

ON THE RIGHT TRACK

POW
WOW
1993

PIKES PEAK COUNCIL

November 20, 1993

Dear Cub Scout Leader,

The 1993 POW WOW of the Pikes Peak Council is a great opportunity for you to build on your knowledge, skills and enthusiasm for the Cub Scouting program. What better theme than ON THE RIGHT TRACK to lead the way to continue your Cub Scouting experience.

Many boys will benefit and grow, as you pass on to them what you experience today. Thank you for making this commitment of your time to take part in POW WOW 1993.

Your Friend in Scouting,


Sally Riley

Chairperson,

1993 Pikes Peak Council POW WOW

November 20, 1993

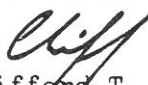
Dear Cub Scout Leader:

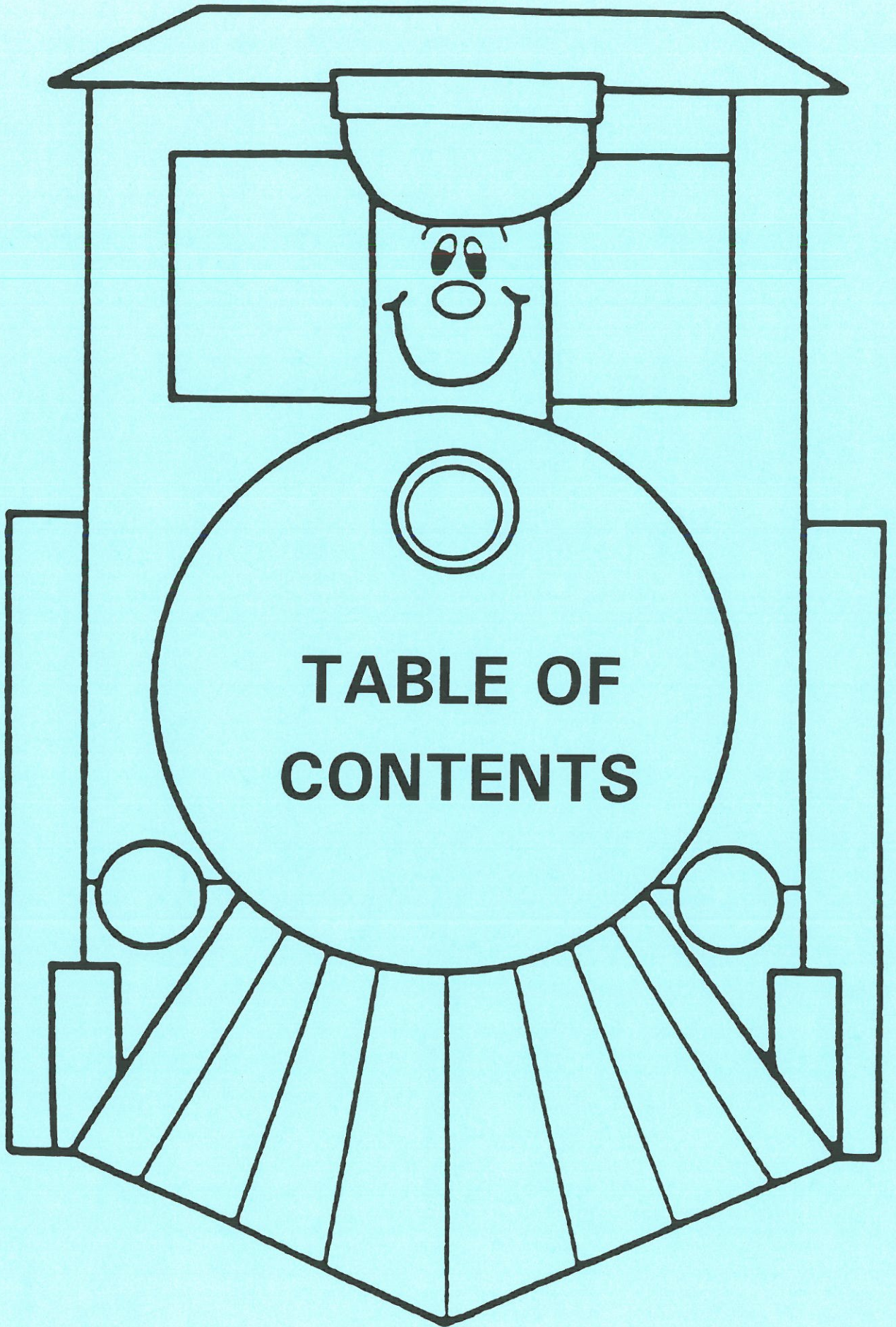
The 1993 POW WOW Book "On the Right Track" is designed to be a reference library for the Cub Scout Leader. In this book you will find different ideas for ceremonies, crafts, games, and songs. Each month follows a specific theme, but the information given is only a guideline. With a little imagination they can be altered and copied to suite your individual pack's needs.

It has been a privilege for me to serve as your POW WOW Editor this year, but it was a job I could not have accomplished if there had not been so many people willing to work together to bring you this book. I would like to take this opportunity to say " Thank you" to Bev Brooks, Sally Riley, Phil Sanders, Connie Johnson, Susan Wagner, Max Cordero, and Jon Riley for their suggestions, words of encouragement, and given many, many hours of their time in order to bring this book to you.

I would like also to thank other councils, especially Nancy Peterson and her staff from the Utah National Parks Council for the Webelos Section.

Your friend in Cub Scouting,


Clifford T. Brooks
Editor



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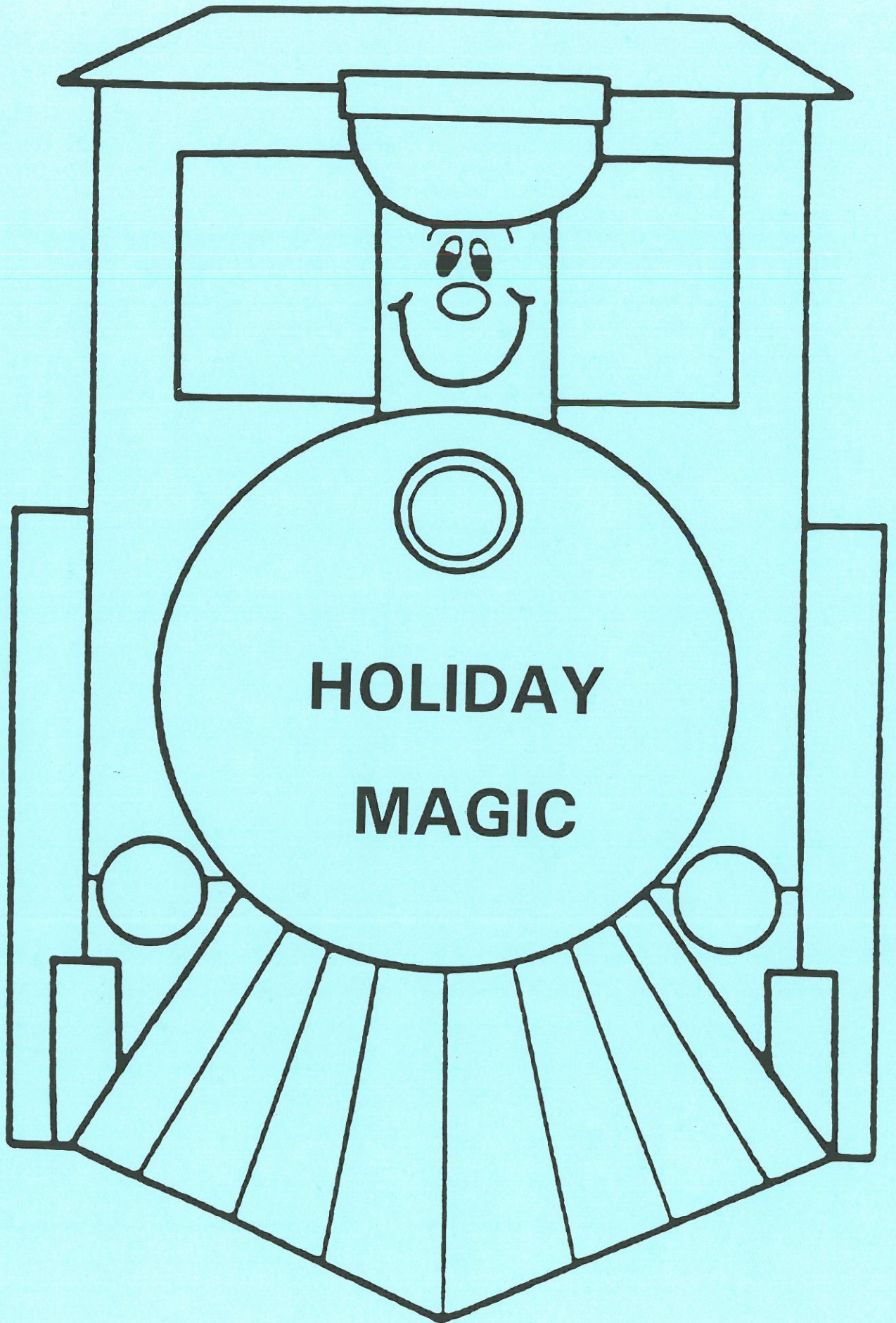
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**HOLIDAY
MAGIC**

OPENING CEREMONY

PREPARATION: Each boy is asked in advance to bring an ornament for the pack Christmas tree. Later these ornaments will be donated to a needy family. Ornaments are placed on the tree as the boys arrive.

Cubmaster ask everyone to be seated. Suddenly an angel appears and says: "It's a beautiful tree, but something is missing. What could it be?"

Someone says: "Its the star!" The angel agrees and explaining that he brought a star from heaven to place at the top of the tree. As he puts the star in place, he explains: "The star was a signal for the Wise Men to start on their journey many years ago, and it guided them along the way. Let this star signal the start of our pack meeting tonight, and guide us in the Spirit of Scouting and of goodwill. (Angel disappears)

Cubmaster then leads the Pledge of Allegiance.

CLOSING CEREMONY

PREPARATION: 9 Cubs enter each with a card with the appropriate letter on them.

C is for Christ, whose birthday we observe
H is for Happiness to those who serve
R is for Reverence and a prayer from above
I is for Incense, a Wise Man gave in love
S is for Snow, a blanket so pure and white
T is for Time, as it stands still tonight
M is for Mary, the mother of the babe
A is for Answers, as we search for the light
S is for a Star, shining brightly tonight.

Please join us in singing "Silent Night."

CHRISTMAS ADVANCEMENT CEREMONY

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

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

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

The first step along the Cub Scout trail is the BOBCAT. (Turn on light at the bottom. If there are any Bobcats to be inducted do it here.)

Once a boy has achieved this honor, he is ready to climb. There are 12 achievements to be completed for the rank of Wolf. Some of these require knowledge of the United States flag, of keeping strong, of safety and being useful to the family. The following boys have completed these requirements: (Call them forward--and any boys who have earned any arrow points.)

Thank you boys. We are now able to turn on the light representing the Wolf rank. (Turn on next light.)

As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult for the Bear rank. (Call forward any boys receiving Bear and Bear arrow points.)

These boys have helped us light our tree, but it is still not quite as it might be. Since they have received help from their parents and leaders, let us turn on a light for them, too. (Turn on another light.)

Now the boys have reached 4th grade or 5th grade and have more climbing to do. This last climb will bring them to the top of the tree and the coveted Arrow of Light. To reach there they must attain the Webelos Award. In order to reach the Webelos Award they must first earn activity badges. (Call forward Webelos who have earned their various activity badges.)

Thank you boys as you have learned throughout Cub Scouting you have helped to make the world brighter. (Turn on another light.)

And now the boys who have earned their Webelos badge and have begun to learn what Scouting really is. (Call these boys forward) (Light the next light)

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

AUDIENCE PARTICIPATION

THE BEGINNING OF IT ALL

SANTA: Ho-Ho-Ho

ELF OR ELVES: Hurry-Scurry

TOYS: Whee-ee-ee

Way back many years ago; in fact, so many nobody knows when, old SANTA had no ELVES to help him in his workshop, building TOYS for all the children in the world.

Poor old SANTA had to build the TOYS all by himself with occasional help from Mrs. Claus, who of course was kept busy with housework and cooking and such.

SANTA began to grow extremely weary from his big work load and longed for some help. Little did he know that help was close by in a neighboring village. For SANTA had been far too busy working in his workshop to be neighborly with anyone. It seems that in the village next to the North Pole workshop there lived a group of ELVES. Busy little fellows they were, indeed, for they were continually making TOYS. It seems this was what they did best, but they had stacks of TOYS just setting around and nothing to do with them.

One day, quite by accident, old SANTA discovered the ELVES. One of their rubber-band planes which they had been testing, flew so well that it landed clear in the next village outside SANTA's workshop. Needless to say when he discovered it and bent over to pick it up, he came face to face with the ELF who had come to retrieve his most prized possession.

So, as stories go, SANTA and the ELVES got together and made a contract. The result was that the ELVES moved in to live with SANTA at his workshop and help make the TOYS for all the children in the world.

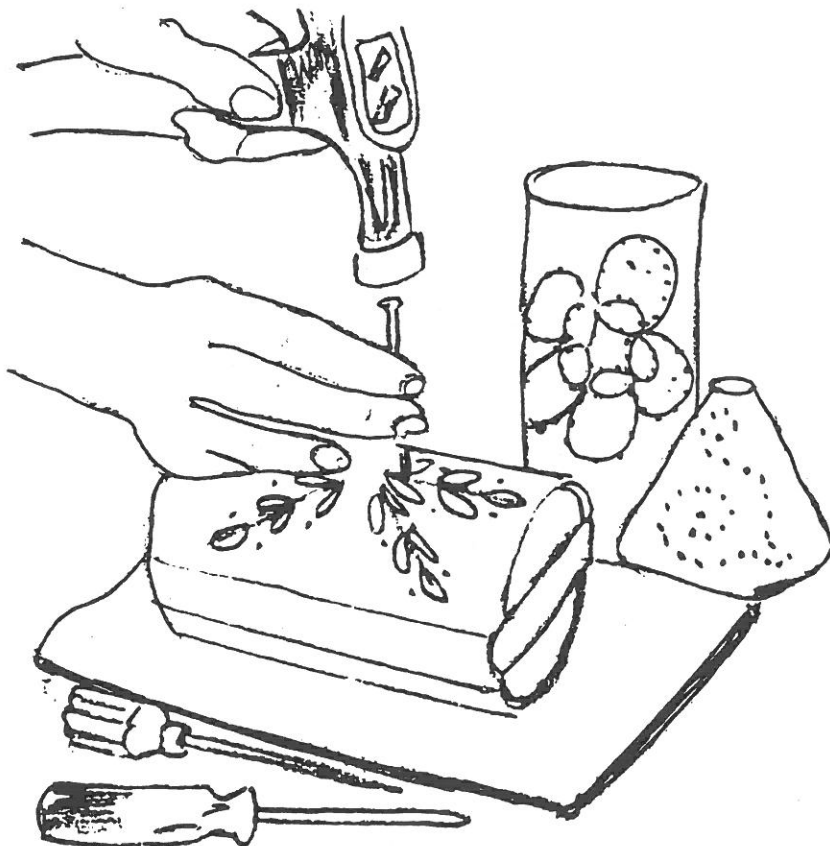
It seems that one little ELF was always so cheerful and spreading a wonderful feeling of cheer and happiness among the whole group. In fact, he was the one responsible for people thinking of ELVES as happy little fellows. His favorite expression while working on the TOYS and discovering something new was "Good Willikers!" This was an expression he dreamed up entirely by himself. That immediately became the little ELF's name, but soon was shortened to the nickname of "Good Will!"

So that was the beginning of the words "Good Will" meaning the spreading of happiness and cheer. Also that is how the ELVES began helping SANTA make all those wonderful TOYS for good little girls and boys all over the world. How about that?

TIN CAN LANTERNS

Here is a clever way to make Christmas lanterns out of tin cans. With some grown-up help, it is an excellent craft for a group of scouts.

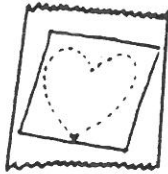
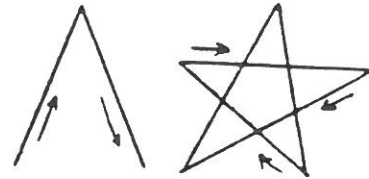
How to make them: You can use any size tin can, from dog food to fruit juice size. Fill each can with water to 1/4 inch below the rim and place it in the freezer for about two days, until the ice is very hard. Then cut a piece of heavy paper big enough to fit around the can and draw your design. Fasten the pattern around can with cloth tape or masking tape. Place the can on an old, folded towel. Using a hammer and a nail, punch holes into the can along the lines of your design. If the ice starts to melt before you have finished, put it in the freezer, paper and all, and start on another lantern. A funnel inverted over the top of a can makes a good lid.



TISSUE PAPER DECORATIONS

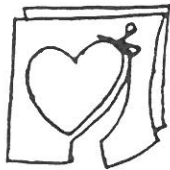
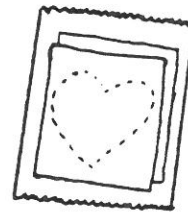
Materials needed: string, colored tissue paper, waxed paper, scissors, glue (in a small dish), a book, damp cloth, decoupage liquid or thinned white glue (optional)

Lay out two pieces of waxed paper and two pieces of tissue paper each about 6" square. Practice making designs, using a piece of dry string about 1/2 yard long. Decide on an easy one.



Soak the string in the glue and pull it between your fingers to wring out the excess, letting the glue drip back into its dish. Blot your fingers on a damp cloth; then QUICKLY, before the glue begins to dry, remake your design on one piece of waxed paper and cover it with one piece of tissue paper.

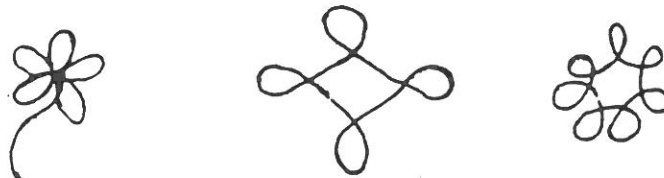
Flip the whole thing over on another piece of waxed paper, and peel off the first piece of waxed paper. Replace it with the other tissue paper so that your design is glued between two pieces of tissue paper. Flatten your design by putting a book on it for a few minutes.



Allow the design to dry completely. (Drying may take from 10 min. to 24 hrs. depending on glue, paper, and humidity.) When the glue is dry, trim the excess paper off 1/4-1/2" from the string, being careful not to cut the string!

If you wish, QUICKLY brush on a coat of decoupage liquid or thinned white glue with a wide paintbrush to make your ornament even more translucent. Stroke quickly in one direction only, just enough to glaze the tissue.

HINT: Use one piece of string. Little, separate pieces are harder to work with.



SKITS

THE RUNAWAY PRESENTS

Have 4 or 5 cubs inside boxes wrapped as presents. Have 2 cubs wrapping them saying:

Wrap and tie, Wrap and tie,
I should have started in July.

Knotting, cutting,
Smoothing, closing,
Sealing, gluing,
Pile 'em up.

Fold it right. Tie it tight.
It's got to hold
Till Christmas night.

Knotting, cutting,
Smoothing, closing,
Sealing, gluing,
Christmas time!

Cub #1: Oh Dear! I've wrapped my foot.

Cub #2: I'll just get it out carefully -- smooth out this
wrinkle and cover this bulge -- and everything's
fine.

(Cubs leave)

Present #1: Now someone is leaning on my box! And I'm getting
wrinkled.

Present #2: Can't you move over just a little?

Present #3: I can't. My knot's too tight!

Present #4: Well! I've got to move.

Present #1: Me too!

Present #3: Be careful. I'll slip if you move!

Present #2: Well! Hold on.

Present #1: Whoops!

(All fall down)

Present #1: I'm cramped.

Present #2: I'm squashed.

(continued on next page)

SKITS

RUNAWAY PRESENTS (continued)

Present #3: I've got to get out!

Present #4: Watch where you're going.

Present #2: There's the door.

Present #1: Follow me!

Present #3: Wait! I'm coming too.

(Cubs enter as the presents run off opposite side of stage.)

Cub #2: Those presents ran right out the door!

Cub #1: We've got to get them. Help! Stop! Runaway presents!

(Cubs run out after presents. Presents return followed by Cubs.)

Present #1: Don't be angry Cubs. We're sorry we caused you so much trouble.

Present #3: You can say your wrapping verse and we can settle under the tree.

Cub #1: Won't you join us as we say ---

All Cubs and

Presents: Wrap and tie, Wrap and tie,
I should have started in July.

Knotting, cutting,
Smoothing, closing,
Sealing, gluing,
Pile 'em up.

Fold it right. Tie it tight.
It's got to hold
Till Christmas night.

Knotting, cutting,
Smoothing, closing,
Sealing, gluing,
Christmas time!

SKITS

THE GIFT OF GOODWILL

Arrangement: A group of eight Cub Scouts are gathered around, wrapping Christmas gifts. Each boy is wrapping a gift. Den chief enters.

Den Chief: Hey, guys! Let me see what each one of you are wrapping.

1st Cub: Gloves for my dad.

2nd Cub: An owl plaque for my mom.

3rd Cub: Oreo cookies for my little brother... so maybe he'll quit eating mine.

4th Cub: A doll for my sister.

5th Cub: Wind chimes for my mom.

6th Cub: Ink pens for my big brother. Then maybe mine will stop disappearing.

7th Cub: A lamp for my mom.

8th Cub: A lacy handkerchief for my grandmother. She likes to wave them goodbye.

Den Chief: Hey, you guys are really giving Good Will.
(laughs)

All Cubs: We hope so. Aren't we supposed to do that year round?

Den Chief: Yes, but let me show you something that's quite unusual. (He takes a large piece of poster board and a marking pen. He calls on each boy in order to name the gift he is wrapping, and he writes the first letter on the board...such as G for gloves, etc. The result spells out Good Will, which he holds up for the audience to see.)

1st Cub: Hey, that's all right! We're giving Good Will separately together! (Looks at Den Chief)
Figure that one out!

GAMES

CHRISTMAS PRESENT RELAY

From four to ten players representing each side. The runners must run to a chair or table, untie, unwrap, retie, a Christmas package. They run back and touch the next teammate.

WHO GETS THE PACKAGE

Have a Christmas present wrapped. Then tied with string, then inside another box, then wrapped, then tied with string, then inside a box, etc. etc. etc. Have all the boys sit in a circle. Play music---when the music stops, the boy with the package starts to unwrap, untie, etc. HE CANNOT TEAR THE PAPER OR BREAK THE STRING. IF HE DOES--HE IS OUT OF THE GAME. When the music starts the package must be passed swiftly from boy to boy until the music stops again. The boy who finally gets the package completely unwrapped gets to keep it.

CHRISTMAS TREASURE HUNT

Each boy is provided with a small red Christmas stocking and is given a list of objects hidden around the room which he is to find. No boy is allowed to pick more than one of each of the objects hidden, such as those listed below. Give a prize to the one who brings back the largest number of treasures in a set amount of time. Some of the things that may be on the list are: unsharpened pencils, erasers, peanuts, lollipops, small toys, candy bars, etc.

CHRISTMAS TOYS

Pin on the back of each players (adults make good players in this game) the name of some toy. Use the names of toys such as: jumping jacks, electric train, doll, teddy bear, toy gun, etc. Each player tries to learn what is on his back by asking questions. All questions must be answered correctly. He may ask, "Am I a jumping jack?" or any other question. When one has learned what toy he represents, he may take the name from his back, pin it on front, and retire from the game.

SANTA'S BAG

Take about ten brown paper bags and number them from one to ten. Put one familiar article in each bag (preferably an article related to Christmas) and tie the bag shut. Each Cub Scout is given a piece of paper and a pencil. He lists the numbers 1 to 10 on the paper. He tries to guess what is in each by feeling through the paper bag and records on his paper what he thinks it is. Person with greatest number of correct answers wins.

CUB SCOUT CHRISTMAS SONG

Tune: Rudolph

Here's to the Cubs in our den,
As they follow, help and give;
All of the boys in our den
Know just how a Cub should live.

Now that it's time for Christmas
We've been very helpful boys;
We've gathered lots of old things,
Fixed them up like brand new toys.

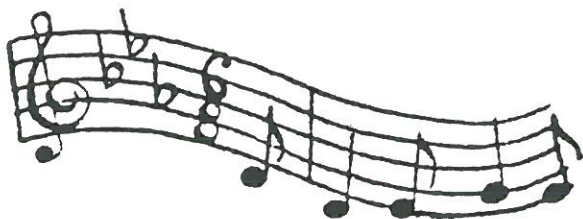
Saved our pennies every meeting,
Bought a lovely Christmas tree;
Trimmed it up to take to our
Den-adopted family.

Bright and early Christmas morning,
When they see our shiny toys;
We'll be happy that we shared our
Christmas joy with other boys.

CUB SCOUTS GIVE GOODWILL

Tune: Up on the Housetop

Down in the basement Cub
Scouts pause,
They are helping Santa Claus.
Toys, games and puzzles and
goodies too.
Make children happy, yes
they do.
Ho, Ho, Ho, who wouldn't go,
Ho, Ho, Ho, who wouldn't go,
Out helping Santa, click,
click, click,
Try a goodwill project,
quick, quick, quick.



TOMMY THE CUB SCOUT

Tune: Frosty the Snowman)

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

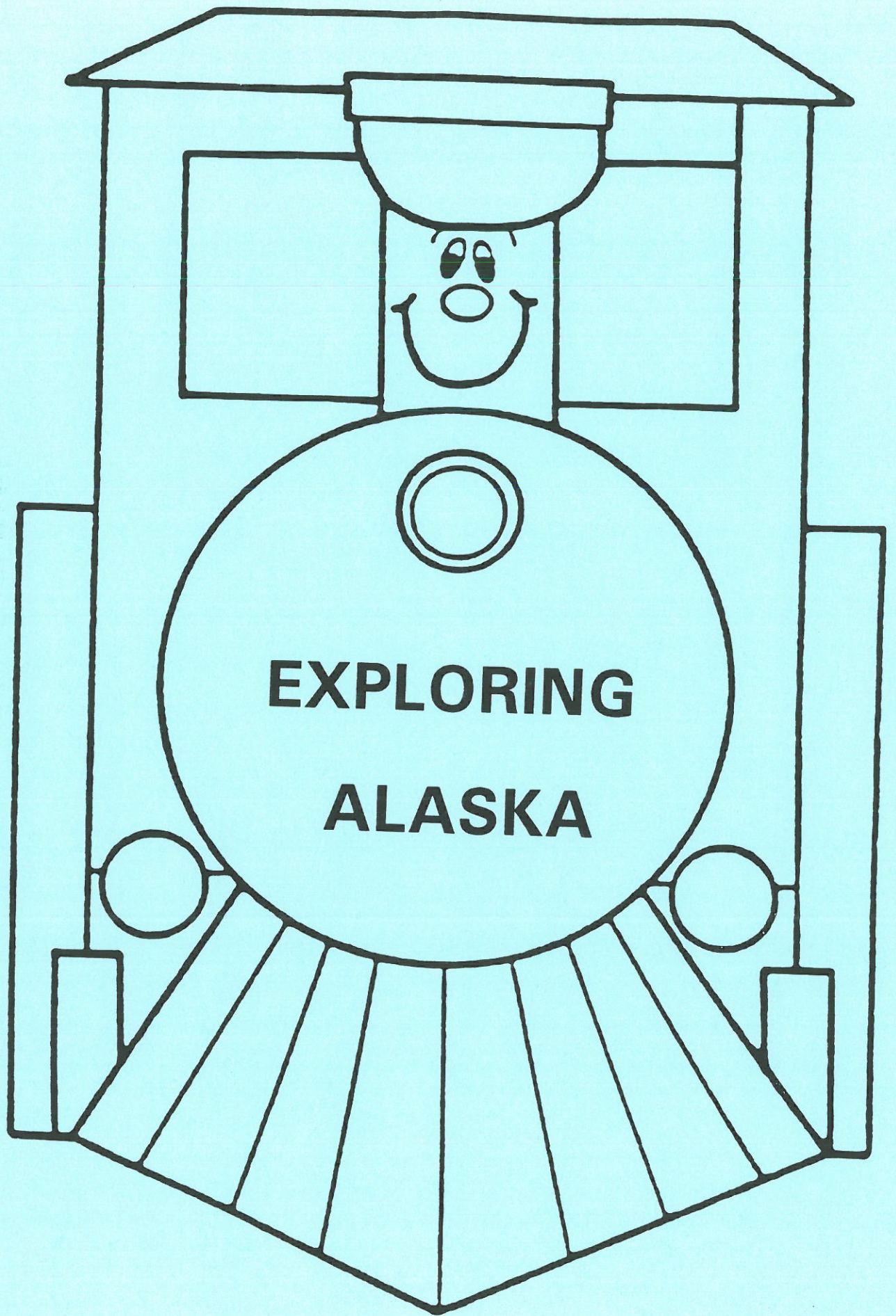
Tommy the Cub Scout
Earned his badges one by one
He did his best and he met
the test;
A good citizen he's become.

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

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

DECK THE HALLS (A parody)

Deck the halls with boughs
of holly - Fa la la la la,
la la la la.
Akela says we must be jolly
Fa la la la la, la la la la.
In our blue and gold apparel
Fal la la, la la la, la la la.
We massacre this Christmas
carol, - Fa la la la la,
la la la la.
All our parents sit before us
Fa la la la la, la la la la,
Waiting for the final chorus
Fa la la la la, la la la la.
They have moved our hearts with
pity - Fa la la, la la la,
la la la
So we end this little ditty,
Fa la la la la, la la la la.



OPENING OR CLOSING CEREMONY

This ceremony can be modified to use any number of Cubs, depending upon the size of the den. Have each boy write one or more of the terms listed below on a poster and explain what they mean.

NARRATOR: This month we have studied about Alaska of old and would like to share with you some of the commonly used words and their meanings:

- CHEECHAKO -- is the term used for a "tenderfoot", a newcomer to Alaska.
- DUST -- Means fine gold
- HUSKY -- was, of course a sled dog, vital to inhabitants of this state.
- IGLOO -- an Eskimo dwelling
- KAYAK -- was a single passenger skin boat
- MALEMUTE -- is also a sled dog. Many of them are now found in many other states
- MUCKAMUCK -- Means food
- MUKLUK -- is a fur boot, very comfortable, indeed
- MUSH -- Means "Get on!" It is a command to a dog team
- OUTSIDE -- Means outside of Alaska (Back in those days, it meant the U.S.)
- PANHANDLE -- Was the southeastern part of Alaska
- POKE -- Was a moose hide bag for holding gold dust
- POTLATCH -- Was a community festival
- SKOOKUM-HOUSE -- Was a jail
- SOURDOUGH -- Was an oldtimer, a veteran

OPENING CEREMONY

Have the boys draw a picture illustrating the two lines they speak.

O may thy future shine most clear
Alaska our Alaska

And in the hearts of men grow dear
Alaska our Alaska

Henceforth, the fairest land we know,
The wealth from out thy hills shall flow

And cast o'er all a radiant glow
Alaska, our Alaska

Narrator: This month we have studied about Alaska. Please stand and join me in the Pledge of Allegiance.

OPENING OR CLOSING CEREMONY

Directions: The American Flag is already displayed on stage.

Cub: (Holding replica of Alaskan Flag)

Cub: I represent the Flag of Alaska. My design resulted from a public school contest conducted by the American Legion, I was designed by a 13 year-old boy. I have flown over Alaska since 1927. My design represents the constellation of the Great Bear and the North Star.

Cub: Let us stand and Pledge our Allegiance to the Flag that binds us as one

Cub: (Closing) Let us stand and salute the Flag while we sing "God Bless America".

AUDIENCE PARTICIPATION

HOW THE ESKIMOS STARTED IT ALL

CHIEF: "Akela"

HUNTER: "Kayak-a-dak"

Come join the CHIEF...around the council fire so bright,
As he tells you the tale, of a HUNTER...and his plight,
He had a problem which caused him some doubt.
But that ingenious HUNTER...figured it all out!
It seems the nights, go so chilly indeed,
That for a shelter, the HUNTER...found a need,
So he sat right down, and thought what to do.
Then set about, to make his dream come true.
But when the CHIEF...noticed, the HUNTER...not around,
He set about to see, if he could be found.
There on the far edge of the village was he,
Working as busy as he could be,
"What are you building," the CHIEF...then cried,
As he stooped over, and looked inside.
The HUNTER...then answered, with a grin so big,
As he said, "You see I must keep my igloo warm--you dig?"
With that the CHIEF...laughed, as he stepped in the door,
"A tupek," he said, "This home shall be called evermore."
And then a storm, soon blew right their way,
Causing the tupek to shake and crumble.
The CHIEF...when frightened, spoke in a Canadian accent,
As these words he uttered, as for the door he went,
"Young HUNTER...zee tupek eet ees an igloo, I say,"
"Call it what you want, CHIEF... have it your way."
So be it tupek or igloo, the Eskimo's abode,
They serve the same purpose so our story is told!

SKIT: HEAP BIG CHIEF BIG HEART

Choose someone to play the star--Heap Big Chief Big Heart. Pick a narrator to introduce the skit: "Heap Big Chief Big Heart, or Heap Big for short, is a chief with a heart as big as Alaska. He's given his braves everything. And, as yet, has asked nothing in return. Let's listen as our braves sing Heap Big's praises." Braves serenade Heap Big in a sing-song style chant. Here's a starter on your chant: "Heap Big's heart is as big as Mt. McKinley. Heap Big! Heap Big! He's our Chief!" Go ahead and add verses, comparing Heap Big's heart to other great wonders of nature. Toward the end of the chant, Heap Big suddenly raises his hand for silence. All is quiet. Heap Big speaks, "Me, Heap Big, out to get braves' scalps! Terrified, braves dance about wildly, chanting in unison: "Heap Big Chief Big Heart Big Indian Giver! Heap Big Chief Big Heart Big Indian Giver! Heap Big Chief Big Heart Big Indian Giver! The end.

TIN CAN TOTEM POLE

Materials needed;

Several clean empty cans of the same diameter.

Masking tape or colored plastic tape.

Construction paper of various colors.

Poster paints and brushes.

Buttons, bottle caps, etc.

Scissors and white glue.

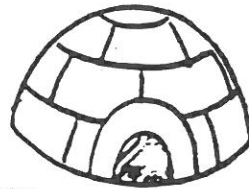
DIRECTIONS:

Even the Indians and the Eskimos never saw a wilder totem pole than this. No two are likely to come out the same, and that is as it should be. Some of the materials that can be used to make the various faces on the totem poles are macaroni, buttons, washers, curtain rings, thumbtacks, bottle lids and caps, spools and tongue depressors, lima beans, pieces of felt and, of course, construction paper. In short, anything that is the right size will be the right shape for something.

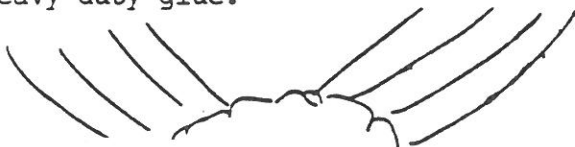
Begin the basic shape by gathering cans of the same diameter. It isn't necessary for them to be the same height. They may be either painted different colors or covered with construction paper, or contact paper. Paper may be either glued or taped into place. Tape is faster. Once they are covered you are ready to begin construction.

