SEPTEMBER

Activity Patch of Month
Blue & Gold Ideas
Gathering/ Pre-Openers
Opening & Closing
Advancement Ceremonies
Games
Skits & Storytelling
Theme Crafts
Holiday & Seasonal Crafts
Songs, Sparklers, Cheers
Cubs in the Kitchen
Theme Midway
Theme Resources

TIME IN A CAPSULE

PATCH OF THE MONTH

Museum of Natural History: Discover what animals roamed the State of Utah in the past. Dig *for* fossils. Try and find as many different rocks with different names as you can. How are insects helpful to humans? Visit with den, pack, or as a family and rediscover Utah.

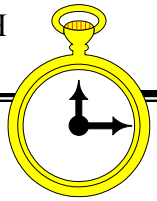
BLUE & GOLD IDEAS

Activities:
Speakers-historian, librarian, storyteller
Make family time capsules
Show "movies" dens have made
"Future" skits, games
"Future" fashion show, toy show, TV shows

Menu:
"History Making" Hamburgers
"Time Travel" Tater Casserole
"Futuristic" Fried Chicken
"Voyager" Vanilla Root Beer Floats
"Millennial" Marshmallow Treats
"Big Bang" Banana Splits

GATHERING/PRE-OPENERS

THIS CAN BE PUT IN A PACK TIME CAPSULE MADE BY EACH PERSON ATTENDING PACK MEETING.



WHO AM I IN 2004?

NAME_____
AGE _____
DATE_____
TIME_____
WHERE YOU ARE NOW:

YOUR FAVORITE TV SHOW:

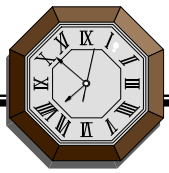
YOUR FAVORITE MOVIE:

WHAT IS SPECIAL ABOUT YOU?

WHAT IS YOUR MOST IMPORTANT GOAL?

WHAT IS IN THE NEWS?

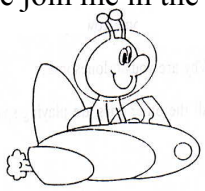
WHO ARE THE HISTORY MAKERS OF TODAY?



OPENING, CLOSING, AND FLAG CEREMONIES

"OTHER PLANET" FLAG CEREMONY

Cubmaster is in astronaut gear, den chiefs/den leaders dressed as aliens. The Cubmaster is trying to put the flag on this new planet. The aliens are curious about what he is doing and ask him lots of questions. What is that? What is he doing with it? Where he is from? All questions lead to the fact that he is putting the flag on this planet to claim it for the USA and Cub Scout Pack ____. The last remark would be, "I hereby claim this planet for the USA and Pack ____. Please join me in the pledge.



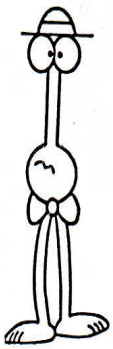
These aliens make cute woggle/tie slides. Cut out of thin wood with skill saw, paint, glue a chenille stem on back.

"WHAT WILL WE HAVE IN THE FUTURE?"

Could be Gathering or opening.

Ask everyone to think of something that will change in the future and tell about it (something that will be different in the next 40 years). For instance, will we all have a cellular phone number assigned to us at birth that we will keep our whole lives? What about worldwide money? Will we eliminate the electric cord so all appliances will be cordless? Will your property be enclosed in a clear bubble so it will be like summer all year? What do you think the future will be like?

CUBMASTER MINUTE--"TIDBITS"



- Living on Earth is expensive, but it does include a free trip around the sun every year
- How long a minute is depends on what side of the bathroom door you're on.
- Birthdays are good for you; the more you have-- the longer you live.
- Happiness comes through doors you didn't even know you left open.
  Ever notice that the people who are late are often much jollier than the people who have to wait for them?
- Some mistakes are too much fun to only make once.
- A truly happy person is one who can enjoy the scenery on a detour.
- We could learn a lot from crayons: some are sharp, some are pretty, some are dull, some have weird names, and all are different colors, but they all exist very nicely in the same box.

