse as well as the positive effects of eating a healthy diet.

WHERE TO GO/WHAT TO DO:

- Visit with a dietician and talk about planning meals and the four food groups.
- Visit a dentist's office and talk about dental health.
- Talk with an aerobics instructor about exercising.

Keep a chart of what you eat for a whole week and record the foods in columns for the four food groups and one more for "junk food."

- Have a pharmacist visit your den and talk about use and abuse of drugs and safe handling of medicines.
- Let boys design posters that say *no* to drugs, cigarettes and alcohol. Display at Pack meeting.
- Have the boys collect advertisements for tobacco and alcohol. Help the boys see that the activities in those ads have nothing to do with tobacco or alcohol. Have them read the warning labels on cigarette ads and note the size of the warning in relation to the ad. Can people do the activities depicted in the ads without smoking or drinking?

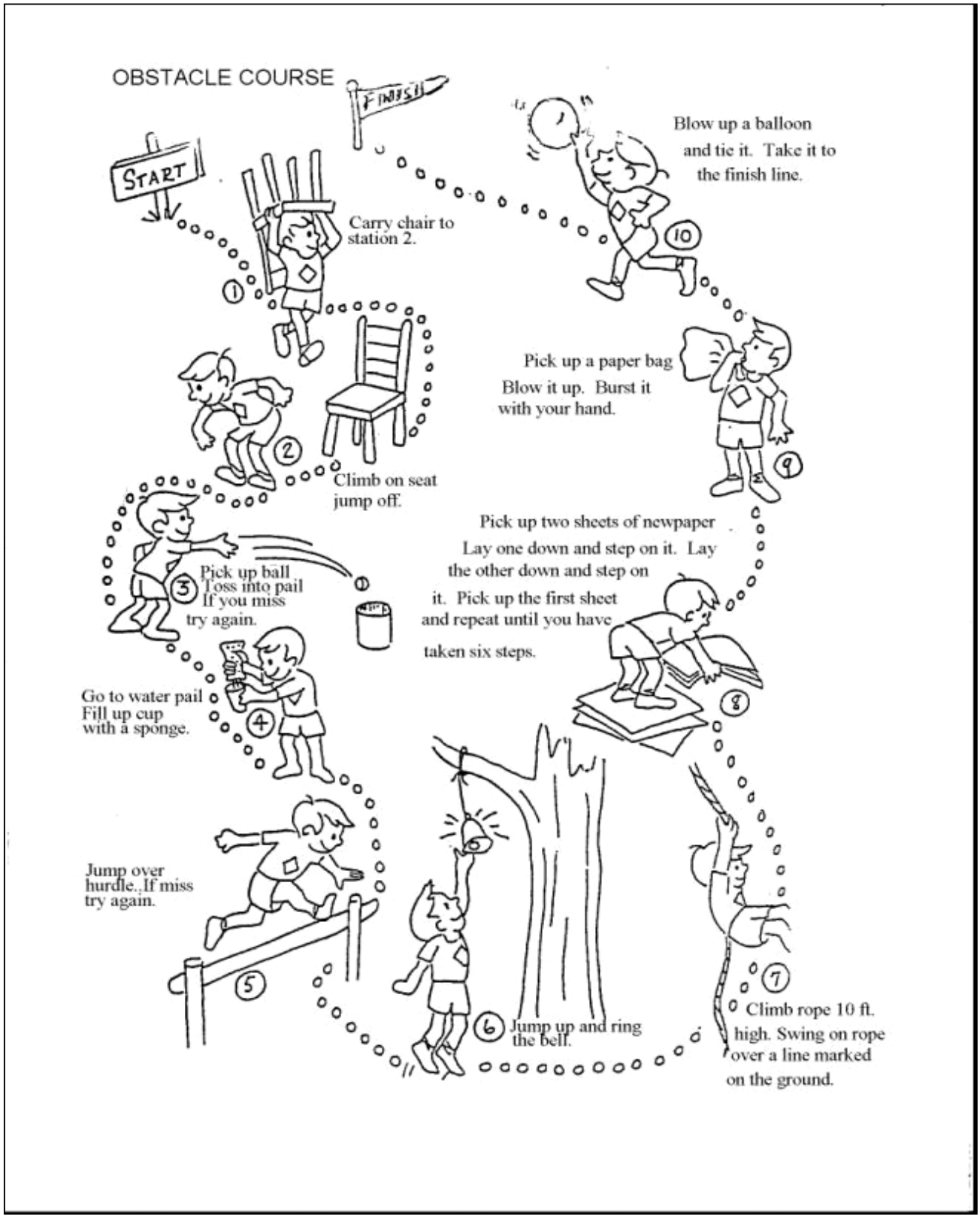
JUMPING ROPE

Jumping rope is a wonderful aerobic exercise. Professional athletes, like boxers, use skipping rope to build endurance and coordination. See how many jumps you can do before making a mistake. How long can you jump rope? The world record is over 12 hours. How fast can you jump rope? Can you jump backwards?

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 hear is the sound of heart valves snapping shut.
***To test your heartbeat*:** Press the first two fingers of one hand over the radial artery in the opposite wrist. Sit quietly and move your fingers until you can feel the pulse of blood. Using a watch or clock with a second hand, count the number of beats in 10 seconds. Multiply by 6. 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.

Fitness Midway



FORESTER
Outdoor Group

Loggers' Field Day

Here is a day of fun that painlessly combines education on forestry with fun. It's a day in the woods that includes several games and contests, such as:

Leaf identification Contest: Boys try to identify leaves that are around the area. Then they can: cut the leaf off the tree and place on a Loose-Leaf Page and cover with clear contact paper; OR, use a crayon to trace the leaf's design onto a piece of paper. Whichever way they choose, put the name of the tree by the leaf and the boys name at the top.

How do you measure up? Have one boy stand by a tree. Next, have the other boys step back until they can sight the boy between their thumb and first finger. Now, keeping their fingers the same distance, measure the tree's height. (For e.g., "3 Tommys Tall.")

Plaster Cast of Animal Track:
MATERIALS NEEDED: Shoe Box, Sand, Plaster of Paris, stirring stick, Marker
Study the track, then put down ¼-inch of sand in bottom of
1. shoebox.
2. Use knuckles of hand in sand to form animal foot. Use fingers to form claws.
3. Mix plaster and pour in box. Let stand for about 15 minutes. Remove the cast.
4. Scratch off any debris. Mark on the plaster the animal's name and date.

Make a HUG A TREE Poncho Pack:
2. Take a tall plastic garbage bag. Fold it in half. Cut slits in the middle for the head and on the sides for the arms.

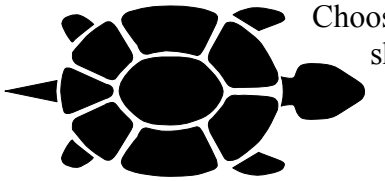
Fold back up and place in a quart-sized ziploc bag. Also in the bag place a whistle with brightly colored boondoggle tied to it and a piece of individually wrapped hard
3. candy.
4. Tell the boys to take this emergency kit with them on hikes and field-trips. Also, tell them the importance of NOT MOVING if they feel they are lost. If they must move, then tie the brightly colored boondoggle to a branch of a tree that can be seen easily by searchers.

Let's go on a Hike -- Besides the Poncho Pack, what else is needed? Say, "We don't want you to get lost -- however you should plan as if you ARE lost for 12 to 24 hours." Items to take are: Water, food, small radio, flashlight, waterproof matches, toilet paper, medication and other needs. Remind the boys to use the Buddy System.

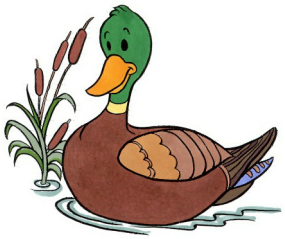
What products do we get from trees?
Ask the boys to name some of the products we get from trees. Some answers could be newsprint, paper bags, books, tissue, boxes, cabinets, furniture, musical instruments, shelves, baskets, dowels, telephone poles, wood fencing, paint, varnishes, stain, soaps, greases, oils, insulation, ink & dye, waxes, polish, adhesives, gum.

FORESTER (cont)

The Shape of Things to Come:

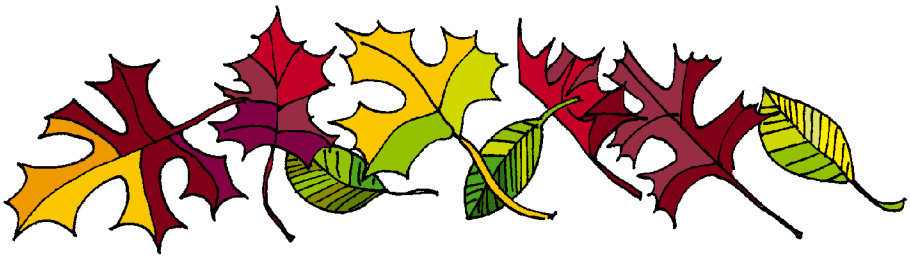


Choose a shape like a football and ask the boys if they can see this same shape in nature. (Turned flat, up-and-down, sideways, etc) List what they found.

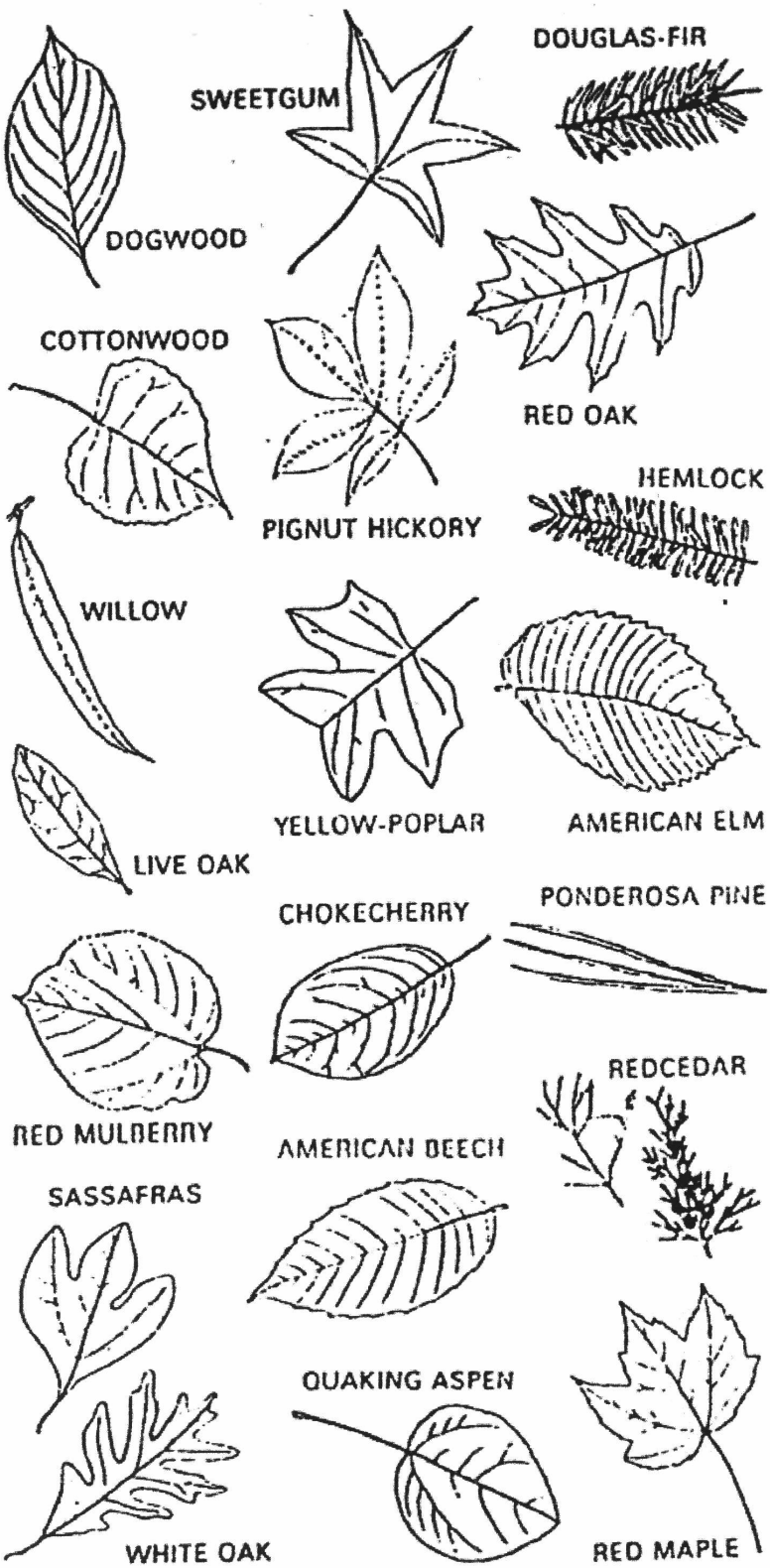


15 Seconds of Nature Sounds: Have the boys sit and listen for 15 seconds to the sounds of nature. Have them tell what they heard.
(Try to not hear the sounds of man, such as cars, airplanes and other such noises that man makes)

Colors of Nature
Have the boys list everything around them that is Red, White, and Blue. (If these colors are not close to you, choose other colors that are).