Arrange the cans, one on top of the other so that the colors of the different cans blend and fasten them together with either masking tape or colored plastic tape wrapped around them. You will have a much better finished product if you plan the heads before you put them together. Once you know what you are going to put on each one, you should apply all the face paint. In this way you will not accidentally knock off the ears and noses while you are painting. When all the paint has dried, start putting on ears and noses and wings as you choose. Here is a chance to let your imagination really run wild; so go to it!

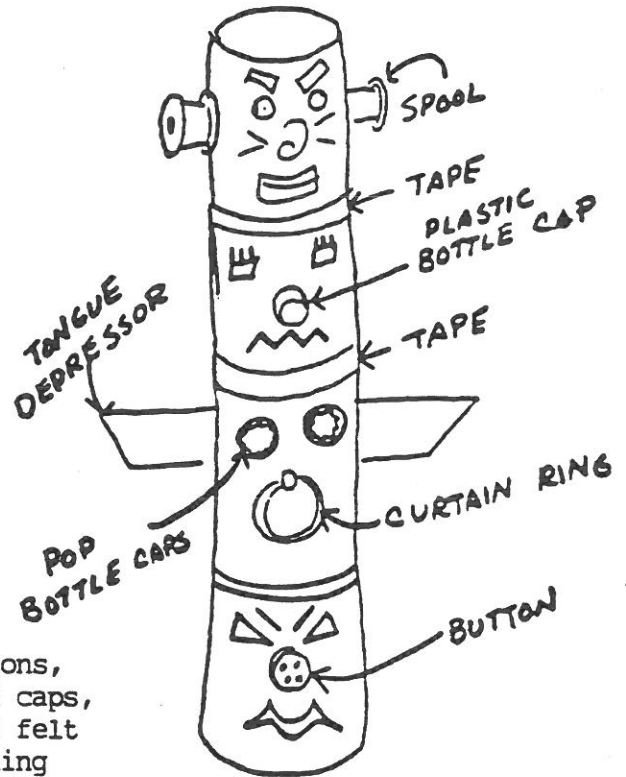
ESKIMO - Use a 2" size fishing cork and cut it in half. The nose is a very small piece of dowel rod. Paint on eyes, hair, and a mouth. Glue in the nose. Cut the fake fur into a strip $\frac{1}{2}$ " x 6". Glue it in place around the edge of the cork. Use a pop top ring glued on to the back with a heavy-duty glue.



BACK



IGLOO - Pour plaster of Paris into an egg carton cup. Insert a pop top ring tab. When it is completely dry, paint it white (if necessary) with black trim.



CRAFTS

ESKIMO ENGRAVING

Materials:

Clean, dry pieces of bone with all sinew removed (ask your butcher to save the bones and cut them for you), sharply pointed long nail or awl or other sharp engraving tool, piece of charcoal or cork, safety matches, paper towels, pencil, scrap paper.

1. Boil bones for one hour and then remove the marrow. Clean, wash, and dry them completely.
2. Plan your design on paper with a pencil, following the basic contours of the bone, as in Fig. 1. Notice where it is long, or thin, or wide, or curved, etc. Try to tell a simple adventure story using stick figures (for example, boy, girl, house, boat, fish under waves, carrying fish). Or, write your name and draw a geometric design. Straight lines are easier to make than curves.
3. Scratch your designs into the bone, as in Fig. 2. If any sinewy fibers arise alongside your line while you are engraving, remove them with your fingernails.
4. Rub charcoal or soot from burned cork into the scratch lines. Rub across the surface of the bone, as in Fig. 3. This will force the color into the grooves of the lines.
5. Use a paper towel to wipe across the bone to remove the excess, leaving only the color in the lines.

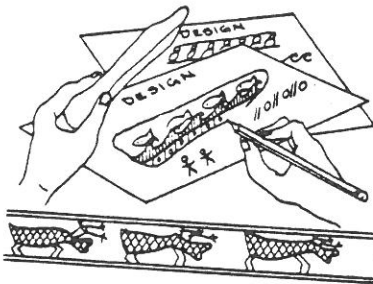


Figure 1

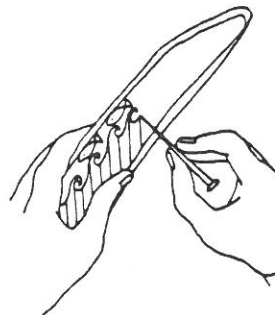


Figure 2

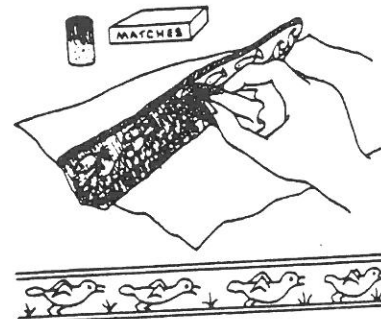


Figure 3

MEANWHILE, BACK AT THE IGLOO

CHARACTERS: 4 Eskimos, Charlie, Eskimo Salesman, extra boys could sit in igloo.

COSTUMES: Coats with fur trimmed hoods make excellent parka jackets. Or use sheets of crepe paper fringed on the sleeve edges and the bottom. Boots (preferably with some fur around the top) Any type of winter hat to cover head if jacket has no hood can be used.

PROPS: For igloo, milk cartons wrapped in white paper to look like large blocks of ice, cane fishing poles, paper fish to hang from poles, sheet of paper that looks like floor plans, and paper confetti. A sled with cardboard boxes piled on top of it, two pieces of sandpaper to make crunchy snow sound. (Rub together)

SCENE: The four Eskimoes come on stage, carrying the ice blocks, the map and the plans, the fishing poles with fish hanging on the strings.

1st ESKIMO: (Reading the map) Well, we're finally here, Okay, let's hurry up and set up the igloo. We may have more snow at any time, according to the penguins I've intercepted. (One Eskimo drops the section he is carrying and trips and falls as he tries to pick it up.) Charlie, can't you do anything right? (1st Eskimo goes over and picks up section.) Here, you hold the map and try to stay out of the way.

2nd ESKIMO: Boy, these pre-fab igloos by Ice Cube Inc. are really great. Why, they've put an igloo within the reach of everyone!

3rd ESKIMO: Yeah, I don't know how they can do it so cheap.

4th ESKIMO: (holding his section upside down) Huh! I guess it shows. This sure doesn't look right!

1st ESKIMO: You dummy! You're holding it upside down!

4th ESKIMO: Oh... (Turns it right side up.)

3rd ESKIMO: I don't really like these pre-fab igloos. There's no place to put any curtains.

2nd ESKIMO: Who needs curtains? An igloo is not supposed to look pretty--it's supposed to be strong!

1st ESKIMO: (taking the plans from his pocket) Here, let's take a look at the plans for assembling it. (Opens out the paper.) Okay, who's got wall A?

2nd ESKIMO: I do. Here. (Stand it up.)

1st ESKIMO: And here's wall B (Picks it up and sets it next to wall A.) Now, let's tie them together. (They do.)

CHARLIE: (walking over as he reads the map, he doesn't see the walls set up and knocks them down) Gee, this map is

1st ESKIMO: Charlie, for heaven's sake! Will you just go and sit down!

CHARLIE: Gosh, fellas, I'm sorry. Can't I help? (But as all continue to glare at him, he just shrugs his shoulders and goes over and sits down.)

(CONTINUED)

1st ESKIMO: (setting the walls back up) Okay, let's get the rest of the walls up. Bring walls C and D. (The others bring the walls over. They tie them together to form the igloo. After igloo is assembled they stand back and admire it proudly.)

1st ESKIMO: There. Isn't it beautiful! Thank you, Ice Cube Inc.

CHARLIE: (Who has joined them) Yeah, but there;s one thing wrong!

1st ESKIMO: What's that?

CHARLIE: There's no door!

2nd ESKIMO: He's right. There isn't.

1st ESKIMO: (Looking at the plans) Oh that's simple. (Goes offstage and comes back on with a large pair of scissors. He proceeds to remove the tape and "cut" door following pre-cut lines which are already on the front wall section.) There. That should do it!

3rd ESKIMO: We'd better all get inside now. It's going to start snowing any minute. It didn't take us long to build at all! (All start to enter igloo and stop.)

2nd ESKIMO: Do you hear or see anything?

1st ESKIMO: I think I see snow! Get ready men. We're about ready to get snowed in for the summer! (Everyone starts yellowing and running around trying to get into the igloo. Snow is thrown from offstage) (Boy inside of igloo unties sides so igloo falls down. There is silence.)

CHARLIE: Holy cow! That snow sure made short work of this igloo.

2nd ESKIMO: We never had a chance!

3rd ESKIMO: Wait! I hear something. Maybe it's someone coming to help. (Offstage someone rubs sandpaper together to give sound of crunching snow.

1st ESKIMO: (Looking offstage) No, it's just a dog sled. (Sled comes onstage with Eskimo salesman pulling it filled with cartons and cardboard.)

SALESMAN: Hello, there. I see you've had some trouble.

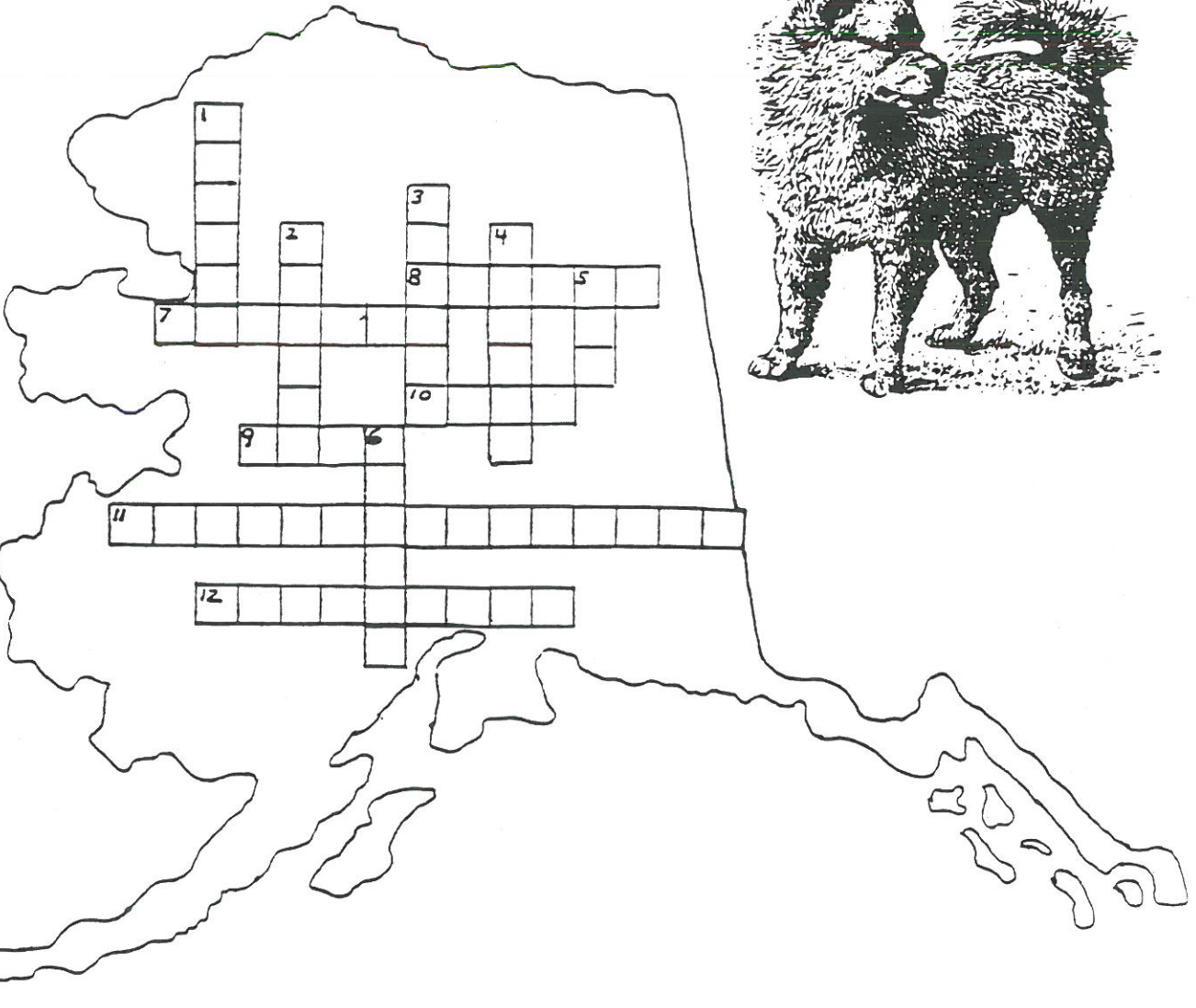
1st ESKIMO: Have we ever! The snow caved our igloo in.

SALESMAN: So I see. Well, it's good I came along. Maybe I can help you.

2nd ESKIMO: Help us! How could you help us?

SALESMAN: I have here a wonderful display of pre-fab igloos. I;m your Ice Cube Inc. representative, with a real cool deal for you!

GAMES



1. Capitol of Alaska
2. Native Alaskan
3. Who sold us Alaska
4. Eskimos who settled in the Aleutian Islands
5. Fossil fuel found in Alaska
6. Big -----, large constellation
7. A breed of dog used to pull sleds.
8. Large red-fleshed fish
9. Yellow metal found in Alaska
10. Western most Aleutian Island
11. Alaskan state bird
12. Symbol of America

GAMES

AJEGAUNG (HOLES-AND-PIN GAME)

Another game of skill is called ajegaung. This is the holes-and-pin game, played by tossing an object with holes in it into the air and catching it by one of its holes on a pin. This is the Eskimo version of the medieval court jester's cup and ball on a string. The object caught used by the Eskimo is often the dried bleached skull or pelvis bone of a small, with a pin made of bone. Sometimes small ivory animal carvings are used.

Materials:

Piece of rectangular or curved medium weight wood (e.g. a strip of shingle) or heavy corrugated cardboard or thick plastic, string, and unsharpened pencil, rubber band or tape

1. Prepare a piece of wood, cardboard or plastic with holes. It can be any shape and size, although it should be about the size of your hand or fist. It should be heavy enough to have some weight when tossed into the air. The holes should be large enough for your "pin" to pierce them easily (see Fig. 1). An unsharpened pencil makes a good pin.

2. Tie one end of a string through a hole in your object, and another end to the "pin". Secure the string on the "pin" by wrapping it with a rubber band or bit of tape (Fig. 2).

3. Hold the "pin" in your hand with the point up. Toss the hole-panel into the air. Try to catch it as it falls by piercing one of its holes with the pin (Fig. 3).

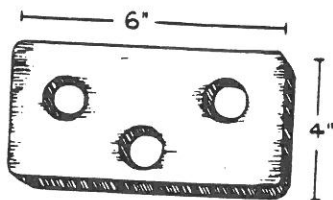


Figure 1

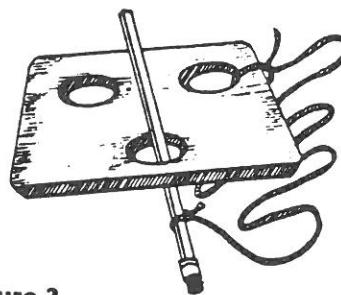


Figure 3

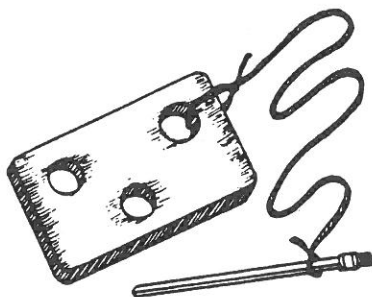
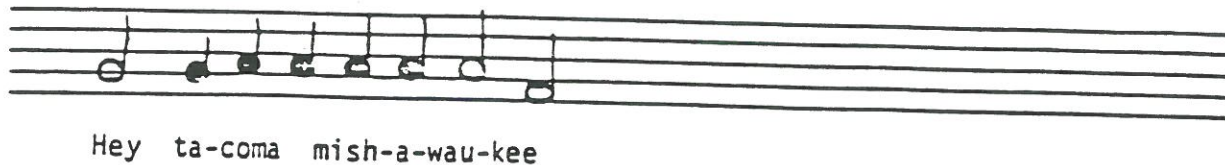
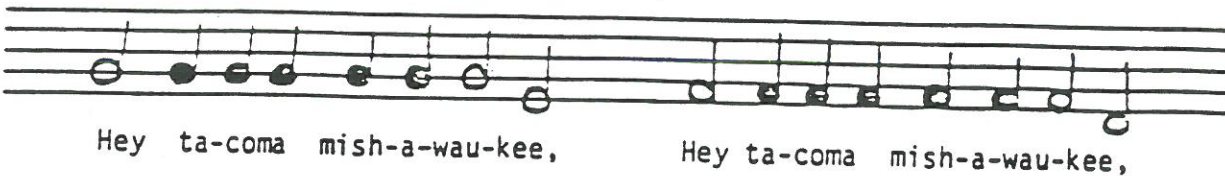
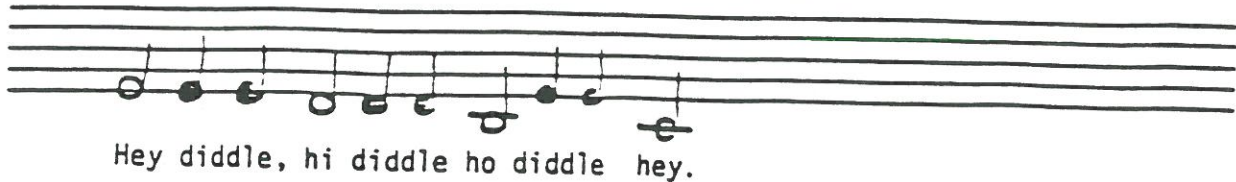


Figure 2

The Walrus Hunt Song



Leader: The Eskimo gets into his kayak and paddles
(with arms folded move arms back and forth in paddling motion)

Aukie, aukie, combah, aukie, aukie combah
Hey diddle, hi diddle, ho diddle hey.

Repeat

Leader: Eskimo stops and sights for walrus. He does this in a special way -
with right hand turned so that he is sighting with the back of his
hand shading his eyes while singing:

Hey tacoma, mishawaukee
Hey tacoma, mishawaukee
Hey tacoma, mishawaukee

Leader: He sights the walrus and paddles toward it. (little faster)

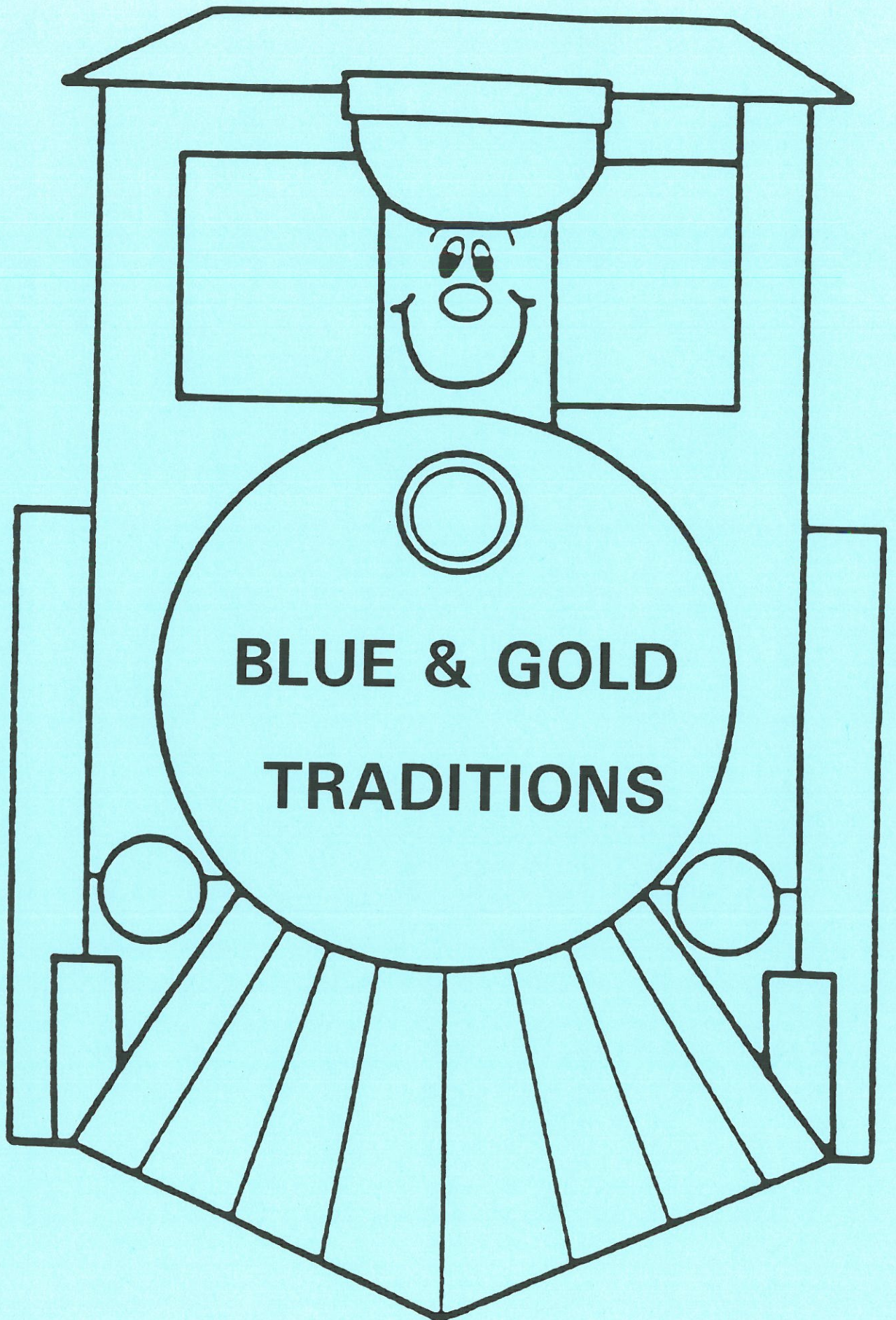
Aukie, aukie, combah, aukie aukie combah
Hey diddle, hi diddle, ho diddle hey.

Repeat

Leader: He gets within range and takes his walrus gun, aims and sings:

Hey tacoma, mishawaukee - boom
Hey tacoma, mishawaukee - boom
Hey tacoma, mishawaukee - boom

Repeat paddling to walrus singing aukie, etc.



WHAT IS A BLUE AND GOLD BANQUET?

A Blue and Gold Banquet is a birthday dinner for the Cub Scouting program held during February, the anniversary month of the Boy Scouts of America. The BSA was organized in 1910, and Cub Scouting was organized 20 years later in 1930. The pack's big celebration gets its name from the Cub Scout colors.

Remember KISMIF: Keep it simple; make it fun!

HELPFUL HINTS FOR BLUE AND GOLD BANQUETS

I. Date, Time, Place

- A. Usually held in place of the February pack meeting.
- B. Reasonable time: Parents need to get home from work; school in morning. Not to exceed 2 hours. Weekend?
- C. Selection of a place is important.
 1. Reserve well in advance.
 2. Consider custodial costs for set-up and clean-up, and actual banquet time.
 3. Adequate space for seating and displays.
 4. Convenient location, availability of parking space, restrooms, etc.
 5. Program needs, such as microphone, stage, etc.
 6. Convenience for food preparation and/or serving.

II. Blue and Gold Committee

- A. Decide if the meal will be pot-luck or catered.
- B. Inform Den Leaders of the following:
 1. Things the pack will provide or pay for, assuming available funds
Catered: i.e. rental of facility, decorations for facility, special awards for leaders/guests, invitations for guests, thank you certificates for items donated, table cloths, programs, etc.

Pot luck: i.e. all the above, plus paper products, utensils, dessert, drinks, main course, etc.

If the pack does not have the funds available to pay for any part of the banquet, it may charge a minimal fee to cover the cost of rental, paper products, etc., have it pot-luck, have it catered and charge enough to cover all costs, have a fund raise specifically to pay for the banquet, or have proceeds from regular fund raisers be set aside for Blue and Gold.

2. Things the dens will provide

Catered: i.e. invitations for their families, placemats for each person attending plus one additional for a guest; table decorations and centerpieces for their table; party favors, name tags, place cards, napkin holders, corsages.

Pot luck: i.e. all the above plus main course, vegetables, salad, bread, condiments, drinks, dessert, serving trays, etc.

III. Committee Chairperson

A. Make assignments for the following:

1. Invitation to Guests
 - a. chartering organization representative
 - b. school principal/pastor/priest
 - c. scoutmasters of local Boy Scout troops
 - d. district commissioner
 - e. district executive
2. Plan, make and coordinate decorations for facility. Arrange for display of crafts made by the boys.
3. Design a program and have it printed.
4. Solicit donations to off-set costs of banquet
5. Write thank you notes for donations
6. Make seating chart and table assignments
7. Coordinate set-up and clean-up
8. Research costs of variety of food plates and arrange for catering. Design, print, and sell food tickets.

B. Program

1. Opening, led by den or den chief
2. Introduction of guests by Cubmaster or Committee Chairperson or Master of Ceremonies
3. Invocation by special guest, den chief, etc.
4. Dinner
5. Awards: Certificates of appreciation or plaques
 - a. chartering organization
 - b. anyone who handled special projects for the pack; years of service awards for adult leaders, etc.
 - c. boy awards, secured by awards chairman or Cubmaster
6. Entertainment
 - a. adult leaders
 - b. dens
 - c. den chiefs
 - d. parents
 - e. slide presentation
 - f. guest speaker
7. Announcements: Cubmaster should remind everyone of upcoming events, new information, etc.
8. Closing, led by den, Cubmaster, etc.

BLUE AND GOLD CLOSING CEREMONY

Equipment: Candles, one on each table.

Personnel: Cubmaster and Cub Scout poem reader.

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

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

Pack : Do Your Best!

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

Pack : All stand and repeat the Cub Scout Promise.

Cubmaster: Thanks to everyone for your assistance tonight. We will say good night after Cub Scout (name) reads Edgar A. Guest's "A Creed."

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

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

ADVANCEMENT

When Baden-Powell started the Scouting movement, he felt that any Scout who took the time and trouble to master skills should be rewarded. He gave to each scout who passed certain tests a badge to wear on his uniform. It recognized the importance of what the Scout had done and let others know of his achievement.

Cub Scouting is based on one of the stories in Rudyard Kipling's "Jungle Book." It was called Mowgli's Brothers. We know it as The Story of Akela and Mowgli.

In Kipling's story the black panther, Bagheera, is the might hunter who teaches the cubs the skills of the jungle. In Cub Scouting we use the symbol of the Bobcat.

(Announce boys who have earned Bobcat rank.)

The next adventure is the Wolf Trail. This is a big adventure for a boy. The Wolf trail is much longer than the Bobcat trail. A scout should "Do His Best." That's a part of the promise he made to become a Bobcat.

(Announce boys who have earned Wolf rank.)

In the Bear book, we learn how Baloo, the wise old brown bear, teaches Mowgli the Law of the Pack. The requirements are a little bit more difficult than those for the Wolf badge. Obeying the Law of the Pack is another part of the promise he made to become a Bobcat.

(Announce boys who have earned Bear rank.)

Webelos scouting is an integral part of Cub Scouting. It has some distinct differences from the program for younger Cub Scouts, but it shares in Cub Scouting's main purposes. In Webelos Scouting, he learns new ways to "Help Other People at All Times," another part of the promise he made to become a Bobcat.

(Announce boy who have earned Webelos rank.)

The highest award a Cub Scout can receive is the Arrow of Light. Usually awarded during a special ceremony, it is important to mention this light at the end of the Cub Scouting tunnel. This "Light" with all the skills and tools it represents is carried forward to brighten the new world of Boy Scouting. It is in Boy Scouting and after that a boy will keep the final promise he made when he became a Bobcat -"Duty to God and Country."

THE STORY OF THE CUB SCOUT COLORS

(An Advancement Ceremony)

Blue and Gold Banquet is always a good time to present awards and advancements. Have the boys really work on their advancements so they can receive them at the Blue and Gold Banquet.

PERSONNEL: Akela, two Indian Braves, a Narrator.

EQUIPMENT: Tripod with pot suspended over fire, small container such as a coffee can--that will fit inside the large pot and hold a Cub Scout neckerchief and any awards: dry ice to pack around the small container. Dry ice will vaporize and cause a smoking effect and it looks as if the pot were boiling. The smoking increases when water is added. You will need two clean bottles. Fill one with diluted yellow food coloring to color the water gold. In the other use blue food coloring to tint the water a sky blue. Have an Indian headdress for Akela.

NARRATOR: (Speaking to audience, seated in a circle with Akela standing behind the smoking ceremonial fire.) Many, many moons ago the great Chief Akela called a council to see what could be done to make the Webelos tribe the best of all the tribes. After many hours, Akela called his two most trusted braves to the council fire.

(He continues as two Braves come in and stand on each side of Akela.) He told the first Indian Brave to climb the mountain and tell the great eagle to fly high into the sky and bring back the beauty of the sun. (First brave leaves.)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second brave leaves. Then, both braves return immediately. One carries a bottle of blue water and the other a bottle of yellow water that were located just outside the room. They come in and kneel, one on each side of the fire, and hold up the bottles of colored water for everyone to see.)

AKELA: (orders first brave) Pour some of the beauty of the sun into our council mixing pot. (The brave with the yellow water pours some of it into the large pot containing dry ice, being careful not to pour the water into the small container. The water causes the

(Continue on next page)

THE STORY OF THE CUB SCOUT COLORS (continued)

dry ice to smoke more, and it seems as if the pot is boiling faster. Akela signals the second brave.) Pour some of the beauty of the sky into the council mixing pot. (The rapidly boiling action starts again. Then raising his right hand, Akela speaks.) From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer. (Then Akela stirs the pot, reaches in, and pulls a Cub Scout neckerchief from the small container. He holds the neckerchief open so everyone can see it, and speaks.) And that is why the Cub Scouts use the colors blue and gold. Now let us meet the Cub Scouts and parents that helped us keep the blue and gold of Cub Scouting alive and growing this month. (Akela stirs the pot again and takes out the boys' awards from the small container in the middle. Boys and parents are called forward to receive them.)

SKITS

I WANNA BE A CUB SCOUT (Audience Participation)

SCOUT: On my honor
BOBCAT: It's the beginning.
WOLF: I'm learning & growing
BEAR: I'm well on my way.

WEBELOS: Boy Scouts is next.
PARENTS: Can I help?
LEADER: Patience, patience.
PACK: Pack _____!

Once upon a time there was a boy. This boy had a dream to become a SCOUT.... He asked his PARENTS.... if he could join PACK.... PACK.... was the SCOUT....organization at his school (church). His PARENTS.... were thrilled. Their son wanted to be a SCOUT...

The PARENTS.... and their son went to the school (church) for School Night for SCOUT...ing. On entering the school cafeteria (church hall), they say many other PARENTS.... and sons.

Waiting in the cafeteria (hall) were LEADERS....with their sons, who are now BOBCATS...., WOLVES...., BEARS...., and WEBELOS.... The PARENTS.... and their son were so impressed. All the LEADERS...., BOBCATS...., WOLVES...., BEARS...., and WEBELOS...., were in uniform and they all looked so important. There they stood with applications in hand ready to sign everyone up.

The LEADERS.... told the story of Akela and Mowgli. The LEADERS.. spoke about the BOBCAT....trail, the WOLF....trail, the BEAR.... trail, and the WEBELOS.... achievements. The PARENTS... listened intently as it was explained that their involvement would help their son be good SCOUT....

Everyone there was reminded that it takes LEADERS...., who were once "just" PARENTS.... and SCOUTS.... who were once "just" sons to make a PACK.... successful. This is how SCOUTS.... ing continue to thrive.

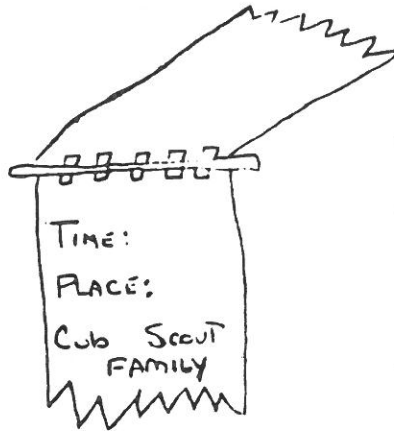
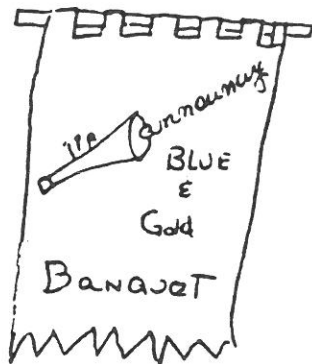
PICTURE OF CUB SCOUTING

Each phrase is written on a portion of poster board cut-out to form a frame. Boys read their line and hold up their section of frame. The frame should be large enough for the boys to stand in the center to become the "picture" of Cub Scouting.

CUB 1 Cub Scouting is for all boys.
CUB 2 Cub Scouting is for families.
CUB 3 Cub Scouting is fun.
CUB 4 Cub Scouting provides adventure.
CUB 5 Cub Scouting helps develop interests and skills.
CUB 6 Cub Scouting helps me to belong.
CUB 7 Cub Scouting teaches boys to reach out.
CUB 8 Cub Scouting teaches duty to God and country.
Den Leader: This is the picture of Cub Scouting.

CRAFTS

INVITATIONS



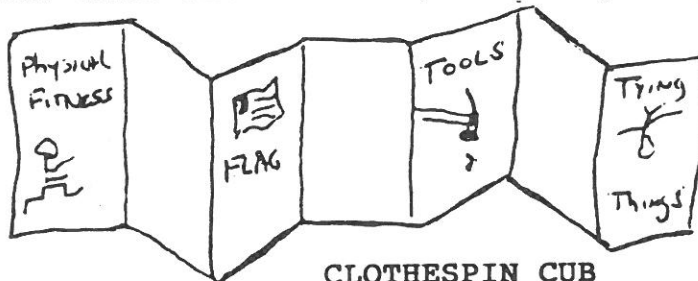
Cut the cloth the size of banner. Have enough at top to fold over the rod. Cut out the design and outline on the cloth. Paint with markers or paints and insert the dowel for hanging.

MATERIALS: Colored construction paper, fine line markers or pens, thin dowels cut in 5 inch lengths and glue.

Cut paper in 4" x 10" pieces fold in half. Notch the top, put dowel on fold and glue. Put writing on first. Make the zig zag at bottom.

ACCORDION TABLE RUNNER

5" x 7" cards can be colored. Each boy makes drawing of a certain achievement. When all are done, then tape together for center of table.