ADVANCEMENT CEREMONIES

Back to the Future in a Time Capsule

By Carol Shaw Lord

Before the meeting place the awards for each boy in a little "Time Capsule" (plastic bottle).

Curtain opens to show a big Time Capsule Machine made from a big appliance box with Christmas lights, knobs and etc.

Boy 1: What in the world is that?

Boy 2: It looks cool!

Boy 3: Whatever it is, I want one, too!

Boy 4: I got my grandma to help me and we invented a back to the future time capsule. That old lady is sure one smart cookie! There's a lot of gray matter under that gray hair.

Boy 1: You invented a what?

Boy 4: A back to the future time capsule!

Boy 1: What does it do?

Boy 2: How does it work?

Boy 3: I want to try it!

Boy 4: It works really slick. You just get into it, I enter a few instructions into the modem's programming sequence, and it will take you into the future.

Boy 1: I'm not sure I'm ready for the future yet.

Boy 2: Can we ever get back?

Boy 3: What happens if I turn this knob?

Boy 4: Sure you can come back. That's the genius of it. You go way off into the future, see what life will be like for a few years, and come back to just a few seconds after you left.

Boy 1: Sounds really interesting.

Boy 2: Are you sure it's safe?

Boy 3: Me first! Me first!

Boy 4: (Boy 1), you can go first.

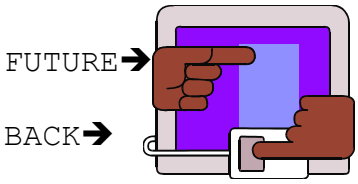
Each boy goes into the time capsule, the inventor turns some knobs, lights flash and a funny noise is made. Then the boy in the machine comes out with a simple costume showing what he will be in the future. When they come out they say:

Boy 1: Oh, boy! I always wanted to be a doctor.

Boy 2: A computer programmer makes lots of money.

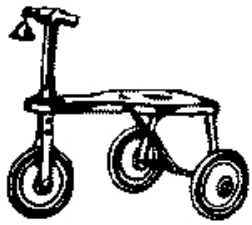
After boy 3 goes in and the effects are seen and heard, the door opens and out comes a big frog. Close curtain.

Cubmaster: Boys, that was a really funny skit. I am glad that we don't have to worry about any of you turning into a frog. You will all be great men because you are making good choices now. Your future will become what you make of it by the things that you learn and the choices you make. Tonight we want to honor some boys who have made good choices and worked hard.



GAMES

SPEAK AND DO THE OPPOSITE



Each team sends a person to challenge a member of another team. The person challenging says something like, "I AM PATTING MY HEAD" but in fact they are rubbing their tummy. The person being challenged has to say in reply "I AM RUBBING MY TUMMY," while at the same time patting his head. If he fails to do it property in a given time, or gets it the wrong way round, then the challenging team wins a point.

KEEP TALKING

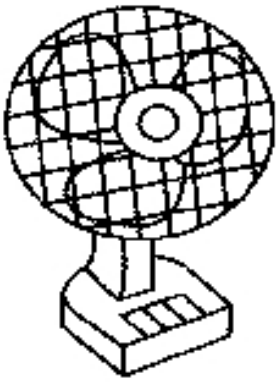
This is a knockout competition. It is played in twos. Each person has to keep talking to the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You will need a referee to decide the winner of each pair. Often the younger scouts do much better than the older scouts in this game.

Just a few ground rules. The pauses have to last at least 2 seconds. "Common strings," like letters, numbers, months. etc., can only be a maximum of 12 in a row. You can't touch your competitor. ONLY the (adult) judge can call a boy out for repetition. This is a great "I need it in a hurry" game!

CUB 2004

You will need (for each den or patrol):
- A sheet of paper fan folded into 6 sections
- a pen or pencil

The cubs sit in a circle in their dens. The denner is given the fan-folded sheet of paper and a pen. The rest of the den members close their eyes--this makes the final result more fun. The denner then draws, on the first section, a hat suitable to he worn by a scout in the 21st century. Paper is passed onto the next cub who draws the head on the second section. This is continued with the shoulders, body, legs, and feet. Open out the paper at the end to see the strange 21st century cub that the den has drawn.