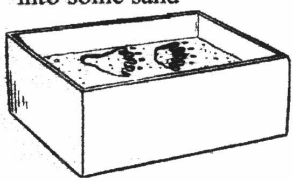


FORESTER 2

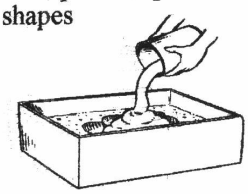


ANIMAL TRACK
Neckerchief Slide

1. Try to pretend your hand knuckles are the track of an animal by making a fist and put your knuckles into some sand

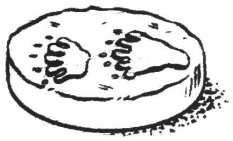


2. Pour plaster-apiarist into shapes

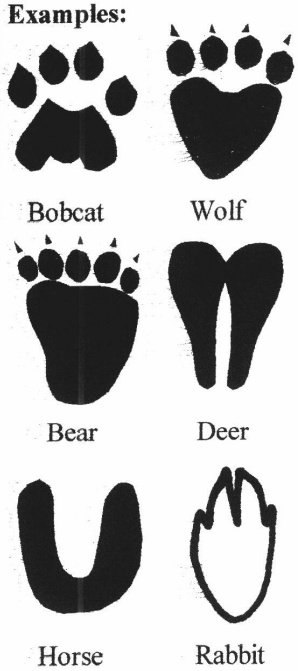


3. Let dry and form into a circle. Attach a ring back for the neckerchief slide.

Racoon print



Examples:



Forester Midway

Match the following trees with their leaves.

1. Ash

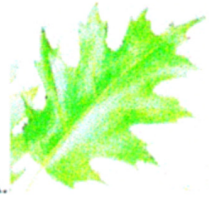
2. Birch

3. Elm

4. Juniper

5. Mulberry

6. Oak



A.

B.

C.

D.

E.

F.

Ash – Food, paneling, baseball bats

Birch – Food, Canoes, Baskets

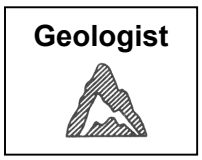
Elm – Food, Shade

Juniper – Food, boats, Shingles

Mulberry – Food, Silkworms

Oak – Food, Shade, Furniture

Answers – 1f, 2e, 3d, 4c, 5b, 6a



GEOLOGIST
Outdoor Group

For Geologist, the following information will be helpful as you teach the boys:

THE BIG THREE: There are three rock types determined by the manner in which they are formed. Every rock you handle - whether it is a heavy stone, a pebble, or a handful of sand - belongs to one of these Big Three groups: Igneous, Sedimentary, or Metamorphic.

ROCK CYCLE:

- **IGNEOUS** rocks are formed by cooling and solidification of molten matter or magma that originates within the earth. Weathering and erosion reduce rocks to unconsolidated sediments like mud, sand, clay, or gravel.
- Sediments are washed into oceans and seas in enormous quantities. There they form vast layers of sediments. Hardened later by the pressure of more and more layers, they become **SEDIMENTARY** rocks.
- As pressure builds, it warps and twists many rocks. Heat from this pressure bakes, hardens and re-crystallizes the Igneous and sandstone rocks. Rocks, which forces have changed in form, appearance and sometimes composition, are called **METAMORPHIC** rocks.

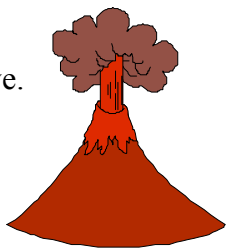
IGNEIOUS ROCK—Granite
In the mountains of Utah are large deposits of Granite. Many of the earliest buildings in Utah were made of granite and are still standing today.

IGNEOUS ROCK—Lava Rock
Some lava rock has holes in it because, when it was hot, air bubbles were trapped inside it. (For example, Pumice, a type of lava, floats in water.) Lava is used in fireplaces and grills because it won't melt when it is reheated. It's used in landscaping for color, and because it is durable.

SEDIMENTARY ROCK—Sandstone
This is the most common rock in all the earth. You are probably standing on it. It is used in roads and gardens. Its basic mineral is quartz which, when heated, becomes glass and is used in windows and eye-glasses.

METAMORPHIC ROCK—Marble
This is used to make counter tops, walls and floors. It is well liked because of its variety of colors and patterns. Other rocks that are used in home building include: Coal (tar for roofs), Sandstone (formed into bricks, or heated to make window glass), Tin or Aluminum (siding), Brass (doorknobs), Copper & Gold (wires and pipes), Limestone (wallboard).

VOLCANOS and EARTHQUAKES
The earth's core is made of molten rock. There are many ways the earth can move. It can shift up or down, it can fold due to the squeezing of the land, and lava can push upwards to form a volcano. There are many active volcanoes today. Sometimes a fissure is formed, lava leaks onto the surface, and forms land masses. These pressures in the earth cause earthquakes.



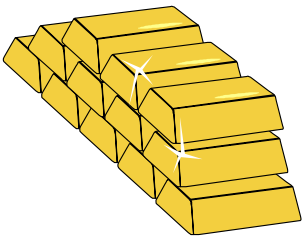
GEOLOGIST (Cont)

FOSSILS
Sometimes animals and plants are trapped into rock and become fossilized. Paleontologists study these fossils. Sometimes all they find is one bone, and have to re-construct the rest. They have to use their imagination to piece together facts on how the animal originally looked. As more and more fossils are found, the shape of these animals frequently changes.

MINERALS
Utah has three important minerals -- Coal, Salt, and Copper.

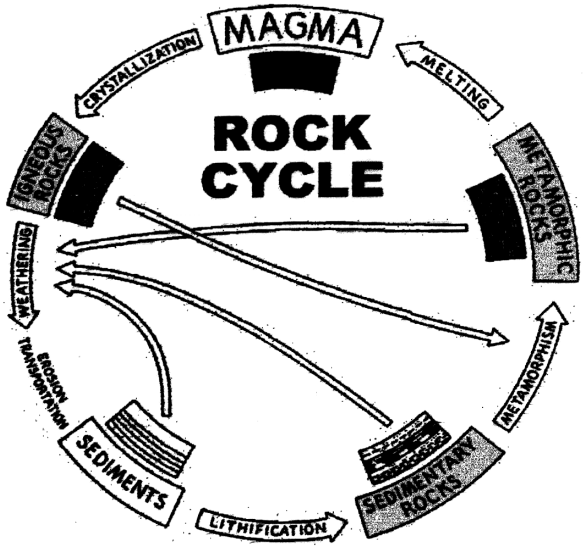
COAL is found in Price. It is dug out of a mine and is placed in railroad cars to be shipped throughout the world.

SALT is found in the Great Salt Lake. It is taken from the shore, cleaned, and processed for table salt.

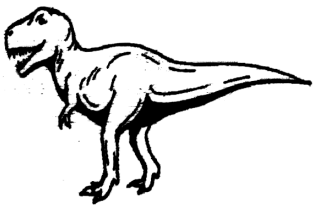


COPPER is found in Bingham, primarily at Kennecott Cooper Mine. It is dug out of a pit, put into large ovens to melt and refine, and then cooled in blocks.

GEOLOGIST 2

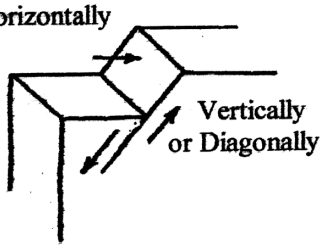


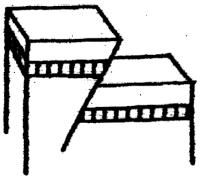
When Paleontologists find bones they have to put them together to make an animal



Tyrannosaurus Rex

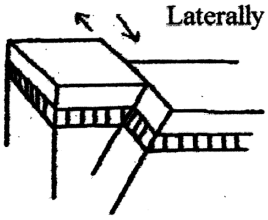
Horizontally

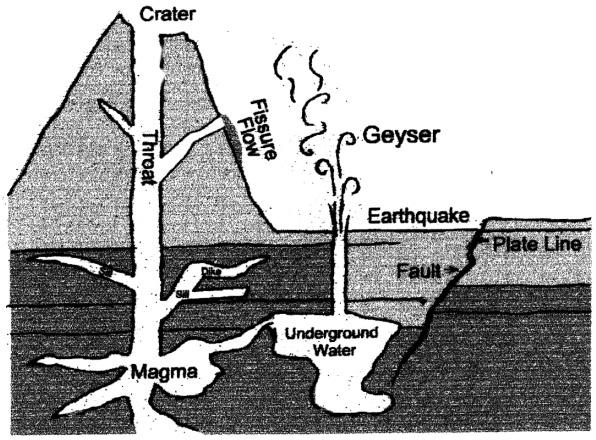




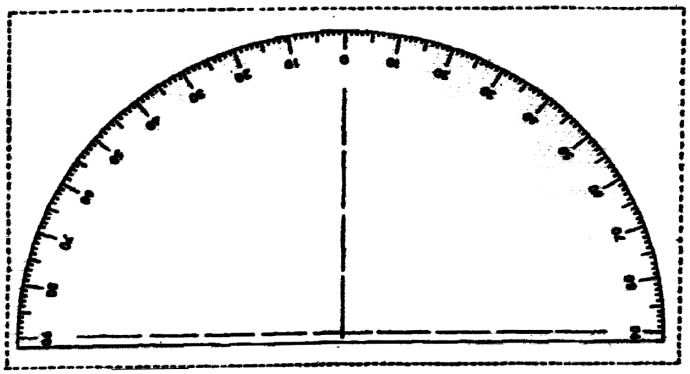
There are many ways the earth moves to make Earthquakes

Laterally





Volcanoes are formed when a fissure of Magma (Lava) comes to the surface of the earth.
If Magma is combined with water it heats up the water forming a Geyser



MAKE A CLINOMETER

Cut out the protractor onto heavy paper and glue it to a piece of ⅛-inch plywood (or other stiff board.) Cut the wood to exactly fit the dashed box. A cover with clear plastic will lengthen its usefulness. Whittle a lead sinker (with an eye) into the shape of a small plumb bob and suspend it on a thread passed through the point of intersection (0 and 90,) so that the point of the bob is on the graduated scale.

Geologist Midway

ROCKS are the materials of which mountains, cliffs, and the ground are made. All rocks are made up of one or more minerals.

MINERALS are naturally occurring substances in the ground that are not part of an animal or plant. Minerals nearly always form crystals.

WORD SEARCH

Find the words from the word list in the appropriate word search puzzle.