CLOTHESPIN CUB

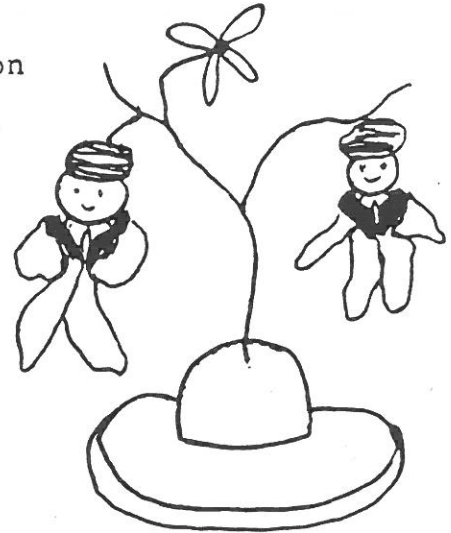
Paint a clothespin to resemble a Cub Scout. Cut out two paper arms, and glue them to the sides, facing outward. On a small piece of paper, print the boy's name and glue the paper in the Cub's hands. Glue the Cub to a cardboard circle securely, so that the Cub will stand erect. For a favor, you can tape the Cub to a nut cup, with one leg in and one leg out of the cup.



CRAFTS

CUB SCOUT TREE

Materials: 1 bare branch
40 - 3" blue chenille bumps
8 - 3" gold chenille bumps
2 yards of 3/4" gold velvet ribbon
3 - 1" plastic foam balls
1 yard gold cord
8 gold corsage pins
6" plastic foam disc
4" plastic foam ball
30 gauge wire
tacky glue
blue felt
gold acrylic paint



Cut 4" plastic foam ball in half and glue one half to center of disc. Paint.

Cover edge of disc with 21" of blue felt.

Push and glue branch into center of 4" ball.

Scout Body: Cut bump chenille into two pieces with 2 bumps. Fold one 2-bump piece in half. Wrap second 2-bump piece around legs to make arms. Glue and push juncture into 1" plastic foam ball (head).

Scarf: Put a gold bump piece around the neck and have the ends cross in the front.

Hat: Coil a blue bump chenille piece into a circle and glue to top of 1" ball.

Tie 4" of gold cord to gold head pin. Push into top of hat. Hang Cub Scout from tree branch. Bend arms into "cute" position.

Tie bows using 9" of ribbon. Wire onto tree.

CUB SCOUT NAME CARD HOLDER

Materials: yellow acrylic paint 5 bumps of 3" blue chenille
1 1/4" plastic foam ball 1 bump of 3" gold chenille
1 pr. 6 mm wiggle eyes tacky glue
spring-type clothespin

Paint the clothespin yellow. Make the Cub Scout as in the instructions above.

Glue to clothespin. Insert name card.

SKITS

SPIRIT OF BADEN-POWELL SKIT

(The narrator is the "Spirit of Lord Baden-Powell" the Founder of Scouting. He may be a Den Chief in full uniform with a campaign hat. Each of the Cub Scouts dress as described.)

NARRATOR: "I represent the Spirit of Lord Baden-Powell, the Founder of Scouting, I am also the spirit of Scouting past and present. Here is our future---the Cub Scouts of America."

1ST CUB SCOUT: (he enters carrying a Bible) "We take turns praying in our dens. I like to wear my uniform to church (Synagogue) on Scout Sunday (Sabbath). Nearly half of all the packs in America are sponsored by religious bodies or organizations."

2ND CUB SCOUT: (he enters in full dress uniform) "The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty, gold for good cheer and happiness."

3RD CUB SCOUT: (he enters carrying Wolf Scout Book and Kipling's Jungle Book.) "Early Cub Scout ceremonies in England were based on Kipling's Jungle Tales. When Cub Scouting was organized in 1930, Indian themes were used."

4TH CUB SCOUT: (he enters carrying a woodcraft project) "Cub Scouting means fun. We have lots of fun. But I like making things we can play with or that follow our theme."

5TH CUB SCOUT: (he enters carrying a nature collection) "I like to go on hikes and collect things for my nature collection or the den museum."

6TH CUB SCOUT: (he enters carrying a buddy burner) "I like to go on picnics. We sure do like to eat! This is the cook stove I made."

7TH CUB SCOUT: (he enters carrying an American flag) "I am proud to be an American and salute our flag. I also like to see our pack flag (point to it) because I know I am part of Scouting. I belong!"

NARRATOR: "Yes, I represent the past...the present. These boys are Cub Scouts NOW, they are the men of tomorrow. They will help to preserve our American Heritage."

GAMES

CUB SCOUTING WORD SEARCH

N A T R D L O G D N A E U L B E E A A R	NATURE
C M O T H L R O N E V P N C E R E M O A	DEN
U A P H Y S I C A L F I T N E S S E Y L	HIKING
B E N A M S T F A R C I T P G A T R T O	PACK
S S A L A M E F P S H S E M A G H I E H	SAFETY
C P A C K I T A M P G X H A M N S C F C	SCHOLAR
O D I E G A H A L I N D I P W A A A A I	SPORTS
G M Y F L A C O C E V I T C E L E G S C	TOOLS
N A N T A H B Y R D I J T A Y E B O E H	ACHIEVEMENT
I K O L I O O R A L O H C S G C E S L T	AKELA
K N M S N M B N D N G U M U W O L S C E	ARROW OF LIGHT
I Q E W S S M E L I C T H T B N O N Y V	ARROW POINTS
H I R T H A A D L W E O I S S S I C E E	AMERICA
O S E S E S F F L A G G D I T E C E I M	WEBELOS
R O C K Y O W E V S G U E W R C O B E L	BEAR
N E D H O W T E T T U B B A H S V R Y U	BICYCLE SAFETY
E V E R O Y U E E T Y I P L J A B E S T	BOBCAT
B E A R S O G B H V E X N O U T S L M E	BSA
O P R O T G L O C O L L E C T I O N S R	BLUE AND GOLD
B A K R R E J N A L R A R N T O S W I M	WOLF
C A R R O W P O I N T S A O T N N E T O	SCHOOL NIGHT
K I D D S L E A T E H H B A S T O O S L	LEARN TO SWIM
S A F E E F T Y E R U T A N R A E A L E	CEREMONY

GAMES

LOOK SHARP: Divide into teams that stand in two lines facing each other. Players are given 1 minute to observe their partners on opposing teams. On signal they turn backs and each player changes three items of his attire. He may undo a button, alter the position of a badge, change neckerchief slides with a neighbor, etc. At the next signal all turn face to face and observe their partner's clothing, attempting to discover changes which have been made. Each change correctly noted counts one point. Team with most points wins.

BLUE & GOLD: Divide boys into two teams lined up facing each other, one side the "Blues" and the other the "Golds." When the leader calls out "Blue" or "Gold," all on team named must turn and run to wall behind them. If a boy is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This can be kept up until one team has captured all those on the other side. The leader can add fun by dragging out the words and by giving occasional false alarms, like "Bluff."

HOW GOOD IS YOUR NOSE: Eight numbered dishes are placed around the room. Each dish is covered with a paper napkin with several holes punched. In each dish there are cloves, grated orange rind, peppermint, cinnamon, pineapple, coffee, grated lemon rind, onion. Each boy is given a piece of paper & pencil and tries to identify each of the dishes by smell.

BEAN GUESSING: Guess the number of beans in a jar. Use a gallon or half-gallon size jar. Award a prize for the closest guess.

TOOTHPICK PICK-UP: Throw five or six toothpicks on the table haphazardly. Now try picking them up in the following manner:

The first toothpick between your two thumbs

The second between your two first fingers

The third between your two second fingers

The fourth between your two third fingers

The fifth between your two little fingers

This can be done as a team competition with each boy on a team doing one of the above.

CARAMEL CHEW: Divide into two relay teams. Place caramels on a plate in front of each team. The first boy runs up to the plate, chews a caramel, and when he is finished, returns to his team so the next boy can do the same. First team through wins.

GAMES

BIRTHDAY GAME

Boys line up in teams, relay style. Each team has two shoe boxes representing birthday presents. On signal, each player in turn places his feet in the boxes and shuffles up to and around a chair at opposite end of room. He shuffles back to starting point where the next boy takes over. First team finished wins. The boxes could be kicked, pushed by the forehead, or rolled to change the relay.

STIFF UPPER LIP

This is a relay race in which a card is used, and it must be passed up and down the line. There are, of course, two groups of equal number in these lines and they should stand facing each other. The player at the head of the line starts the game by holding a card between his upper lip and nose without the use of his hands. He must pass it on down the line. The hands must not be used unless the card is dropped in which case it may be picked up with their hands. The side that passes the card up and down the line in the shortest time is declared the winner.

SCOUTS ARE ALIVE

A leader is chosen and begins by saying "Scouts are alive." The group says, "How do they live?" The leader says, "They live doing this" and starts moving a hand. The group does the same. The leader repeats "Scouts are alive." The group repeats "How do they live?" The leader says, "They live by doing this" and begins to move a foot while continuing the hand movement. The group must do the same. Each time the leader asks, the group responds and a new action is added until the leader says, "Stop." A new leader is chosen and the game begins again.

PARTNER TAG

Everyone except a runner and a chaser takes a partner and goes anywhere in the room. The partners lock arms, keeping their other hands on their hips to make a handle. The runner tries to tag the chaser. The chaser is safe if he can hook onto any couple. If he does, that makes three in a row, and the player on the opposite side of the chaser must drop off and become the new chaser.

BALLOON BALL

Played just like volleyball except we use a balloon. The following are fouls:

1. Hitting the balloon with the fist.
2. Stepping on or over the service line when serving.
3. One player hitting the balloon twice before it has been returned.
4. Catching or carrying the balloon instead of hitting it.

We use a heavy string or a rope and fasten pieces of paper to it for our net.

Baden-Powell

(Tune: Found a Peanut)

Found an honest man,
Found a humble man,
Baden-Powell was his name;
Started Scouting back in England
Which then led to his great fame.

First came Boy Scouts,
Then came Cub Scouts,
At first their numbers were quite small;
But they spread to other countries
Now we're several million all.

When he died,
It was sad
To lose such a man;
But his teachings have inspired us
To do the very best we can.

THE BANQUET

(Tune: On Top of Old Smokey)

Our Blue and Gold banquet's
The best one in town
We celebrate Scouting
While gulping food down.

Cub Scouting's a pleasure,
And eating is too!
So pass the fried chicken,
Yea, Gold and Blue!

BLUE AND GOLD

(Tune: Jingle Bells)

Blue and Gold, Blue and Gold
Banquet time again!
Scout friends gathered all around,
Ready to pitch in.

BLUE AND GOLD ANTHEM

Tune: America

Oh, Blue and Gold
Our colors bold,
Long may you guide our way
Blue from the sky,
Gold from the sun,
Shine down on us today
Oh, Blue and Gold,
Our Blue and Gold,
Stand proud for all to see
May God look down,
With n'er a frown,
On Cub Scouts loyal to Thee.

BLUE AND GOLD MARCHING SONG

Tune: Davy Crockett

Blue is the color of the sky
above.
And blue in the flag of the
land we love.
Reminds us of God and our
country free.
Giving us a lesson in loyalty.

Chorus: Loyal, Cub Scouts are
loyal.

To God and country fair.

Like the warmth and the cheering
of the golden sun,
And the smiles of a friend and
a deed well done.
This is the gold that a Cub
Scout finds
In keeping his duty to the law
that binds.

Now the blue and gold show the
world apart.
That the Cub pack is loyal and
at heart.
Faithful to God and our
country too;
We'll do our best in whatever
we do.

BLUE AND GOLD TRADITIONS

Tune: Jingle Bells

While dashing all around to
prepare for blue and gold.
The boys made napkin rings
and placemats to behold.
The nutcups, they were neat;
the nametags were just right.
Oh what fun it is to have a
blue and gold tonight.

Chorus: Blue and gold, blue and
gold, banquet time again.
Families gathered all Around
Ready to pitch in (repeat)

Fried chicken and baked beans;
Potato salad too.
A piece of birthday cake, enough
for me and you.
Some people ate too much. But
all enjoyed the meal.
The friendship that was there
was warm and true and real.

CUB SCOUT PRAYER

Tune: Tannenbaum

Lord in this evening hour I pray
For strength to do my best each
day.
Draw near to me that I may see.
The kind of Cub that I should be.
In serving others, let me see,
That I am only serving thee. Bless
me, oh Lord, in Thy great love,
That I may be a better Cub.



SONGS

OUR PACK

Tune: Old McDonald Had a Farm

Our school has a pack, E I E I O
And in this pack, there are some Tigers, E I E I O
With a Tiger Cub here and a Tiger Cub there
Here a Tiger, there a Tiger, everywhere a Tiger, Tiger
Our school has a pack, E I E I O

Continue for Bobcats, Wolves, Bears, and Webelos. Be sure to repeat third and fourth lines of each verse previously sung. Have each group of boys stand when their rank is sung.

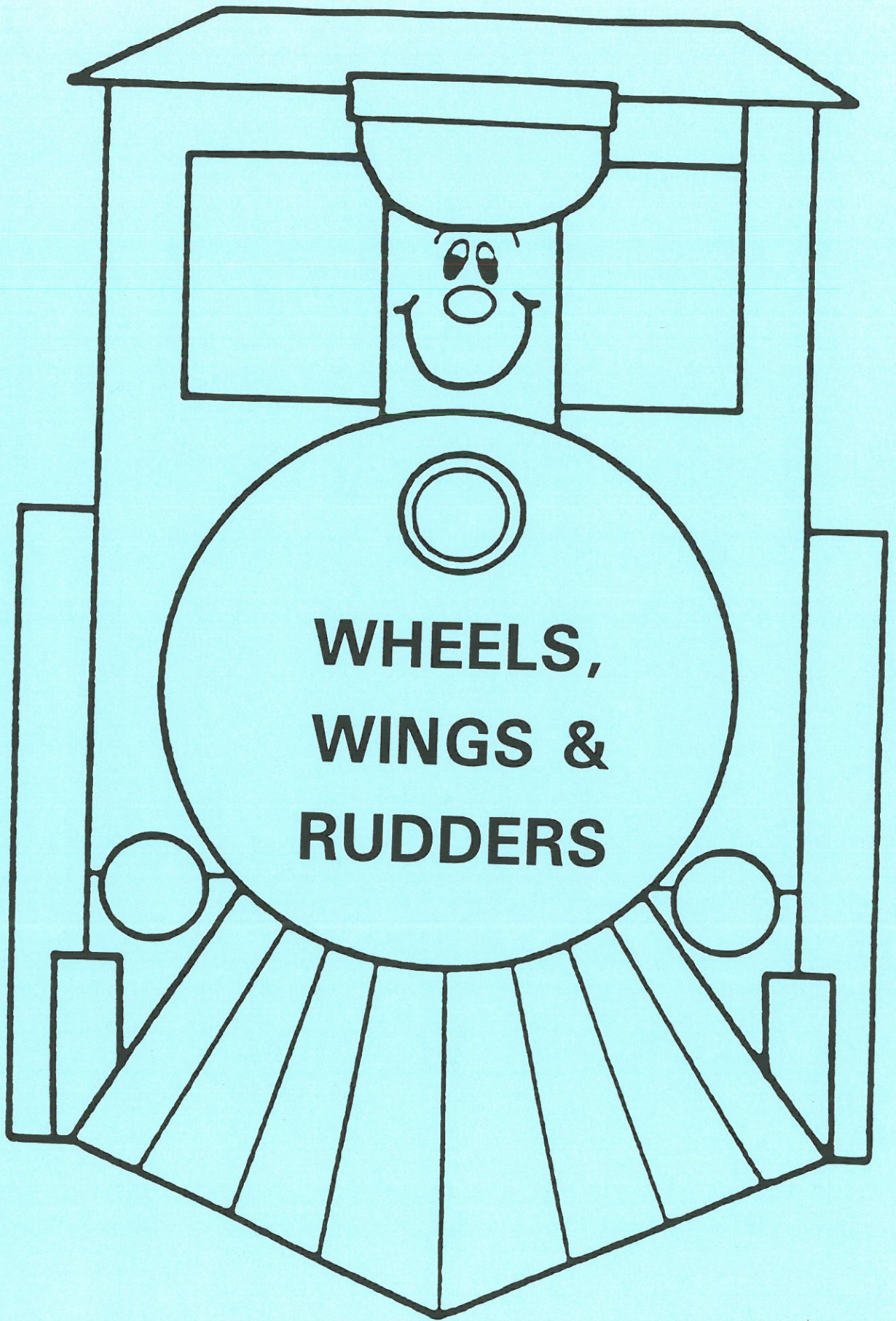
IF YOU'RE A CUB SCOUT

If you're a Cub Scout and you know it, clap your hands.
If you're a Cub Scout and you know it, clap your hands.
If you're a Cub Scout and you know it,
Then you really ought to show it,
If you're a Cub Scout and you know it, clap your hands.

If you a Leader and you know it, stamp your feet.
etc.

If you're a parent and you know it, shout Hooray. (HOO-RAY)
etc.

If this is Pack _____, do all three (clap-clap, stamp-stamp,
HOORAY)
etc.



**WHEELS,
WINGS &
RUDDERS**

OPENING

The United States has much to be proud of. One of the many things we can be proud of is the fact that America was first on the moon where Old Glory was placed as evidence of this eventful day. This indeed is something for all of us to be proud of. As we all join together in the Pledge of Allegiance to our flag, let us be thankful for the courageous astronauts of America who helped make it possible for our flag to be flown on the moon, so that someday some of our own Cub Scouts may be able to leave their footprints on the moon, too. Please rise now and join me in the Pledge of Allegiance.

CLOSING THOUGHT

Many a Cub Scout I'm sure
Has dreamed of becoming an astronaut,
And we should always remember
That these dreams are not for naught,
Most of our present astronauts
Were Scouts when they were young.

The Training that this program gives
Has praises to be sung.
Just as the men in space exploration
Tackle their jobs with a courageous, firm hand,
We should tackle our earthbound problems
To make this a better land.
As we preserve our environment
By increasing our knowledge each day,
Using courage and imagination
In the Scouting-Astronaut way.

CLOSING

(To be read by a Cub Scout)

What did it feel like, astronaut, as you flew into outer space?
Did you mind being so cooped up in such a tiny place?
Did the stars have points? Did the clouds race by?
Did they bump into you as you sailed?
Did you feel like a kite when the string breaks away
And it loses its balancing tail?
Could you hear the wind as it whistled by? Is the world really
big and round?
Were you scared, astronaut? Were you happy and glad
When you walked again on the ground?

PINEWOOD DERBY ADVANCEMENT CEREMONY

CUBMASTER: In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in Cub Scout rank.

The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers in our Cub Scout Advancement track. Will the following boys and their parents please come forward.

The green flag symbolizes those drivers who have qualified for a Wolf position on our Advancement track. The green flag represents the start of a race and these boys have certainly gotten a head start in the race. Because your parents were helping you and cheering for you, we would like them to come forward and present the badge to you.

The red flag indicates that a driver is more experienced in handling his car and is moving up among the track leaders. Do not confuse this flag with the one that stops a race. Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you and we would like to honor your pit crew as well so will you please bring them with you.

The white flag tells us that the driver has but one lap to go to reach the checkered flag---the Arrow of Light. He has learned to manage the turns, jams, and upsets. Will the following Webelos Scouts come forward to receive their activity badges. Many a driver wins because of the support given by his pit crew. Not only have your parents been a vital part and so too has your pit chief, your Webelos Den Leader, so we would like to have all of them join you as you receive these badges.

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to bigger races---the Indianapolis 500, which is Scouting. Will the following boys come forward to receive the highest track record--THE ARROW OF LIGHT. This is the only badge in Cub Scouting which may be worn on your Scout uniform. May I congratulate you on earning this award and encourage you to wear it with pride at all times.

(This ceremony is particularly impressive if the various flags are available and especially if they have been used in the Pinewood Derby race.)

AUDIENCE PARTICIPATION

WHEN TO STOP AND GO

GO: "Zip-Zoom"
STOP: "Scree-eech"

Once there was a boy who was always on the go.
And how to make things he really did know.
He's spend hours and hours in his dad's workshop,
Never wanting to take time to ever stop.
He'd fiddle with this and tinker with that,
Making many things go for he never just sat.
One day he decided a robot he'd create.
One that would stop and go in a manner so great.
So the boy worked hard for many a day,
Never taking time out even for play.
Off to the workshop he'd go in a hurry.
Never did he stop in his hectic flurry.
He banged and he nailed and soldered and wired,
Until the hour was late and he was so tired.
Never once did he think to stop in making his robot;
Only to go full-speed ahead until the right combination he got.
Then finally at last his project was done,
And now with his robot he could have lots of fun.
He called to his friends to come watch his thing go.
He could switch to fast or even to slow.
He switched it to go right before their eyes,
And the robot took off much to their surprise,
But what a disaster, and oh, what a flop,
For the boy forgot to put in a switch for the stop!
So needless to say that robot - his test run did flunk,
For he ended up in a heap - just a mere pile of junk!
Everything in this world should get up and go,
But there's a time to stop, which is important to know.
So now that our story's all told, it's time now dear friends,
To bring this story to a stop and an end.

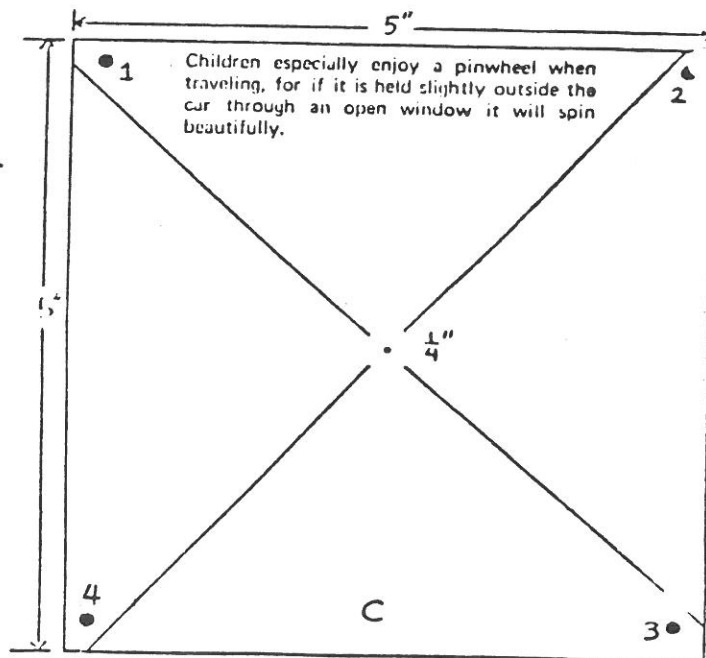
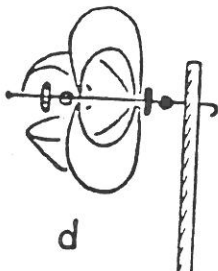
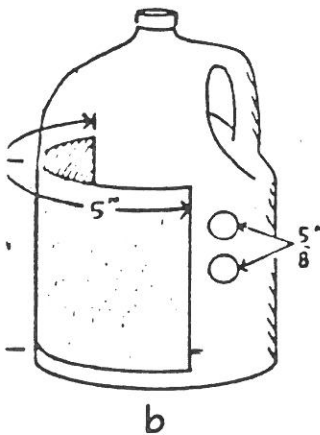
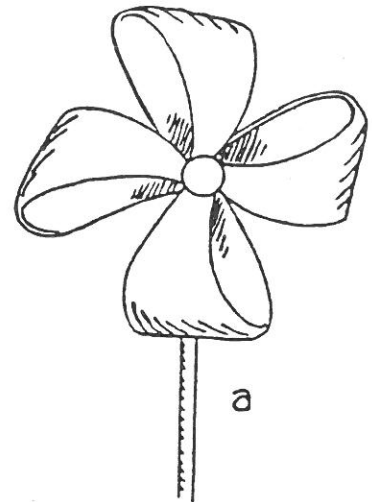
CRAFTS

PINWHEEL

Materials Needed: Plastic jug (gallon size), 2 inch heavy pin (or thin nail), 2 wooden beads (approximately 3/8" diameter), 3/8" dowel or stick (at least 12" long), paint or felt-tip marker (optional).

HOW TO MAKE:

1. Cut jug (b): 5" square and 2 discs (5/8" wide).
2. Cut square (c), making certain to leave 1/4" at center uncut.
3. Punch hole in center and at corners (c).
4. Punch hole in center of discs from step 1.
5. Decorate if desired.
6. Put onto pin in this order: disc, bead, corners of pinwheel (in the order they are numbered in fig. (c), center of pinwheel, disc, and bead. Push point of pin through end of dowel (d), bending back point against dowel.
7. Slightly squeeze fins of propeller so it clears stick when it moves.



SODA STRAW AIRPLANE

A soda straw airplane is made of a soda straw, paper and small strips of cardboard for weight. Tools needed are a razor blade, scissors, and a pencil. Cut a piece four inches long from the straw (Fig. 1). Then cut from paper, the wing, stabilizer and rudder according to the pattern shown in Fig. 1. The wing is 4 1/2 " long, the stabilizer is 2 3/8" long and the rudder is 1" high. Next make slits in the soda straw to receive the wing, stabilizer and rudder. To do this, use the razor blade.

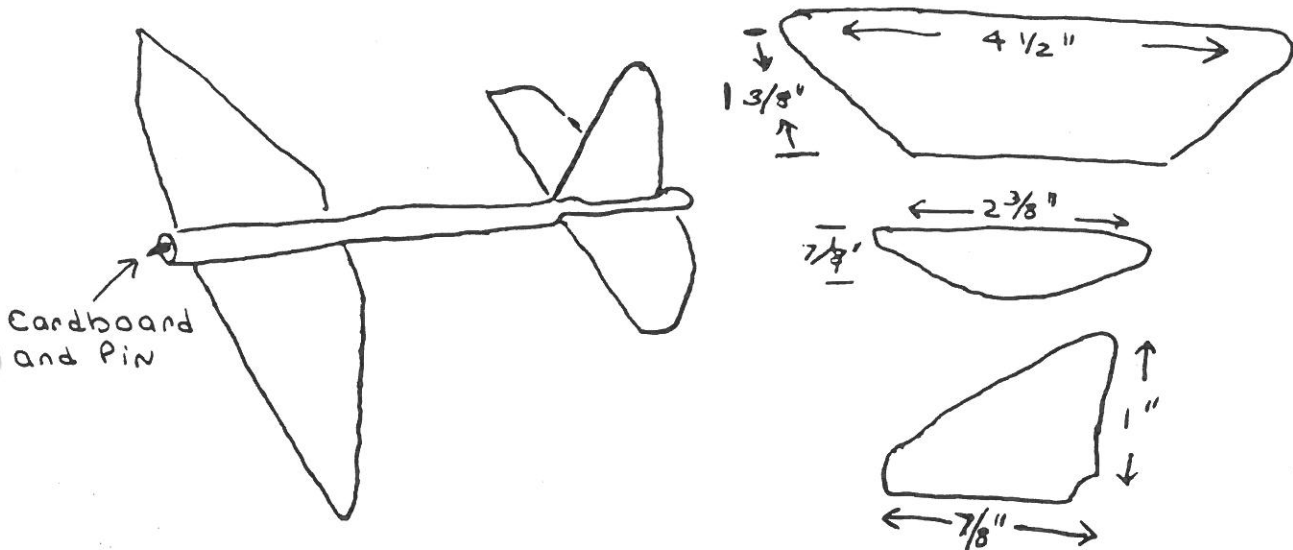
Starting about 3/4" from the front end of the straw, make a slit 1 3/8" long straight through the middle of the straw for the wing to slide into. Measure back about an inch and make an identical gash about 7/8" long for the stabilizer to slide into. Make a slit just about on top of the stabilizer cut for the rudder to fit into.

Slide the wing, stabilizer and rudder into the proper slits and the assemble plane will appear as in Fig. 2.

Send the plane into a test glide, and if its tail is heavy (as it probably will be), put some weight in its nose. The weight consists of an inch long sliver of cardboard that will fit snugly into the end of the soda straw.

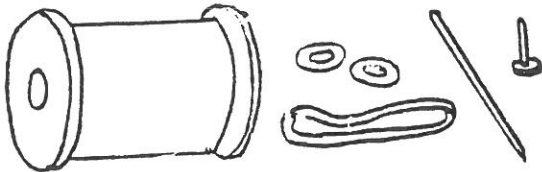
If in the first test glide the nose proves too heavy, add the weight to the tail of the plane in the same manner. Put as much weight as needed for smooth gliding. To make a stunt plane, follow the same procedure, but vary the weight. Throw the plane harder. If the cardboard strips don't provide enough weight, stick a pin into the cardboard (Fig. 2).

To launch the plane, take hold of it anywhere on the straw and throw it forward hard or easy, according to the performance you want. It's fun to have several of these planes (some straight gliders and others built for stunting).



CRAFTS

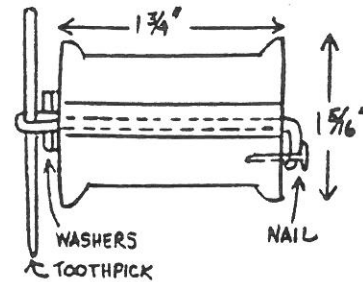
MOTORIZED BUGS THAT GO!



For the motor, you'll need:

1. A large spool- 1 3/4" long with 1 5/16" diameter.
2. Two washers
3. A thick rubber band as long as spool or slightly shorter.
4. A toothpick or match stick
5. A small nail (or small screw)

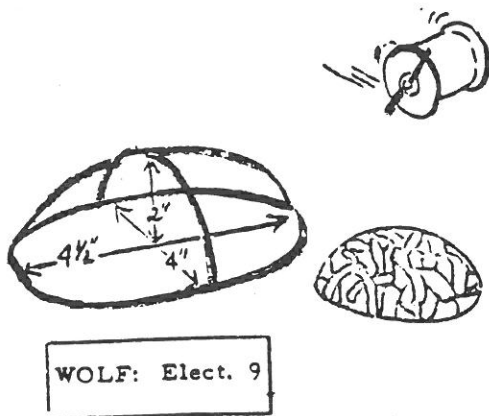
Put the motor together this way: Push the rubber band through the spool opening. Drive the nail into the spool end to hold one end of the rubber band. Push rubber band through washers and secure the band in place with the toothpick. Scrape paper off spool ends and wax lightly for easy spin. You power the motor by winding up the rubber band with the toothpick. When it's wound, set the spool on the floor and let it go.



Make the basic body shell as shown. Make a wire frame. Cover with paper mache strips. Let dry overnight. The bottom rim must be smooth so the bug will slide along easily. Paint with tempera and decorate.

The body is not attached to the spool motor. Wind the motor, put it down, set the body shell over it... and let it go!

-Boys' Life Magazine

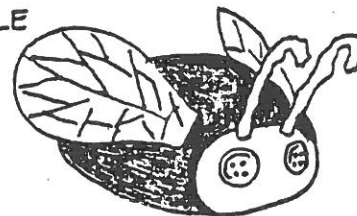


LADY BUG



Glue on half a pipe cleaner for each feeler. Glue on beads for eyes. Body is painted red with black spots.

BEETLE



Wings are cut from waxed paper. Feelers are pipe cleaners. Eyes are buttons.

SKITS

THINGS THAT GO

This is a question and answer skit. Two sets of answers are given and should be used according to whether you wish the skit to be serious or silly. A Cub can read each riddle and another Cub may answer, or the audience can be asked to guess the answers.

1. I can run fast. I have four legs. My fuel is oats. Last year a friend of mine won the Kentucky Derby. What am I?
A. A horse
A. Two oatmeal-eating Cubs who have a horse for a friend.
2. I run on boy power. I run on the streets, never on sidewalks. I have two wheels. I have spokes and pedals. What am I?
A. A bicycle
A. Two unicycles
3. I have 4 wheels. I usually have an air-cooled rear engine. You can spot me on sight. I run on sand. What am I?
A. A dune buggy
A. A Volkswagen that ran off the road in the desert.
4. I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have a lot of chrome. What am I?
A. Chopper or motorcycle
A. Two "souped-up" unicycles
5. I have a horn. I have two bright eyes. I have four wheels. I run on the street. What am I?
A. A car
A. A unicorn on wheels on a highway
6. My horn goes "toot-toot". My engine goes "choo-choo". I don't always have the same number of parts. What am I?
A. A train
A. A Cadillac with a problem
7. I fly through the air with the greatest of ease. I have a nose and two big wings. What am I?
A. A plane
A. A trapeze artist with wings
8. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water, in various speeds. What am I?
A. A boat
A. A beginning water-skier
9. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find me some cheese. What am I?
A. A rocket
A. A two-ton hungry mouse

MILESTONE IN TRANSPORTATION

Here's a skit that has a special added attraction - - the audience can join in the fun as they try to guess the famous names in transportation history.

To present this verse skit, you can use 10 Cub Scouts - The Den Chief for the Narrator and a Cub Scout to deliver each verse. If you have fewer in the den, they can recite more than one verse. If the verse is too long, print on posters, and give the answer so you can be ready if all else fails. Print the name large enough on the placard for the audience to see clearly. Attach the answer to the Cub Scout's back, and turn around for the answer. No costumes or scenery is required.

1. We bet you don't know our name, but we first gave man his wings, as we soared aloft in a balloon and made men feel like kings! Who are we?
Answer: MONTGOLFIER BROTHERS
2. Until I came along and helped, fast boats were just a dream. For I got rid of sails and oars; I gave the boat its steam! Who am I?
Answer: ROBERT FULTON
3. I gave to life its "ups and downs," so many men would say. The elevator makes tall buildings possible today. Who am I?
Answer: ELISHA OTIS
4. As people peddle down the street, from grannies to little tykes, they all owe me a debt of thanks, 'cause I invented bikes! Who am I?
Answer: PIERRE LALLEMENT
5. As trains crisscross the continents, my humble head is bowed. "Father of the Locomotive" is the name of which I'm proud. Who am I?
Answer: GEORGE STEPHENSON
6. As soon as you say "airplane," our name quickly comes to mind; but when we started, pilots were quite difficult to find! Who are we?
Answer: WRIGHT BROTHERS
7. Though I did not invent it, I played a major part in mass producing autos, I'd say, I gave the car its start! Who am I?
Answer: HENRY FORD
8. "Father of the modern rocket" is the title I enjoy. So when he takes you to the moon, remember, that's my boy! Who am I?
Answer: ROBERT H. GODDARD
9. I'll have a fuel-less motor that will hit the marketplace, and stop pollution of all kinds and go faster into space. Who am I?
Answer: YOU!

GAMES

SPOKE

This is a good game for large numbers. Arrange the players in lines of equal number--as spokes in a wheel--all facing toward a common center. Run around the outside of the wheel and tag the last player on any spoke. (The object of the game is to NOT be the last player on any spoke,) The last player tags the one ahead of him and each player in turn tags the one ahead of him until the first player is tagged. At this point, all the players in this spoke run around the circle and reform the spoke. The last one on the spoke now becomes "it" and the game begins anew.

DO YOU KNOW CARS?

This will make an excellent gathering activity for Pinewood Derby night.

Each of the definitions below describe a car. Can you name them?

- | | |
|--------------------------------------|------------|
| 1. Our 16th President | (Lincoln) |
| 2. River in New York | (Hudson) |
| 3. First colony in New England | (Plymouth) |
| 4. Indian Chief | (Pontiac) |
| 5. Theater in which Lincoln was shot | (Ford) |
| 6. A spotted horse | (Pinto) |
| 7. A hawk | (Falcon) |
| 8. A motherless calf | (Maverick) |
| 9. A wild horse | (Mustang) |

PAPER AIRPLANE RACE

Give each boy a sheet of paper. Have them quickly fold them into paper airplanes. They must then put their name on them. They then step up to a line and fly them. The one going the farthest is the winner.