SKITS AND STORYTELLING

SPACE THE FINAL FRONTIER— ANOTHER ADVENTURE WITH STAR TREK

NARRATOR—Space the final frontier. These are the voyages of the _____ Den from _____, United States of America, Earth. Its mission: to explore strange new worlds, seek out new life forms and new civilizations, to boldly go where no Den Leader has ever dreamed of going.
Capt. Kirk, Dr. McCoy, Mr. Spock enter with several Cub Scouts.

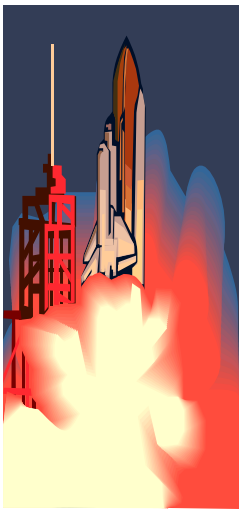
Dr. McCoy—Jim, when you had me beam down, I didn't know that you needed help with your Cub Scouts!
Capt. Kirk—But I need help with this. Besides, you've already beamed down.
Dr. McCoy--We have been through a lot together, but this is really beyond reason.
Capt. Kirk—Look, these Cubs are all signed up for Cub Scout Day Camp, and no one else could go. All I want is a little assistance.
Mr. Spock—Sounds logical to me.
Capt. Kirk—Then you'll try it?
Dr. McCoy—Well, I suppose. We are already here. How hard can it be?

NARRATOR--A few hours later.

Cub Scout #1—Can't we go to the snack bar, I'm hungry.
Dr. McCoy—We just barely ate lunch.
Cub Scout #2—I need to go to the bathroom and that place smells.
Mr. Spock—It is illogical that Tommy can't stay with us. Where is he---again?
Cub Scout #1—Can't we go to the trading post? This is boring.
Cub Scout #3—Look at this pretty plant I picked. It has three leaves and it is pretty and glossy. Can we eat the white berries?
Dr. McCoy—Good grief! It's Poison Ivy! Throw it down. Darn it Jim, I'm a Doctor, not a Den Leader. I can't do this any more. *[Presses chest],* Scotty, beam me up, beam me up right now.
Mr. Spock—For once I have to agree with the Dr., *[hits his chest]* Scotty, beam me up too.
Capt. Kirk—Hey, wait a minute, you guys—you can't desert me in the middle of this…..

By Val Chatwin

SKITS AND STORYTELLING 2



BRAGGING SCIENTIST

US SCIENTIST—We put a man on the moon in 1969.
RUSSIAN SCIENTIST—Big deal we put Sputnik up in 1961, and we are going to send a team to the sun.
US SCIENTIST—You're mad! They will burn up before they even get close.
RUSSIAN SCIENTIST— Don't worry, we have things under control. We're sending them at night, so it isn't so hot.

BEAM ME UP

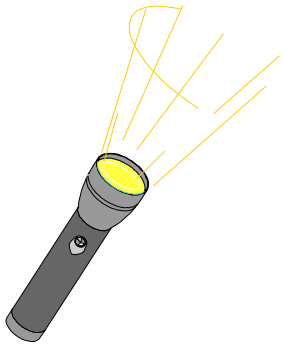
Scout walks on stage, looks around slowly, then says:
"Scotty, the aliens are very unfriendly! Quick! Beam me up!
Scout 2 walks around, drops a 2x4 beam on the ground with a loud 'thunk'.

LEAVING

Scout 1 walks across the area scattering handfuls of leaves that he takes from a big bag.
Scout 2 approaches and asks: 'What are you doing".
Scout 1: 'I'm leaving!"