ROCKS

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

1. Basalt
2. Clay
3. Copper
4. Feldspar
5. Gemstones
6. Gold
7. Gneiss
8. Granite
9. Limestone
10. Marble
11. Mica
12. Obsidian
13. Opal
14. Pyrite
15. Quartz
16. Sand
17. Slate
18. Sulfur

MINERALS

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

Handyman

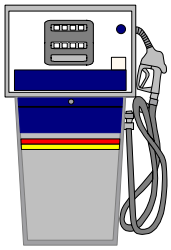
HANDYMAN
Technology Group

The Handyman activity badge can be completed in as little as two weeks. There are 14 total requirements, but only 6 are necessary to earn the badge.

Requirement #8, changing a bulb, can be done anytime a light needs changing around your house. Be sure and sign the boy's book and make a note in your records which boy changed it. Or, make certain the parent lets you know.

I ran across some good information for use when teaching **requirement #9.**

Storing Gasoline Safely



Store gasoline containers in a well-ventilated place inaccessible to children and pets. *Do not store gasoline inside your house.*

Store containers away from ignition sources (gas pilot lights or flames, electric motors, stoves, heaters, etc.) and combustibles (paper, rags, cardboard, etc.).

With two-deep leadership, it is easy to teach **requirements 1 through 4.** Simply have both leaders use their cars and divide the den into two groups, then switch. This way both cars get washed.

Try this little quiz to help the boys learn what is under the hood of a car. You can either show them on the car or have little plastic bottles filled with the liquids.

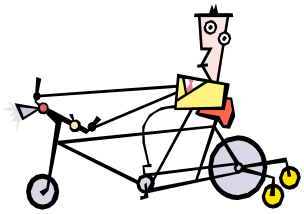
What is the color of:	**Answers**
Windshield washer fluid? _____	Blue or Pink
Brake fluid? _____	Clear
Engine Oil? _____	Golden or Black
Transmission fluid? _____	Red
Battery fluid? _____	Clear (water)
Power Steering fluid? _____	Clear
Radiator Anti-freeze? _____	Green

Handyman Midway

Have a Car Care Day

Arrange with the parents to bring their cars in to be washed, and check the tires and the oil. Also, arrange to have a car there and a helper if necessary so you can show the boys how to change the bulb for a taillight or turn signal. Show them the difference between a taillight and a headlight. If possible have two cars for changing a tire, one that has the spare in the trunk, and one that has the spare suspended under the car, so they can experience both.

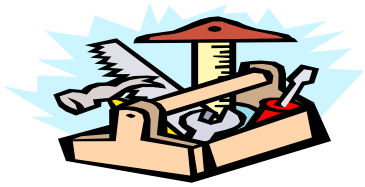
Talk with Havoline or Jiffy Lube and see if they will show the boys what is done with old oil and anti-freeze. See if they can observe an oil change and a flush and fill. The boys need to understand the importance of doing this to a car.



Simple Bicycle Repairs

Checking and oiling the chain
Moving the seat up and down.
Knowing how to fill and repair a bike tire.
How to adjust the handlebars.

Tool Identification

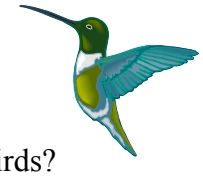


This can be done at the store or at a den meeting site. If you don't have the tools, places like Lowe's and Home Depot are available. Also, there is usually a specialist there to answer questions if you have no idea what things are or what they are used for. Home Depot also offers classes to kids on the use of tools.

Naturalist

NATURALIST
Outdoor Group

A Five-Area Walk: Have each of the following areas set up, with the questions on posters or on a handout for the boys. Take the boys on a hike and help them 'discover' the answers to the following questions. ***NOTE: Answers are on the CD-ROM.***

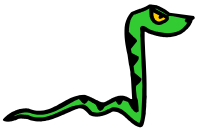


Area A: REQUIREMENT #5: Bird Flyways

1. What is Migration?
2. Do you think that it's the earth's MAGNETISM that is directing the birds?
3. We say that birds fly South in the fall to go to warmer places and then fly North during the spring to come back – but are they strictly going just North and South?

Area B: Requirement #6a: Venomous Reptiles

Have any of you slept outside your tent? -- If you did, a snake might have crawled in with you!



1. What kind of poisonous reptiles are found in Utah?
2. Choose one boy to act out what to do if thinks he has been bitten by a snake. Ask boys what they should do.

Area C: Requirement #6b: Poisonous Plants

1. What kind of poisonous plants are found in Utah?
2. Complete this sentence: Its time to flee, if you find leaves of_____.
3. Choose 1 boy to act out what to do if he comes in contact with these plants.

Area D: Requirement #3: Nature Center

Show the boys the nature center. Say, "I want you to tell me all of the kinds of nature you find around here by using "***THE 5 SENSES OF NATURE.***"

1. HEARING: Close your eyes, listen to nature for 30 seconds, tell me what you heard
2. TOUCH: Now touch this pine tree and tell me, "what do you feel?"
3. SIGHT: Look for something 'football shaped' in nature -- What can you find?
4. SMELL & TASTE: Did you know that if you smell one thing and taste another your NOSE wins! Close your eyes, & smell this (Orange) and taste this (Lemon) Now try the reverse –(Smell Lemon, taste Orange). What do you taste and smell?

Area E: Requirement 8a, b, c:

1. What is an Ecosystem?
2. What items are ***Producers***
3. Name three types of ***Consumers***
4. What do ***Herbivores*** eat?
5. What do ***Carnivores*** eat?
6. What do ***Omnivores*** eat?
7. What is a ***Food Chain***?
8. What happens if the eagle is extinct?
9. What happens if we eliminate all mice?
10. Why balance the food chain?
11. How have humans changed nature's balance?
12. How can we protect this balance?

Say, "Please raise your arm in the Cub Scout sign and recite with me the Outdoor Pledge."

ANSWERS TO FIVE-AREA WALK

Area A: REQUIREMENT #5: -- Bird Flyways

1. *What is Migration?* Animals moving to a different area to get food.
2. *Do you think that it's the earth's MAGNETISM that is directing them*?
3. *We say that Birds fly South during the Fall to go to warmer places and then fly North during the Spring to come back – but are they strictly going just North and South?*
   Follow the Pacific Line down through South America. They seem to curve South-West for winter and North-East for summer – so if they are NOT following Magnetic North what must they be following?

Area B: Requirement #6a: -- Venomous Reptiles

Have any of you slept outside of your tent? -- If you did, a snake might have crawled in with you!

1. *What kind of poisonous reptiles are found in Utah?* Gila Monsters and Rattle Snakes.
2. *Choose one boy to act out what to do if he thinks he has been bitten by a snake*.
   Try to get the following answers:
   a. Do not try to catch the snake -- but get a good look at it
   b. Make sure the snake has actually bitten you
   c. Do not try to treat the wound yourself
   d. Call a doctor
   e. It is best to stay still
   f. If you must travel: Do not Run -- Walk slowly to the Doctor

Area C: Requirement #6b: -- Poisonous Plants

1. *What kind of poisonous plants are found in Utah?* Poison Ivy, Western Poison Oak
2. *Complete this sentence:" Its time to flee, if you find leaves of* THREE"
3. *Choose 1 boy to act out what to do if he comes in contact with any of these plants*
   Try to get these answers:
   a. Wash your hands
   b. PAT on Rubbing Alcohol
   c. Spread on some Calamine Lotion
   d. Trying not to scratch

NATURALIST—ANSWERS TO 5-AREA WALK (cont)

Area D: Requirement #3: -- Nature Center
This area has been set-up as a small nature center. I want you to tell me all of the kinds of nature you find around here by using ***THE 5 SENSES OF NATURE***
HEARING: Close your eyes, take 30 seconds to listen to nature, then tell me what you heard.
TOUCH: Now touch this pine tree and tell me, "what do you feel?"
SIGHT: I want you to look for something football-shaped in nature -- What can you find?
SMELL & TASTE: Did you know that if you smell one thing and taste another your nose wins! (Don't actually tell them what you use until after they have smelled and tasted them.)

Close your eyes and smell this (Orange) and taste this (Lemon)
Now what did you taste? ORANGE
Now try the reverse -- Smell (Lemon) Taste (Orange)
What do you taste? LEMON

Area E: Requirements 8a, b, c:

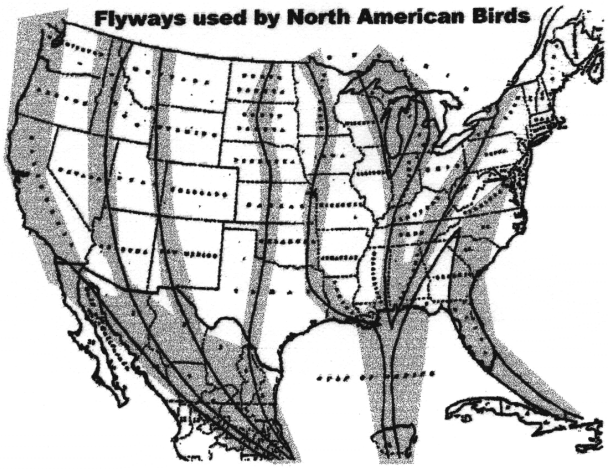
1. *What is an Ecosystem?* Producer, Consumer, and a Decomposer
2. *What items are Producers?* Trees, Plants, Flowers
3. *Name three types of Consumers*: Herbivore, Carnivore, and Omnivore
4. *What do Herbivores eat?* Plants
5. *What do Carnivores eat?* Meat
6. *What do Omnivores eat?* Plants and Meat (everything)
7. *What is a Food Chain?* Something eating something else, and so forth
8. *What happens if the eagle is extinct?* More snakes and frogs
9. *What happens if we eliminate all the mice?* Weasels and Hawks go hungry and die
10. *Is a balanced food chain important?* YES
11. *How have humans changed the balance of nature?* Discuss building on mountains, river banks, changing water courses, killing large populations of animals, pesticides.
12. *How can we protect this delicate balance?* Have discussion with boys on conservation.

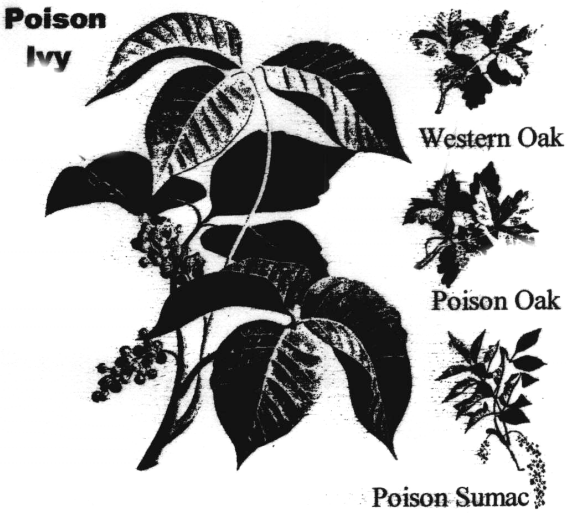
Say, "Please raise your arm with the Cub Scout sign and Recite with me the Outdoor Pledge."

THE OUTDOOR PLEDGE

As an American, I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
and be conservation minded.