AUTO TRIP: Players are seated in a circle. Each one is given the name of parts of a car, such as: tires, tank, starter, hood, etc. The storyteller tells a story of an auto trip. "We got out the old jalopy; and had the "tank" filled with "gas".....etc. As each part is mentioned in the story the player representing that part gets up and runs around his chair. When the storyteller yells "BLOWOUT", everyone must leave his seat and find a different one, including the storyteller. The person left without a chair becomes the storyteller.

PINEWOOD DERBY CAR

Tune: My Bonnie

My car is hung up on the race
track
The darn thing won't move up
or down
If only I'd followed instruc-
tions
I'd have the best race car
in town.
Bring back, bring back
Oh bring back my car to me,
Bring back, bring back,
The race, cause next time I
will win.

OLD JOHN FORD

Tune: John Brown's Baby

Old John Ford had a puncture
in his tire,
Old John Ford had a puncture
in his tire
Old John Ford had a puncture
in his tire,
And he patched it with a piece
of gum.

(Leave out one word each time
this is sung, substitute a
hand gesture)

Old Stroke beard
Ford. Steer car with
both hands
Puncture. . . Stab tire with a
thumb
Tire. Round circle
with hands
Patched-it. . Clap hands
Gum Extend 2 fingers

WEBELOS SCOUT TRAVELERS

Tune: Home on the Range

Oh, give us a train, or a boat,
or a plane,
That will carry us Webelos away;
To Paris or Rome - let us wander
and roam,
And find new things to do every
day.

Relax on the trail - float over
the waves all day, or glide thru
the clouds - far over the crowds,
but be home before five every day.

On a broomstick we'll ride, in a
rowboat we'll glide;
Take a trip to the moon in a
rocket;
And our trip will be fun - but it
soon will be done,
If we happen to hit an air pocket.

Up - up - and away! - Let us
orbit the far distant sun, or deep
on the floor of the sea let's ex-
plore, and as Webelos always have
fun.

WHEN YOU TRAVEL

Tune: Clementine

When you travel, don't unravel;
Plan your trip ahead of time.
Those who go around in circles
Never leave and stay behind.



OH YOU BEAUTIFUL NAIL

Tune: Oh, You Beautiful Doll

Oh! You beautiful nail
You great big beautiful nail.
Let me hit you with my hammer
You will never hear such clamor
You; you beautiful nail
You great big beautiful nail
If you were bending, how my
heart would ache
I want to hit you, but I fear
you'll break,
Oh! Oh! Oh! Oh! Oh! you beau-
tiful nail.

WHISTLE WHILE YOU WORK

Just whistle while you work
(whistle)
Put on that grin and start
right in
To whistle loud and long.

Just hum a merry tune (hum)
Just do your best, then take a
rest.
And sing yourself a song.

When there's too much to do
Don't let it bother you
Forget your trouble.
Try to be just like
The cheerful chick-a-dee.

And whistle while you work.
(whistle)
Come on, get smart, tune up
and start,
To whistle while you work.

CUBBING TIME

Tune: Clementine

Down in (town's name), in a
basement
Every (day of week) just at
(time)
We all crash in, nearly bash in,
Mrs. (DL's name) cellar door.

Chorus:

We like Cubbing, we like Cubbing,
Oh, you bet your life we do.
And we're going to keep on plugging,
'Till we're old and bearded too.

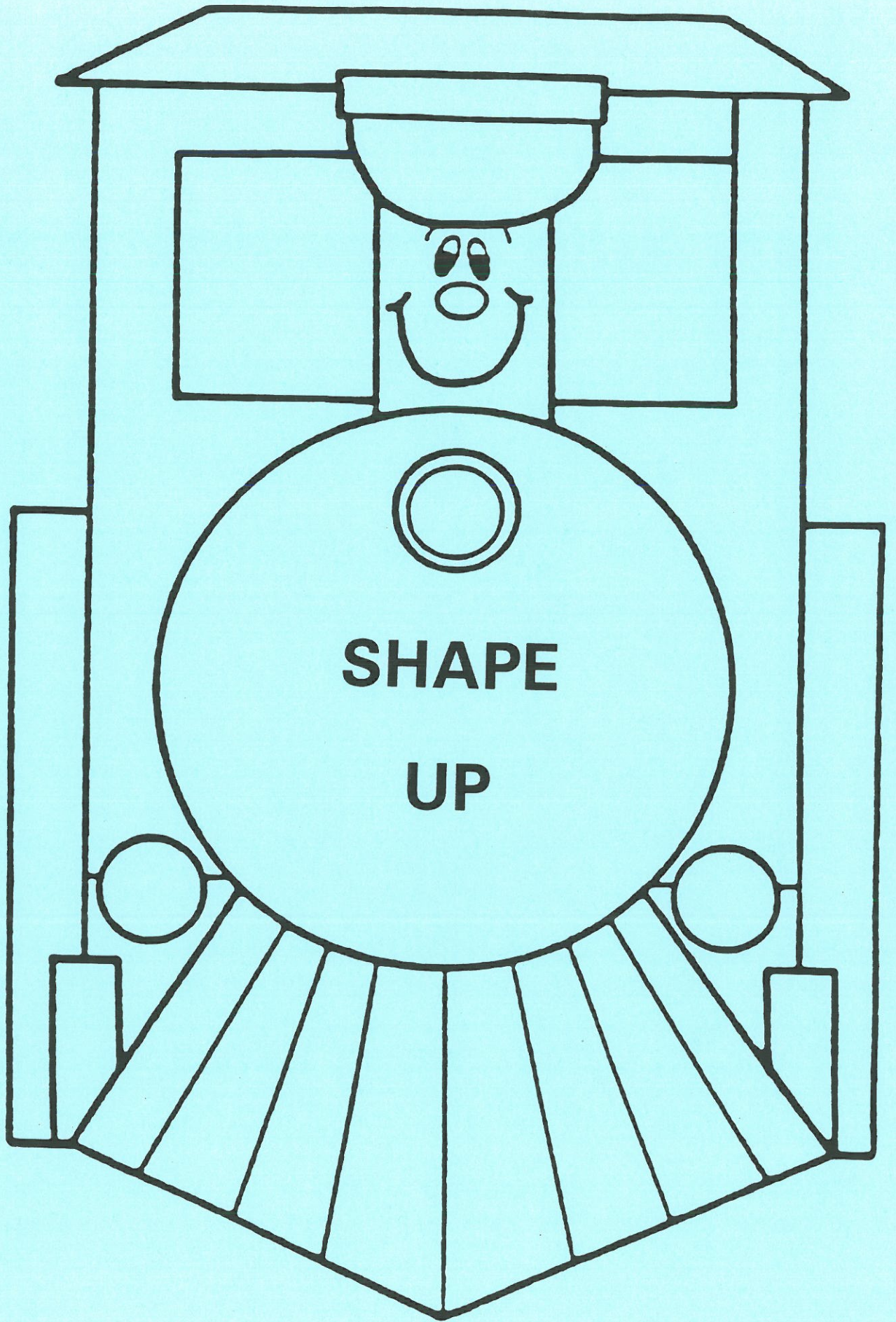
Round a table while we're able
We discuss the things we've done.
Every feller in the cellar
Is a second Edison.

We can hammer, we can clammer,
We can saw a board in two,
We can put it back together,
So it looks like something new.

We like laughter and the rafters
Drip with merry Cub Scout yells;
Sounds as if all eight of us had
Swallowed strings of jingle bells.

Our den leader'd probably druther
Teach a kangaroo to dance;
'Stead of tryin' to teach Cub Scouts
In gold kerchiefs and blue pants.





**SHAPE
UP**

OPENING

CUBMASTER: We promise that we will take part in our games, in fair competition; respecting the rules that govern them and with the desire to take part in the true spirit of sportsmanship for honor to our dens and for the glory of the sport.

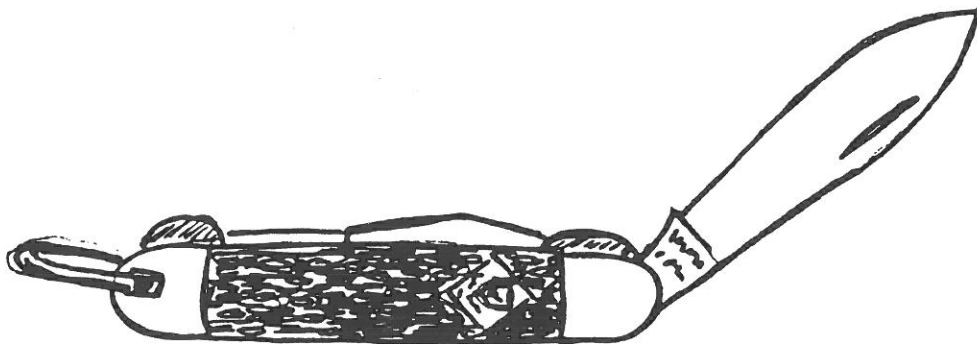
Do you all promise to do your best to obey this promise?

BOYS: We do.

CUBMASTER: Let us all stand and face our Country's flag as we repeat the Pledge of Allegiance.

CLOSING

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



CUBMASTER: Cub Scout-age boys dream of being great athletes, spacemen, Tarzans, or other persons with outstanding physical powers. They like to test and show off their muscles. These are part of the dreams of boyhood.

Tonight, we have several boys who have achieved part of their goal to become stronger. Will the following boys and their parents please come forward?

(Call names of boys and their parents)

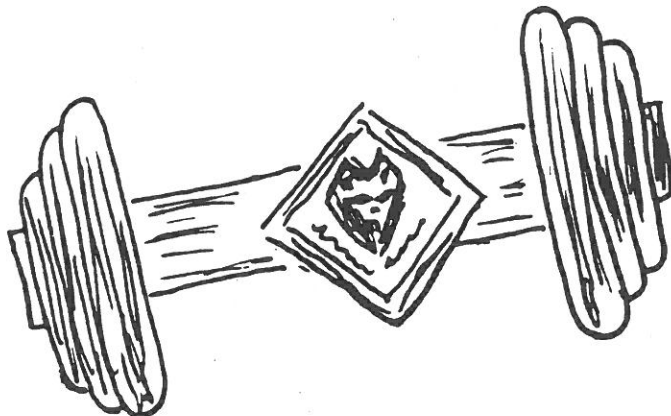
Boys, while you have worked on your advancement you have learned many things which have made you stronger and bigger. To illustrate this, look at this plain stick. It represents a boy your age who has not been working in scouting. He hasn't had people like your den leader, your Webelos leader or parents helping him as you have. He has not learned all that you have learned. He stands alone weakly, and breaks easily, as evidenced by this one stick. (breaks stick) See how easily it is broken.

As you work and develop your skills, you will become stronger. (Show this by adding more sticks - it becomes harder to break.)

Now, (names of boys), I am proud to present to you, your parents, and they in turn may present to you, your (Wolf, Bear, Arrow of Light) badge.

Congratulations.

This award can be presented pinned to a small weight lifting bar made from a cardboard roll stuck into two round styrofoam balls painted black.



AUDIENCE PARTICIPATION STUNT

The Following Audience Participation Stunt gives the audience an opportunity to stand up and move about a bit and stretch. In this type of audience participation stunt the leader reads the narration and the audience performs what the narration says. If desired, one or two leaders can stand beside the narrator and lead the audience in the motions.

THE EXERCISER

THE EXERCISER STOOD UP TALL
AND STRETCHED HIS ARMS FROM WALL TO WALL,
HE PUT HIS HANDS WAY UP HIGH,
THEN DOWN AGAIN BESIDE EACH THIGH.
HE PUT HIS CHIN UPON HIS CHEST,
THEN PULLED IT FAR BACK, HIS NECK TO REST.
THEN HE REACHED DOWN AND TOUCHED TO THE GROUND,
AND THEN HE TURNED HIMSELF ONCE AROUND.
THEN WITH HIS HANDS HE TOUCHED HIS FEET,
AND THEN QUIETLY HE TOOK HIS SEAT.

The following song is an audience participation type of song which could be sung and led by a den of Cub Scouts or some of the pack leaders. It can serve as a stretcher in the meeting to rest the seat.

A STETCHING WE WILL GO

(TUNE: "A Hunting We Will Go)

A STRETCHING WE WILL GO,
MOVING TO AND FRO,
AND WHEN WE'RE DONE,
WE'VE HAD SOME FUN,
AND RELAXED OUR MUSCLES TOO.

COME ON FOLKS LET'S STAND,
AND RAISE UP HIGH EACH HAND,
THEN SPREAD THEM WIDE,
NOW TO YOUR SIDE,
AS YOUR MUSCLES YOU RELAX.

NOW LET US STOP OUR
FEET
BUT PLEASE DON'T TAKE
YOUR SEAT
BEFORE YOU'RE DOWN
PLEASE TURN AROUND
AND THEN YOU'LL TAKE
YOUR SEAT

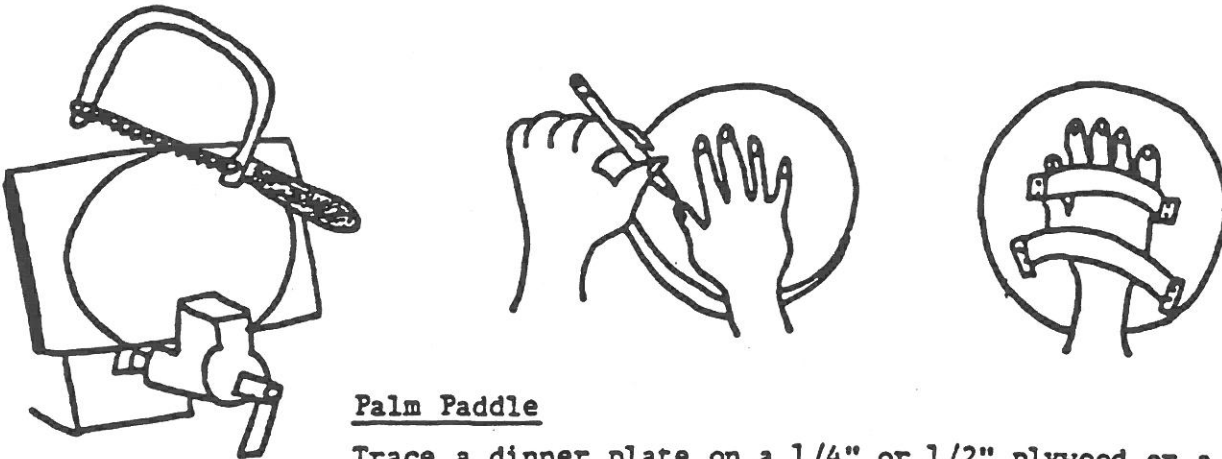
CRAFTS



Bleach Bottle Jai Alai

Use two 1-gallon bleach bottles for the cestas (pitching cups). Following the picture, draw lines on the plastic where one side and the bottom will be cut out. Be sure that the lines are even. Then use a knife or large scissors, or even a pair of tin snips to cut off the unwanted parts.

Rules: The players stand 25 feet apart (closer for small children). One player puts the tennis ball in the cup and tosses it to the other player who catches it in his own cup. If the other player doesn't catch it and return it, the tosser gets a point. No player is allowed to touch the ball with any part of his body while it is in play.



Palm Paddle

Trace a dinner plate on a 1/4" or 1/2" plywood or a pine board 1" x 8" x 8" or any paddle type material you have on hand. Cut out the circle with a coping saw and sand the edges smooth. Trace your hand on the wooden circle. Measure enough elastic to hold your hand tight to the paddle, and tack it down.

To Play The Game: Two or more can play this game. It's probably most fun with four or more on either side. Use a whiffle ball at first and then go on to a tennis ball when you think you want a faster game. Set up a badminton net and score the way you would in a badminton game. Begin by volleying for the serve. You'll need some practice at first, but keep at it - it's fun, you'll like it.

BICYCLE TOOL BAG

Any Cub Scout would be proud to show off this handy bicycle tool bag that he made himself. The bag ties to the back of the bicycle seat with thongs threaded through holes in the back of the bag. The flap is secured with two more thongs. It is a neat little kit for wrenches, screwdrivers, and tube patches.

You will need:

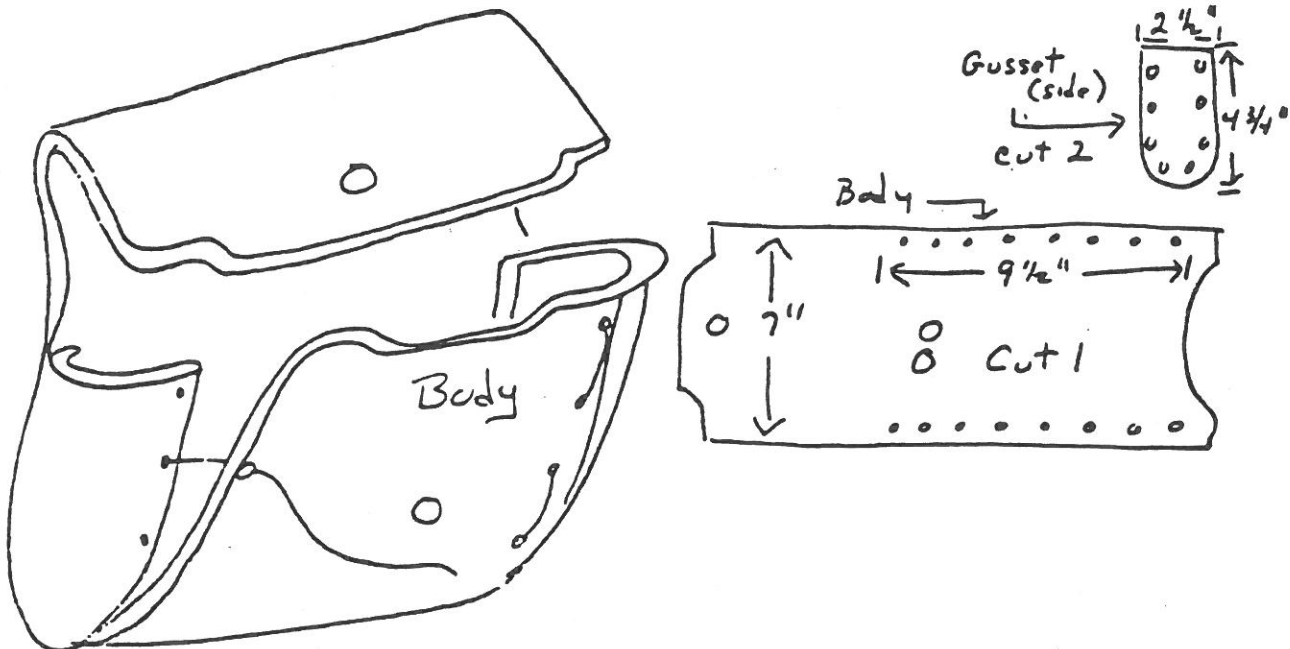
- a piece of leather 7" x 22"
- 1 yd. of lacing (or 5, 32" wide thongs)
- utility or razor knife.
- round hole punch
- a hammer, and a No. 2 edge beveler

Start by cutting out the three pieces of leather shown in the drawing: the bag's body and two gussets. Bevel the edges of the pieces of leather.

Punch the lacing holes about 3/4" apart along the edges of the bag's body and the two gussets, as shown in the drawing. Now punch two holes in the back of the bag for lacing it to the back of the bicycle seat and two more holes, one both in the front and flap of the bag for tying it closed. If you wish, decorate the leather.

The body and sides are laced together with the single running stitch as shown in the drawing below. Start on the inside with one of the top holes in both body and gusset, lacing all the way around the edge. Repeat on the other side of the bag. Tie knots in the ends of the lace to secure them.

Now thread two knotted thongs through the holes in the back of the bag so that it can be tied to the bicycle seat. Knot one end of each of two pieces of lace and thread them through the holes in the flap and front of the bag. Tie the ends together to secure the flap closed.

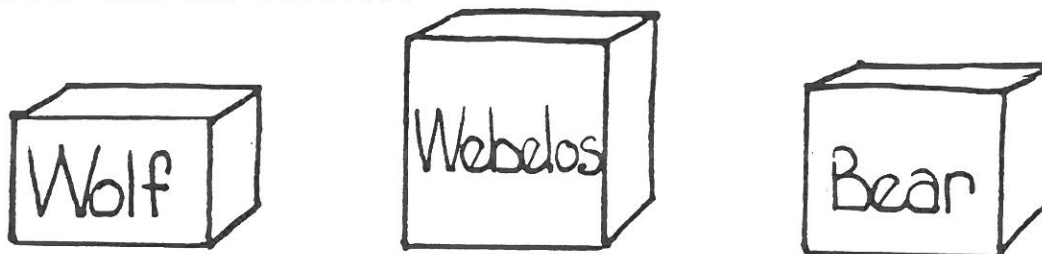


MINNIE MUSCLES-

Man A- (Comes in, looks at boys.) Asks 1st boy: "Why are you doing that?"
1st Boy- (Lifting dumbbell.) "Because I like many muscles."
Man A- (Walks to next boy.) "Why are you doing that?"
2nd Boy- (Skipping rope) "Because I like many muscles."
Man A- (Walks to next boy.) "Why are you doing that?"
3rd Boy- (Lifting Barbell.) "Because I like many muscles."
Man A- (Walks to next boy.) "Why are you doing that?"
4th Boy- (Doing pushups.) "Because I like many muscles."
Man A- (Walks to last boy.) "And, why are you doing that?"
5th Boy- (Doing Jumping Jacks.) "Because I like many muscles."
Girl- (Boy in wig and dress walks on in front of boys)
Man A- "Who are you?"
Girl- (Smiles and winks) "Why, I'm Minnie muscles!"
All Boys- Whistle at her, take her by the arms, and walk her off the stage.

Pack Advancement

Using sturdy crates, set up awards platform similar to that used in the Olympics. Mark the shortest "Wolf", the next tallest "Bear" and the tallest (this is placed in-between the other two) "Webelos". Have the boys come forward one at a time to receive their rank. Each Wolf scout will stand on the "Wolf" platform, each Bear will stand on the "Bear" platform, and each Webelos will stand on the "Webelos" platform. Attach all advancements to blue ribbons and hang around each boys' neck. It might be nice to do three boys at one time; one Wolf, one Bear and one Webelos.



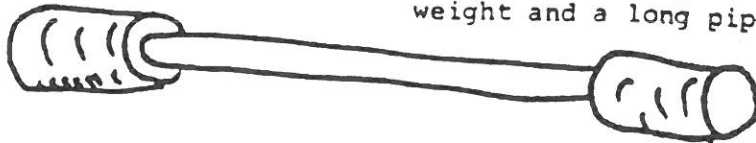
Pack Stunts

A Pushover- One boy announces that he and his friends are about to give a demonstration of physical fitness and agility. A number of boys in the know line up, and a volunteer from the audience is requested to join them. The person in charge of the demonstration gives the instruction, "First we all stand close together." All the participants then reply loudly, "Then what?"
Leader: "Then we all put one arm out."
Participants: "Then what?"
Leader: "Then we all put the other arm out."
Participants: "Then what?"
Leader: "Then we all kneel down, like this."
Participants: "Then what?"
Leader: "Then we all put one leg out in front."
While they are doing this the leader quickly pushes hard against the line of people which falls (in a somewhat exaggerated manner) on top of the unsuspecting volunteer at the end of the line.

PHYSICAL FITNESS



Barbells can be made of cement or plaster set in cans with a short length of pipe in between, for a hand weight and a long pipe for a full-fledged barbell.



Ball players and golfers know they can strengthen their grip by repeatedly squeezing a small rubber ball in their hands.



A regular house broom walked upright with the fingers of one hand strengthens wrist, finger and forearm muscles. Do this first with one hand and then the other.

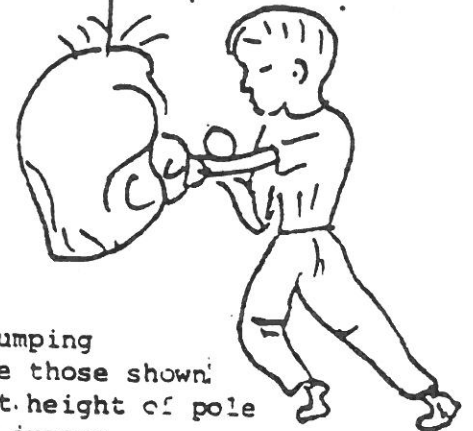
A rope with one end tied to a pail of sand and the other to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.



Stuff an old pillow case for an indoor punching bag.

Hang from doorway or in attic or garage.

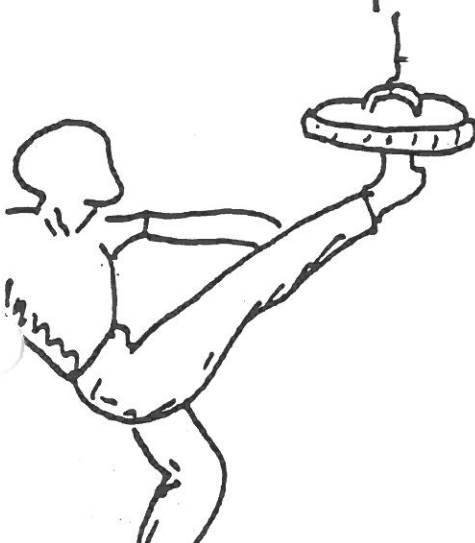
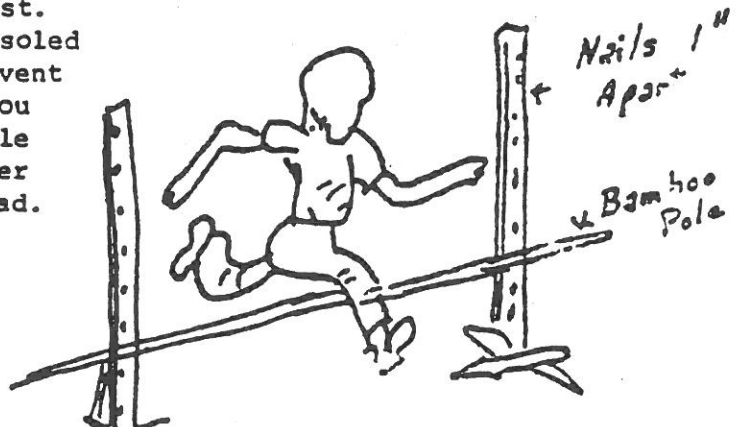
High Jump Test. Tack a yardstick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest point of the jump.



Make simple jumping standards like those shown below. Adjust height of pole to ability of jumper.

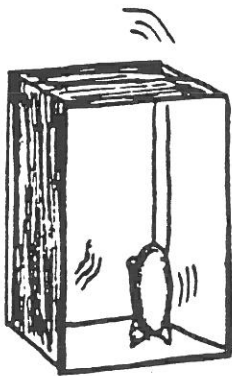


High Kick test. Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



Try setting up these games on card tables to test individual skills. For those games requiring cartons, use cartons that are about 12" square on the end and 20" long. Set up the cartons for each game and cut out the front.

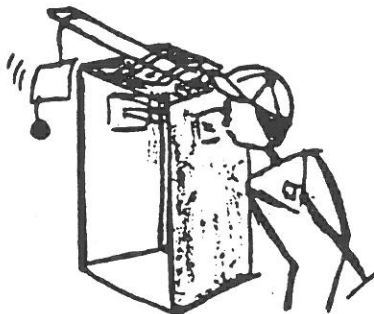
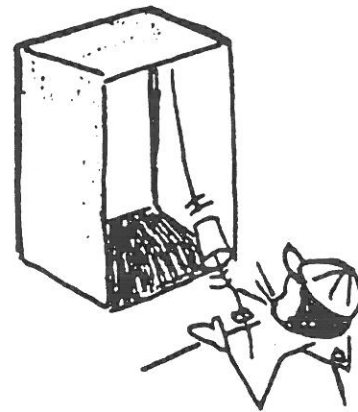
Lace the shoe. From cardboard or leatherette, cut out two sides for the shoe, each about 10" by 11". Punch holes for yeyelets in both sides. Glue small boxes between the two sides to hold them apart and make them stand. For a shoelace, use string with the ends taped. Blindfold each player and have him lace the shoe.



Air Flight. Tape a popsicle stick to the top of the carton so it extends about 3" at the front. From light weight paper, cut a zepplin about 4" by 7-1/2". With about 11" of string, hang the zepplin.

The player takes a piece of cardboard, 8-1/2 by 11", and fans the zepplin to try to get it to fly above the carton.

Huff and Puff. Set the carton at the back of the table. Tie a string to the front top of the carton and let it hang over the front edge of the table. Invert a small paper cup and thread it through the bottom onto the string; knot the string about 6" above the table edge so the cup won't slip off the string. Tape the end of the string to edge of table. The player tries, through sheer blowing power, to blow the cup to top of the box.

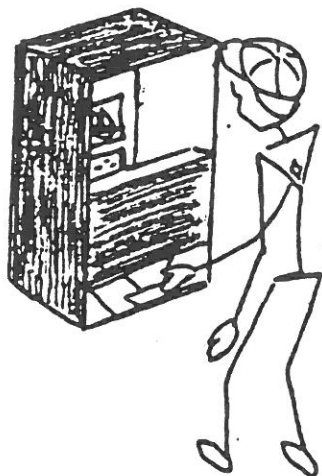
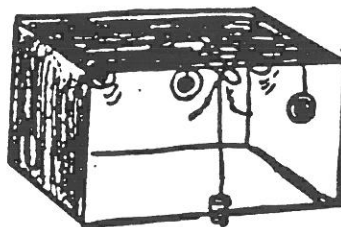


Ring the Bell. Again, lung power comes into action. Cut a hole, about 2" square, near the top on one side of the carton. On the other side of the carton, directly opposite the first hole, cut another slightly larger hole, 2-1/2" by 3-1/2". Attach a stick to the top of the box so it extends about 11" beyond the edge above the larger hole. From the end of the stick, hang a 4" square of

light weight paper so it is in front of the hole. Below the paper, hang a jingle bell. The player blows hard through the smaller hole to try and ring the bell.

Hit the Bell. Another bell game requires hand skill. For this game, set the carton on its side. Tape a popsicle stick to the center top, so the stick extends about 3" in front. With string tied to the end of the stick, suspend a plastic bottle cap just above the table surface.

Take the bottle cap and swing it at different angles into the carton, marking five spots where it hits the back wall, ceiling and sides. At these points, suspend jingle bells with string. The players attempt, in five tries, to swing the bottle cap and ring each of the bells.



Mirror Drawing. Set up a carton. Tape a hand mirror to the inside back, slightly below center, so floor of box can be seen in the mirror. Tape a simple picture above the mirror. With pencil and paper on the floor of the box, the player attempts to draw the picture, looking only into the mirror. To make sure he doesn't peek, tape paper across the front of the box so he cannot see his hand; bend the top of the paper in at a right angle and tape ends to sides of box.

FITNESS CIRCLE GAME

Form a circle as large as the room permits, all facing the same direction. Giving instructions for various activities as follows.

1. Start walking in the circle -- and keep walking between the following exercises.
2. Start hopping.
3. Make yourself as small as possible and continue walking.
4. Make yourself as tall as possible and continue walking. Now, reach your hands high over your head.
5. Bend your knees slightly, grasp your ankles, and continue walking.
6. Walk as if the heel of one foot and the toes of the other were sore.
7. Walk stiff-legged.
8. Squat down and jump forward from that position.
9. Walk on hands and one foot with the other leg held high, imitating a dog with a lame foot.
10. Walk forward at a rapid pace (don't run) while swinging your arms vigorously.
11. Take giant steps.
12. Walk forward, raising your knee as high as possible one each step.
13. Run, lifting your knees high.
14. Walk on your hands and feet.
15. NOW STOP AND CLAP FOR YOURSELF, YOU ARE GREAT !!!!

STORK STAND

Stand with hands on hips. Place one foot against the inside of other knee. Bend the raised knee outward -- count to ten without moving from place.

COFFEE GRINDER

With one hand on the ground, arm stiff, body stretched out straight, head back, walk around in a circle, using arm as a pivot.

HAWAIIAN WAR CHANT

There's a sunny little funny little melody
That was started by a native down in Wai-ki-ki
He would gather a crowd down beside the sea
And they'd play his gay Hawaiian chant
Soon the other little natives started sing-in' it
And the hula hula maidens started swing-in' it
Like a tropical storm--that's the way it hit
Funny little gay Hawaiian Chant Ow Way tah
Tualan Me big bad fight-in' man
Tho it started on an island down Hawaii way
It's as popular in Tennessee or Ioway
If you wander into any cabaret
You will hear this gay Hawaiian Chant Ow
Way tah Tualan
Me Big bad fight-in' man.

WHOOPS, YOU'RE A GENIUS

(Tune: All Around the Mulberry Bush)

A block of wood, a piece of wire,
Or junk that seems the seediest
Just put it all together now,
Whoops, You're a Genius!

You never know the size or shape
From Biggest to the teeniest
But put it all together now,
Whoops, You're a Genius!

A STRETCHING WE WILL GO

(Tune: A Hunting We Will Go)

A stretching we will go,
Moving to and fro,
And when we're done,
We've had some fun,
And relaxed our muscles too.

Come on folks let's stand,
And raise up high each hand,
Then spread them wide,
Now to your side,
As your muscles you relax.

Now let us stomp our feet,
But please don't take your seat,
Before you're down,
Please turn around,
And then you'll take your seat.

BE A GENIUS

(Tune: Are You Sleeping)

Be a genius
Be a genius
Do your best
Do your best
Give science your attention
Or make a Cub invention
Genius does the rest!