CLIMB THAT

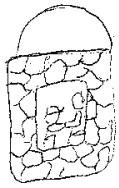
Two scouts meet, and the first scout begins to brag that he can climb anything.
Scout 1: Can you climb that tree?
Scout 2: Sure, I've done it lots of times.
Scout 1: Can you climb the steep hill over there?
Scout 2: No problem for me.
Scout 1: How about the Empire State Building?
Scout 2: Did it!
Scout 1: How about Mount Everest?
Scout 2: Boy that was a cold day. I've done that to. I told you, I can climb anything.
Scout 1: I'll bet you ten bucks I can show you something you can't climb.
Scout 2: You're on!
Scout 1 pulls out flashlight and shines the beam up into the sky. "All right. Climb that!"
Scout 2: Are you crazy? No way!
Scout 1: I know you would back out. Now pay up!
Scout 2: I won't pay because it's not fair. I know you! I'd start climbing, and when I get halfway up you'd turn the flashlight off!

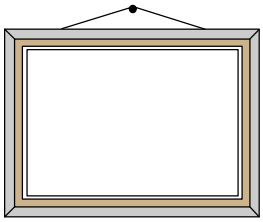


THEME CRAFTS

WOOD FRAME

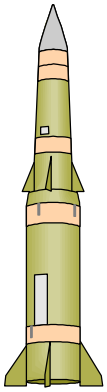
Materials
- Wood frame
- Tissue paper or Acrylic paints
- Mod Podge
- Ribbon for hanger



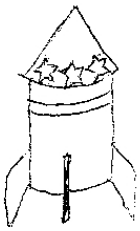


No. 1: Get wooden frame from craft store. Tear yellow and blue tissue paper into small pieces. Cover frame with mod podge. Place tissue papers onto frame. Cover tissue paper with mod podge to seal. When tissue is done, let dry. Glue ribbon on back for hanger. Use acid free scotch tape to secure picture in place. You can write on frame when dry.

No. 2: Use acrylic paint to paint your frame. Glue ribbon on back for hanger.



ROCKET:

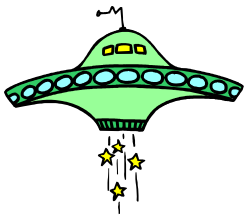


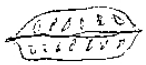
Materials:
- Toilet paper tube (empty)
- Card stock
- Glue
- Other assorted items to decorate

Take toilet paper tube and paint or cover with colored paper of your choice. Cut out fins and cone of rocket. Glue together and decorate as desired.

SPACE RING TOSS GAME:

Materials:
- Wire hanger
- Paper plates
- Sequins
- Stapler
- Glue

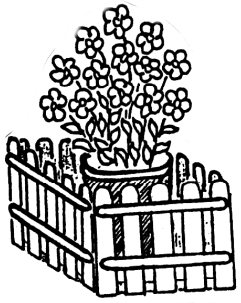




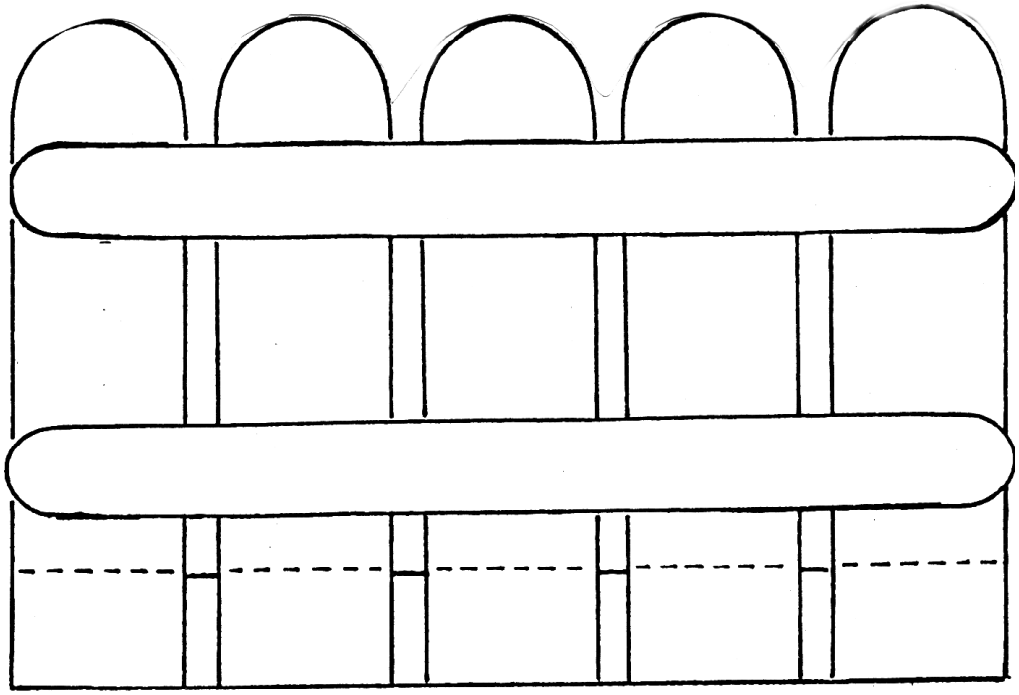
Begin by placing 2 paper plates together. Staple it or glue them together. Decorate the spaceships with sequins. Take your hanger and stretch it out forming a circle. Hang your hanger where you can throw the space ships through it.