NATURALIST 2



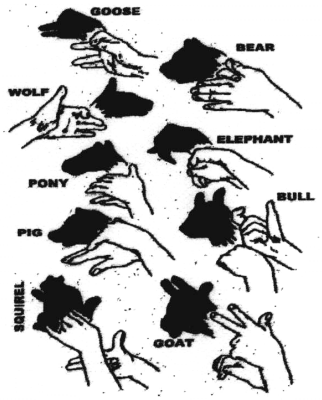


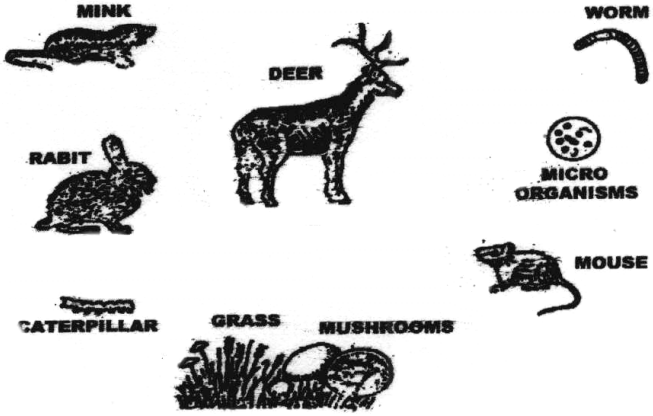
FOOD CHAINS and FOOD WEBS

Look at these chains below and try to finish the ones in the next boxes:

HAND SHADOW SHAPES

With a light behind your hand position it as shown to make the animal shadows on the wall





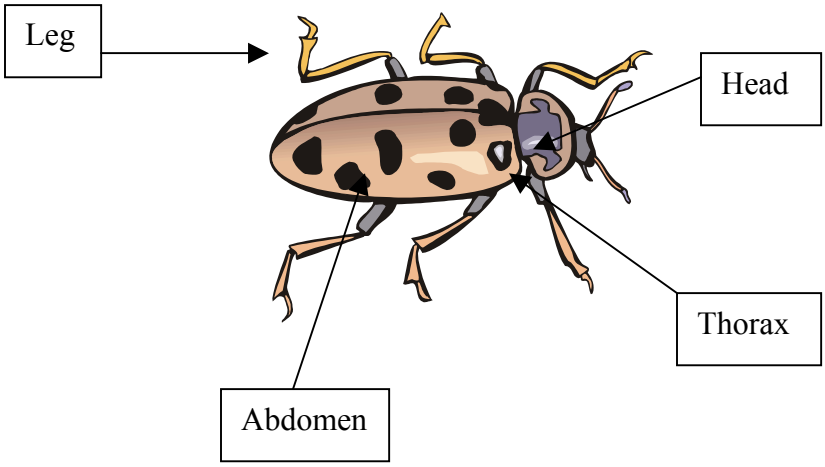
Naturalist Midway

Scientists have identified more than 750,000 insect species.

Scientists discover up to 10,000 additional insect species each year.

Scientists believe there could be up to 8 million different insect species in the world today.

Insects – Must have three body parts, and six legs.



Insect or Not Insect

Which of the following are insects?

1. Ant	2. Bee	3. Butterfly
4. Centipede	5. Cricket	6. Dragonfly
7. Earwig	8. Fly	9. Grasshopper
10. Ladybug	11. Leech	12. Lice
13. Mosquito	14. Potato bug	15. Praying Mantis
16. Scorpion	17. Snail	18. Spider

Answer: Insects – 1,2,3,5,6,7,8,9,10,12,13,15

Outdoorsman

OUTDOORSMAN
Outdoor Group

The OUTDOORSMAN program runs like a thread through the Scouting program.
(See How-To Book and Cub Scout Leader Guide for nature and outdoor activity ideas.)

- Cub Scouts are introduced to the outdoors through den and pack activities, day camps and family camping. They learn proper methods for hiking, conservation, and outdoor cooking.
- Webelos Scouts learn outdoor skills through activity badges and are introduced to overnight camping skills with a parent.
- Boy Scouts enjoy week-long camping, camporees, etc. while still learning outdoor skills. Varsity and Venture-age boys use the skills they have learned in a high-adventure setting.
- Each step in the outdoor program is a foundation for the next. Start with easy camping experiences and work up to more challenging ones.
- Cub Scouts like to explore. The outdoor program opens up the world around them.
- As boys hike, explore, run, and romp, they are learning about God's beautiful world and the importance of conserving natural resources.
- As they have fun in the outdoors or play sports and games, they learn the value of physical fitness and good sportsmanship.

SUGGESTED OUTDOOR ACTIVITIES

1. Outdoor games and activities. Try to hold Den and Pack meetings outdoors as much as possible. Remember Cub Sc-outing is 3/4 *Outing*!
2. Cub Scout Sports. Fun and fitness are combined in the Cub Scout sports program. Every boy can learn the basic skills of a sport while learning good sportsmanship and fitness habits. (See Academics & Sports Program Guide.)
3. Hiking. A journey on foot with a purpose and destination. Cubs enjoy short hikes, and Webelos will have hikes related to activity badges. (see Cub Leader Book for hike ideas.)
4. Cub Trips and Outings. Field trips are a recognized part of the Cub Program. Please follow guidelines and get needed permission and tour permits. (See Cub Leader Book.)
5. Outdoor Ceremonies. These take on an extra meaning in the outdoors. (For ideas and guidelines see Cub Leader book, Sparklers for Cub Scouts.)
6. Campfires. These can be an exciting and inspirational way to end a meeting. Include songs, stunts, opening, closing, and stories. (For ideas see How-To book, & Cub Leader Book.)
7. Webelos & Dad Overnight Camping. This introduces the boy and his parent to camping under the direction of the Den Leader. Each boy needs a parent or other approved adult. One leader attending must have Youth Protection Training. A Tour Permit is required. (See GSLC guidelines.)
8. Day Camp. '*The camp that comes to the boy*.' These are camps, run by a district or council, that provide supervised and established outdoor activities. Directors are certified and camps must pass inspection.
9. Resident/Family Camping. An organized camping program covering at least two nights and located at an established Council Scout Camp. Cubs and a parent participate in a theme-related outdoor program. Council Family Camps have activities for the entire family.

Outdoorsman Midway

Outdoor Code

As an American, I will do my best to

Be Clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors, and
Be conservation-minded.

Fire Safety Word Scramble

1. LREUS
   Follow all _____ of the campsite. (Hint: regulations)

2. CELCRI
   Clear all burnable materials within a ten-foot fire _____.
   (Hint: Round geometric shape)

3. NRCSBHAE
   No fire under overhanging tree _____ or shrubs. (Hint: Tree limbs)

4. OTROS
   No fire near _____ of trees. (Hint: Bottom of tree)

5. TDANUTEEDN
   Never leave a fire _____. (Hint: Not paying attention to)

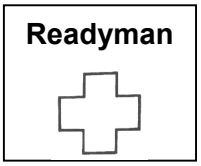
6. TAEWR
   Keep a bucket of _____ nearby. (Hint: Liquid)

7. IFER
   Make sure the _____ is completely out. (Hint: Flame)

8. SHEAS
   Spread out coals and _____. (Hint: The end result of burned materials)

9. KLSIEPNR
   _____ with water. (Hint: A light rain shower)

10. DOCL
    Stir and sprinkle with water until site is _____. (Hint: Not hot)



READYMAN
Community Group

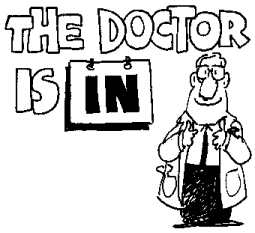
First-Aid Neckerchief Slide:
Use a plastic 35-MM film container. Ask your local photo shops for available film containers. They will have lots of free containers to give you. Punch two holes in the back of the container approximately ½" apart. A hand-held paper punch works great! You can also use the end of a hot glue gun. Thread a 3" pipe cleaner through the holes and twist together inside the container. Cut two pieces of white or red tape to form a cross on the front of the container. The following items are possible things you can place inside the container: two quarters for a phone call, one piece of hard candy, a couple of safety pins, two Band-Aids, 2-3 antiseptic wipes, an iodine wipe, 2-3 Tylenol or aspirin, 2-3 stick matches, needle and thread, and a small address card with emergency numbers. Place the flat items on the sides of the container. Place the quarters in the lid and on the bottom of the container.

Important facts you need to remember:
- Protective helmets reduce the risk of head injury by 85% and brain injury by 88%.
- Each year in America, approximately 3,000 children die from traumatic brain injuries. The 29,000 who survive may face lifelong problems.

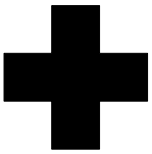
ReadyMan Skit:
Divide boys into teams of 2-3. Write the following topics on a piece of paper: cuts, burns, poisoning, shock, choking, breaks, etc. Each team draws a First Aid topic. Teams have five minutes to prepare a skit showing an accident and the First Aid they would provide. Present skits during Den Meeting and Pack Meeting.

First Aid Question and Answer game:
One way to help boys prepare for an emergency is to provide ways to practice possible emergency situations. Type some questions and scenarios on paper or 3" X 5" cards. Fold up each question and place in hat, or shuffle cards and place upside down. Boys take turns drawing cards out of the hat and answering the questions. Encourage additional discussion when the player has finished answering the question. Give out pieces of candy for answering a question. This can be played in Den Meeting or Pack Meeting.

Possible questions:
- What does "First Aid" mean?
- What are some "Safe Swim Defense" rules you should follow?
- What are some bicycle safety rules you should follow?
- What kind of First Aid should be administered for a sprained ankle?
- While eating lunch in the cafeteria at school, you notice a student turning blue. He or she is choking. What should you do?



Readyman Midway



FIRST AID QUIZ

1. When you come upon an injured person, if you are trained in what to do, you first treat to_____.

immobilize broken leg	stop bleeding
restore stopped breathing	expel poisonous substance

2. The most important single piece of information you would give to the emergency medical squad dispatcher by phone is_____.

the extent of injuries	the location
the time of the accident	your name

3. Every injury to a person is accompanied by some degree of _____.

fainting	shock
exhaustion	unconsciousness

4. Treatment for a conscious heatstroke victim includes _____.

getting him to run	drinks of hot liquids
cold cloths on his body	blankets over his body

5. One part of treatment for any case of shock would be to place the victim's _____.

head higher than his feet	hands crossed on chest
head and feet on same level	feet higher than the head

6. Usually, present day first aid for most serious bleeding would be the application of _____.

a tourniquet	direct pressure on wound
a constriction band	finger pressure on an artery

7. The worst kind of burn chars skin and exposes the victim to serious infection. It is the _____-degree burn.

first	third
second	fourth

8. If during rescue breathing you don't hear air escaping from the victim's mouth or noise and don't see his chest rise, you must _____.

start CPR	use back prone pressure
clear the airway	breathe easier

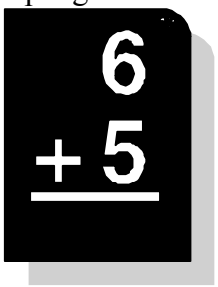
Answers: 1. restore stopped breathing 2. the location 3. shock 4. cold cloths on his body 5. feet higher than his head 6. direct pressure on wound 7. third 8. clear the airway

SCHOLAR
Mental Skills Group

The Scholar activity badge helps the boy realize the importance of education. As they complete the various requirements for the badge, the goal is help the boys realize what their education has done for them and what it can do for them in the future. The cub scout motto of 'Do Your Best' certainly applies here.

THE ASPECTS OF EDUCATION

The activity badge gets the boys looking at education in a new light. One of the requirements is to trace the history of education. The boys will hopefully realize that historically very few people got an education. But in America the value of education for everyone was important.



There are many things that the boys have learned in school already such as reading, math, science, history and art. Have the boys imagine what it would be like to have no education at all. They wouldn't be able to read or write. They wouldn't know anything about history and they wouldn't even know what button to push on their 'Nintendo'.

THE EDUCATIONAL SYSTEM

There is more to the school system than the principal. Have the boys chart the school system. They will probably be surprised to learn the school system is run by the school board. The school board is made up of members who are elected by their parents.

No system is perfect. Have the boys find out what the strengths and weaknesses of the school system are. By interviewing some adults the boys will learn what is working and what the problems are at their school. One way to interview adults is to invite the parents to a den meeting and interview them there.

CAREERS

There are more careers in education than teaching. There are librarians, speech therapists and counselors. Have the boys list what the various careers do.

****

One thing that is good to learn is the scout law. An easy way to remember the law is to remember **Lions** and **tigers** and **bears**. (The tiger is like Tigger who bounces like a kangaroo.)