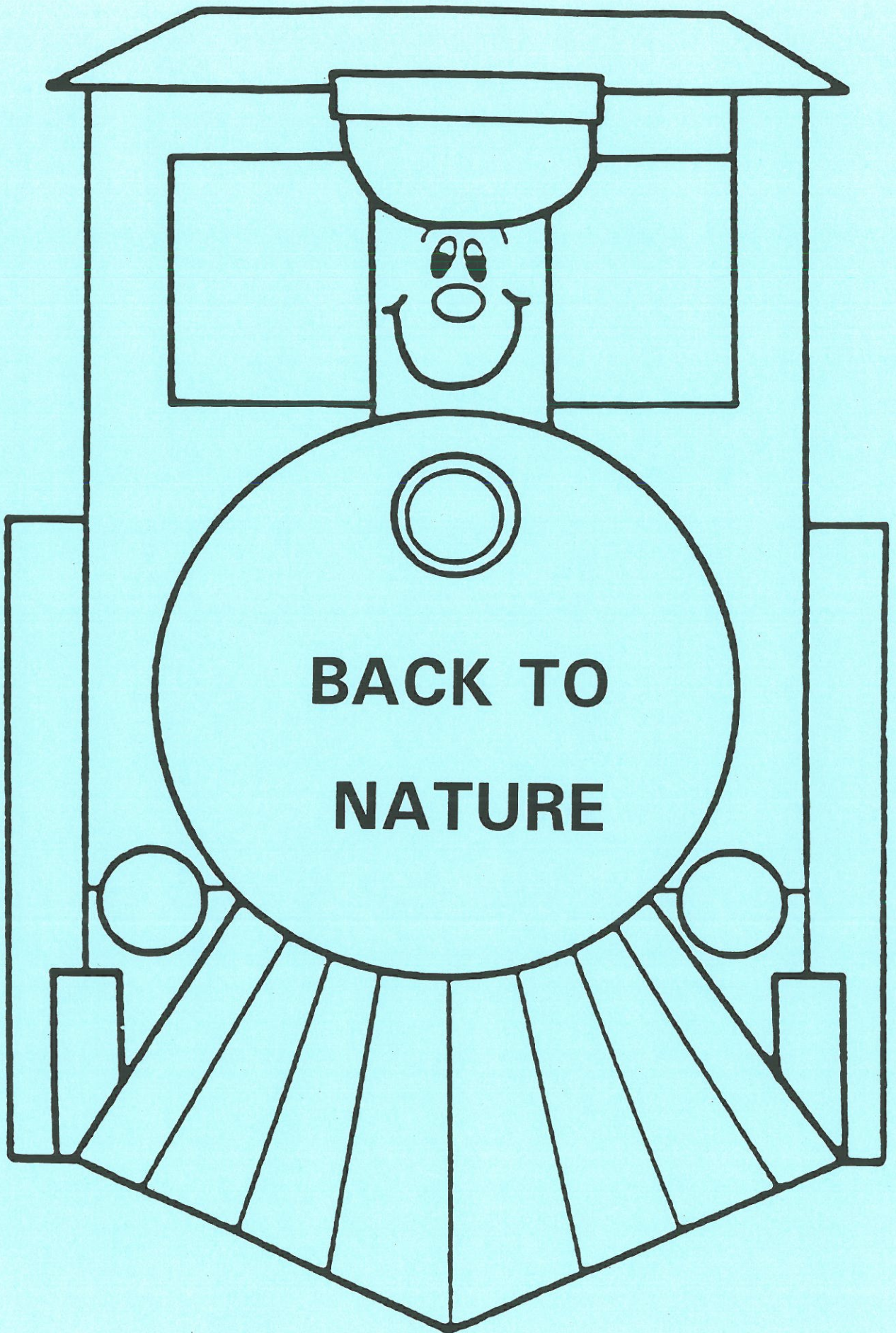
TOUGHEN UP

(Tune: Clementine)

Do a push up, do a pull up,
Do a 30 yard run;
We build muscles as we hustle,
All the time we're having fun.

Running broad jump, do a high jump,
Throw the ball way out of sight;
Vault a fence and do a chin up,
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,
Watch our muscles growing strong.
Building muscles in our backyard,
That will last a whole life long.



**BACK TO
NATURE**

Outdoor Code Opening

Each Cub Scout should have a candle to light from a central candle (a leader or narrator may refer to it as the Spirit of Nature, the Conservation Candle or some other appropriate name). Each lights his candle and reads the following statements (there may be a need to write additional ones if there are more participants).

CUB SCOUT #1: We have been observing and studying nature's treasures.

CUB SCOUT #2: We will help to maintain nature's balance.

CUB SCOUT #3: We will help and learn from nature's animals.

CUB SCOUT #4: We will help maintain nature's resources.

CUB SCOUT #5: We will protect them from harm.

CUB SCOUT #6: We will follow the law of nature.

CUB SCOUT #7: The Outdoor Code.

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

SAFETY TIP: Paper muffin cups or circles of cardboard around the candle will make it look better and prevent dripping on hands and floor.

ABCXYZ Opening

This ceremony will require 7 participants: 1 narrator and 6 Cub Scouts. Each Cub Scout will need a large card with the appropriate letter on the front in super-large lettering. Print the words on the back of each card for the boy

to read. Remind him to read over the card and not have his voice become trapped behind the card as he reads.

NARRATOR: To study nature is to learn about our environment and how we can protect and preserve it now and for the future.

BOY "A": ACTION. Take action to keep the world around you at its best. Take no action that will destroy it.

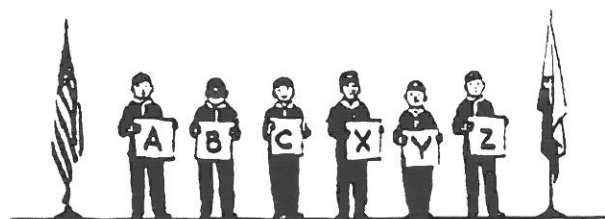
BOY "B": BEAUTY. We are blessed with the beauty of nature all around us.

BOY "C": CITIZENSHIP. Practice good citizenship by caring about the appearance of your neighborhood and home town.

BOY "X": "X" is the unknown factor. What will happen if we don't all work together to preserve our environment?

BOY "Y": YOU!! It is up to you to set the example for others.

BOY "Z": "Z" is for ZEST. Go about your projects with zest and enthusiasm. Walk hand in hand with Mother Nature. She will always be your friend.



Stand Up for the Flag Opening

CUBMASTER: Stand up for the flag of America, wherever you may be. Respect it and protect it, for it shall keep you free. Free to do what you want to do, and say what you want to say. Free to go where you want to go, and pray the way you want to pray. Stand up for the flag of America, for all the world to see. Stand up for the flag, that star spangled flag, that stand for you and me.

CLOSING THOUGHT

It is exciting to learn about animals, birds and insects, flowers, and trees, rocks, soil, weather, water and stars!

Nature is everywhere all the time---in cities, in the woods and fields, in the winter, spring, summer and fall.

Nature is not confined by time and place---it is everywhere.

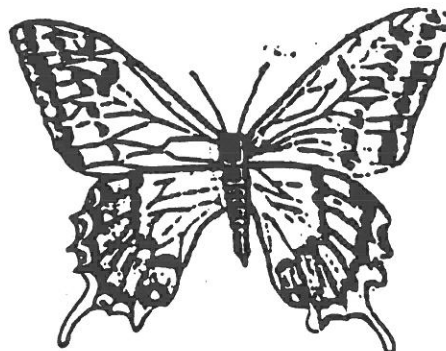
But where to begin--how to begin. All you need to start is an inquiring mind---and eyes, ears, nose, and hands. Use all senses to gather information from the world about you.

In the beginning we might just as well make up our minds that we are never going to know all there is to know about the subject. Remember that it is not so much knowing the names and identifying everything but the joy in making the discovery that counts.

"Country Cub" know there is plenty of nature to be seen if you take time to look around, while the "City Cub" may have the notion that nature is not to be found in the city limits---not true, of course.

Nature is something we can enjoy no matter where we go in the world. Nature is something we should enjoy and respect.

LET'S STEP OUT INTO THE WORLD OF NATURE.



NATURE ADVANCEMENT CEREMONY

EQUIPMENT: A three foot high tree limb with several branches, set as if it were a tree, in a can of plaster of paris. Green paper leaves (made with a thin wire and wire stem sticking out) with Cub Scouts' names, awards, badges and arrow points.

PERSONNEL: Cubmaster, Webelos Den Leader, advancing Cub Scouts and Webelos Scouts and parents.

CUBMASTER: "This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting.

It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancement from rank to rank. So do his parents who help him.

Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents.

(Call forward boys and their parents, who are receiving Wolf badges and arrow points, give them awards and have them put one leaf for each award on the tree. Then award the Bear badges and arrow points, putting their leaves on the tree. Have the Webelos leader call the boys (and parents) for activity badges, Webelos badges, and Arrow of Light, which have been put on leaves. After all awards are presented and leaves added to the tree, the Cubmaster resumes speaking.)

Each of you have helped to nurture this tree. Just as trees endure for many years, so the values gained from working on achievements, electives, and badges will last you a lifetime. May your always stand strong and tall like a tree -- and be a beautiful resource for our land.



- PERSONNEL: Submaster or Awards Chairman: others as needed or called.
- EQUIPMENT: Draw awards from a large fish bowl or have the awards delivered by costumed characters in "bugs and things-related" clothes (a bee keeper, the "Orkin" man, etc.)
- CUBMASTER: We would like to recognize those boys in our pack who have made advancements in rank during the past month. The following boys have attained the rank of Wolf by completing 12 achievements that included feats of skill, flag knowledge, conservation, religious activity, hand work and family fun.
- (Read names of boys) Will you and your parents come forward?
- (Present badges to parents to give to sons)
- These boys have completed 10 or more electives which entitle them to arrow points.
- (Read names of boys) Will you and your parents come forward?
- (Present badges to parents to give to sons)
- [Follow the same procedure for Bear awards]
- Our Webelos Scouts have earned the following activity badges this past month.
- (Read names of boys and activity badges earned)
- Will you and your parents come forward.
- (Present badges to parents to give to sons)
- These awards are the outward sign that show that our boys are really working to help make our pack "go." Let's give them a big hand.
- (Holds up hand in a silent "Big Hand" salute)

FAMILY DAY IN THE WOODS

SPARROW: "Chirp, Chirp"
CUB SCOUT: "Boys are boys"
SNAKE: "S-s-s-s-s-s"
RABBIT: "Hoppity, Hoppity"
SQUIRREL: "Chatter, Chatter"
TREE(S): "Leafy, Leafy"

A flock of SPARROWS swooped into the woods and settled on the branch of a TREE. Their chirping quickly caught the attention of the animals of the forest, and they gathered around to hear the news. "Hurry up," said the RABBIT, his ears wriggling with impatience. The SQUIRREL leaned in to listen, and the SNAKE pretended she didn't care.

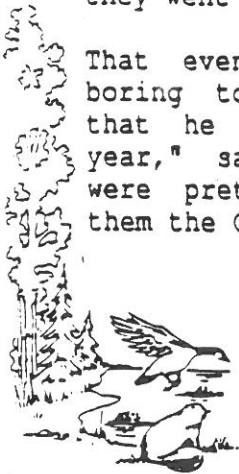
"It's terrible news!" said Kristy SPARROW. That Pack of CUB SCOUTS is coming to spend the day again." "Oh, no!" a terrible sigh came from all the TREES. "Last time we lost branches and twigs. Kites and Frisbees tangled our legs and limbs and Daniel TREE almost caught fire."

Jerry RABBIT's ears had positively frozen in place when he heard the news, CUB SCOUTS. Jimmy SQUIRREL almost fell off the branch he was sitting on and Beverly SNAKE forgot that she was pretending not to hear. "CUB SCOUTS," she hissed. "Why do they have to come here! Last time, I barely escaped with my life."

"They are coming tomorrow," chirped the SPARROWS. "Tomorrow," sputtered Jimmy SQUIRREL. "I've got to gather acorns before they come and crush them all." Jerry RABBIT hopped off muttering about how he could reinforce his home. Beverly SNAKE just lay there trying to think of hiding places.

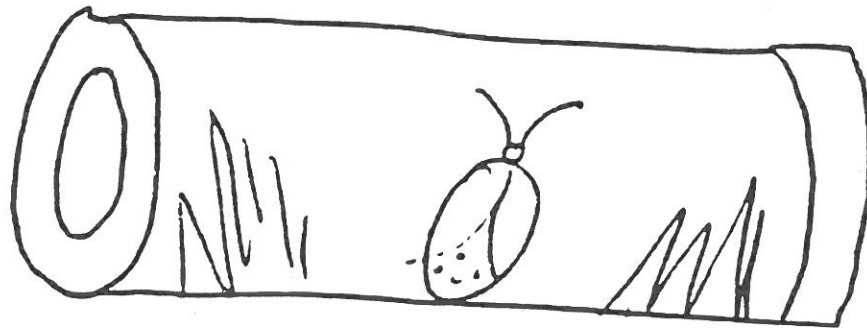
The next day dawned clear and pretty, and the CUB SCOUTS, their parents and their leaders arrived. They spent the day playing games, looking and climbing the trees, and searching for animals and their tracks. At the end of the day, they went home a little disappointed because they had not seen a single animal.

That evening, the SPARROWS returned to see how the day had gone. "It was very boring to sit in my hole all day," said Jerry RABBIT. Jimmy SQUIRREL said that he had spied on the CUB SCOUTS all day. "They were different from last year," said the TREES. "We did get a few bruises from the climbing, but they were pretty careful this time," Beverly SNAKE agreed. "Maybe someone taught them the Outdoor Code."

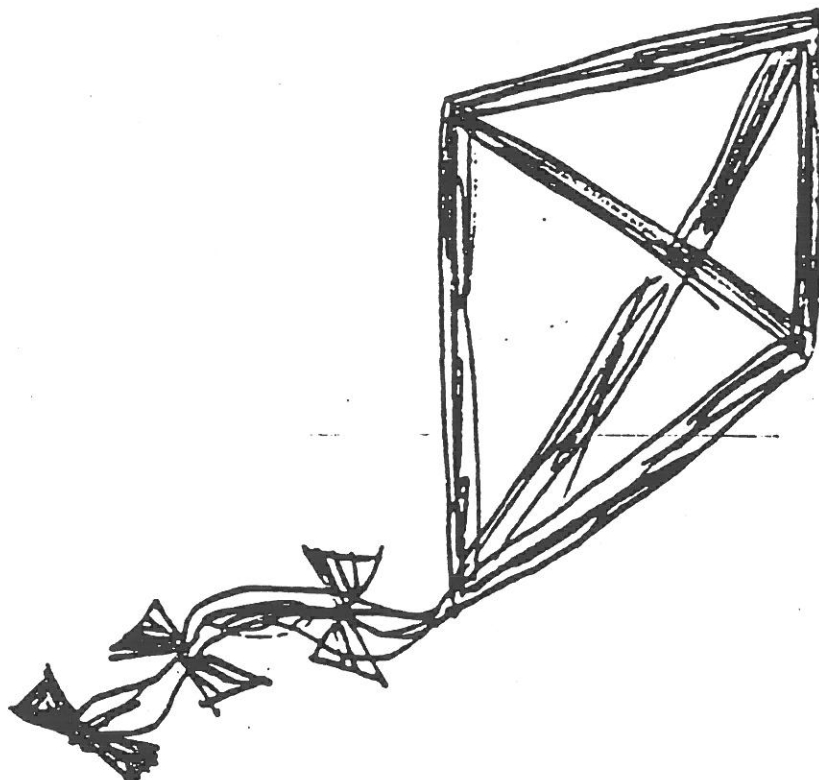


TIE SLIDES

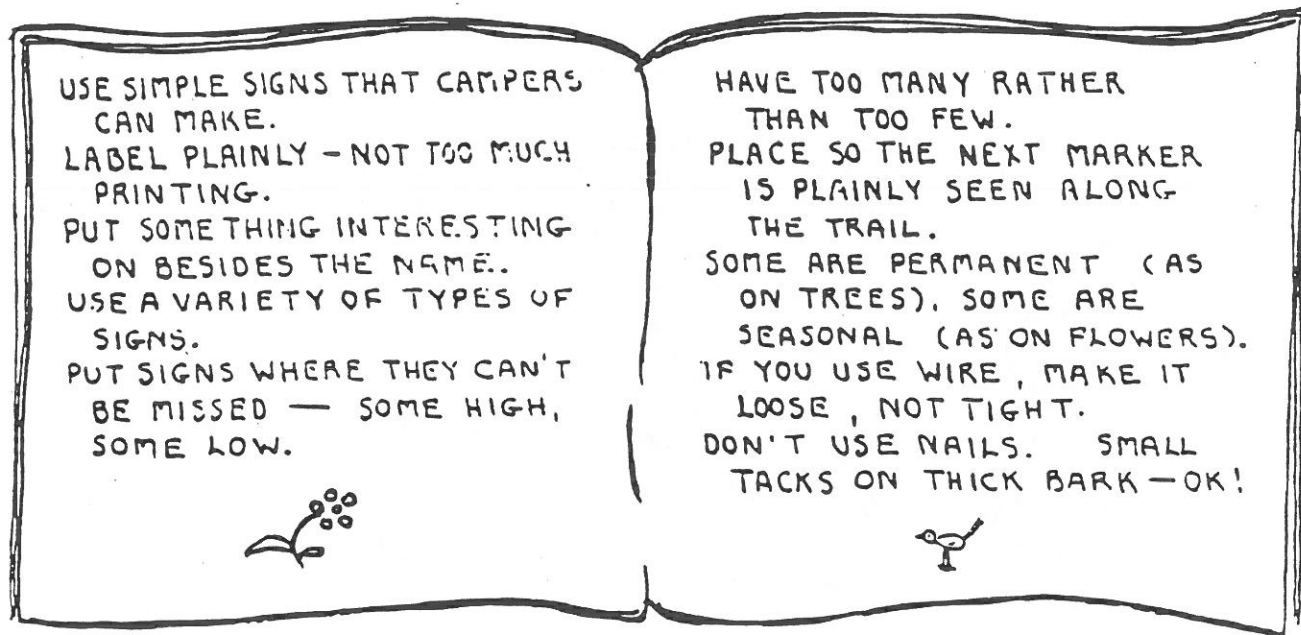
BUG IN PILL BOTTLE SLIDE: Using heated nail, make two holes in side of clean plastic pill bottle. Thread pipe cleaner through holes and twist to make a loop. Put grass and leaves in bottle and use a non-poisonous bug. Put cap on tightly.



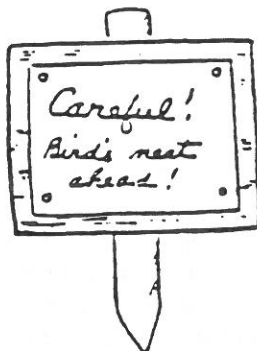
KITE SLIDE: Cut kite shape out of cardboard, (2 1/2" on each side). Decorate as wished. Add yarn tail and small cardboard bows to tail at intervals. Thread pipe cleaner through middle loop in back.



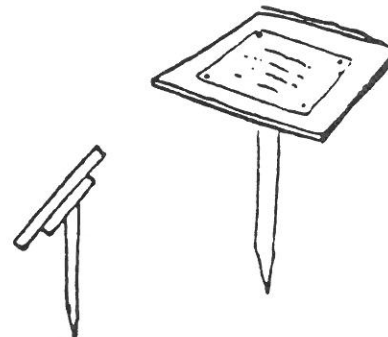
MARKING A NATURE TRAIL



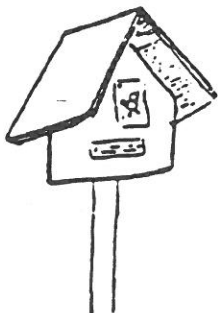
PLAIN BAGGAGE TAG
Good for temporary trails or seasonal things. Mark with pencil or India ink.



PEG SIGN
Made of wood. For sticking in the ground.



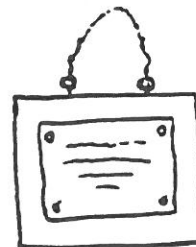
PULPIT SIGN
Made of wood. Good for things close to ground. Easy to read.



SHELTERED LABEL
Made of wood. Protects pictures and labels from rain.



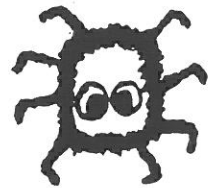
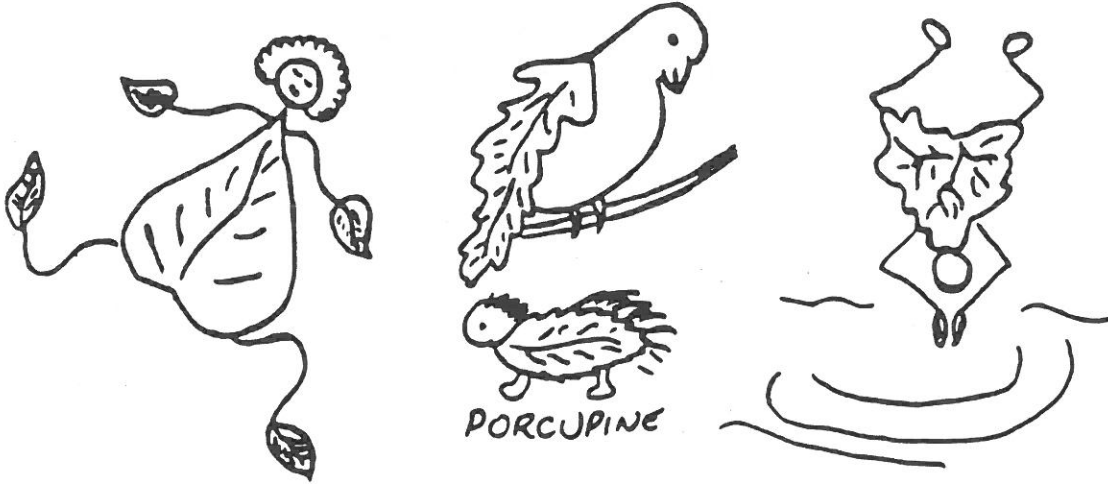
TIN-CAN-TOP LABEL
These can be enameled and lettered. Suspend by wire, or tack to bark.



HANGING SIGN
Small blocks of wood with eyelets for hanging, by wire or string.

LEAF PIXIES AND PETS

On your next hike, collect leaves of all shapes and sizes. Make pixies and pets by gluing the leaves to paper and adding a few lines. Leaves can be used for hands, feet, tails, wings, bodies, etc. Use your imagination.



MAGNETIC SPIDER

Materials needed: craft fur 2" x 2", two 12" chenille sticks, two 5/8" wiggle eyes, 2" magnetic strip, glue, scissors

Comb craft fur outward in all directions. Trim off tips so that fur extends about 1" beyond backing.

Cut chenille sticks in half. Twist together at center of sticks. Then spread out like spokes for legs. Glue fur to center; then glue on the eyes. Bend ends of legs down about 1/2" for feet.

Attach magnetic strip to back and use this friendly spider to hold deer or household messages to the refrigerator or any metallic surface.

GRASS WHISTLE

Find a broad leaf of grass. Place it between your thumbs. Press your thumbs to your lips. Now BLOW. This works better if it is wetted.

SKITS

IT'S A _____

This skit could be dramatized at a pack outdoor activity or on stage indoors. It is easy for Cubs because most of the speaking is done inside a tent, out of sight of the audience, so lines could be read instead of memorized.

Setting: A tent is set up in the woods. It is a very dark night. Boys are inside tent.

Characters: Jim, Pete, Ben, Tom (and as many others as you wish to include in the dialogue).

PETE: Hey, Ben. You all right?

BEN: (sleepily) Yes.

JIM: Why don't you guys be quiet. I'm trying to sleep.
(A short pause - silence prevails)

TOM: Hey, Pete. You all right?

PETE: Sure!

BEN: Wish I had Skippy here.

JIM: A dog in a tent? What for?

BEN: To keep me warm.

PETE: Yeah, keep you warn. You're scared.

TOM: You guys to sleep.
(A short pause - silence)

BEN: Listen! What's that noise?

PETE: Just the wind blowing.

TOM: Might be something prowling around.

BEN: What?

TOM: Oh, I don't know. A bear, maybe.

JIM: Or a panther.

BEN: A panther?

TOM: Yeah, or it could be a coyote!

PETE: A coyote?

JIM: Maybe it's a mountain lion.

BEN: Oh, no!

TOM: Hey, it's coming closer!

PETE: Where's my flashlight?

JIM: Lookout! It's coming in the tent.

(All yell and run out of tent. Flashlights on Ben, who is holding a dog - toy or real)

ALL: It's Skippy!

SPRING PAINTING

CUBMASTER: I want to paint a landscape for you (picks members from the audience)

I need trees here. (Place people with arms outstretched upward for trees)

Need some bushes. (People to squat down)

A babbling brook (One person to stand and babble)

Now some rain (Line up people to rain then say that you need a Scout.)

Who loves the outdoors. (Pick victim to run through trees and bushes)

Then say : Summer passes into Fall; Fall passes into Winter; but look the sap is still running through the trees.

ALLAH

One cub is kneeling on the stage with an improvised turban wrapped around his head. He starts chanting " ALLAH, Send Me a Camel, Allah, Send Me a Camel, While doing so he bows to the ground and rises again. This goes on over and over. Meanwhile a helper picks out three or four volunteers (One at a time) to help the cub pray for the camel. After all of them are crying out the chant, another person sitting in the audience calls out in a loud voice " Why should I send thee a camel Have I not already sent thee three donkeys."

ITS ALL AROUND ME

Have someone walk in moaning and groaning and saying " It's all around me." The other boy then says " Whats all around you?" "MY Belt" answers the first boy.

ITS ALL OVER ME

Someone comes in moaning and groaning " Its all over me." Innocent bystander asks "What's all over you?" First boy says "MY Skin".

POKIN AROUND

First boy comes in poking with a stick at the ground/floor. Second boy asks "What are you doing?" First Boy says " JUST POKIN'AROUND".

WORD SCRAMBLE

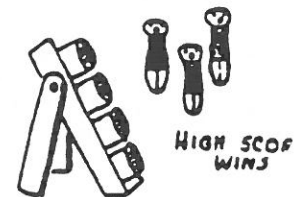
- | | | | |
|------------------|----------------|------------------|----------------|
| 1. Xof | 16. Nugeipagi | 1. Fox | 16. Guinea Pig |
| 2. Atb | 17. Rulwas | 2. Bat | 17. Walrus |
| 3. Minree | 18. Geogdehh | 3. Ermine | 18. Hedgehog |
| 4. Vrabee | 19. Helaw | 4. Beaver | 19. Whale |
| 5. Rugaja | 20. Resho | 5. Jaguar | 20. Horse |
| 6. Sas | 21. Xyln | 6. Ass | 21. Lynx |
| 7. Paoledr | 22. Dbgrae | 7. Leopard | 22. Badger |
| 8. Rafifeg | 23. Telpneha | 8. Giraffe | 23. Elephant |
| 9. Nilo | 24. Reba | 9. Lion | 24. Bear |
| 10. Kaclja | 25. Sephe | 10. Jackal | 25. Sheep |
| 11. Omseo | 26. Beareehstt | 11. Moose | 26. Hartebeest |
| 12. Reah | 27. Makstur | 12. Hare | 27. Muskrat |
| 13. Toppophusaim | 28. Gesnmooo | 13. Hippopotamus | 28. Mongoose |
| 14. Alami | 29. Hartenp | 14. LLama | 29. Panther |
| 15. Tarmom | 30. Puponeci | 15. Marmot | 30. Porcupine |

THINK FAST

Divide into two groups. Ask the following questions and after each, score a point to the side that gives the correct answer first.

1. What letter is a beverage? (T)
2. What letter is a bird? (J)
3. What letter is a vegetable? (P)
4. What letter is a question? (Y)
5. What letter is a clue? (Q)
6. What letter is a body of water? (C)
7. What letter is a sheep? (U)
8. What letter is a slang expression? (L)
9. What letter is a verb of debt? (O)
10. What letter is an insect? (B)

PIN INTO

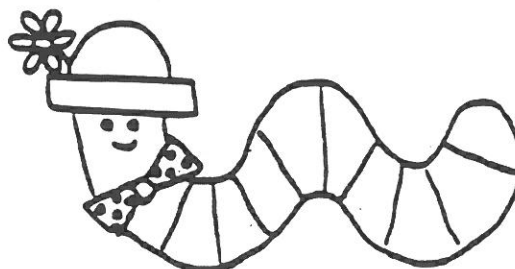


WORM EATING CONTEST

Have boys choose or draw for partners, line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy. Each one of the pair puts one end of the stick in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. Pair who first reach each other are champion "Worm eaters!"

KILL THE RATTLER

Two boys, a hunter and a rattler, take their places in a circle surrounded by the other boys. Both are blindfolded. The hunter is provided with a soft swatter - a stuffed stocking or rolled newspaper. The hunter starts the game by calling "rattlesnake"; whereupon, the rattler freezes on the spot, raises his head, and shakes his can of pebbles. The hunter hustles to the whereabouts of the snake and takes a swing at him. If he fails to hit him, the rattler crawls away and again the hunter calls, "rattlesnake", and then takes another try. This continues until he hits the snake. They then change places or new players are selected. There are two ways of scoring: The boy wins who hits the other in the fewest tries; the one wins who hits his opponent the greater number of times in one or two minutes.



CREATING CRITTERS

Divide boys into small groups. Give each group a pair of scissors, glue and a variety of colors of construction paper. Within a given time limit, each group designs and constructs a new species of insect. They must decide on a name for their bug, tell where it lives and what it eats. When all groups are finished, a spokesman for each group introduces their critter to everyone.

BUG COLLECTION

Two boys at a time compete to see who can collect the most "bugs" in a set time period. On a table in front of each player is a large coffee can and a pile of cotton balls, which represent bugs. Pipe cleaners can be glued to the cotton balls for more realism. Each boy is blindfolded and tries to catch as many "bugs" as possible with a flyswatter used as a spatula and put them in his can. Boys keep their free hand behind their back. The boy with the most bugs in his can wins. This contest is also fun to watch as boys must guess where the bugs are since cotton weighs almost nothing and makes no noise.

SPIDER RACE

Divide group into sets of two boys each. Tie each set of boys together at belt loops. With four arms and legs, they are now spiders. Have the boys compete in a race across the playing area. They must travel with just their hands and feet touching the ground. This format can also be used in a tag game setting.

REINCARNATOR

Boys stand in a circle with arms stretched toward the center. Instruct boys to close their eyes. Then say "Thumbs up!" Touch one person's thumb and he becomes the Reincarnator. The Reincarnator can transform people into animals simply by whispering "You're a cow" (or horse or bird or hippopotamus or whatever). Other boys are allowed to speak, but no other boy is allowed to say "You're a ..." except the Reincarnator.

After the Reincarnator is selected, everyone begins to mill about as if at a party. Boys greet each other, shake hands, and chat. When the Reincarnator says quietly to another boy "You're a turtle," that boy should not give the Reincarnator away, but should after a few moments, slowly change into the animal. Gradually boys will turn into ducks, cows, chickens, and so forth.

If a boy thinks he knows the identity of the Reincarnator, the boy raises a hand and says loudly "I suspect!" The boy then points to the suspect and says "You're a fish" or other animal. If the person accused is indeed the Reincarnator, he becomes the animal named. If the accused is not the Reincarnator, the accuser becomes the animal and the game continues.

THREE LITTLE CUBS

(Tune: The Three Little Fishies)

Out in the backyard in an
itty bitty tent,
Three little Cubs and a Den
Mamma went;
"Sing" said the Den Mamma,
"Sing if you can."
And they sang, and they sang
all over the Den.

"Whee!" said the little Cub,
"this is lots of fun;
We'll play some games till the
day is done."
So they played and they sang,
and they were so good,
When all of a sudden they
smelled some food.

Bobcat, dyb, Cub, Wolf Cub
howl;
Wolf Cub, dyb, dob, Bear Cub
growl;
Bear Cub, dyb, dob, Webelos
boo;
Bobcat, Wolf, Bear, Webelos,
too.

"Ooh!" said the little Cub,
"we smell eats."
And quick as a wink they jump-
ed to their feet.
Up to the kitchen they ran
pell mell,
Those three little Cubs all
after the smell.

IT'S AN INSECT COVERED WORLD

(Tune: It's A Small World)

It's a world of centipedes, a world of moths,
It's a world of katydids, and world of wasps,
There's so much that we share that it's time
We're aware, it's an insect covered world.

CHORUS:

It's an insect covered world, it's an insect covered world
It's an insect covered world, it's an insect covered world

It's a world of beetles, it's a world of fleas
It's a world of caterpillars and a world of bees
In this world that we know, there is so much to show
It's an insect covered world.

REPEAT CHORUS

OLD MA NATURE

(Tune: Auld Lang Syne)

From east to west,
From north to south,
Ma Nature's backyard lies;
Discover things you've read
about,
Just use your ears and eyes.

A STRETCHING WE WILL GO

(Tune: A Hunting We Will Go)

A stretching we will go,
Moving to and fro,
And when we're done,
We've had some fun,
And relaxed our muscles, too.

Come on folks let's stand,
And raise up high each hand,
Then spread them wide,
Now to your side,
As your muscles you relax.

Now let us stomp our feet,
But please don't take your
seat,
Before you're done,
Please turn around,
And then you'll take your seat.

YOU ARE MY SUNSHINE

The other night, dear, as I lay
sleeping
I dreamed I held you in my arms
When I awoke, dear, I was mis-
taken and I
Hung my head and cried.

CHORUS: You are my sunshine,
My only sunshine
You make me happy, when skies
are grey,
You'll never know dear, how
much I love you
Please don't take my sunshine
away.

IN THE BACKYARD

(Tune: Clementine)

In the backyard, in the back-
yard,
You will find your summer's
fun;
If you look at what's around
you,
You'll have fun till day is
done.

After sunset, watch the stars
shine,
Nature's wonders you can see,
Mother Nature's backyard's
endless,
Always there for you and me.

Did you ever watch an ant
work?
Have you listened to the bees?
Have you watched birds build
their nests high,
And been thankful for the
trees?

If you'll just look all around
you,
Many new things you will find.
If you'd only realized it,
They were right there all the
time.

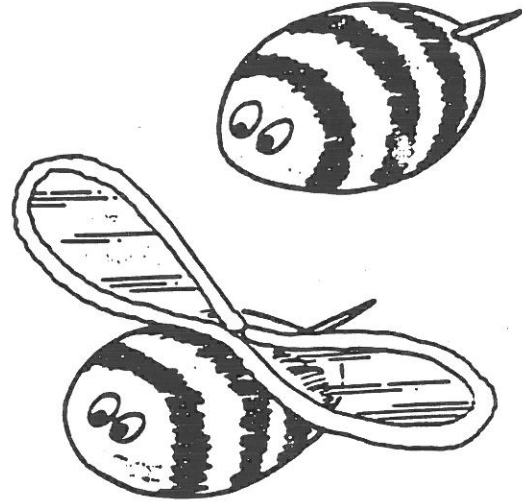
THERE WAS A BEE
(TUNE: HOW DRY I AM)

There was a bee-i-e-ie
Sat on a wall-a-al-i-al
and it did buzz-i-uz-i-uz,
And that 's not all-i-al-i-al.

There came a boy-i-oy-i-oy
With a big stick-i-ick-i-ick;
He gave that bee-i-e-i-e
An awful lick-i-ck-i-ick.

And then that bee-i-e-i-e
That boy did sting-i-ing-i-ing
And it did hurt-i-urt-i-urt
Like everything-i-ing-i-ing.

And then that boy-i-oy-i-oy
Let out a yell-i-ell-i-ell;
He lit from home-i-ome-i-ome,
He's running still-i-ill-i-ill.



HOW PECULIAR
TUNE: (BATTLE HYMN OF THE REPUBLIC)

When one sly snake slid up the slide, the other sly snake slid down,
When one sly snake slid up the slide, the other sly snake slid down,
when one sly snake slid up the slide, the other sly snake slid down,
When one sly snake slid up the slide, the other sly snake slid down.