HOLIDAY AND SEASONAL CRAFTS

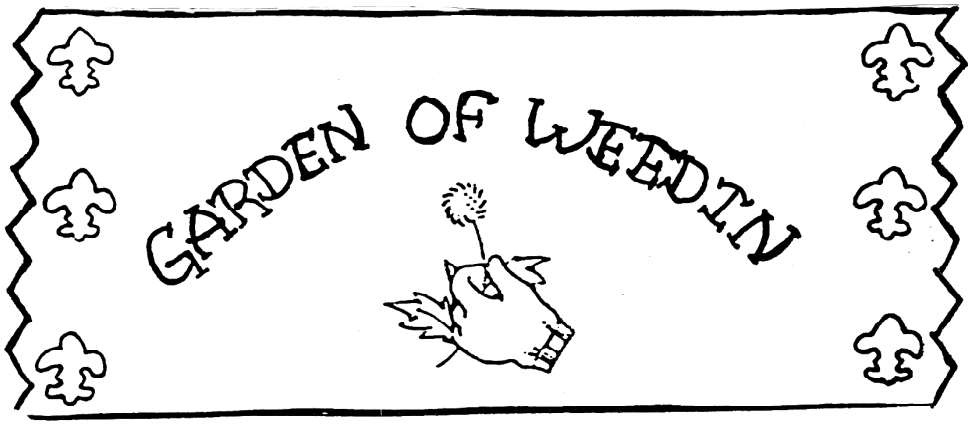
FLOWER GARDEN



Cut bottom 4 1/2" x 4 1/2" from 1/2 inch wood. Use Craft sticks for fence. Length of sticks is determined by height of pot. Glue 3/8" popsicle (craft) sticks horizontally for fence rail.

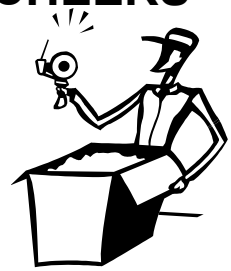


GARDEN OF WEEDIN' SIGN



Enlarge on cardstock, then have scouts color. Laminate, then staple on top of a paint stick. Put in the Garden and use as an excuse for not weeding.

SONGS, SPARKLERS, AND CHEERS



SONG THE ASTRONAUT'S PLEA

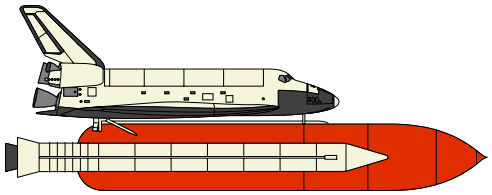
Tune: "My Bonnie Lies Over the Ocean"

I went for a ride in a spaceship,
The moon and the planets to see.
I went for a ride in a space ship,
Now listen what happened to me.