Trustworthy **Lions** help friends. Courteous **kangaroos** obey cheerfully. Thrifty **bears** are clean and reverent.

Scholar Midway

SEVEN WAYS TO IMPROVE YOUR GRADES

1. **LEARN TO LISTEN**. Look at the speaker and concentrate on his words. Teachers often review important facts many times.
2. **DEVELOP GOOD STUDY HABITS.** Have a study place at home away from distractions. Have supplies handy. Do homework at the same time every day so it becomes a habit.
3. **USE THE RIGHT READING TECHNIQUES.** Learn how to skim by glancing through whole paragraphs at a time.
4. **IMPROVE YOUR VOCABULARY.** Look up words you don't know. Write them down. Note the spelling, pronunciation and meaning.
5. **SHARPEN YOUR WRITING SKILLS** Organize your thoughts. Keep your sentences short. Don't start every sentence with ***the*** or ***I.***
6. **LEARN HOW TO TAKE TESTS.** Study for a test well ahead of time, carefully and calmly. Do not "cram." Then, relax, and face it. Read all directions. Answer the questions you are sure of first. Pace yourself. If there is an answer you don't know, skip it and go on, you can always fill it in later. Double-check your work for careless errors.
7. **DEVELOP A POSITIVE ATTITUDE.** You are what you think you are. If you think you are going to pass, you probably will.

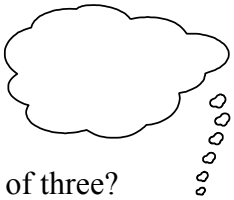
See what king of *Scholars* are in your den. Help them solve these BRAINTEASERS:

Two Cars - Two cars start from Denver and drive to Colorado Springs, a distance of approximately 80 miles. They are both the same make of car, and both are being driven at the same rate of speed. However, one of the cars makes the distance in 80 minutes, but it takes the other car one hour and 20 minutes. Can you explain the reason?

Answer: 80 minutes, and one hour and 20 minutes, are the same.

Windows - I walked to the top of the hill and counted 50 windows on my right. I turned around, walked back down, and counted 50 windows on my left. How many windows did I count?

Answer: Fifty. The windows on my right going up were the same fifty that were on my left going back.



Baby Duck - Papa Duck, Mama Duck and baby duck went for a swim. Baby duck said, "Aren't we all four having a lot of fun?" Why did Baby Duck say four instead of three?

Answer: Baby duck was too young to count.

Dog in the Woods - How far can a dog go into the woods?

Answer: Only halfway. When he gets halfway in, he starts coming out again.

Scholar Midway 2

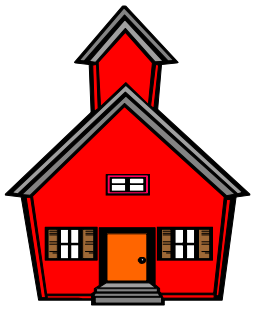
To Earn Scholar, Do Three of These:

1. Have a good record in attendance, behavior, and grades at school.
2. Take an active part in a school activity or service.
3. Discuss with your teacher or principal the value of having an education.
4. List in writing some important things you can do now because of what you've learned in school.

And Do Three of These:

5. Trace through history the different kinds of schools. Tell how our present public school system grew out of these schools.
6. Make a chart showing how your school system is run.
7. Ask a parent and five other grown-ups these questions:
   - What do you think are the best things about my school?
   - What are its main problems?

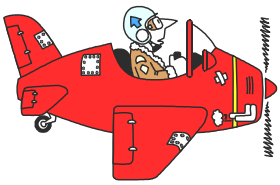
   What do you think were the best answers? Why?
8. List and explain some of the full-time positions in the education field.
9. Help another student with schoolwork. Tell what you did to help.



Scientist

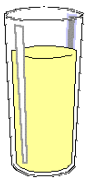
SCIENTIST
Technology Group

- **Bernoulli's Principle. Air travels faster over an airplane wing causing a lower pressure, which gives it lift.**



Using the blower component of a vacuum, suspend a ping-pong ball, balloon, or an air filled ball. Tilt the hose to show that the ball follows the airflow because of Bernoulli's Principle.

- **Pascal's Law. The pressure on a liquid or gas in a closed container is equal in all directions.**



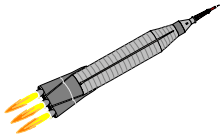
Place a glass in a pail of water and turn it upside down. Slowly lift the glass out of the water without breaking the surface. The water will rise with the glass because there is pressure pushing on the water outside the glass.

- **Inertia. Objects remain at rest unless acted upon by an external force.**

Follow the directions in the Webelos manual. Flip a card. Quickly pull a card or heavy strip of paper. Boys love the pail of water twirling over the head.

- **Atmospheric Pressure.**

Fill a can with water to one-fourth its height. Put the can into a pan filled with water, then place it on a stove. Heat until steam rises from the can. Remove the can with metal tongs, and turn the can upside down into another pan of cold water. The can was crushed because the steam removed the air and, when cooled, atmospheric pressure crushed it.



- **Become a Rocket Scientist.**

Put the following ingredients in a Fuji film canister: 1 tsp water, 3/4 tsp. vinegar, and 1/4 tsp. baking soda. Put lid on quickly and place on ground. Stand back. It will fly up to 12 feet. (Use film canisters that have the lid fit inside, rather than outside. They work better!)

- **Some fun ideas on how your eyes work together.**

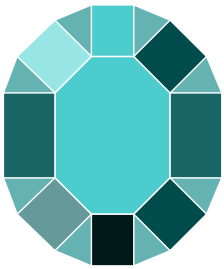
Drop a two-dollar bill between two fingers.

One-foot trick: Time each boy standing on one foot with his eyes open. Then have them change feet and time them standing on one foot with their eyes closed. What a difference!

Scientist Midway

Recipes for Crystals

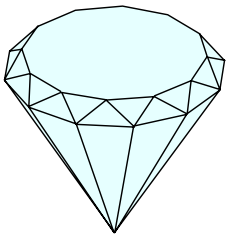
<u>Crystal Garden</u>



Charcoal Briquettes: about 4
Around the charcoal [not on top] put:
6 T. of Water
6 T. of Salt
6 T. of concentrated Laundry Bluing
2 T. of Ammonia
2 T. of food coloring

Put them in a deep dish.
Crystals will form in two or three days.

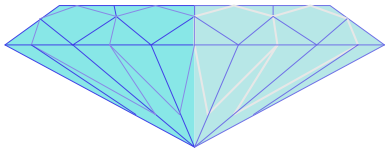
<u>Large Crystals</u>

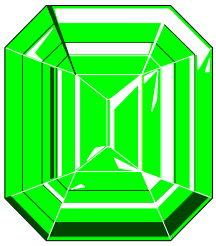


1 cup Water
3 T. of Alum
clear glass or jar
wax paper

Heat the water to boiling.
Stir in the alum until it dissolves.
Rinse the glass/ jar with hot tap water.
Pour the alum solution into the glass/ jar.
Set it some place where it will not be disturbed.
Place a piece of wax paper on top to keep out the dust.

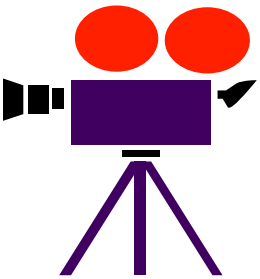
Check your solution every day.





SHOWMAN
Mental Skills Group

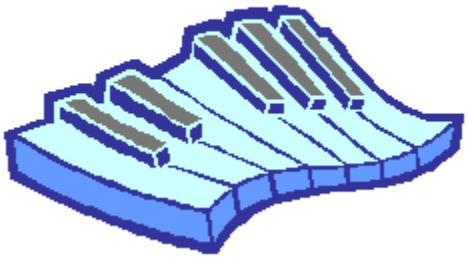
The showman activity badge is one badge where the boys can really have some fun. There are many possibilities. There are three main areas that can be chosen in the showman: puppetry, music and drama. Whichever area is chosen, it can involve puppets, music, acting, script writing and just plain hamming it up. A good idea is to have whatever area is chosen to then be performed at pack meeting.



Puppetry

Puppets are always fun to make and play with. Marionettes are more difficult to make. Sometimes a simple sock or bag puppet can be just as much fun. Stage sets can be as simple as a card table turned on edge, or a doorframe with a curtain will also work. Have the boys write their own play.

Music



It is always a good idea to 'piggyback' activity badge requirements. One way to do this is to have the boys make an instrument and have them play it at pack meeting. One of the easiest instruments to make is bell chimes. These can be made by cutting copper pipe or conduits. *See page on the CD-Rom for details.* By cutting the pipe different lengths, different tones can be made. Each boy can have a different note and, by pointing to the boys, you can have a bell choir.

Drama

There are many possibilities to give the boys a taste of the theater. Take them to a play such as a local or high school production. Show them stage directions, have them make a stage set, or put on a one- act play. Or, have them write a one-act play for themselves. Eight to eleven year olds can have quite an imagination.

SHOWMAN 2

PIPE CHIMES

Pipe chimes can be made from two ten foot lengths of 1/2" galvanized conduit pipe or copper pipe. For best results, use a pipe cutter to cut the pipe. Cut the pipes to exact measurements. An 1/8" off will change the pitch. Use a drill press, if possible, to drill the holes in the top of the pipe. Drill about a 1/16" hole in the top of the pipe for hanging the pipes.

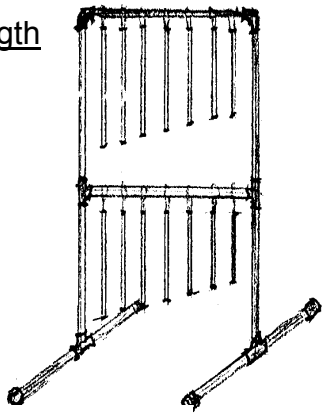
Build a frame out of PVC sprinkler pipe or wood. Use fish line or dental floss to hang the chimes, or just have two cubs hold the pipes on a broom stick or dowel. Or, you can hand out a pipe to each cub and have a bell choir. This would be GREAT for the Showman Activity Badge. Strike the pipes with a large nail or butter knife or other metal implement.