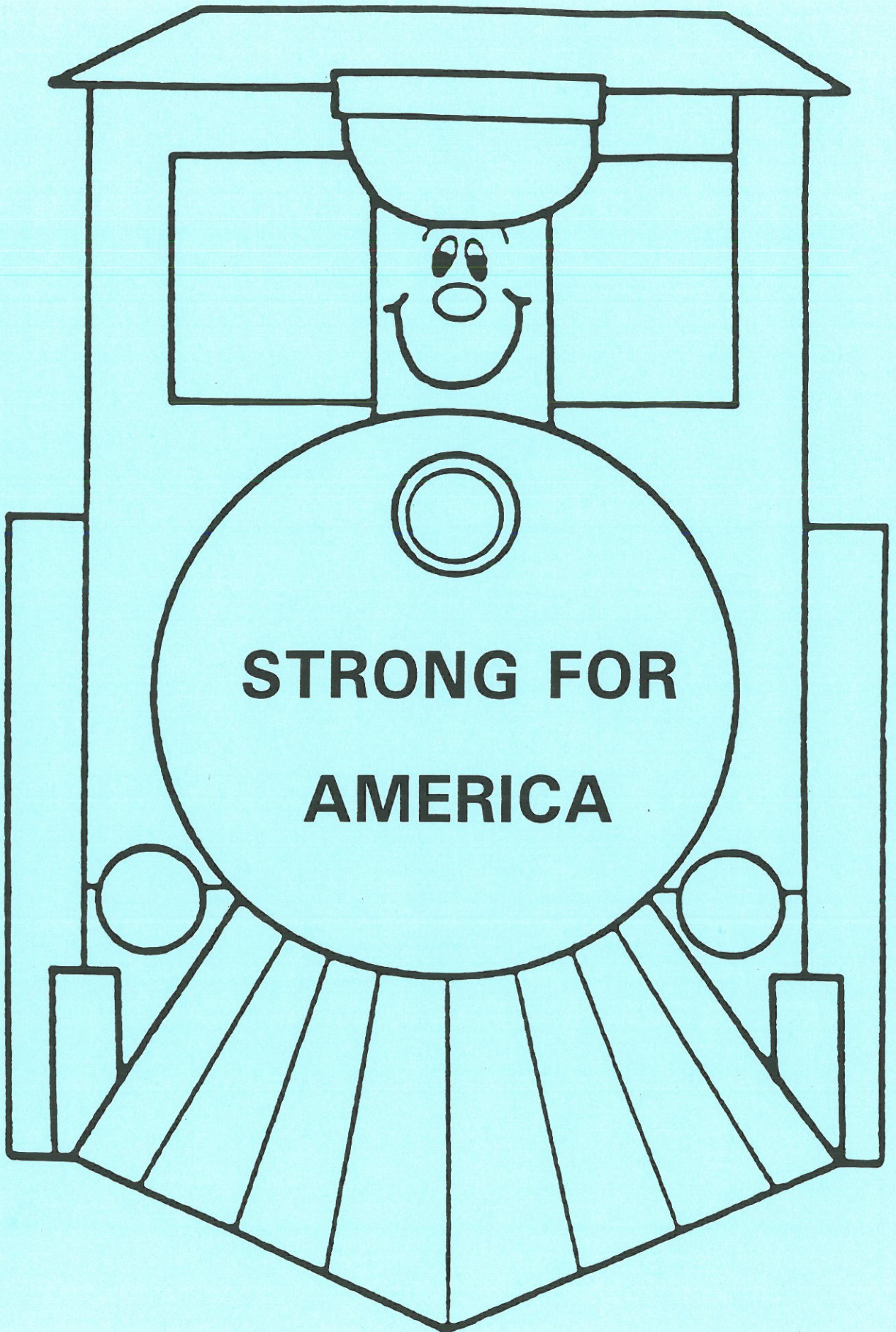
CHORUS:

Glory, glory, how peculiar
Glory, glory, how peculiar
Glory, glory, how peculiar
When one sly snake slid up th slide, the other sly snake slid down.

When one dumb duck dropped dead in the ditch, the other dumb duck
dropped dead.

When one black bug bled blue-black blood, the other black bug bled
blue

A spider spied a spider on another spider's back, a spider spied a
spider on



**STRONG FOR
AMERICA**

Opening or Closing Ceremony

Personnel: Eighth boys of the den

Arrangements: Each boy has written on a card his part of the ceremony. Each boy comes on the stage, one at a time.

First Boy: George Washington, our first President, was the Gen. who led our Army to victory in the American Revolution.

Second Boy: Thomas Jefferson, our third President, and the writer of the Declaration of Independence.

Third Boy: James Monroe, the President whose message to Congress, stated his feelings on the subject of European interference with national life on the American Continent, is still followed today and called the Monroe Doctrine.

Fourth Boy: Zachary Taylor, Hero of the Mexican battles; idol of the American people called "Old Rough and Ready".

Fifth Boy: Abraham Lincoln, President during the Civil War could be heard to cry out in warning, "A house divided against itself shall fall".

Sixth Boy: Theodore Roosevelt, the general of San Juan Hill, the hero of the "Big Stick", called Old Rough and Ready.

Seventh Boy: Woodrow Wilson, President through World War I, whose ideas on peace were used to set up the League of Nations Charter.

Eighth Boy: John F. Kennedy, the President whose statement "Ask not what your country will do for you, but what will you do for your country."

THE PRESIDENT'S OATH OF OFFICE

I do solemnly swear (or affirm) that I will faithfully execute the office of the President of the United States, and will to the best of my ability, preserve, protect and defend the Constitution of the United States.

PRESIDENT GERALD R. FORD — EAGLE SCOUT. President Gerald R. Ford is the first Eagle Scout to be President of the United States. He joined Troop 15 in Grand Rapids, Mich. on December 17, 1925, and attained the Eagle Scout rank in 1927. Our 38th President was presented the distinguished Eagle Scout Award in 1970. Leaders, parents and boys may like to know that John F. Kennedy was the first Scout to be elected President.

THE AMERICAN'S CREED

I believe in the United States of America as a government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign nation of many sovereign states; a perfect union one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes. I therefore believe it is my duty to my country to love it; to support its Constitution; to obey its laws; to respect its flag; and to defend it against all enemies.

Adopted by the U.S. HOUSE of
REPRESENTATIVES April 3, 1918

STANDARD FLAG CEREMONY

- Personnel: Flag bearers for American flag and Pack flag; Color guards for American flag and Pack flag; Speaker.
(If there is an uneven number of color guards, the American flag has precedence and should have the most guards.)
- Equipment: American flag; Pack flag; flag holders; Recorded music if desired.
- Arrangement: Flag holders are in place at front of room on stage. Flag bearers and color guards are in position in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point, the speaker advances to the front of the room.
- Speaker: Attention! Will the audience please rise? (They do.) Color guard, present the colors! (Commands should be given sharply and loudly.)
(Color guard advances from the rear of room with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker gives his next command.)
- Speaker: Hand salute! (He salutes and audience does likewise. Speaker's eyes follow American flag until it is in position in front of room.)
(Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.)
- Speaker: Pledge of Allegiance, Repeat! (He begins pledge with audience joining in.)
(At this command, the pack flag is lowered slightly, take care that it does not touch the floor, and full attention is given to the American flag. Flag bearers and color guards do not salute or repeat pledge. When pledge is completed, the speaker gives the next command, which is the signal for audience's salutes to be dropped. The pack flag is raised to vertical position again.)
- Speaker: Two! Color guard, post the colors!
(The pack flag is placed in its stand, the pack flag bearer and color guards salute it and step back into place. The American flag is then posted; its bearer and guards salute it and step back into place.)
- Speaker: Color guard, Retire! (or "retreat")
(Flag bearers lead procession to back of room... with speaker following last.)

ADVANCEMENT

CM: This month, the boys of Pack _____ have been learning about new sports. They learned about sportsmanship, how to play games together as a team or individually. Also, during this month, they learned about other things through their advancement.

_____ is/are new Bobcats. He/They have struggled with the rules of Cub Scouting, just like they were learning a new sport. Will he/they and his/their parents come forward to accept the trophy for this accomplishment, the Bobcat Badge.

_____ is/are new Wolves. He/They have learned the rules before, now they are perfecting the skills of the game. Will he/they and his/their parents come forward to accept the blue ribbon prize for this accomplishment, the Wolf Badge.

_____ is/are new Bears. He/They have learned the rules and skills before, now they are experiencing the fun of the game. Will he/they and his/their parents come forward to accept the gold medal prize for this accomplishment, the Wolf Badge.

_____ is/are new Webelos. He/They have learned the rules, skills and played the game before, now they are preparing for the bigger game, that of Boy Scouting. Will he/they and his/their Webelos Den Leaders come forward to accept the Players Cup for this accomplishment, the Webelos Badge.

AUDIENCE PARTICIPATION

OUR PRESIDENTS

How much do you know about the man who leads our country? The President has not just one job, but many. He is the Chief of State, our leader before the world. He is the Chief Executive, the Administrator of Government, the leader of his party, our top Diplomat, Commander-in-Chief of the armed forces. See how much you know about our remarkable Presidents.

1. Which President had the following hobbies: boxing, ju-jitsu, riding, shooting, tennis and wrestling?
2. True or False. Some Presidents of the U.S. had no formal schooling.
3. True or False. Theodore Roosevelt boxed with one-time heavy weight boxing champion John L. Sullivan.
4. True or False. No President was an only child.
5. The heaviest President was: Grover Cleveland, George Washington, William H. Taft or Lyndon B. Johnson?
6. Who was the only President to remain a Bachelor? Thomas Jefferson, Woodrow Wilson, James Buchanan, Harry S. Truman.
7. True or False. George Washington's official title was "His Highness, the President of the United States of America, and Protector of their Liberties".
8. The first President to appear on TV was: Herbert Hoover, Harry S. Truman, Dwight D. Eisenhower, or F. D. Roosevelt?
9. Who said: "Whenever I hear anyone arguing for slavery, I feel a strong impulse to see it tried on him personally". George Washington, Abraham Lincoln, John F. Kennedy, or Spiro Agnew?
10. Theodore Roosevelt and Franklin D. Roosevelt were: Father and son, uncle and nephew, fifth cousins, or not related.
11. Who was the tallest President?
12. Which President served in office only a month?
13. Which President never lived in the White House?
14. Which President was taught to read by his wife?

15. How many American Presidents were an only child.

Answers: 1) Theodore Roosevelt. 2) True, George Washington and Zachary Taylor, Andrew Jackson, Abraham Lincoln, and Andrew Johnson. 3) True. 4) True - They boxed in the White House gym. 5) Taft, who weighed 340 pounds. 6) James Buchanan. 7) True. 8) Roosevelt in 1939. 9) Abraham Lincoln. 10) Fifth cousins. 11) Abraham Lincoln at 6'4". 12) William Harrison. 13) George Washington. 14) Andrew Johnson.

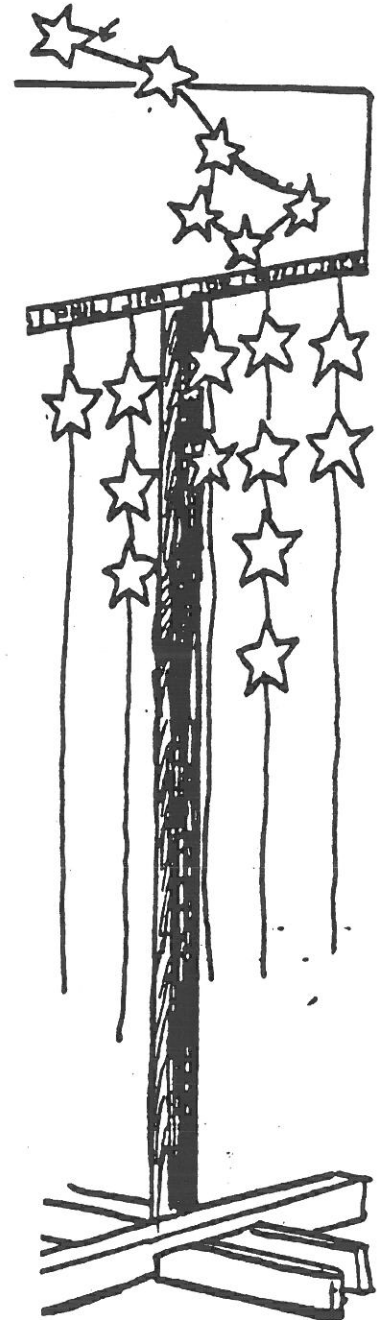
DEN DOODLES

Cub Scouts began making den doodles during the middle 1930's and before long most packs had them. A den doodle is an emblem, a figure chosen by the den and placed on a stick or standard or hung on a wall to show the boys' advancement status. From this emblem or totem there may be suspended by a leather thong, string or shoelace circles of cardboard, wood, tin, spools, or other devices as the various achievements are earned. The doodle stick's ancestors are the Indian coup stick and the totem pole.

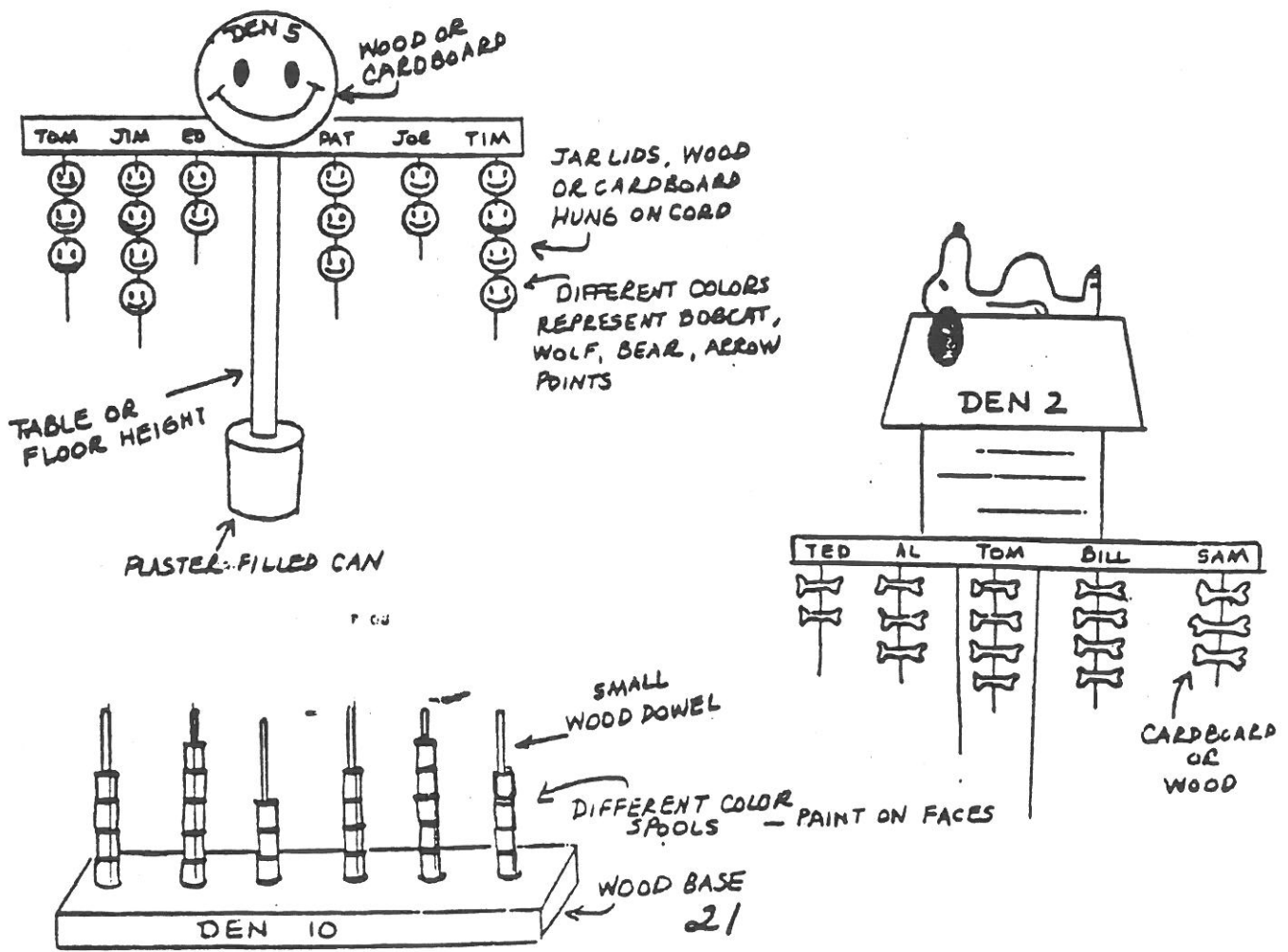
A den doodle can proudly take its place beside the den flag at the pack meeting. If it's a good den doodle, it's distinctive. No two den doodles should look alike, but every den doodle should have the den's number and totem, a place for each member's name, and a cord or thong for each Cub Scouts string of achievements. Spools, bottle tops, and popsicle sticks are a few of the usual trophies used to show the completion of an achievement. Whatever the den chooses from then on all members use the same trophy to mark their triumphs--each one should be marked with the achievement number and the date.

Den doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing. There are some ideas for doodles shown on the following pages, but there are many other ways to make them. You and your boys will have some good ideas of your own. The main thing to remember is to use some object to recognize each boy's advancement.

When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each boy the opportunity to color or paint his own additions to the doodle. Be sure to take your doodle to pack meetings for display. This will give the parents an idea of where their boy stands advancement-wise in the den and pack.



Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel. The base can be a large can filled with plaster. If you wrap the stick with foil or grease it with petroleum jelly and insert it when the plaster is soft, then you can remove the stick after the plaster is hard. This makes for easier handling and transporting from place to place. The plaster-filled can serves as a weight so the doodle won't topple over.



SKIT FOR FLAGS OF AMERICA

(Use with puppet stage or as you choose)

- FIRST BOY: I come from the state of Alabama. We were the 22nd state of the Union. My capitol is Montgomery. My most important crop is corn and next comes cotton. The first White House of the Confederacy, in Montgomery, was the residence of Jefferson Davis. My flag is white with a red X design.
- SECOND BOY: My state is Rhode Island and the capitol is Providence. So you know why they call my state "Little Rhody?" Well, it's because it's the smallest state in the Union. My flag is white with gold fringe and a gold anchor with stars around it and the word "Hope" printed on it.
- THIRD BOY: Alaska is where I come from. We are one of the newer states. We were the 49th state to join the Union. The highest peak in North America is in my state and it's called Mt. McKinley.
- FOURTH BOY: My state, Colorado, is called the Centennial State. It's called that because it received statehood in 1876, 100 years after the Declaration of Independence. It is also the highest state.
- FIFTH BOY: I'm from Tennessee, and my capitol is Nashville. Aside from Virginia, my state was the principal battleground of the Civil War. Among the more important battles fought in my state was the Battle at Shiloh.
- SIXTH BOY: I'm from Texas and we're the second largest state. The nickname for my state is "Lone Star State". Two great presidents came from my state, they are Dwight D. Eisenhower and Lyndon B. Johnson.

FLAG RELAY

Have several teams of from five to ten runners each. The teams line up with the first runner on each team toeing the mark. Opposite each line is a tiny flag stuck in a half potato and standing erect on the floor. The first runner on each team at the signal runs to his flag, picks it up, and carries it back to the next runner, who in the meantime has moved up to the starting line. No. 2 starts as soon as he has been handed the flag, carries it back to the potato, sticks it in its original place, and rushes back to the starting point. No.3 gets the flag, hands it to No. 4 and so on. The first team to cover the course in this manner wins.

PATRIOTIC ANAGRAMS

Lettered chips of cardboard are faced down on a table. Some one turns up a chip, showing the letter. The first player to call some word of patriotic suggestion receives the chip. The winner is the player with the greatest number of chips at the close of the game.

This game may be played progressively, piles of chips being placed on several tables. The players would count chips after a few minutes of play, note the number on a tally card, put back all chips, and allow the boys with the highest score to progress to the next table. After twenty or thirty minutes of actual play, the game is called, scores totaled, and the winner announced.

MILITARY TERMS

Provide each player with pencil and paper. Hang the following questions pertaining to the military on the wall (allow a specified time for answering):

1. A part of the body and a towel.
2. Light knocks.
3. An English river and parts of the human body.
4. A boy's head covering and two thousand pounds.
5. A month.
6. To hinder and to help.
7. The inside of a nut.
8. A popular "movie" star. (silent movies)
9. A short sleep and what flour comes in.
10. A carousal and a great Southern soldier

- | | | |
|-----------|--------------|-------------|
| 1. Army | 4. Captain | 7. Colonel |
| 2. Taps | 5. March | 8. Chaplain |
| 3. Defeat | 6. Blockade | 9. Knapsack |
| | 10. Reveille | |

IDENTIFYING PRESIDENTS

Cut out, number and post the pictures of presidents of the United States. Ask the boys to identify them, if they can. A point is given for each correct name.

WHAT PRESIDENT

1. Was the first President of the U. S. ?
(George Washington)
2. Had a son who became President?
(John Adams)
3. What was the son's name?
(John Quincy Adams)
4. Fought in the war of 1812?
(Andrew Jackson)
5. Outlined a foreign policy with South America?
(Monroe)
6. What two Presidents died on the same day?
(John Adams & Thomas Jefferson)
7. What four Presidents were assassinated?
(Lincoln, Garfield, McKinley, Kennedy)
8. What President was known for his falls?
(Gerald Ford)
9. What President starred in a movie with a chimp?
(Ronald Regan)
10. What President had a brother with a beer named after him?
(Jimmy Carter)
11. What President said "I do not choose to run"?
(Calvin Coolidge)

PRESIDENTIAL NICKNAMES

1. Rail splitter of the West?
(Abraham Lincoln)
2. Hero of New Orleans?
(Andrew Jackson)
3. Rough and Ready?
(Zachary Taylor)
4. Canal Boy?
(James A. Garfield)
5. Tippecanoe?
(W. H. Harrison)
6. Honest Abe?
(Abraham Lincoln)
7. Rough Rider?
(Theodore Roosevelt)
8. Father of His Country?
(George Washington)
9. The Sage of Monticello?
(Thomas Jefferson)
10. Old Hickory?
(Andrew Jackson)

I LOVE AMERICA!

(Tune: Battle Hymn of the Republic)

I love this great America, the land that God has blessed
Where the hope that stirs the hearts of men will never be
suppressed
Through the flame of faith came forth a nation choice above the
rest
THIS GREAT AMERICA!

(Chorus) Glory to the land of freedom
Glory to the land of freedom
Glory to the land of freedom
I LOVE AMERICA!

I love this great America, the land of liberty
For I know the price of freedom countless others paid for me
Do we hear their call to carry on and serve as valiantly
THIS GREAT AMERICA!

(Chorus)

May all men be united by the bonds of brotherhood
May we learn to love each other, for in every man is good
Let us live in peace upon the land where man of valor stood
THIS GREAT AMERICA!

(Chorus)

I love God's great America, all equal in His sight
May we be as one in spirit as we reach up for the right
And may we have humility to match our power and might
HIS GREAT AMERICA
HIS GREAT AMERICA!

DO YOUR BEST
(Tune: Do-Re-Mi)

Do - to us, means Do Your Best,
Re - are cheers for all the fun,
Mi - is what I do myself
Fa - means father, mom and son;
So - what happens to our pack
La - with lots of this and that
Ti - together, to the top!

(clap, clap)

Then that brings us back to Do
(repeat above)

DO..RE..MI..FA..SO..LA..TI..DO..

DO YOUR BEST!!

AMERICA

America, America,
How can I tell you how I feel.
You have given me many treasures,
I love you so.

(Sung as a round)

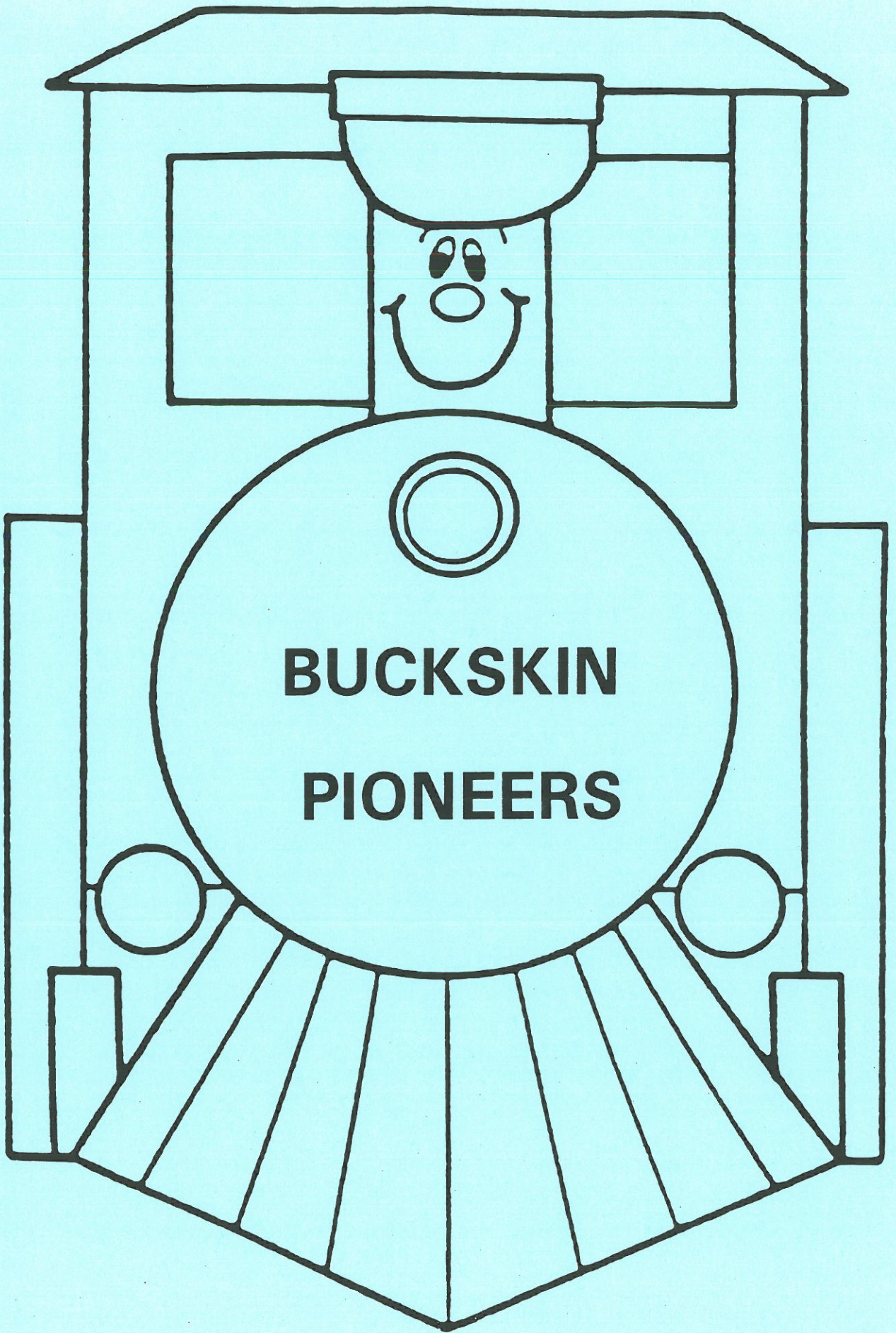
BEAUTIFUL AMERICA
(Tune: Home On The Range)

Our America's grand,
With such beautiful land
From the redwoods
To the eastern coast.
With spectacular views
In so many bright hues,
About America, we really can boast!

CHORUS:

Land, beautiful land;
With beautiful sights everywhere.
For the grandest on earth,
Is the land of our birth,
For beauty, she's beyond compare.

Let's always be proud, Let's all stand and sing loud,
About the sights that we see all around.
In no other land can we find scenes so grand,
It's the loveliest land we've found.



Opening

1st cub: P is for Pioneers who helped explore the Rocky Mountains.

2nd cub: I is for the independence in the way they explore new and exciting places.

3rd cub: O is for the great outdoors.

4th cub: N is for the never ending struggle that life was

5th cub: E is for exploration, that ever pioneer loved to do.

6th cub: E is for Every loved one that the pioneers left behind as they went off to explore.

7th cub: R is for the vast open ranges that they encountered.

All cubs: Will you please rise and join us in sing "America the Beautiful".

Cowboy Closing

The boys all sit on the floor around an electric campfire. They sing "The Cowboy's Sweet Bye and Bye" found in the Cub Scout Song Book. The first two verses are loud and gusty. As the song progresses they get a little softer and softer. At the end of the song they stretch out on the floor as if asleep with their hands behind their heads and their feet crossed.

Buckskin Pioneers

Advancement Ceremony

(Have a long rope with Bobcat, Wolf, Bear, Webelos, and Arrow of Light stations along the rope.)

CUBMASTER: This month's theme is Buckskin Pioneers. In tonight's awards ceremony, all of the Cub Scouts receiving awards will become pony express riders, and their parents will become station attendants. Will all the pony express riders gather around the campfire? It is time to begin.

The Bobcat is starting the trail of Cub Scouting as he learns the ideals - the Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto, as well as the sign, the handclasp, and the salute. It's a long trail ahead to the Eagle rank, and this is the beginning. Will the following boys please line up at the starting gate on the pony express trail? (read the names of the Bobcats)

Then a boy is ready to begin his journey along the pony express trail where each achievement is a milepost. There are 12 mileposts between each station. Just as the pony express rider galloped along the trail, defying the danger and hazards of the wilderness from one station to the next, so a boy begins his gallop along the trail to Wolf Valley Station. (Read Names of Wolves)

We have other pony express riders who have galloped another 12 miles to Bear Ridge Station, accomplishing important feats along the way. Will these boys please come forward and take their place at Bear Ridge Station? (Read Names of Bears)

The next group of boys have made the long trip to Webelos Lodge Station. They are ready to join a Webelos den and work on the challenging activity badges. Will you please come forward to your station? (Read names) Other boys have completed the requirements for Activity Badges. (Read Names)d Will you also come forward to the Webelos Lodge Station?

Now I will ask that the station attendants of all these brave riders come forward so that they may receive the awards to present to their boys. (Awards are presented to parents at each station.)

In addition the mileposts between stations, we have several boys who have scouted elective mileposts above and beyond the call of duty to earn Arrow Points. Will these boys and their parents come forward? (call names and present awards)

The last station on our Pony Express Trail represents the plateau of Cub Scouting. This is the Arrow of Light Station. These boys have been on the trail under the guidance of a male adult leader and have completed requirements which will enable them to continue their journey up the Scouting trail. Will you and your parents come forward to the Arrow of Light Stations? (call names)

I would like to congratulate all these fine riders and station attendants for advancing along the Pony Express Trail. As you learn, you advance. And as you advance, you grow.

AUDIENCE PARTICIPATION

Cowpunchers: "Whoopie"
Bucking Broncos: (Slap hands on knees)
Bandits: "Stick 'em up"
Rattlesnakes: "Hiss"
Timid Ladies: (falsetto scream)
Six shooters: "Bang, bang"
Cattle: "Mooooo"
Cowboy: "Ride 'em cowboy"

Are you listless, tired, out of sorts? Do you need excitement and new thrills? Then come to Texas! Here you will find COWPUNCHERS, BUCKING BRANCOS, RATTLESNAKES, SIX SHOOTERS, and just enough TIMID LADIES.

How well I remember one night on the Bar-B-Que Ranch. The CATTLE wee in the corral and the RATTLESNAKES were rattling their babies to sleep and the COWPUNCHERS were telling tall tales to the TIMID LADIES, when all of a sudden the BUCKING BRANCOS began cutting up, and you could hear the CATTLE for a mile. Like a flash, the COWPUNCHERS pulled out their SIX SHOOTERS and made for the corral. The RATTLESNAKES ran for cover. The TIMID LADIES collapsed in a cactus bush.

Stealthily, form around the corner of the ranch house crept the BANDITS. "Ah, ha, just as I thought. Much better than CATTLE, hey Pancho?" "So, your friends have deserted you. We could be very good friends." The TIMID LADIES shrank further into the cactus. "Ah, ha, Pancho, see...they are such TIMID LADIES. We will teach them a few things."

The BANDITS quickly carried the TIMID LADIES to Gory Gulch where their horses were waiting. The TIMID LADIES screamed, but to no avail. The CATTLE were making too much noise. The TIMID LADIES cried: "Where are you taking us?" "Down Mexico way, my leetle tortilla." At this moment, the TIMID LADIES sank their teeth into the BANDITS' arms. The BANDITS let out a terrific yell that rang out over the noise of the CATTLE and the stomping of the BUCKING BRANCOS. In an instant, the COWPUNCHERS were on their BUCKING BRANCOS, with SIX SHOOTERS in hand, riding hard and fast in the directions of the BANDITS.

They could hear the cries of the TIMID LADIES. The BANDITS spurred their horses on; The COWPUNCHERS we gaining. Now the BUCKING BRANCOS were at the foot of the hill. The noise of the SIX SHOOTERS was ear-shattering. Pancho pushed one the the TIMID LADIES off his horse. The other BANDITS followed suit. The COWPUNCHERS swooped the TIMID LADIES up into the saddles beside them and galloped away rapidly. The TIMID LADIES shouted, "Ride 'em Cowboy!"



Coonskin Cap

MATERIALS

newspapers
brown paint
glue
button
staple
scissor
Den Chief Handbook
brown crepe paper
needle and heavy thread

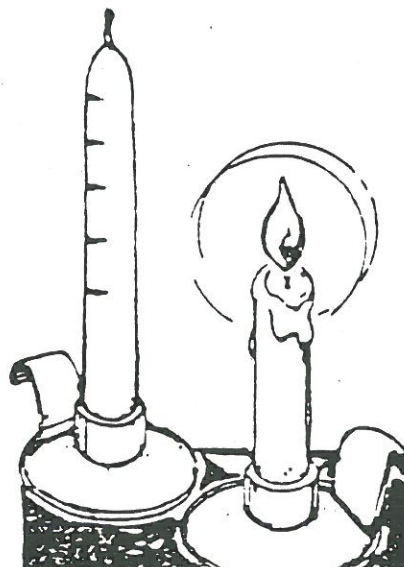
1. Use newspaper to make hat as shown on pages 54-55 in the Den Chief Handbook.
2. Roll remaining newspaper into thin rolls and wrap around hat, glue to hat.
3. For the tail use the crepe paper. Cut across grain in two inch strips. Thread needle with thread and put button on the end. Stitch up the center of the crepe paper and gather tightly and twist to make a raccoon tail. Staple to hat.
4. Paint brown.

Candle Clock

MATERIALS

2 candles of equal size
permanent marker
2 holders
matches
clock

1. Light one candle. As it burns, mark the other candle at intervals of one hour.



Den Games

Indian Arm Wrestling- Each player places the outside edge of his right foot against the outside edge of his opponent's right foot. They grasp right hands. At a signal each tries to force the other to lose his balance. The only contact allowed is the right hand. The first to move either foot or touch the floor with his hand or body is the loser.



Den Instant Recognition

DL- Boys, please gather around our den flag. We have several boys who have done their best and are eligible to receive another bead for their instant recognition badge. As I call out their names I would like all the other boys to salute them for a job well done.

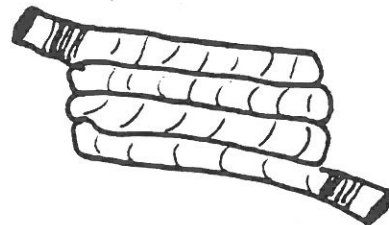


Neckerchief Slide of the Month

Rope Neckerchief Slide

MATERIALS

10" piece of rope or cord
hot glue
broom handle
scissors
string (or other material to whip ends of rope)



1. Take a 10" piece of thin rope or macrame cord.
2. Whip both ends as shown on page 137 of the Bear Book.
3. Wrap rope around broom handle or other object to form coil.
4. Keep coil shape and hot glue after removing from broom handle.