Chorus
Bring back, bring back,
O bring back my spaceship to me, to me,
Bring back, bring back,
O bring back my spaceship to me

2nd Verse
I went for a ride in a spaceship,
The capsule was crowded and I,
Developed a cramp in my muscles,
So decided to walk in the sky, *Chorus*

3rd Verse
I went for a walk in my spacesuit
The ship was controlled from the ground,
And someone in charge down at NASA,
Forgot I was walking around. *Chorus*



RUN-ON FUN

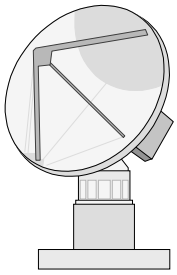
1. Why did the robot cross the road?
2. How fast does light travel?
3. My teacher wants us to watch the eclipse of the moon tonight.
4. What did the launch director say to the astronaut after he blasted into space?
5. Why do astronauts go to the Doctor before going into outer space?
6. What do moon people do when they get married?
7. How did the astronauts serve dinner in outer space?

ANSWERS

1. Because the chicken told him to.
2. I'm not sure but it gets here too early in the morning.
3. What channel is it on?
4. You're fired.
5. To get their booster shots.
6. They go off on their 'honeyearth.'
7. On flying saucers.

APPLAUSES/ CHEERS

JET: Swish your hand across in front of you like a jet, and clap your hands twice very fast.
SATELLITE: Move right hand in circle overhead, opening and closing fist while saying in high voice, "Gleep, gleep, gleep, gleep!"
MAN IN THE MOON: Circle face with hands and say, "I eat green cheese."
UFO: Open and close your fingers and say, "Blink, blink, blink".
SPOCK: "Very logical."
CAPTAIN KIRK: A panicky Cubmaster yells, "Beam us aboard, Scotty, beam us aboard!" Assistant Cub Master pushes a wooden board onto floor. CM has everyone say, "Oh, Great!"



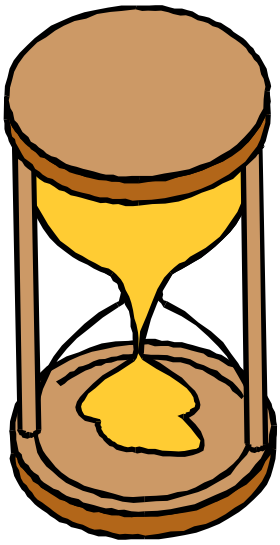
SONGS, SPARKLERS, AND CHEERS 2

MORE CHEERS

MERCURY: Say, "Mercury is the closest planet to the sun. One day is 88 days long. The shaded side is 350 degrees below zero. The sunny side is 770 degrees." Everyone jump up and down like your feet are burning.

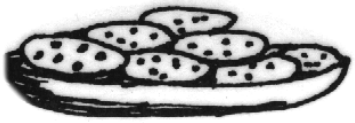
VENUS—2nd closest to sun. It is very hot, covered with clouds and has lightning storms. Fan yourself, jump, pretend to dodge the lightning, Say, "That was a good one."

SATURN—Second largest gaseous planet, surrounded by rings of ice & gravel. Has 9 moons, some as big as Earth, and they are more habitable than the planet. It is very beautiful. Say, "Beautiful."



CUBS IN THE KITCHEN

September 2 - Race Your Bathtub Day
September 22 - Elephant Appreciation Day



Back To School Cookie Exchange
For back-to-school lunch box treats and ideas, have each boy bring 2 dozen cookies and the recipe on a 3x5 card. 1/2 dozen to eat and 1-1/2 to exchange. (Be sure to have extra cookies on hand in case a boy forgets.) Let the boys take home the cookies and the next den or pack meeting, supply them with a copy of the recipes.

Caramel Turtles
These make a great gift idea for the hard-to please dad or a service project. Wrap individually in green plastic for turtle effect, or between layers of waxed paper in a covered container.