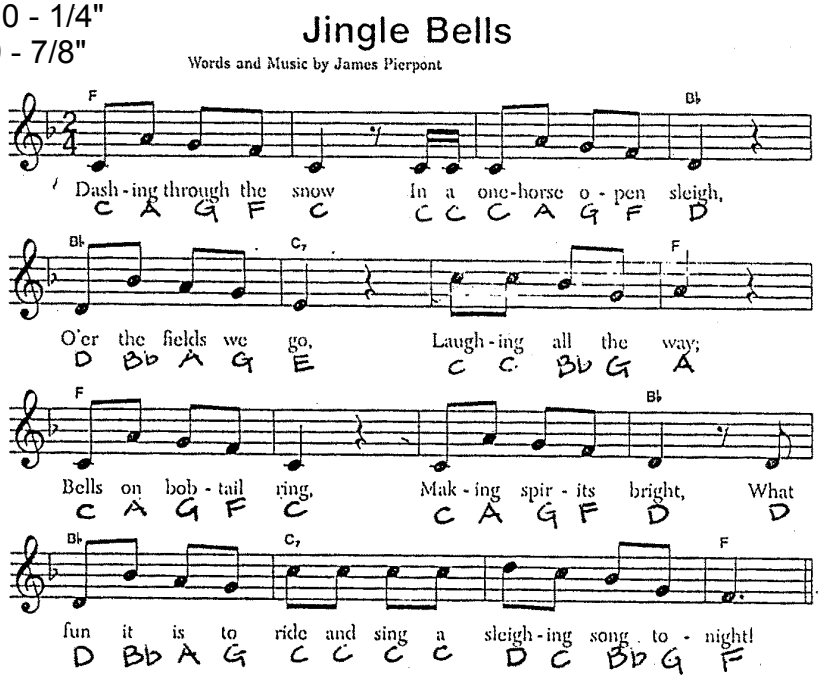
FIRST OCTAVE

Note	Pipe Length
A	13"- 6/8"
B flat	13 - 3/8"
B	13"
C	12 -5/8"
C sharp	12 - 1/4"
D	11 - 7/8"
E flat	11 - 1/2"
E	11 - 1/4"
F	10 - 7/8"
F sharp	10 - 5/8"
G	10 - 1/4"
A flat	9 - 7/8"

SECOND OCTAVE

Note	Pipe Length
A	9 - 5/8"
B flat	9 - 3/8"
B	9 - 1/8"
C	8 - 7/8"
C sharp	8 - 5/8"
D	8 - 3/8"
E flat	8 - 1/8"
E	7 - 7/8"
F	7 - 5/8"



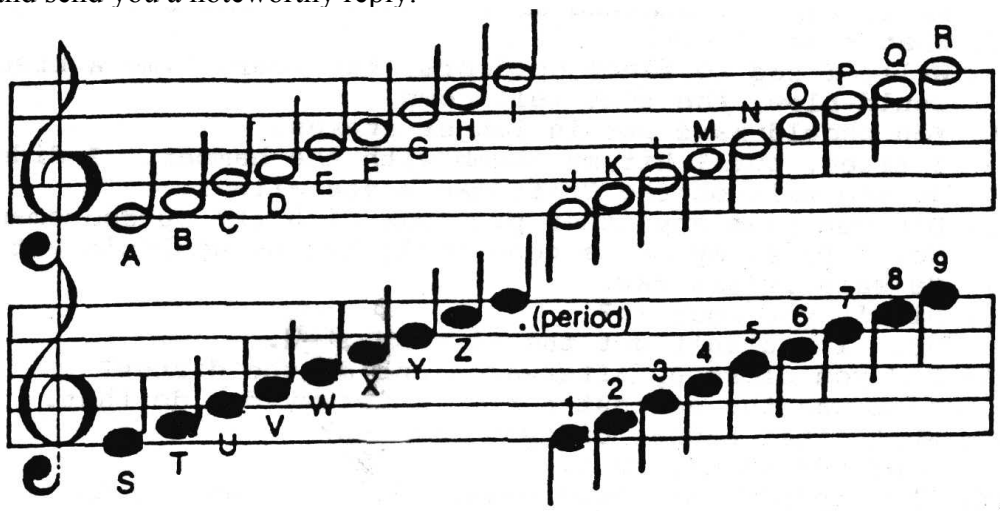


Showman Midway

MAKE MUSIC AND MESSAGES

With this code, you can send a musical message to a friend. First, use a ruler to draw lines of music like those below. Then, substitute the notes in the code for the letters or the numbers in your message. Put a vertical line (called a bar in music) after each word or number.

Don't forget to include a copy of the code with your message. Your friend can decode the message and send you a noteworthy reply.

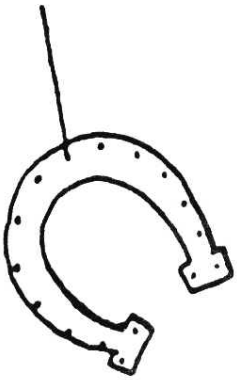


HORN

Materials: Waxed paper
Rubber Band
Empty roll from paper towels

Directions:

- Ask Mom or Dad to punch holes on one side of the paper towel roll.
- Cover one end of the roll with piece of waxed paper.
- Fasten the paper tightly around the roll with a rubber band.
- Sing into the open end.

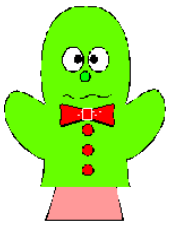


Hang a metal horseshoe from a wire or string. Play it with a spoon.

Showman Midway 2

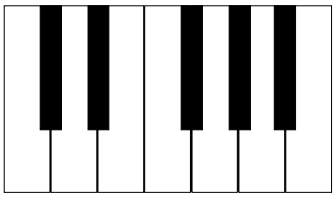
Choose one set of requirements for this badge: PUPPETRY, MUSIC, or DRAMA

PUPPETRY--Do Four of These:



1. Write a puppet play about one of your Webelos den activities or a subject of your choice.
2. Make a set of puppets or marionettes for the play you have written or for another play.
3. Build a simple stage for puppets or marionettes.
4. Alone or with help from others, put on a puppet show for your den or pack.
5. Make a set of four paper bag puppets for a singing group. With the help of three other Den members, sing a song with the puppets as the performers.
6. There are sock, stick and finger puppets. There are paper bag puppets, and marionettes. Explain the differences and show any puppets you have made for this badge.

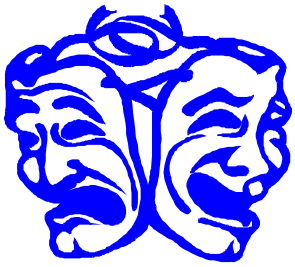
MUSIC--Do four of these:



1. Play four tunes on any band or orchestra instrument. Read these from music.
2. Sing two songs alone or with a group.
3. Make a collection of three or more records, tapes, or compact discs. Tell what you like about each one.
4. Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
5. Name three American composers. Name a famous work by each.
6. Draw these: a staff, a clef, sharp, flat, natural, note, rest. Tell what each is used for.
7. Show the difference between 2/4, ¾, and 4/4 time by beating time or playing an instrument.

DRAMA--Do four of these:

1. Give a monologue (a talk) on patriotic, humorous, or holiday subject, or another subject of your choice.
2. Attend a play. Describe the story. Tell what you liked about it.
3. Read a play. Make a model stage setting for one of the acts.
4. Write, put on, and take part in a one-act play.
5. Make a list of stage directions. Tell what they mean.
6. Describe a theater-in-the-round. What are its good and bad points?
7. Explain the difference between a grand opera and a light opera. Explain the difference between a musical and a play.
8. Read about William Shakespeare. Draw a picture of his Globe Theater.

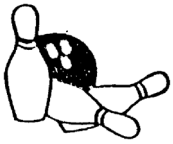


SPORTSMAN
Physical Skills Group

Sports are high on the list of favorites of Webelos-age boys. Most members of your den already participate in organized sports and neighborhood games. Most can probably already pass off the requirements for knowing the rules, scoring and techniques of many sports. However, that is not enough.

One of the purposes of Scouting is encouraging good sportsmanship and pride in growing strong mind and body. If the boys learn all the skills and rules involved in every sport this month, but they don't have an inkling of what good sportsmanship means, then everyone has wasted their time.

Agree on the importance of learning sportsmanship. What does it mean in practice? It means the least skilled gets just as much instruction and encouragement as the best athlete. It means the better athletes learn not just to tolerate the awkward boy, but to help him. It means all boys can win and lose with grace and good sportsmanship. The leader's example will help to achieve these goals. Stress the fun of the game, not winning. Choose teams where ability is equally divided. Discourage belittling criticism and encourage all players. The leader's responsibility is to conduct the den meetings so that every boy in the den becomes sufficiently skilled to meet all the requirements of the badge. Participation is not enough; the boy should be able to demonstrate skill and knowledge in his four selected sports.



FIELD TRIPS

Go roller-skating or ice-skating
Have a den outing to a sports event.
Explain rules of etiquette and play to boys first so as not to disturb other players.

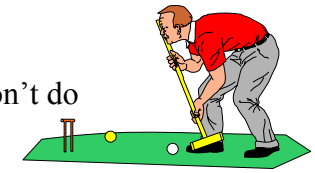
DEN ACTIVITIES

Invite a referee or official to teach signals and talk about teamwork, fair play and sportsmanship.
Hold a parent/son sports tournament, such as bowling, tennis, volleyball, basketball, etc.
Have a den board game marathon. Allow time for rotation to different games.
Use the Sports and Academic Belt Loop Program.
Have the Webelos figure out a football play or basketball play and diagram it.
Give Webelos a list of famous sports figures and have them name the sport involved.
Play some backyard games such as horseshoes, croquet, or badminton.

SPORTS INJURIES

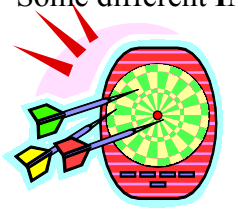
Include safety demonstrations and stress the use of proper protective equipment with all your den activities this month. The sports with the largest number of injuries are bicycling, then football, on the playground, baseball and basketball. Invite a sports trainer or orthopedic doctor to visit your den and talk about the kinds of injuries that are common in the various sports. How can they be prevented?

Sportsman Midway



Have a BALL trying some new sports activities. Boys who normally don't do as well at some more established sports frequently 'shine' at some of these games.

Some different **INDIVIDUAL** sports you may want to consider include:



Darts
Croquet
Bocce

Some unusual **TEAM SPORTS** which the boys may like include:

Broom Hockey

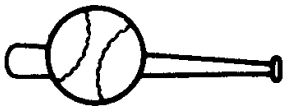
Have each boy bring a broom from home. Mark the field boundaries with nylon rope. Goals can be small nets or marked with small orange cones. The puck should be a light-weight ball 10-12 inches in diameter. Do not use a basketball as it would probably destroy the brooms. To play, use hockey rules.

Water Baseball

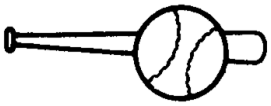
Use a wiffle ball and bat. (A wiffle ball is lightweight and full of holes.) The bases are large plastic rectangular tubs about 18 X 24 inches and 6 inches high. Fill each base half full of water. Each player in the outfield has a wet sponge.

When the batter hits the ball, the person who picks up the ball can either throw his sponge at the runner and get them out, or throw the ball to another player, who then has the option of throwing *their* sponge at the runner. You must have the ball in order to throw a sponge. If the runner does not get out, they must stand on their "base" with one foot in the water.

Between 3rd base and home plate, put 'visqueen', a lightweight plastic, on the ground and wet it. "Slip-n'-Slides" work great! A runner must slide into home plate to score. This is a fun game for both boys and adults. We have often used it at a summertime pack meeting.



Sportsman Midway 2

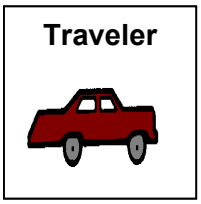


Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, and techniques for several sports so that they can pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is encouraging good sportsmanship and pride in growing strong in mind and body. If your boys learn all the skills and rules involved in every sport this month, but didn't get an inkling of what good sportsmanship means, then the den and you have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the best athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve those goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.



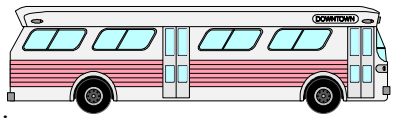
TRAVELER
Mental Skills Group

The traveler is an activity badge where the boys can have fun planning and taking a trip. Whether by car, plane, boat or train, travel can be exciting and fun. Sometimes the planning can be as fun as the trip. Each form of travel has its own form of planning. For a car trip, get a road map and show the boys how to read the scale of the map and determine how far the planned trip is going to be. Figure out how much the cost per mile is going to be by figuring out the car's miles per gallon and dividing it by the distance of the trip. This will tell how many gallons of gas are needed. Times this by the cost of a gallon of gas. Dividing this cost by the total miles driven will give the cost per mile for the trip.

Planning a Trip by Car

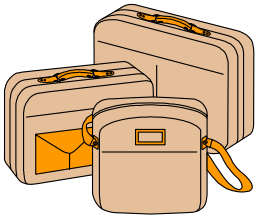
Have the boys plan four different trips. There are many places close by that can be interesting to visit. There are national parks, many campsites, museums, and interesting places like Wheeler Farm, Kennecott Copper Mine and other places. Have the boys plan the trip after they decide where they want to go. The cub then needs to act as navigator for the trip.