SKITS & STUFF

Perils of the Pioneers

Characters: Narrator, andy number of pioneers (one should be a pioneer lady)

Costumes: Boys may wear pioneer hats or just signs that say Pioneer and Pioneeress.

Props: A minimum is necessary, to allow quick scene changing.

Setting: The narrator reads narration in front of curtain. An outdoor landscape backdrop could be used.

On pioneers! On pioneers!
Your courage we admire.
Not for the reasons history gives
Do our awe inspire.
It's hard for us to understand
And know what it was like
You didn't have the things we have
A car, a plane, a bike.

We heard you crossed the mountains;
Through forest, thin and thick,
In only covered wagons,
that was quite a trick.

(Pioneers with several red
coaster wagons covered with
blankets, cross stage, Now
circle then exit)

We read how then you had no roads,
highways lined with pines,
question we must ask you...
What'd you do with all these signs?

(Pioneers enter with No
variety of signs on One
cardboard "Yield" "35 MPH"
"EAT AT JOE'S", etc. and
exit)

And then we heard about your meals
wild bear--there's a stopper;
The one thing we can say is this,

(Pioneer lady drags Of
shopping bag loaded with
giant bear--made from old

Your wife was quite a shopper.

shag rug with cardboard
head--cross stage.)

Yes, we read of all your hardships,

(Pioneer enters with large

SKITS & STUFF

But you beat us on one thing...
You had the true, original,
Indoor-outdoor carpeting!

sack marked "dirt", shows
it to the audience,
exits.)

It's true you had no phones, no gas,
No lights, no cars about;
there's one thing you didn't have
That we could do without!

(Pioneers enter holding
signs--"Income Tax", But
"Sales Tax", "Property Tax"
"Utility Tax", etc. and
exits.)

But one thing does amaze us;
When we read about your deeds,
You made it through your travels
Minus something each man needs!

(All pioneers enter and
form a semi-circle behind
narrator.)

Oh Pioneers, Oh Pioneers,
We salute you, long and hard!
You went across the whole wide land
Without one CREDIT CARD!

(All salute audience,
except for one pioneer who
runs offstage, and returns
carrying extra large
cardboard credit card.)

Old Settlers

Characters: Main Cowboy, 4 or more other cowboys

Props and Scenery: Campfire, a backdrop painted to show outdoor
scenery.

Costumes: Cowboy vests and hats

Setting: Cowboys are sitting around campfire

Main Cowboy: Who's the oldest settler in the West?

1st Cowboy: Death Valley Scotty?

Main Cowboy: Nope.

2nd Cowboy: Buffalo Bill?

Main Cowboy: Nope.

3rd Cowboy: Daniel Boone?

Main Cowboy: Nope

4th Cowboy: I give up. Who is it?

Main Cowboy: The sun.

GAMES

ALL KNOTTED UP

EQUIPMENT: A THREE FOOT SECTION OF ROPE PER PLAYER

Have all players stand in a circle. Have everyone tie a sheetbend knot to the player on his right. After all knots are tied, have everyone hold on to the middle of their rope and lean back. If the knots are tied correctly, it will hold. Try different knots for different results.

STAGECOACH

The players are seated in a circle. Each player is given the name of some part of a stagecoach--the wheel, hub, axle, seat, door, harness, brake, horses, driver, passenger, baggage, spoke, step.

One of the party begins telling a story about a stagecoach, bringing in all the different things related to the coach. As each thing is mentioned, the player or players representing it gets up and runs around his chair. At the same point in the story the storyteller shouts "stagecoach", when everyone must leave his seat and get a different one. The storyteller tries to get a seat in the scramble, thus leaving another player to begin a new story.

COWBOYS AND BANDITS

Divide the group into two teams. One group is the Cowboys and the other group is the bandits. The Cowboys are given five bags of gold (5 lunch bags filled with crumpled paper that you pretend to be bags of gold.)

The Cowboys gather in a group and hide the bags of gold on one or more of the group. They then start at one side of the room and the object is to get to the other side of the room to their "village".

On the way to the "village" they are stopped by the bandits (middle of the room) for one minute. They may be inspected by the bandits but "no frisking". At the end of the minute the bandit leader points out cowboys his group thinks are carrying the gold. Each wrong guess gives the cowboys one point. Each correct guess gives the bandits a point. The team with the most points wins. (if you wish, something like apples may be substituted for the bags and the team that wins gets to keep the apples.)

GAMES

GOING WEST

A trail out west is set up outside. It is played like a treasure hunt, except that at every stop a player must do something in order to go to the next stop on the trail. A leader is posted at each stop to see that every boy completes the requirement. These requirements can be "feats of skill" or other achievements out of the Wolf or Bear book and after the game is over the boys can be signed off on these feats. This game can also be used by Webelos leaders too.

PONY RACE

This race is run in threesomes. Have two players form a horse by having one stand erect while another leans forward placing one of his shoulders against the back of the standing player. The third player jumps astride the leaning player and leans forward with his arms on the shoulders of the standing player so that both members of the horse are bearing his weight. The heavier players should be horses. If this trio becomes detached, players must reform before continuing relay.

OUTLAW HIDE-OUT

One outlaw hides while the rest count to 100. When counting is finished, they set out to hunt. Whenever anyone finds the outlaw, he watches for a chance to join him, hiding from the rest. As each new finder finds the group, he crowds into the hiding place. When the last cowboy finds the hiding spot, the game starts over and the first finder becomes the hider.

ADVANCING COWBOYS

All players stand in a line except one. He stands some distance ahead of the line and covers his eyes as he counts to 10. The players try to get to the finish line while "it" is counting. As soon as "it" reaches 10, he looks up suddenly. Any player caught in motion must go back to the starting line. The others hold whatever position they happen to have at the time, "cowboy-like". The first player to cross the finish line becomes "it".

Pack Songs

The Bear

Group repeats each verse after the narrator.

The other day,
I met a bear,
Up in the woods,
Away up there,
He said to me, "Why don't you run?"
"Because you ain't, got any gun."
And so I ran, away from there,
But right behind me was that bear.
Ahead of me, I saw a tree,
A great big tree, Oh glory be!
The nearest branch, was ten feet up.
I'd have to jump and trust my luck.
And so I jumped, into the air,
But I missed that branch, a way up there.
Now don't you fret, now don't you frown,
'Cause I caught that branch, on the way back down.
That's all there is, there ain't no more,
So what the heck, are you singing for?



Clementine

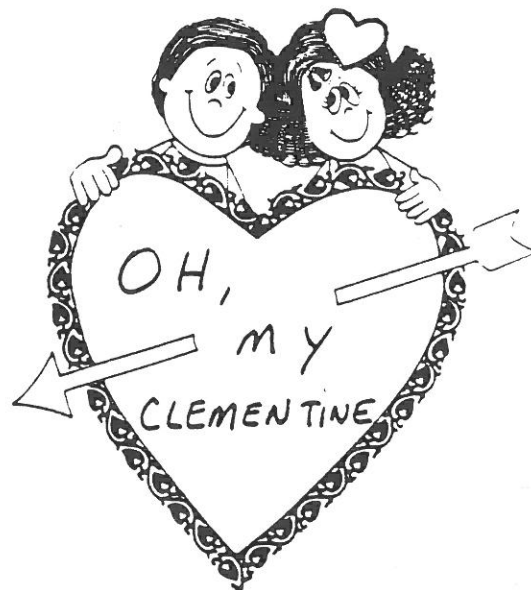
from "Creative Campfires" by Douglas R. Bowen

In a corner of the churchyard
Where the myrtle boughs entwine
Grow the roses and posies
Fertilized by Clementine.

When the miner forty-niner
Soon began to peak and pine
Thought he oughter "jine" his daughter
Now he's with his Clementine.

In my dreams she still doth haunt me
Robed in garments soaked in brine
Though in life I used to hug her
Now she's dead I draw the line.

Now you Cub Scouts learn a lesson
From this tragic tale of mine
Artificial respiration would have saved
My Clementine.



Battle of New Orleans

In 1814 we took a little trip
Along with Colonel Jackson down the mighty Mississippi
We took a little bacon and we took a little beans
And we caught the bloody British in a town called New Orleans.

CHORUS

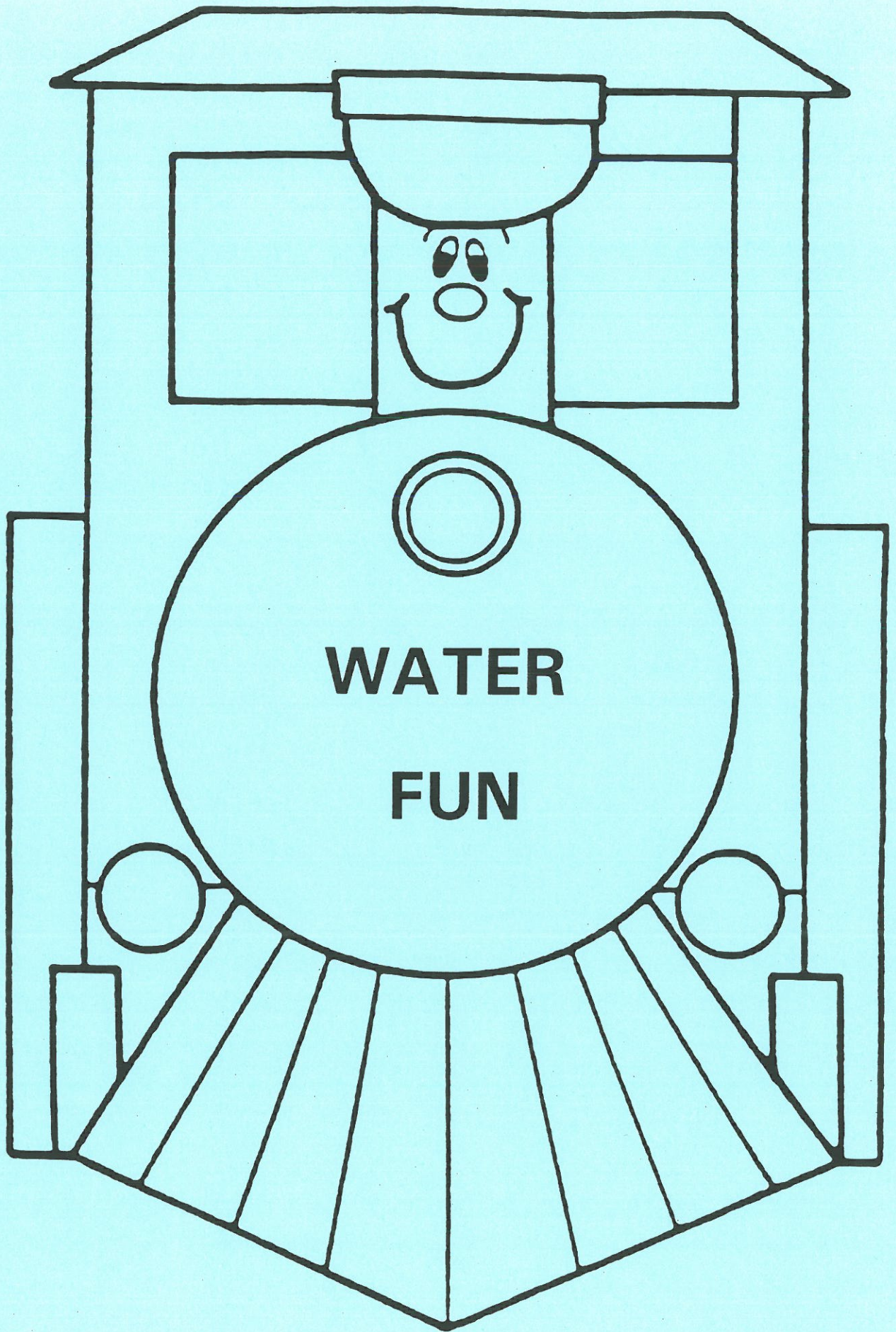
We fired our guns and the British kept a-comin''
There wasn't nie as many as there was a while ago
We fired once more and they began a-runnin''
Down the Mississippi to the Gulf of Mexico.

We looked down the river and we see'd the British come
There must have been a hundred of 'em beatin'' on the drum
They stepped so high and they made the bugles ring
We stood beside our cotton fields and didn't say a thing
(CHORUS)

Old Hickory said we could take 'em by surprise
If we didn't fire our muskets till we looked them in the eyes
We held our fire till we see'd their faces well
Then we opened up our Squirrel Guns
And really gave 'em- We!!!!
(CHORUS)

They ran through the briars and they ran through the brambles
And they ran through the bushes where a rabbit couldn't go
They ran so fast the hounds couldn't catch 'em
From down the Mississippi to the Gulf of Mexico.
(CHORUS)

We fired our cannon till the barrel melted down
So we grabbed an alligator and we fought another round
We filled his head with cannon balls
And powdered his behind
And when we touched the powder off
The 'gator lost his mind.
(CHORUS)

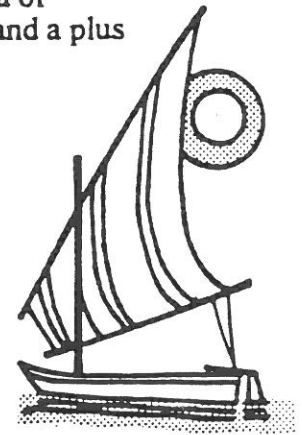


OPENING

The Cubmaster enters wearing a sailor's hat, blowing into a large, white sheet which he holds in front of him with outstretched arms. The Assistant Cubmaster looks him over and asks, "What are you doing?" "Nothin'", replies the Cubmaster as he continues to blow with much vigor. The Assistant Cubmaster scratches his head and again asks, "Now, really, what's goin' on?" Exasperated the Cubmaster responds, "I'm practicing for the Raingutter Regatta, now leave me alone!"

With the colors already posted, Six Cub Scouts appear in sailor's hats. They carry pieces of poster board cut out in the shape of ships. In large print are words representing the six "ships" of Scouting.

- Cubmaster: Tonight, we are going to tell you about the six ships of Scouting. These are the ships that guide us through life.
- 1st Mate: SCHOLAR-SHIP. This ship is very important on the sea of education. Her flag bears the symbols of the letter "A", and a plus sign as well!
- 2nd Mate: FELLOW-SHIP. This ship stands for good spirit, fine cooperation and never failing unity. Its flag flies high - it is the flag of Scouting.
- 3rd Mate: FRIEND-SHIP. This is the most beautiful ship of all. It is true blue and its flag is golden, because friendship itself is golden.
- 4th Mate: SPORTSMAN-SHIP. This ship stands for all that's fair. It never veers from its course. Its flag is never at half-mast.
- 5th Mate: WORKMAN-SHIP. This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.
- 6th Mate: STATESMEN-SHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.
- Cubmaster: And there you have the six strong and sturdy ships to brave the sea of life. Would the audience please rise and join in the Pledge of Allegiance.



CLOSING

"When you give the Cub Scout Promise, the words "do my best" are often lost among all the other very important words. Let's stop for a moment and carefully consider these words, particularly in light of the Raingutter Regatta competition tonight. The word "best" describes efforts and actions a little bit above our usual level of performance. I would say everyone did their best tonight racing their boats. But everyone's "best" is different. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best to do certain things. *Your* best is just that - the very best *you* can do. Think about the meaning of the promise and decide that you will always do your very best, no matter what the job facing you might be."



OPENING

Modify a cardboard refrigerator box to serve as a pet shop window. The Cubmaster appears in the window disguised as a happily panting dog, complete with big floppy ears. The pack's song leader leads the pack in the song, "How Much is that Doggie in the Window" followed by "America" and the pledge of allegiance.

ADVANCEMENT

Make use of a large felt board mounted on an easel. Cut a piece of fabric or poster board in the shape of an ark, and place this on the felt board. On the deck of the ark are the Bobcats, Wolves and Bears to be presented tonight. Masking tape, scraps of felt, or strips of velcro can be attached to the back of the badges to hold them in place. Call forward the award recipients and their parents and pluck the badges from the ark.

CLOSING

"Have you ever stopped to wonder why some dogs are so dog-gone cheerful. It's kind of pleasant, isn't it, to be around a happy dog? On the other hand, we usually try to steer clear of dogs who appear to be kind of grumpy. That's the way it is with people, too. It's much nicer to be around people who have a cheerful attitude than someone who's always looking on the dark side of things. You know, if you look for them, there are lots of reasons to be happy. And I'

Pack Advancement

- CA- The CM told me to fish up the awards for tonight. I hope he knows what he's talking about. (CA pulls out fishing rod and pretends to fish in pond.) I hope they're biting because the advancement ceremony is about to begin.
- CM- Hey you there, land lubber, what are you doing?
- CA- I'm fishing for the awards.
- CM- Any bites?
- CA- No, I wonder why?
- CM- You're using the wrong bait. Try this. (CM gives CA set of false teeth.) Now they'll bite.
- CA- Say, you're right. Look what I caught! (CA pulls up old shoe with advancements inside.)
- CM- Well shiver me timbers. There are badges and pins inside. Should we throw them back in. (CM looks at boys in audience and waits for them to call out, "No!") They look too small to keep. (Again CM looks to boys for response.) I guess we'd better give these out before we're thrown overboard.
- Cubmaster and Assistant Cubmaster present awards to boys.

Pack Stunts

Run on

- Scout: "What are those things floating in the bay?"
Leader: "Buoys."
Scout: "What are those crazy birds squawking overhead?"
Leader: "Gulls."
Scout: "That figures, the gulls go where the buoys are!"



BOY GENIUS

The scene opens with 1st boy sitting on a chair. Toys and clothes are scattered around the room. He is in deep thought. Several of his friends have come over to see him.

They enter.

All: Hi! What are you doing?

1st boy: Just thinking.

2nd boy: Thinking about what?

1st boy: My invention.

3rd boy: Are you inventing something?

1st boy: Sure. I want to be famous like Alexander Graham Bell or Thomas Edison.

4th boy: What do you have in mind? Maybe we can help.

1st boy: Really? Do all of you want to help?

All: SURE!

1st boy: Okay, (gets up) First, I need a really big box. There's one in my closet. I need two toy airplanes. Then I'll need some kite string. Last, I need some rags. Those clothes will do. Okay, now put everything into the box. (As each item is listed, the boys get the things and put them into the box)

1st boy: Well, that just about takes care of it.

4th boy: Takes care of what?

1st boy: My invention. I just invented a way to get my room cleaned up before my mom gets home.

Audience Participation

"A Wish Come True"

Divide the audience into six groups and assign a word to each group. When they hear their word, they are to call out a phrase. Have each group practice, then read the story.

Words—Phrases

Cub Scout—"Hip, hip, hooray!"; Beach—"Land ho!"; Parrot—"Blow me down!"; Genie—"Poof!" (Swing arms above head); Pirate—"Walk the plank!"; Bottle—"Yo, ho, ho and a bottle of rum"

(Everyone) Regatta—"Ship ahoy!"

Early one day a CUB SCOUT stood on the BEACH with his sailboat. He was ready to race in the REGATTA and was hoping no PIRATES would steal his ship. Scanning the BEACH, the CUB SCOUT spotted a large green BOTTLE lying in the sand. A PIRATE with a PARROT also saw the BOTTLE.

The CUB SCOUT and the PIRATE with the PARROT on his shoulder reached the BOTTLE at the same time. Both grabbed for it, but the PIRATE slipped, the PARROT flew off, and out came a GENIE from the BOTTLE.

"Grant me a wish," cried the CUB SCOUT. "No, grant me one," yelled the PIRATE. The GENIE did not know what to do.

Suddenly the PARROT landed on the shoulder of the PIRATE and said, "Polly wants a cracker."

"Your wish is my command," said the GENIE. He granted the PARROT'S wish, then disappeared into the BOTTLE, which rolled down the BEACH and into the sea.

And thus we learn that we must first make a wish before it can come true. Good luck to everyone at our REGATTA.

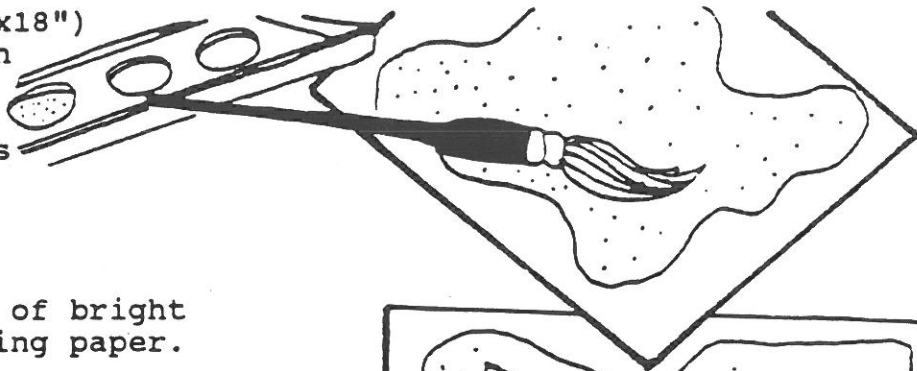
By Denise Larson, Kailua, Hawaii

CORAL COLLAGE

It's easy to create a beautiful underwater coral scene.

Materials:

white drawing paper (12"x18")
water color paints, brush
tissue paper scraps
starch
construction paper scraps
sponge



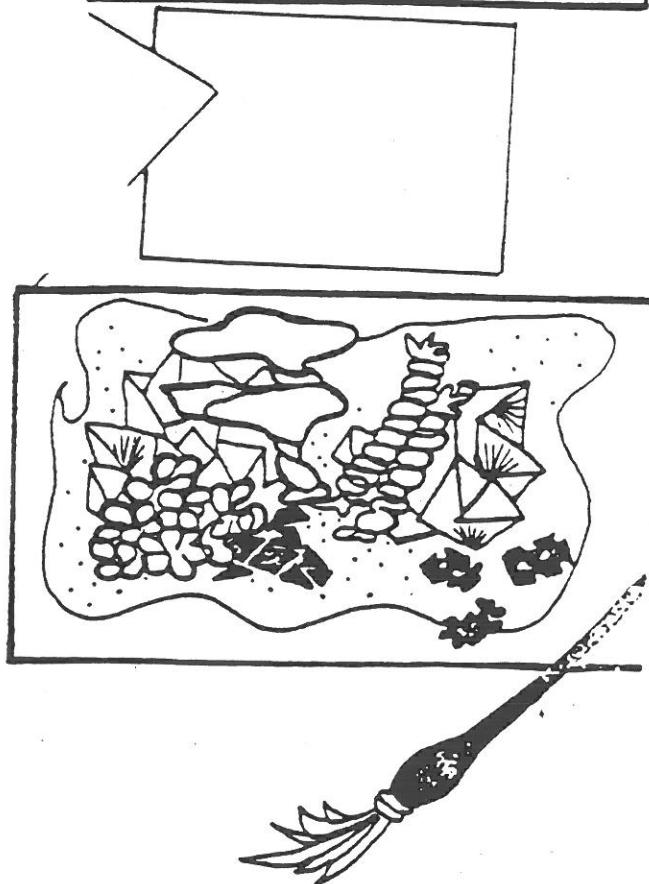
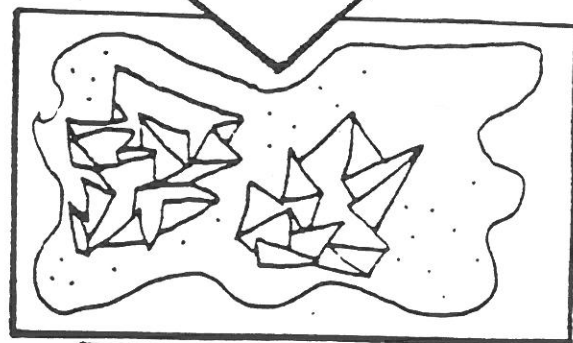
Procedure:

Paint a water color wash of bright blue over the white drawing paper. Allow to dry.

Crumple brown tissue paper and attach it to the blue background with starch to form the rock base for your coral reef. Use the identification pictures for ideas.

Create coral on the paper with these methods:

- * Twist or bend several colors of tissue, attach with starch.
- * Dip the edge of a damp sponge into the watercolor paint. Press to the background paper.
- * Cut small pieces of construction paper and glue in mosaic (overlapping each piece).
- * Use the paint brush to vary the strokes - dab, stroke, swirl.



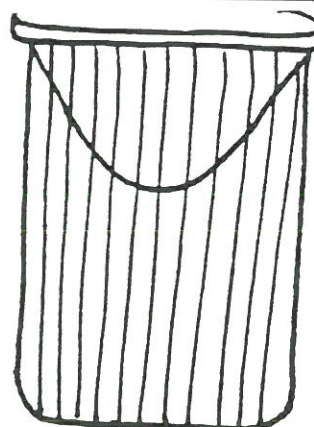
Neckerchief Slide of the Month

Water Bucket Slide

Materials

35 mm film canister
thin wire
scissor
brown paint (must be type that will adhere to plastic)
1" x 3" vinyl strip for loop
glue

1. Remove bottom from film canister.
2. Paint brown, leaving thin strips of black visible to simulate slats on a wooden bucket.
3. Bend thin wire to form bucket handle and attach to top of canister.
4. Attach loop to back.



one pound can
paint

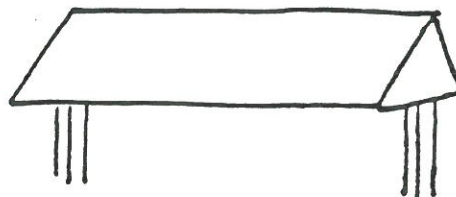
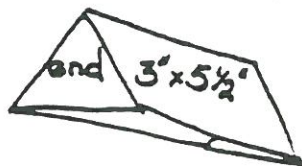
Wishing Well Planter

heavy brown twine
shellac

Materials

2 pieces of 1/2 inch square wood posts 10" long
2 pieces of wood 3" x 5 1/2"
2 end pieces of wood
small brads
hammer
glue
potting soil
small plant

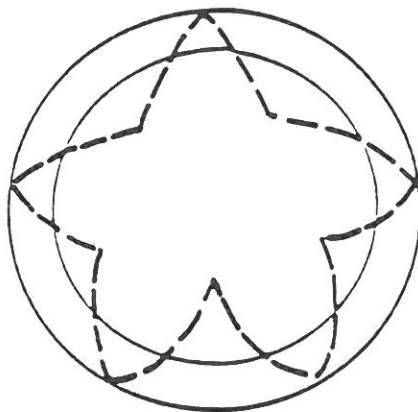
1. Paint the can inside and out to protect it from rust.
2. Cover the outside of the can with twine. Apply glue and wrap the twine around evenly.
3. Shellac twine.
4. Sand and stain all wood.
5. Wrap the roof pieces with twine. Shellac.
6. Assemble the roof as shown and attach to the square posts.



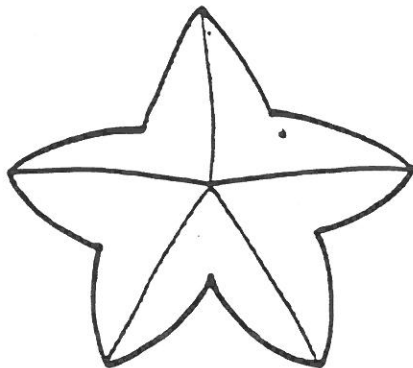
7. Place the roof assembly in the planter.
8. Fill the planter with soil and plant a small plant in it.

PAPER PLATE STARFISH

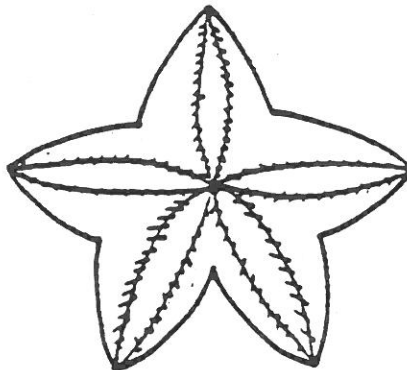
1. Draw a starfish on the back of a paper plate. (You may want to make a template for younger children to trace.)



2. Cut out the starfish. Color the top and bottom.

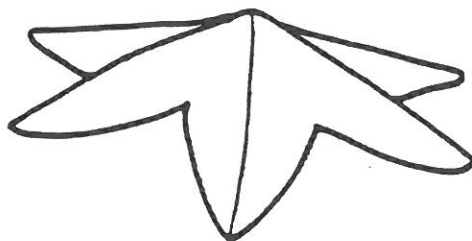


top



bottom

3. Pinch each arm for a 3-D look.



GOING FISHING

Characters: John Jones, older boys Jim and Kevin, little brother Brady

Scene: John Jones has bought everything a fancy fisherman could use from a catalogue. All of these things are stacked in the kitchen.

Jim and Kevin are helping their dad get out all the gear so their dad can go fishing.

(Enter John Jones. Happily he puts down his brief case and hat.

John Jones: Hello Jim and Kevin. I'm home just in time to try some fishing. Have you guys got all the gear together?

Jim: I think so. I don't know how anything could be missing in a stack this large.

John Jones: I have my waders with inside pockets, casting rod, 500 assorted hooks.

Kevin: Just like the catalogue says.

John Jones: Ah, I have a red-eye wiggle plug, and a sparkle-eye fin. Aren't these just great?

Jim: Indeed they are.

John Jones: Where are my pants and sports sweater?

Kevin: They are right here with your sports jacket.

Jim: You know, I think that our little brother Brady would like to go fishing with you and see how it's done.

John Jones: Bet he would. He could watch me fish. Maybe learn something. When he is older, he could use some of my equipment.

Kevin: Brady!_ Brady!

John Jones: Where is that boy?

Brady: Hi, Dad! Look!

John Jones: What! Where did you get those?

Brady: Fishing.

John Jones: With what?

Brady: This stick, string and a penny hook.

John Jones: Hey, someone get ME a stick and some string. Brady, do you have another hook for me? I'm going fishing with YOU!!!

ROWING RACE

Divide into relay teams. Each player sits or kneels in a large cardboard box and propels himself to the goal line by using two short broomsticks with rubber tips.

SNORKELING PENNY HUNT

Scatter pennies on pool bottom. On signal, players don masks, fins, and snorkels and begin search. The one who retrieves the most pennies wins.

TOM SAWYER RAFT RACE

This is a relay race. You will need two life jackets per team and one small homemade paddle, made from a thin piece of board. Lying on his back in the life jacket, the boy paddles across the pool using only the paddle, not his legs. Then the next boy jumps in with the life jacket and paddles across. This continues until all boys have their turn.

WATER DRINKING RELAY

Give each team member a cup of water. On signal, the first in each line feeds the second his cup of water with a spoon. Then the second player feeds the next Cub Scout and so on. The first team to consume its water, wins.

SPOON RACE

The players race across the shallow end of a swim area carrying a ping-pong ball on a spoon held between their teeth. If the ball falls off, the player must start over.

POOL BALLOON RACE

Each player has a partner. The partners stand opposite each other on each side of the pool. The partners on one side are given an inflated balloon. At the 'go' signal, those with balloons jump into the water. They must move the balloons ahead of them by blowing them across the pool. They are not allowed to use their hands. As each gets his balloon across the pool to his partner, the partner jumps in and repeats the process returning to the other side of the pool.

GREASED PIG CONTEST

Have all boys gather around edge of pool. Place a small watermelon in the center of the pool. The first boy to get the watermelon up on the bank gets to keep it.

Pack Songs

Hole in the Bottom of the Sea

There's a hole in the bottom of the sea.
There's a hole in the bottom of the sea.
There's a hole,
There's a hole,
There's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea.
There's a log in the hole in the bottom of the sea.
There's a hole,
There's a hole,
There's a hole in the bottom of the sea.

continue with.....

There's a bump on the log...
There's a frog on the bump...
There's a leg on the frog...
There's a foot on the leg...
There's a toe on the foot...
There's a wart on the toe...
There's a hair on the wart...
There's a flea on the hair...
There's a smile on the flea...



My Cub Scout Hat

(tune: Finiculee Finicula)

One day I took with me upon the subway,
My Cub Scout hat, my Cub Scout hat.
I laid it down upon the seat beside me,
My Cub Scout hat, my Cub Scout hat.
A big fat lady came and sat upon it.
My Cub Scout hat, she squashed it flat!
A big fat lady came and sat upon it.
My Cub Scout hat, she squashed it flat!
Christopher Columbus!
Now what do ya' think of that?
A big fat lady sat upon my hat.
My hat she broke, and that's no joke!
My hat she broke...
Christopher Columbus!
Now what do ya' think of that?

My Bonnie Variations

Last night as I lay on my pillow,
Last night as I lay on my bed.
I stuck my feet out of the window,
Next morning my neighbors were dead.

CHORUS

Bring back, bring back, bring back
My neighbors to me, to me.
Bring back, bring back, Oh bring back
My neighbors to me.

My Bonnie leaned over the gas tank,
The height of its contents to see,
I lighted a match to assist her,
Oh, bring back my Bonnie to me.

CHORUS

Bring back, bring back, bring back
My Bonnie to me, to me.
Bring back, bring back, bring back
My Bonnie to me.

My breakfast lies over the ocean,
My luncheon lies over the rail.
My supper lies in great commotion.
Will someone please bring me a pail?