1 1/3 cups pecan halves
18 squares caramel candies, individually wrapped
1/2 cup semisweet chocolate chips or chopped chocolate

Preheat oven to 350 degrees. Slice or break pecan halves lengthwise to make slivers for four feet, head and tail. For each turtle, arrange six nut pieces as shown here on a foil lined cookie sheet. Unwrap one caramel square and cut it in half. Set one half on top of each cluster of nut pieces. Without disturbing the arrangement, place cookie sheet in oven for 3-4 minutes. Watch carefully so nuts don't burn. The caramels will melt onto the nuts forming the turtle's shell. Remove tray from oven and set a few chocolate chips on each "shell." return to the oven for a few seconds to melt the chocolate. Spread the chocolate with the back of a spoon. Remove foil from baking sheet and let turtles cool completely. Makes 36 turtles.

Individual Baked Alaska
In the Dog Days of September when school has started and its too hot to do anything, Baked Alaska will awaken the curiosity within. (How can you put ice cream in a hot oven and not have it melt??)

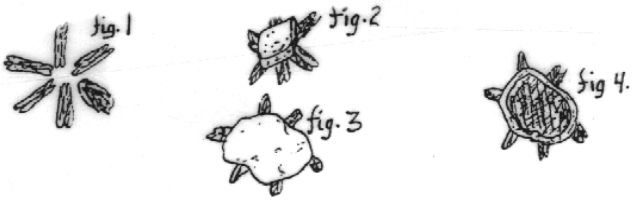
4 cupcakes
1/2 pint ice cream
4 egg whites 1/4 cup sugar

Fill hollowed-out cupcakes with ice cream; freeze at least 4 hours. Make meringue by whipping egg whites until stiff. Then, still whipping, add sugar until the mixture is the consistency of marshmallow cream. Spread the meringue on the cupcake with a knife, and then quickly brown for three minutes under the broiler. Serve immediately.

Caramel Apple Cider

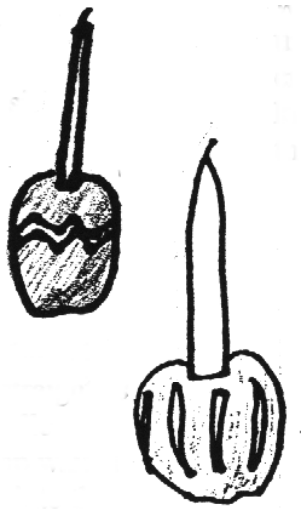
1 package caramel apple wraps (sold in the produce department of grocery stores), Lollypop sticks (sold in craft stores), 1 gallon apple cider

Cut each wrap into thirds and wrap around a lollypop stick wide end to point. Heat up cider and pour into mugs. Drop caramel swizzle stick in and stir gently. Top stick with fresh apple chunk.



CUBS IN THE KITCHEN 2

Apple Candle Holders



apple corer
large red apples (try to pick apples that will sit straight on the table)
candles
waxed paper
potato peeler
lemon juice

Using the apple corer, make a hole halfway through the middle of the apple, trying to keep it as straight as possible and remove the core piece. The candle should fit tightly; if the hole is too large, wrap waxed paper around the candle end. Carve designs into the apples with the tip of the potato peeler. To prevent carved parts from turning brown, rub with lemon juice. For a base, use plate or cutting board. Discard within 2-3 days.

THEME MIDWAY

Time in a Capsule is … a moment in time ...a memory ... memorabilia ...Time capsules...

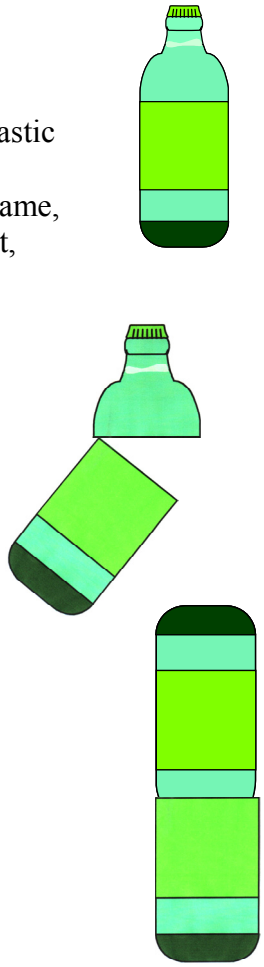
You can capture your own time in a capsule by:

- Have your boys write a poem about their feelings regarding something in their life.
- Make a poster collage of pictures that say something about who they are. This can fulfill Bear Elective 9 or Webelos Art achievement.
- Have the boy's parents write a letter to the boy to be opened at a later date. You could mail it back to them in five or ten years.
- Fulfill all requirements for Bear Achievement # 8. Video or tape record conversations on Requirements b & d.
- Collecting information and items then creating a time capsule.