Public Transportation



If you use public transportation, you need to use a timetable. Get a timetable for a bus or train; or, if you have an airplane ticket, show the boys how it works. Have them plan a theoretical trip using the timetable. Be sure to allow enough time for transfers. Since it is only for fun, let them go to New York or Los Angeles or wherever they want.

Getting Ready and Packing Up



Part of getting ready is packing up. Have the boys pack a suitcase. Have them pack for overnight. Remember toiletries, a towel, and underwear along with other clothes. Remember Ziploc bags are great for just about everything. Plastic grocery bags are great for dirty clothes and putting shoes in so they don't get other things dirty.

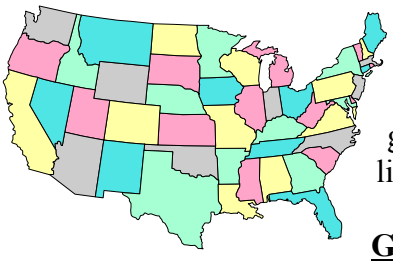
Traveler Midway

Through the Traveler Badge requirements, Webelos will learn to read maps and timetables of railroads, buses, or airlines serving their area. They will learn how to use highway maps and plan trips.

Please note that the trips listed in the requirements are family trips and not Webelos Den activities. You can help the boys secure some of the travel items they will need and teach them how to read maps and timetables as they prepare for the family trips. Then, teach them some fun TRAVEL GAMES to help pass the time!

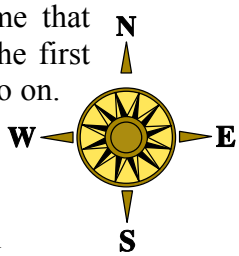
TRAVEL GAMES 11, 22, 33...

ADD ELEVEN - Find numbers on license plates -- but not just any numbers. Start with 01, then add eleven to 01 and look for 12. Search in turn for 23, 34, and so on, adding eleven each time. The two digits on each plate must be next to each other and in the right order. The first one to reach 89 wins.



COUNT THE STATES - When you take a trip, make a list of the states and Canadian provinces you spot on the license plates of passing cars. (Trucks often have so many plates, they make the game too easy.) At the end of the day, add up the total. Start a new list the next day. Try to find even more.

GEOGRAPHY - The first player begins by saying the name of a city, state or country. Each person that follows must give a geographic name that begins with the last letter of the place immediately preceding. For example, the first person says "Utah." The next might say, "Houston," the next "New York," and so on. No name can be used more than once. A player is out when he can't think of a suitable name. The last remaining player is the winner.



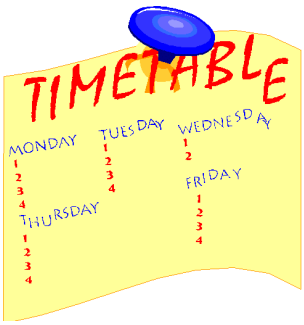
FIND THE MYSTERY CITY - Divide the den into two teams. Give each team captain a state highway map. Call out the names of various cities in the state and have the teams locate them on the map. The first team to locate the city wins the round (win or lose, make sure that both teams locate the town before moving on to the next). The team that locates the most towns wins.

FIND THE MOST - The point is to see who can count the most of something before reaching your destination or within a specified time limit. People choose different objects to count: green cars vs. red cars, cows vs. horses, Chevrolets vs. Fords, etc.

Traveler Midway 2

TRAVELER REQUIREMENTS

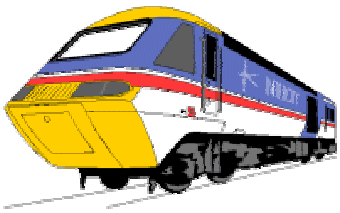
Do Five of These:



1. Get a map or timetable from a railroad, bus line, airline, and subway or light rail. The line should serve the place where you live or where you live. Look up some places it goes.

2. Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.

3. With your parent or guardian, take a trip to a place that interests you.

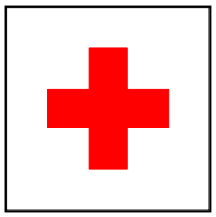


4. Figure out what it costs per mile for the trip you have taken in requirement 3.

5. List four nearby trips you would like to take with your parents or guardian. Lay out the trip on a highway map. Using the map, act as navigator on one of these trips. It should start at your home, be at least 25 miles long, and have six or more turns.

6. Pack a suitcase for a trip.

7. Check the first aid kit in the family car to see if it contains what is needed.



WEBELOS HELPS & HINTS

At first, Webelos may seem overwhelming and confusing. However, with a little advanced planning and a lot of help from our Scout Friendly Community, it can be a lot of fun even for the Leaders. As leaders we have so many opportunities to learn and to teach! As leaders we need to learn to use our resources. It can be very overwhelming trying to do it all by yourself!

Find out what your boys are learning in school and keep in contact with their teachers. There is a lot of material covered in school that meets requirements. Have patience! Good leaders don't happen overnight. It may take a full year to feel like you know what you're doing! Believe it or not, there are thousands of people around who are willing to help.

Ask for help, and you will be surprised at how many people will say 'yes'. Give someone else the chance to help, and you may even learn something yourself. Use the themes for Pack Meetings to help you plan your meetings!

Don't forget to Piggyback – there are requirements that, with an additional step or two, may also meet requirements for other badges. Within the next several pages you will find more resources and ideas in addition to the resources we gave you last year to help make your job easier. (2003 Pow Wow Book is also found on this year's, 20003, CD-ROM. **JUST HAVE FUN !!!**

<u>Uniforms</u> – 'Experienced', or used uniforms can often be found at thrift stores such as Goodwill, Deseret Industries, or similar.

<u>Books, Charts & Software:</u>

Pow Wow Rom — <u>www.misite.com</u>
800-949-5860 or 801-491-7676 — P.O. Box 51373 Provo, UT 84605-1373

Family Fun Magazine — <u>www.familyfun.com</u>
800-289-4849 — P.O. Box 37032 Boone, IA 50037-0032
$14.95/year US

Oriental Trading Company, Inc. — <u>www.orientaltrading.com</u>
800-228-0475 — P.O. Box 2654 Omaha, NE 68103-2654

Pack O-Fun Magazine — <u>www.craftideas.com</u>
$21.97/year US — P.O. Box 420975
Palm Coast, FL 32142-0975

The Mailbox Magazine — <u>www.themailboxcompanion.com</u>
800-334-0298

Clipart:
<u>http://clipart.usscouts.org/</u>
<u>www.benzfamily.net/Scouts/SP_Home.htm</u>
Cub Scout Ranks (badges.zip) , Cub Scout Sports and Academic Pins (sports.zip)
Webelos Activity Pins (webelos.zip)
Clip Art for Cub Scouts and Boy Scouts CD's available at the Boy Scouts of America Great Salt Lake Council Scout Shop $6.95/each

WEBELOS HELPS & HINTS (cont)

Community

Citizen

Food Bank
US District Court
Marc Mathis 524-6139
(To Schedule Scouts for Flag Ceremonies for Naturalization)
American Legion National Headquarters
Flag Education and Etiquette Michael D. Buss 317-630-1249
Citizenship Belt loop & Pin
America My Home Patch
December's Theme 2003 "A Cub Scout Gives Goodwill"

Communicator

Computer Belt loop & Pin
Communicator Belt loop & Pin
March's Theme 2004 "Walk in My Shoes"
Word Doodles http://members.aol.com/Ifenech/index1d.html
September's Theme 2004 "Time in a Capsule"
Ability Awareness Patch
Languages and Culture Belt loop & Pin

Family Member

January's Theme 2004 "Home Alone"
http://www.visitsaltlake.com/backyard/index.html#freebees
www.visitsaltlake.com
Heritages Belt loop & Pin

Readyman

American Red Cross www.redcross.org/services/disaster/beprepared/familyplan.html
BAT
US Department of Homeland Security http://www.ready.gov/
Violence & Injury Prevention
Gary Mower 535-2753 Bike Smart & Scooter Safety
January's Theme 2004 "Home Alone"

WEBELOS HELPS & HINTS (cont)

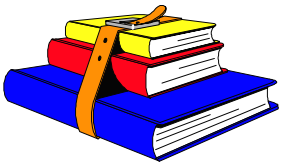
Mental Skills

Artist

Photography Club of Taylorsville Lauri Royall 968-9459
Art Belt loop & Pin
December's Theme 2003 "A Cub Scout Gives Goodwill"

Scholar

www.archives.state.ut.us/referenc/xml/agencies/1089.html
www.onlineutah.com/edhistory.shtml
Salt Lake County School Districts and School Boards
www.granite.k12.ut.us/
www.jordandistrict.org
www.slc.k12.ut.us
Utah Board of Education www.usoe.k12.ut.us/board/
Utah State office of Education www.usoe.k12.ut.us/



Showman

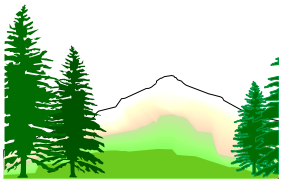
Drama Club of Taylorsville Merrill Dodge 964-6188
Vocal Music Club of Taylorsville Julie Clemens 450-7056
Dance Club of Taylorsville Bettyna Cuya 968-3098
October's Theme 2003 "Once Upon A Time"
http://www.ci.murray.ut.us/recfac/parkspools/cultarts.htm
October's Theme 2004 "It's a Circus of Stars"
Music Belt loop & Pin

Traveler

UTA & Trax RIDE UTA (743-3882) www.Rideuta.com
Schedule Request Line 287-7246
May's Theme 2004 "My Home State"
Hometown Discovery Patch
Benson Gristmill Patch
Geography Belt loop & Pin
www.momsminivan.com
www.mapquest.com

WEBELOS HELPS & HINTS (cont)

Outdoor



Forrester

April's Theme 2004 "Cubservation"
November's Theme 2004 "Cub Scout Collectors"

Geologist

Department of Public Safety
Division of Comprehensive Emergency Management
Maralin Hoff 538-3166 or 538-3400
State Office Building #1110 S.L.C 84114
email: mhoff@utah.gov "Earthquake Lady"
Kennecott Bingham Canyon Mine Tour Patch
www.kennecott.com/visitorscenter.html
June's Theme 2004 "Cub Rock"
November's Theme 2004 "Cub Scout Collectors"
Collecting Belt loop & Pin
Geology Belt loop & Pin

Naturalist

www.treeutah.org
www.birding.com
www.birdwatching.com
www.wildbirds.com
www.BaltimoreBirdClub.org
Wildlife Conservation Belt loop & Pin
Industrial Container and Supply www.industrialcontainer.com
801-972-1561 or 800-748-4250 3756 West 1820 South S.L.C., 84104
They have 2-gallon jars with lids for Fish bowls and Terrariums
Wheeler Farm Patch http://www.wheelerfarm.com/
Cub Zoo Trail Patch www.Hoglezoo.org
http://parks.state.ut.us/parks/www1/ante.htm
April's Theme 2004 "Cubservation"
July's Theme 2004 "Fin Fun"

Outdoorsman

Leave No Trace Patch
April's Theme 2004 "Cubservation"

Activities to do with 11-Year-Old Boy Scouts

Map & Compass Belt loop and Pin

WEBELOS HELPS & HINTS (cont)

Physical Skills

Athlete

Physical Fitness Belt loop & Pin

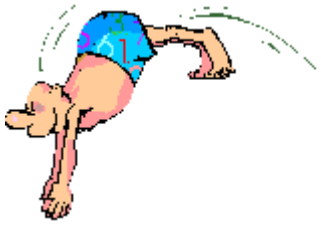
Fitness

Utah State University

Expanded Food & Nutrition Education Program (EFNEP) 468-3182

2001 South State Room S-1200 Salt Lake City, UT 84190-2350

www.nal.usda.gov/fnic/etext/000045.html



Aquanaut

Swimming Belt loop & Pin

July's Theme 2004 "Fin Fun"

Sportsman

Violence & Injury Prevention

Gary Mower 535-2753 Bike Smart & Scooter Safety

Bike Racing Club of Taylorsville Reid Baumgartner 966-1852

Hiking Club of Taylorsville Ed or Kathleen Deffner 281-2523

September's Theme 2003 "Soaring to New Heights"

Soccer Belt loop and pin

Ultimate Frisbee Belt loop and Pin

Archery Belt loop & Pin

Badminton Belt loop & Pin

Baseball Belt loop & Pin

Basketball Belt loop & Pin

BB-Gun Shooting Belt loop & Pin

Bicycling Belt loop & Pin

Bowling Belt loop & Pin

Fishing Belt loop & Pin

Flag Football Belt loop & Pin

Golf Belt loop & Pin

Gymnastics Belt loop & Pin

Marbles Belt loop & Pin

Physical Fitness Belt loop & Pin

Ice Skating Belt loop & Pin

Roller Skating Belt loop & Pin

Snow Skiing and Board Sports Belt loop & Pin

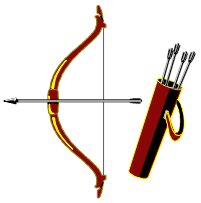
Softball Belt loop & Pin

Swimming Belt loop & Pin

Table Tennis Belt loop & Pin

Tennis Belt loop & Pin

Volleyball Belt loop & Pin



WEBELOS HELPS & HINTS (cont)

Technology

Craftsman

December's Theme 2003 "A Cub Scout Gives Goodwill"
February's Theme 2004 "Fiesta"
August's Theme 2004 "Scouting the Midway"

Engineer

September's Theme 2003 "Soaring to New Heights"
Paper Airplanes

Handyman

December's Theme 2003 "A Cub Scout Gives Goodwill"

Scientist

www.guidezone.skl.com/i_kb_scitech.htm
www.pbskids.org/zoom/phenom
www.family.go.com/raisingkids/learn/activities/feature/famf119wierdsci
Science Belt loop & Pin

ARROW OF LIGHT & GRADUATION CEREMONIES

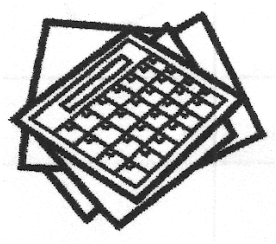
The Arrow of Light Ceremony is an important part of a Cub Scout's life. It is the crowning achievement of his career in Cub Scouts as a Webelos Scout and will largely determine if he continues in Boy Scouts.

The ARROW OF LIGHT badge is one of two awards earned as a Cub Scout that can be put on his Boy Scout uniform. It says he did something wonderful as a Cub Scout.

It is important that he receive this award in a manner that will remind him of the rich symbolism associated with this award. In later years, as an adult leader, he can proudly wear the Arrow of Light knot, knowing he accomplished a great thing as a boy.

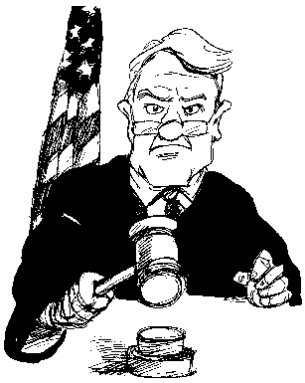
Benjamin Franklin said, **"Well done is better than well said."** If you promise a boy or parent something, follow through with it. It won't matter 20 years from now what sort of person you said you were. What matters is if you came through with your promises. The boy who was served by you will remember that sort of consistency many years from now.

Some ideas for effectively awarding the Arrow of Light include:



Timely: The Cubmaster and Pack Committee Chairman need to insure that he be properly recognized for this accomplishment, in a timely manner. There are some ways in which the boy will feel he has been cheated out of the recognition for having earned this award. If a boy receives his Arrow of Light a month after he earned it, the value of it will be diminished. An untrained leader will miss the opportunity to properly recognize the boy because of the lack of training on his part.

Dignified: The occasion should be one of dignity. The leader should be in uniform and it might be best if the ceremony could be the last one of the pack meeting, so it can be the focal point for the boy receiving the award. There are instances where an untrained leader will bring the boy in front of his peers and award the Arrow of Light without setting the proper example for the rest of the boys. The leader will say something like "Yes, Scotty, today you're receiving the Arrow of Light, the highest award a Cub Scout can earn. You can proudly wear this award on your scout shirt." At the end of this utterance, the leader will simply give the boy his arrow, his patch, and his certificate and think he has done all he needs to do.



ARROW OF LIGHT/GRADUATION (cont)

Brevity: The ideal ceremony should last about 10 – 15 minutes. Studies have shown that the attention span of most adults with a college education is about 18 minutes. Unless the ceremony is really exciting, most people will lose interest in about 18 minutes. Imagine the attention span of a 10-year-old boy. There are other siblings that usually come with the parents that can be an unexpected distraction also.

Combining with Graduation: The graduation from Cub Scouting, while not a part of the Arrow of Light ceremony, often occurs at the same time. The **Cub Master**, in uniform, can escort the boy to the **Boy Scout leader**, also in uniform, who should have been invited to this ceremony at the pack meeting. This lets the boy know that he is being welcomed into the next area of development in his scouting career and that he is important. The troop neckerchief and/or patrol emblem patch can also be presented at this time.

Creative Ceremony: There are many excellent ways of awarding the Arrow of Light that will make the boy's experience memorable. The **presenter** may choose to do a skit, dress up in a costume, involve many participants or perform the ceremony alone. The book Ceremonies for Dens and Packs, pp. 8 – 12 has sample ceremonies. These can be used or you can write your own.

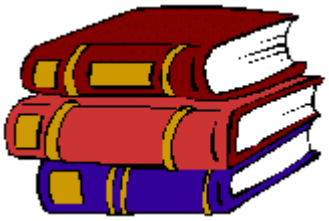
The sky is the limit

Let your imagination flow !

ARROW OF LIGHT/GRADUATION (cont)

Involve Others: You may be thinking at this point, "I've never seen an Arrow of Light ceremony done before. Where do I begin? Who can I turn to for help with my situation?" Don't fear – you're not alone. The experienced leaders, parents, and pack committee members can help.

A famous man once said, ***"I'd rather ask twice than get lost once."*** The same philosophy applies in this case. I'd rather see a new leader ask twice or even three times rather than do something wrong and possibly lose a boy from the program.



Graduation Ceremony Resources: The book Ceremonies for Dens and Packs has many great ideas. Chapter 9 is devoted to graduation ceremonies, including suggestions on presenting and some ideas for ceremonies.

Other Resources: An excellent source for Arrow of Light ceremonies is the ***Order of the Arrow***. These junior leaders are still young enough to have the boy(s) relate to them easier and they represent the potential and excitement of remaining in the program.

Leader Prepared: A common mistake is that the leader says, "I was trained 15 – 20 years ago and I know how to do these ceremonies. Besides, it can't be that hard, can it?" This error leads many to the false belief that BSA does not constantly upgrade training and procedures as times and circumstances change. The need for constant updating of skills and knowledge is constant. The BSA of 20 years ago is not the same BSA of today.

Remember:
If you feel inadequate about doing an Arrow of Light Ceremony or setting one up, **don't panic**.
You're not the first person with such concerns, nor will you be the last.
Do your best, learn from the experience.
Most of all, **enjoy yourself.**

ARROW OF LIGHT/GRADUATION (cont)

Sample Arrow of Light Ceremony

SETTING: A room large enough to do the ceremony without feeling crowded; a table, possibly two; enough chairs in a row in the front for the recipients of the Arrow of Light award.

Presenter: "It's an honor to be here tonight to award the Arrow of Light award to the boy who has earned it. Could I have [name] come up and sit in this chair?"

After the boy is seated in front, the presenter says, "We're here to honor [boys name]. He has earned the highest award a Cub Scout can earn and it is one of two awards they can wear on their Boy Scout uniform. It shows that he has accomplished something great and wonderful."

The presenter shows the boy and the audience the arrow and points out the seven rays that represent the seven virtues.

The presenter says, "The Arrow in the symbol is straight. It shows us that our lives must be guided by the principles of living a good life. Our lives need to be as straight as the shaft of the arrow.

The seven rays represent the seven virtues that we should practice in our lives.

The first virtue is **wisdom.** Wisdom is not that you're any smarter than other people; it's having knowledge and using it wisely.

The second virtue is **courag**e. Courage does not mean we aren't afraid. Courage means we do something in spite of the fear.

The third virtue is **self-control**. It means that we don't do something we'd really like to do when we know we shouldn't; and knowing when not to start or say something.

The fourth virtue is **justice**. Justice is when we treat others as we would like to be treated and show fairness in everything we do.

The fifth virtue is **faith**. Faith is a belief in something that we can't see but we know is true. This virtue causes us to act on our belief.

The sixth virtue is **hope**. Hope is when we seek a better world, a better community and do something about it.

ARROW OF LIGHT/GRADUATION (cont)

The seventh, and the last, is **love.** There are many kinds of love: love for family, church, country and self. We need to love ourselves before we can show love for others. We need to show love for our country. Without it, we don't show what's important to us."

The presenter invites the parents of the boy to stand behind their son. The presenter approaches the boy with the arrow, the Arrow of Light patch, the mother's pin and a certificate(s). The arrow is given to the father so he can award it to his son. The Arrow of Light patch is given to the mother who then awards it to her son. The presenter gives the mother's pin to the boy and asks the boy to pin it on his mother. At this point, the boy is encouraged to give his mother a hug and give the father a hug or a handshake.

The presenter gives the boy his certificate(s), shakes his hand and says, "Congratulations (use the boy's name)." The parents are excused to return to their seats but the boy stays.

Presenter, standing behind the Webelos scout who received the Arrow of Light award, points to the younger boys seated in the audience:

"I want you to look around at the other Cub Scouts in the room. They're looking up to you as an example of how far you can go as a Cub Scout. It is your responsibility to show them by example what you have achieved and what your behavior should now be."

This is the end of the ceremony. Any socializing and photos can happen at this time

By Reinhard Haidenthaller

WEBELOS ACTIVITY BADGE TRACKING SHEET

Name_____ Birthday_____

Address_____ Phone #_____

Activity Badge (** Required)	Total Needed	Do All These	Do (#)	Of These	Received
Aquanaut	5	1 2	3	3 4 5 6 7 8	
Artist	5	1 2 3 4 5 6 7 8			
Athlete	7	1 2	5	3 4 5 6 7 8 9	
Citizen**	9	1 2 3 4 5 6 7	2	8 9 10 11 12 13 14	
Communicator	7	1 2 3 4 5 6 7	8 9	10 11 12 13 14	
Craftsman	4	1 2 a b	3	4 a b c d	
Engineer	5	1 2 3 4 5 6 7	8 9	10	
Family Member	8	1 2 3 4 5 6	2	7 8 9 10 11 12	
Fitness**	6	1 2 3 4 5 6 7			
Forester	5	1 2 3 4 5 6 7 8	9 10		
Geologist	5	1 2 3 4 5 6 7			
Handyman	6	1 2 3 4 5 6 7 8	9 10	11 12 13 14	
Naturalist	4	1 2 3 4 5 6 7			
Outdoorsman	5	1 2 3 4 5 6 7 8			
Readyman**	8	1 2 3 4 5 6	2	7 8 9 10 11 12	
Scholar	6	1 2 3 4	3	5 6 7 8 9	
Scientist	9	1 2 3	6	4 5 6 7 8 9 10 11	
Showman	(Do one	Group)			
Puppetry	4	1 2 3 4 5 6			
Music	4	1 2 3 4 5 6 7			
Drama	4	1 2 3 4 5 6 7 8			
Sportsman	4	1 2 3 4			
Traveler	5	1 2 3 4 5 6 7			

Received Religious Award *(date)* _____

Received Webelos Badge *(date)* _____

Compass Patch Received *(date)* _____

Compass Points Received (dates) 1. _____ 2. _____3. _____

Arrow of Light Received *(date)* _____