  To create your own capsule to put things in, take two plastic soda bottles and cut the tops off. Then fill the capsule.

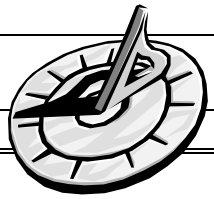
  Some of the things you might want to include are: your name, personal description of yourself as you are now (your height, weight, color of hair and eyes etc.), your age, school that you attend, who your family is, (include full given names as well as nicknames) List some of your favorite things, such as teachers, friends, foods, songs, games, sports, T.V. programs, and movies. Other things might be personal, such as a letter from yourself about what you hope for the future. Perhaps some mementos of special people or events in your life could be added.

  When the capsule is full, (the fuller the better so there is less oxygen in the capsule), slide one open end of the soda bottle into the open end of the other and have someone hold it while you seal it with duct tape. Then, take some white glue and thin it with water. With a brush, cover the outside of the soda bottle capsule. Roll the capsule in wrinkled aluminum foil to give it a real space age look. Don't forget to put a label on the outside of the capsule identifying who it belongs to and when it should be opened.



THEME RESOURCES

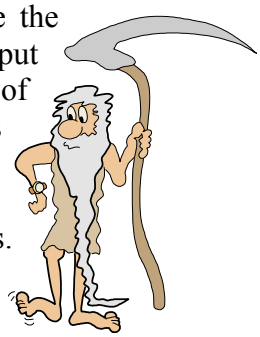
CATEGORY	NAME	BOOK OR REFERENCE (Note: All books can be found at Scout Shop)
Extra Ideas	Turn Back the Clock, Discover our Family Heritage	National Theme – February 2000, November 1999
	Western Festival Ideas	Cub Scout How To Book (rev.1999) pg 9-28
	Communicating Your Pack's Story	Cub Scout How To Book (rev.1999) sect 12
Ceremonies	Our American Heritage	Ceremonies for Dens and Packs pg 5-5
	History of Cub Scouting Advancement Ceremony, Cub Scout Spirit Opening Ceremony, Scouting History Closing Ceremony	Ceremonies for Dens and Packs pg 8-9, 5-7, 6-2
Belt Loops & Pins	Heritages	Cub Scout Academic and Sports Program Guide
Cub Requirements	Bear Achievement 8-The Past is Exciting and Important	Bear Book
	Bear Elective 18-Jot it Down	Bear Book



MAKE A CUB SCOUT TIME CAPSULE

Have each of the boys write an illustrated short essay about what his life is like now. Cub Scout aged boys are most apt to do meaningful creative writing if you give them some help. Give them a paper with open-ended questions on it and room to write under each question. Some good questions could be:

"What is the most fun thing that you like to do?"
"Tell a funny thing that happened to you."
"If you could change one thing in your life, what would you change?"
"What do you think your life will be like 10 years from now?"
"What goals do you have for this school year?"



Make a copy of each essay for the Cub Scout Time Capsule and give the originals to the parents to keep (or the other way around). Then ceremoniously put the essays in a time capsule during pack meeting, to be opened in X number of years, when you all get together again for a reunion party. (It could be as little as one year or as much as 5 years. Just remember, the shorter the time, the more apt it is to actually happen.) The "time capsule" could be as simple as a seal-able plastic box with a few stickers to decorate it. Add some pictures of the boys. When you have the reunion party and open the time capsule, the boys will be surprised to see how much their attitudes and ideas have changed in a year or two.