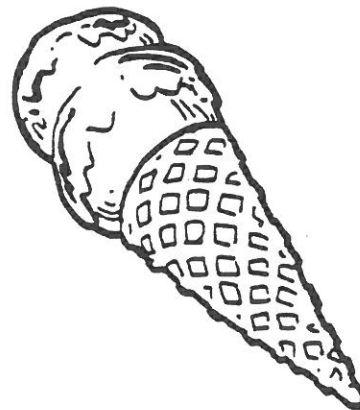
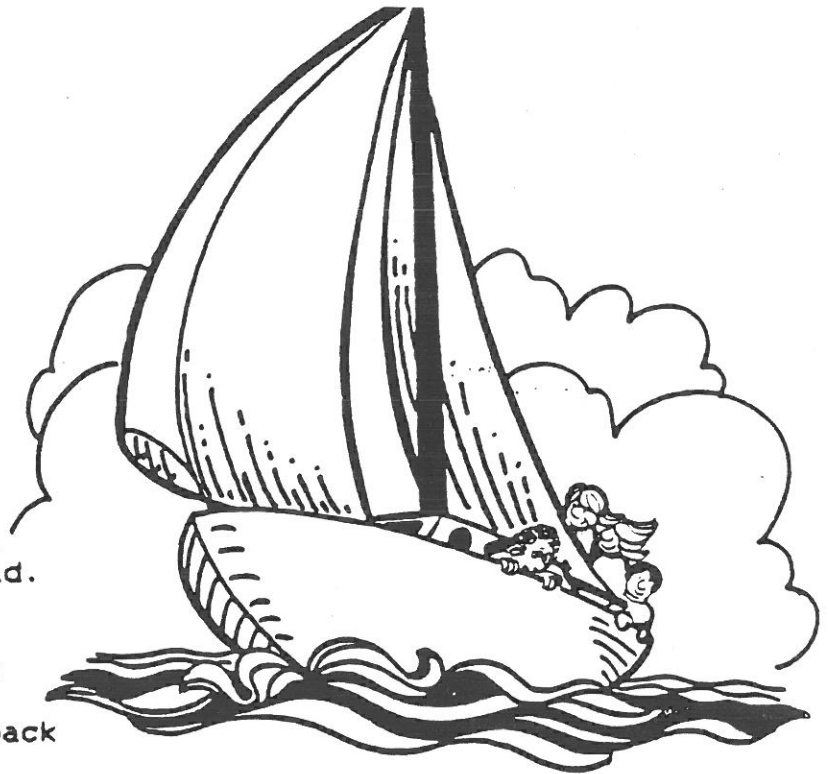
CHORUS

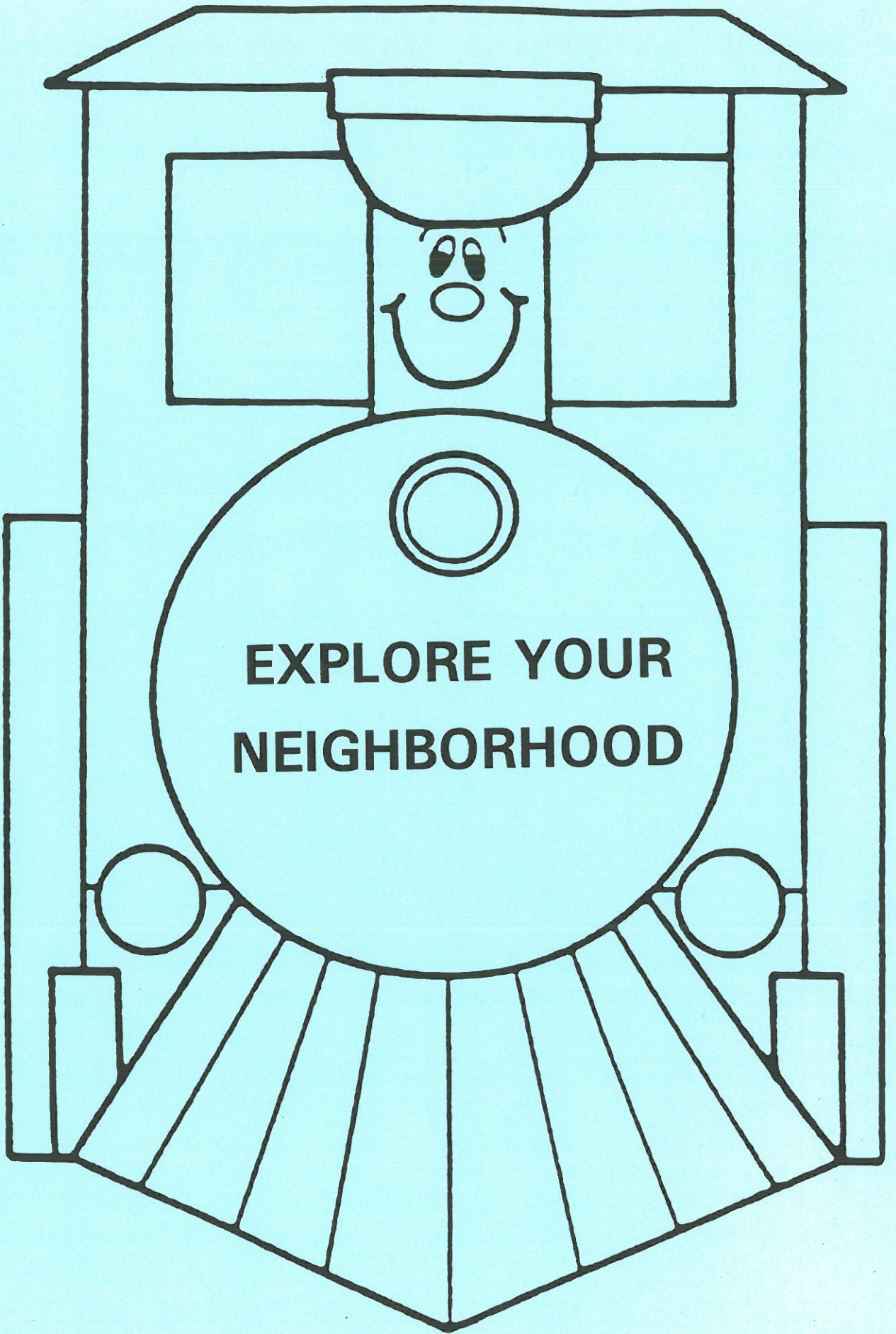
Please bring, please bring, please bring
A pail to me, to me.
Please bring, please bring, please bring
A pail to me.

Who knows what I had for breakfast?
Who knows what I had for tea?
Who knows what I had for supper?
Just look out the window and see.

CHORUS

Clams, clams, clams, clams,
Clams and ice cream don't agree with me.
Clams, clams, clams, clams,
Clams and ice cream don't agree with me.





**EXPLORE YOUR
NEIGHBORHOOD**

Opening

There are 6 candles standing in front on a table as the Cubmaster speaks he lights the candles.

Lights should be out in the auditorium

CUBMASTER:

Our theme this month is Know your neighborhood. it is dark now but as I light each candle our eyes are opened up to more of our beautiful city. So shall we in our everyday living and travels open our eyes to the beauty of our neighborhood. This land of the free and home of the brave. This is our city. This is our NEIGHBORHOOD.

We watch the flag as it passes by,
A flash of colors against the sky.
Its' fifty stars are dazzling white,
As those few that shone by dawn's first light.

The mighty cities; the farmlands fair,
The mighty churches for praise and prayer,
The chance to do, and the chance to be
In a land our forefathers fought to free.

In every square and every mile,
In the USA we can smile,
We're free to go and to look and see,
We're free to be what ever we can be.

Closings

Cub Scout Neighborhood Code

I, _____, will do my best to be proud of my neighborhood, by helping others to know the good things about my street and community. I will try to make my neighborhood a good place to live.

I will be helpful in making my street attractive by setting a good example in keeping my sidewalks and grounds clean. I will not litter and will keep garbage and trash cans covered.

I will be considerate of others by not damaging public or private property. I will tell others why it is wrong to harm other people's things.

I will be a good neighbor by trying to be friendly and helpful to my neighbors. I will try to respect others, even though they may be different from me and my family.

The Promise in Poem

Narrator and 5 Cubs

Narrator: "Will all Scouts please stand, give the Scout sign and repeat the phrase of the Scout promise each time I pause in reading." "I, (name), promise ...(pause)

Cubs: I (name), promise,

Narrator: An assurance I make, a pledge to do right, I keep it before me, a bright shining light.... To do my best..

Cubs: To do my best.....

Narrator: I'll try my best to do it, though difficult it may be, and if I keep my promise, then folks will believe in me.... To do my duty to God,

Cubs: To do my duty to God,

Narrator: To God the creator, the maker of all, if weakness overtakes us, on him we may call,....and my country..

Cubs: And my country....

Narrator: A wonderful country, I'm sure you'll agree, so lets keep it always, the land of the free,...To help other people....

Cubs: To help other people....

Narrator: When I help other people, just as I should, I do it for free,..and really feel good...And obey the Law of the Pack...

Cubs: And to obey the law of the Pack....

Narrator: A guide for each day, a good one to know, as we get older, as we follow and grow.

Living Circle

Form the "Living Circle" and recite the Cub Scout Promise. Cub Scouts and leaders form a circle with their left arms pointing inward like the spokes of a wheel, with palms down and thumbs extended; each person holds the thumb of the person to his left, making a complete "Living Circle". Meanwhile the right hand of each person is held high in the Cub Scout sign.

I, _____ Promise
to do my best
to do my duty to God
and my country
to help other people, and
to obey the law of the Pack.

PACK ADVANCEMENT

CUBMASTER:

"To help other people at all times" - that's part of our Cub Scout Promise. Helping other people is part of what it means to be a good neighbor. We have to help and look out for each other. Tonight, I would like to recognize several scouts who with the help of their mothers, fathers, den leaders, and others have met the requirements for advancement to the next rank. Will Cub Scouts _____, _____, and _____ please come forward with their parents. Will one of the parents please light this single candle which represents the second part of the Cub Scout promise which is "to obey the Law of the Pack". Part of the Law of the Pack states, the Cub Scout gives goodwill. A good neighbor also gives good will. As a Cub Scout you should do your best to do things for others. Now, you may promote your son to the rank of _____.

AUDIENCE PARTICIPATION

THE THREE TREES

BIG TREE - PLUNK
MIDDLE SIZE TREE - PLANK
BABY TREE - PLINK

RABBIT - CLIPPETY-CLIP
HUNTER - BUGLE CALL
GUN - BANG

Once upon a time in the deep, dark woods there stood three trees, the BIG TREE, the MIDDLE-SIZED TREE, and the BABY TREE. And through the trees ran the BABBLING BROOK and hopped the little RABBIT

One day a group of HUNTERS came into the forest where stood the three trees -- the BIG TREE, the MIDDLE-SIZE TREE and the LITTLE BABY TREE. And through the trees ran the BABBLING BROOK and hopped the little RABBIT.

As the HUNTERS wandered through the forest, in which stood the three trees - the BIG TREE, the MIDDLE SIZED TREE, and the little BABY TREE, and through which ran the BABBLING BROOK and hopped the little RABBIT, one of the HUNTERS spied the little RABBIT. He raised his GUN at the little RABBIT and sadness reigned in the forest in which stood the three trees - the BIG TREE, the MIDDLE-SIZE TREE, and the little BABY TREE--and through which ran the BABBLING BROOK, but no longer hopped the little RABBIT.

The BIG TREE, the MIDDLE-SIZE TREE, and the little BABY TREE were all very sad. Even the BABBLING BROOK was sad. But all of a sudden, out from the thicket hopped the little RABBIT the HUNTER'S GUN had missed.

And once again happiness reigned in the forest where the three trees - the BIG TREE, the MIDDLE-SIZE TREE, and the BABY TREE, and through which ran the BABBLING BROOK, and hopped the little RABBIT.

CRAFTS

PATRIOTIC FAVORS FROM CARAMELS

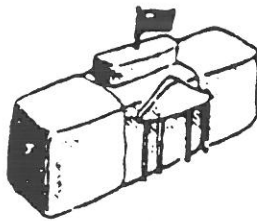
Made of caramels "glued" together by moistening with water, these miniature structures make perfect favors or models of historical monuments.

Washington Monument - Stack 4 caramels; top with a 5th caramel, slicing sides to form a pyramid.

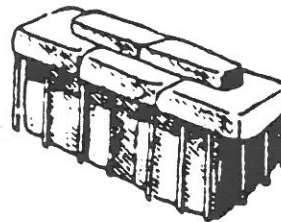


Statue of Liberty - Stack 4 caramels. Use $\frac{1}{2}$ caramel for head, shaping with knife. For arms, cut caramel into 4ths, shaping end for torch. Cut crown from a slice.

White House - Place 3 caramels in a row, narrow sides up. Top with $\frac{1}{2}$ of a caramel. For roof of portico, cut a thin slice in half diagonally. Add toothpick columns.



Lincoln Memorial - Place $2\frac{1}{2}$ caramels in a row, narrow sides up. Across top, lay 3 half-caramels for roof. Add 2 quarter-slices lengthwise atop roof. Insert pieces of toothpicks around roof for columns.

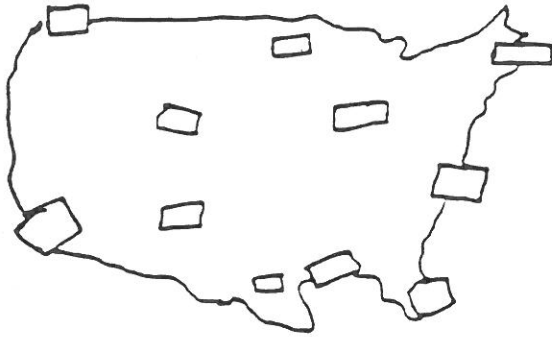


Capitol - Place 3 caramels in a row, wide side up. For dome, use two 8-sided shapes, one smaller than the other, made by removing corners from 2 caramels. Top with small bit of caramel. Add portico and columns as for White House.



DISPLAYING POSTCARDS

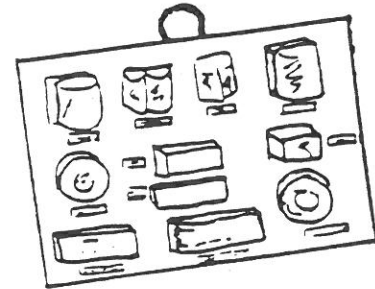
Most families have collected post cards as they have travelled and what better way to discuss the cities in our USA than borrow the cards from their families collections and show them on a map of the United States.



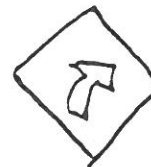
Mount a map of the United States on the wall and then tack with small tacks the post cards from the various cities that the boys have been to. This can even be a presentation at the pack meeting as the boys talk about their map.

HOBBY DISPLAY BOARD

To display your rock or leaf specimens, souvenirs, or hobbies, try using the clear plastic bubbles which are used to package nails, thread, batteries, etc. Carefully remove the cardboard backing of the bubbles. for mounting, use a large piece of cardboard and arrange the collection as you like. Put a bubble over each item and tape to hold. Label each item.



TRAFFIC SIGN SLIDES



You will need:

Heavy Poster Board, paint, pipe cleaners, match sticks..

Cut the patters from the poster board. Then either paint the designs on the poster board OR glue the match sticks in place, OR use the pipe cleaners and glue them in place.

Once the design is finished then glue a pipe cleaner to the back for the finished neckerchief slide.

SKITS & STUFF

PLAY SCENERY

The examples below are only simple ideas of scenery that can be made and painted by the cubs to use in the skit that they can write about what goes on in their town.

To make these scenes all that has to be done is to use refrigerator boxes. The best skit is their creation.

Neighborhood Skit

Six cubs (or divide the lines if you have more). Each holds a piece of 8 1/2" X 11" poster board with letters on front and verse on back. (This could also be used as an opening.)

- 1st: Neighborhood Examples we can be,
For we are Cub Scouts, can't you see?
- 2nd: It's Great to live in our home town
We'll help it grow, not tear it down.
- 3rd: Help Build with us, lets start today,
A better place to work and play.
- 4th: Other Reasons you may know
Let's not delay - let's really go!
- 5th: Houses Old and houses new
Need our care and fixing, too!
- 6th: Our Dens can help our neighborhood
Grow clean and bright and safe and good.

GAMES

Map Making

Divide the boys into teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning to yellow them. Have boys set up their own symbols for their maps. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.

United States

Have boys make a list of as many states as they can remember. After 5 minutes, the one with the longest list wins.

Geography

Divide into teams. One team picks out a place on a U.S. map calls out the name and challenges the other team to find it. If the other team get it in the time limit, they get on point. If they do not the other team gets the point. The game ends when one team has earned 5 points.

Discovery Game

The object of this game is for each den to "discover" a part of America. The discovery is simply a hidden piece of paper with the name of a state on it. Each den is given directions by compass bearings and steps to find their state. The cubmaster begins by pointing north and hands each group an envelope with the directions on how to get to their state. (You are looking for Pennsylvania. Go southeast until you come to the corner of the room. Go north 7 steps. Look around the furniture you find there and you will find the name Pennsylvania)

Which State

As a preopening have a map of the U.S. drawn with each state numbered and have each boy try to name as many states as possible.

Where were you born?

Have a map of the available and have each boy mark the place where he was born. Figure out who was born nearest and farthest from where you are now.

Neighborhood Statistics

Have the boys go on a hike. While the boys are on the hike have them count the number of swings, garbage cans, bus stops, public telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could be responsible for counting one item.

Streets and Alleys

The more boys you have for this game, the more fun it will be. You can have from 16 to 50 players. Everyone must get into a line, so that you have many lines side by side, with at least four boys in each line.

Two boys then are chosen to step forward. They are to run through the "streets and alleys" one is the runner and the other the chaser. Now, every boy joins hands with the boys on his left and right, forming a number of "streets". The boys at the head of the line acts as the leader. When he calls out "Alleys" then everyone must drop hands, turn a quarter-turn to the right, and join hands with the boys now on his left and right. When the leader calls out 'streets' then everyone must turn a quarter turn to the right again and join hands with the boys now on his left and right. And so on.

Meanwhile, the runner and chaser are racing through the spaces left open between the lines. As the joined hands are changed, the streets turn into alleys and the boys have to run in different directions. Some streets become dead-ends, others open up. The running players cannot break through the joined hands of the boys in line.

SONGS

Songs

The Tree House
(Tune: Clementine)

In the backyard, in the backyard,
In a great big tall oak tree,
That is where we built our tree house,
Hidden, so no one can see,

Secret codes, and secret meetings,
Just a few friends can belong,
No one knows our secret password,
Or our secret Cub Scout song.

If you're old enough,
you can join us,
In our tree house, with the rest,
You can also be a Cub Scout
If you always do your best.

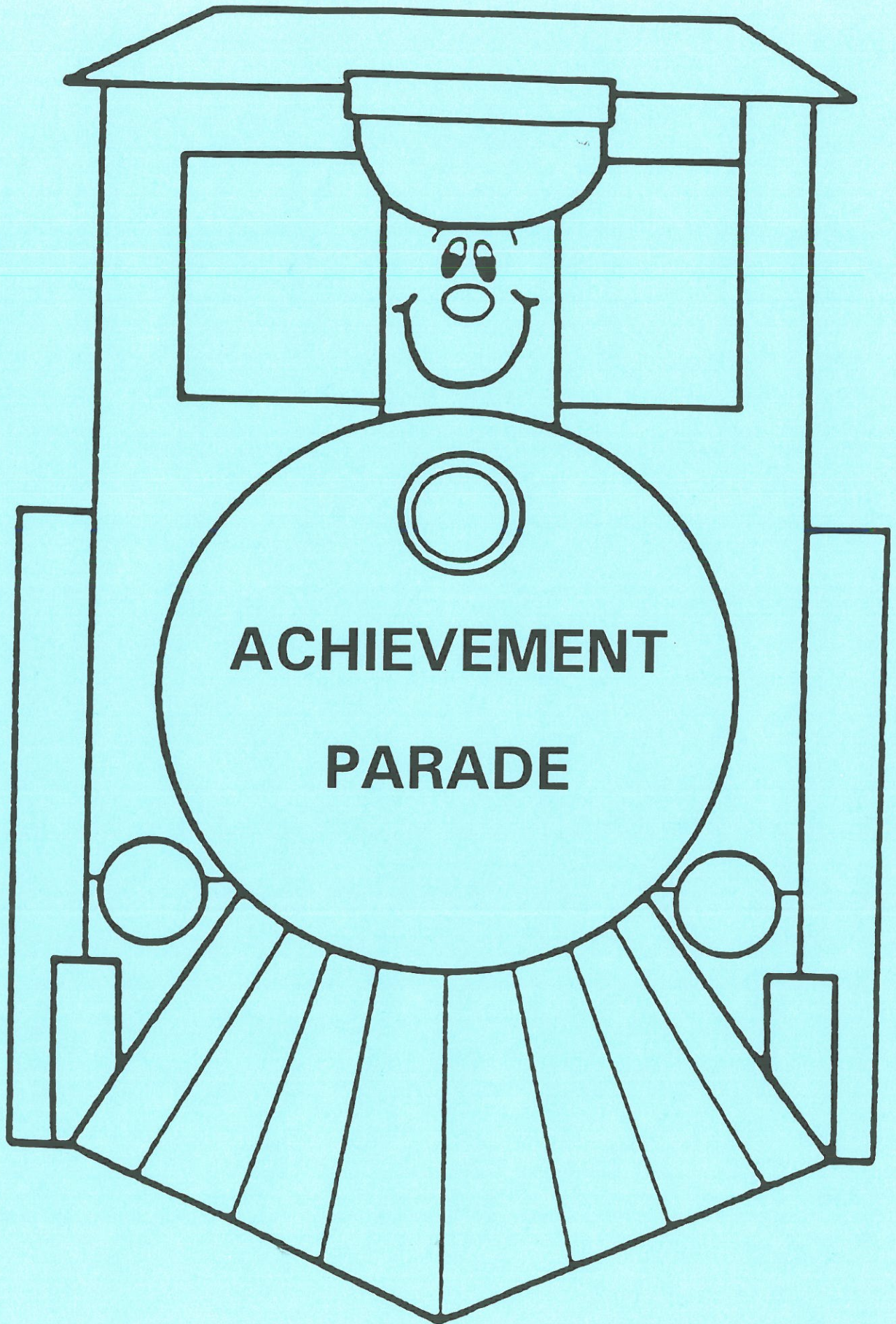
This Land Is Your Land

This land is your land,--this land is my land,--
From Cal-i-for-nia- to the New York Is-land,
From the red-wood for-rest--to the Gulf Stream wa-ters,
This land was made for you and me.

As I went walking that ribbon of highway,
I saw above me the endless skyway,
I saw below me that golden valley,
This land was made for you and me.

I roamed and rambled, and I followed by footsteps,
To the sparkling sands of her diamond deserts,
All around me a voice was sounding,
This land was made for you and me.

When the cam shining, then I was strolling,
And the wheat fields waving, and dust clouds rolling.
A voice was chanting as the fog was lifting,
This land was made for you and me.



**ACHIEVEMENT
PARADE**

OPENING

Arrangement: Pack Flag is placed in center of stage. 10 Cubs in uniform, in turn, come onstage, stand near the Flag and recite one of the lines below. Upon finishing, each Cub salutes the Flag and retires to rear of stage, where a horseshoe is formed.

- 1st Cub: May I grow in character and ability as I grow in size.
- 2nd Cub: May I be honest with myself and others in what I do and say.
- 3rd Cub: May I learn and practice my religion.
- 4th Cub: May I always honor my parents, my elders and my leaders.
- 5th Cub: May I develop high moral principles and the courage to live by them.
- 6th Cub: May I strive for health in body, mind and spirit.
- 7th Cub: May I always respect the rights of others.
- 8th Cub: May I set a good example so that others may enjoy and profit from my company.
- 9th Cub: May I give honest effort to my work.
- 10th Cub: May I always remember the Cub Scout Promise and Motto and try to follow them.

-

As the last Cub finishes his lines and completes the horseshoe formation behind the Pack Flag, all 10 boys join hands for the Living Circle, and repeat the Cub Scout Promise and Motto. If you do not have 10 boys in your den combine 2 dens or, double up on some of the lines so that you have enough for each of your boys.

CLOSING

DAY'S END

- 1st Cub: Often when day is done and in my bed I lay, (put palms together, place hands to cheek and tilt head to side as if asleep).
- 2nd Cub: I ask myself a question, did I do my best today?
(Make a big question mark in the air with a pointed finger.)
- 3rd Cub: Did I wear a cheery smile as I went on my way?
(Big smile)
- 4th Cub: Or a frown that hurt a friend along the way?
(Big frown)
- 5th Cub: Did I help a dear one that depended on me today?
(With palm up make gesture of extending it to audience)
- 6th Cub: Or was I much too busy going my own selfish way?
(Use both hands as if to brush it away with fingers up)
- 7th Cub: Tomorrow I will remember to be helpful and obey.
(Place palms together as if in a prayer)
- 8th Cub: Then, I can with honesty say, I did my best today!
(Give Cub Scout salute)

ATTITUDES OF ADVANCEMENT

Successful is the Den Leader who inspires boys to welcome new challenges; for those boys will be better prepared to meet each future challenge.

Successful are the parents who encourage and help their son advance in Cub Scouting; for they shall be proud of their boy's growth in mind and body.

Successful is the Cubmaster who provides imaginative and inspirational recognition for each Cub Scout's achievement; for he has inspired other Cub Scouts and parents to move upward.

Successful is the Webelos Leader who emphasizes activity badge work by his 10 year olds; for he will develop boys better prepared for life.

Successful is the leadership team who inspires the Cub Scout to do his best; for it has contributed to necessary growth in boys.

Successful is the Cub Scout who participates fully in the advancement program; for he shall find fulfillment of his need for achievement and recognition.

Successful is the Cub Leader Development team that teaches Cub Leaders the importance of advancement; for they shall see Cub Scouting at it's best.

Successful is the Cub Scout Advancement Chairperson who leads others to carry out a full advancement program; for they will be rewarded by the increasing levels of achievement.

Successful is the Scout who wears the Arrow of light; for he is better prepared to learn from his Scouting years.

Successful is the Cub Scouting vice-president who spotlights advancement in the council program; for his leadership will result in the fulfillment of the goals and purposes.

Rejoice and be glad all you advancement-oriented Cub Scout Leaders; for America will have better men in the future through your efforts and foresight.

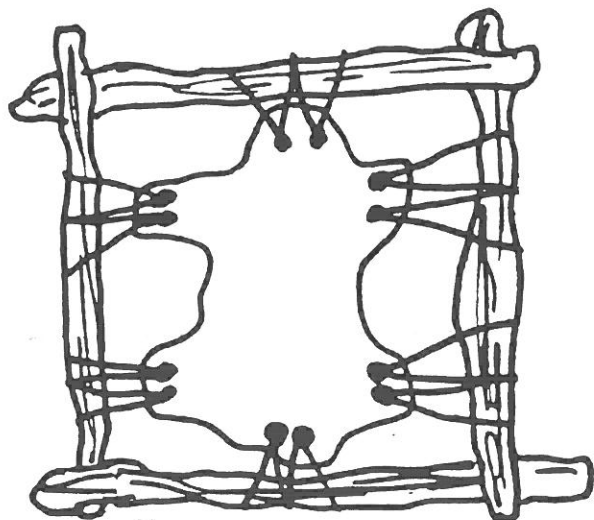
ADVANCEMENT

EQUIPMENT: Trophy skin, badges and arrow points. Pin badges and arrow points on trophy skin in ascending order. Wolf badges and arrow points on bottom, Arrow of Light awards on top.

CUBMASTER: This month our Cub Scouts have been working hard to advance in rank. Tonight, we will honor those who have achieved a new rank or earned arrow points. We're proud of them and their parents, too. Because, you know, a Cub Scout can't advance without the help of his parents. Our Webelos Scouts don't pass their badges to their parents, but they need their encouragement. So we're going to ask them to take part in our ceremony, too. (Cubmaster then calls forward boys who have earned Wolf rank, with their parents, Each boy takes his Wolf badge from the trophy skin and parent pins it on his uniform while Cubmaster briefly explains how it was earned by completing 12 achievements. Follow the same procedure for the Bear and arrow points.) Webelos Den Leader then use the same ceremony for Activity badges, Webelos badge, and the Arrow of Light.

CUBMASTER: Advancement is just a part of the fun of Cub Scouting. But it's an important part, because through advancement our boys learn new skills that will help them when they join a Scout troop and throughout their whole lives. Let's give a grand howl for our den mates who advanced tonight.

TROPHY SKIN: Cut piece of leather, cardboard or suede cloth in the shape of bear skin. Use sticks for the frame.



AUDIENCE PARTICIPATION

THE DEN MEETING

The Curious Cub	--	"What's that?"
The Noisy Cub	--	"Clatter, bang"
The Clumsy Cub	--	"Cra-a-ash"
The Late Cub	--	"What did I miss?"
The Hungry Cub	--	"When do we eat?"
The Forgetful Cub	--	"What did you say?"
The Den Chief	--	"O.K., fellows"
The Den Leader	--	"Do your best"
The Den	--	All sounds together
The Dog	--	"Woof, woof"

It was four o'clock on a sunny day. The DOG sat by the door. The DEN LEADER was waiting for her DEN to arrive. The doorbell rang, and in walked THE CURIOUS CUB, followed by THE NOISY CUB, and THE CLUMSY CUB. They had just started playing with a puzzle when HUNGRY CUB, THE FORGETFUL CUB and THE DEN CHIEF walked in. THE CURIOUS CUB had just put out the refreshments when THE LATE CUB arrived.

Now the meeting could begin. THE CLUMSY CUB led the flag salute. THE HUNGRY CUB, THE LATE CUB and THE NOISY CUB dragged out the homemade orchestra instruments so THE DEN could practice for it's part in the pack meeting. THE DOG watched and listened.

After the practice, THE DEN CHIEF showed THE DEN a new rope trick. THE DEN LEADER reminded the boys to bring their costumes and their parents to the pack meeting the next Friday night. THE DEN formed the living circle while they said the Cub Scout Promise.

The rest of the boys hurried home while THE CURIOUS CUB put the chairs and furniture in order and THE DEN LEADER and THE DEN CHIEF talked over the meeting. They made plans for the next DEN meeting. Finally the last two boys went home. THE DOG followed then out the door. THE DEN LEADER hurried to her kitchen to finish the family dinner.

When the family sat down to dinner, the father asked: "How did the DEN meeting go today?" THE DEN LEADER replied: "Very well. THE NOISY CUB is very good at playing the drums. THE CLUMSY CUB didn't break anything today. THE LATE CUB didn't miss anything important. THE HUNGRY CUB didn't go back for seconds. THE FORGETFUL CUB promised to remember his costume Friday night. And THE DEN CHIEF really was a big help. I couldn't be a very good DEN LEADER without his help."

CRAFTS

MOBILE

Materials: 4 wire coat hangers, wire cutters, thin fishing line or heavy thread, heavy cardboard, scissors, white glue, glitter.

Cut four 7 1/4" lengths from bottom of wire hangers. Make sure they are straight.

Cut 9 pieces of fishing line in different lengths.

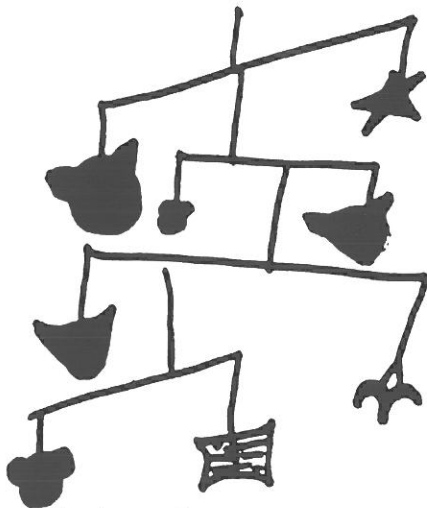
Draw designs, such as a flag, star, Bobcat, Webelos, etc. on cardboard and cut out.

Cover one side of cardboard design with thin layer of white glue. Cover with glitter. Let dry. Then do other side.

To assemble: Tie one piece of thread to one wire bar and balance by holding thread and moving it along bar until bar stays even and doesn't tip to one side. It helps a lot to hang the mobile when you begin and work down.

On each end of bar, tie a thread and attach another bar to each thread. Balance.

Following the drawing, attach the rest of bars, threads, and designs, by taping or gluing designs to thread. Balance mobile after each step. When the last two designs have been attached, balance entire mobile.



To keep it all in place, dab some glue on the knots. Let dry. Slide top center thread along top bar until the bar stays even. Dab glue on that knot to hold it.

Hang mobile with nail or tack on window or door frame or from ceiling.

CRAFTS



Cut this balancing bat from light weight cardboard (you can cover one side with black construction paper that becomes the front side).

Use two pennies for each bat, placing them as pictured on the back side.

Instead of playing tricks on your friends at Halloween show them a new trick by finding some weird place to balance your bat.

HALLOWEEN
BAT

SKIT

Cubmaster -- CM Awards Chairman -- AC

CM: I see you have the list of Cub Scouts receiving awards.
How many do we have?

AC: Five; a Bobcat, a Wolf, a Bear, and two arrowpoints.

CM: Well, let's start with the Bobcat, WHO is getting his
Bobcat badge tonight?

AC: Yes, that's right, WHO is getting his Bobcat badge.

CM: WHAT?

AC: No, WHO.

CM: Let's start over again. WHAT is the boys name that is
getting his Bobcat badge?

AC: WHAT is a Bear.

CM: What do you mean "WHAT is a Bear?" A Bear is a Cub
Scout rank. Now WHO is getting his Bobcat badge?

AC: That's right.

CM: Wait a minute. Let's try it this way. After the pack
meeting the Boys that have earned awards will be happy
and proud, their mothers will sew on their badges --
Right.

AC: Yes, that sounds right.

CM: Now, whose mother will sew on his Bobcat badge?

AC: Not until he does a good deed.

CM: WHO will do a good deed.

AC: I should certainly hope so!

CM: You certainly hope what.

AC: No, I certainly hope WHO will do a good deed.

CM: Let's forget the Bobcat badges for the moment.

AC: Sounds good to me, I think you're getting confused.

CM: Let's try the Wolf. WHO is getting his Wolf.

AC: No, WHO is getting his Bobcat.

CM: I said to forget about Bobcat.

AC: You bought it up.

CM: Someone is getting his Wolf badge tonight and his name
is _____ ?

AC: I DON'T KNOW.

SKIT

CM: If you don't know, WHO does?
AC: WHO is getting his Bobcat.

CM: Forget Bobcats!! Tell me the names of the Cub Scouts that are advancing to Bobcat, Wolf and Bear in that order.
AC: WHO -- I DON'T KNOW -- WHAT.

CM: If you don't know WHAT, how do I know WHAT.
AC: You should, he is in Den 3.

CM: WHO is in Den 3?
AC: No, WHO is in Den 1. You know he is getting his Bobcat tonight.

CM: WHAT?
AC: Den 3.

CM: (Long Pause) WHAT is the name of the boy that is getting his Bear?
AC: Right.

CM: WHO is getting his Bobcat?
AC: Right again, WHO.

CM: I DON'T KNOW.
AC: Wolf.

CM: (Pause) We have to present some arrow points don't we?
AC: We have two Cubs that earned arrow points.

CM: In just a minute then, we are going to call two boys and their parents forward to present arrow points. Then the parents will pin them on?
AC: TODAY and TOMORROW.

CM: They can't pin them on TOMORROW, they have to be pinned on TODAY.
AC: Only one for TODAY, the other is for TOMORROW.

CM: I'm trying to tell you, we can't wait for TOMORROW, we have to pin them on TONIGHT.
AC: No, TONIGHT is a Webelos, he doesn't get arrow points.

CM: Forget it!! We'll try again next pack meeting!!!

GAMES

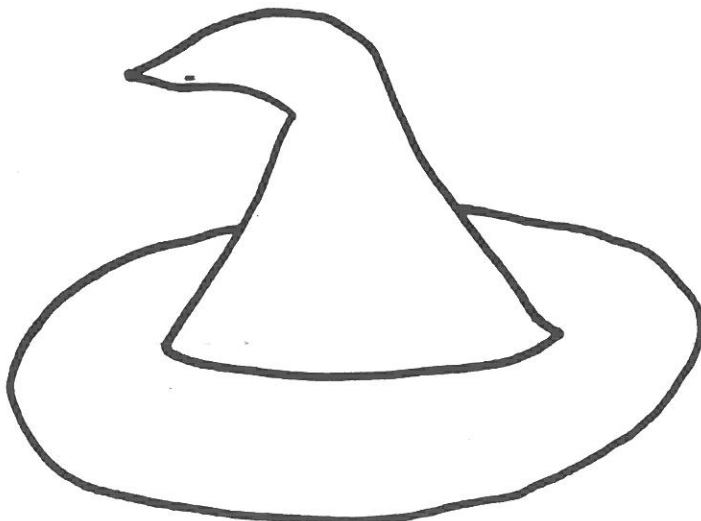
THE OLD WITCH IS DEAD

Players sit in a circle. The first player says, "The old witch is dead". The player on his right says, "How did she die"? The first player says, "Trying to fly". He waves his left arm up and down and keeps waving it as the second player turns to the player on his right and says, "The old witch is dead". The third player asks the question and the second player answers, "Trying to fly", and makes the motion. This goes on until everyone in the circle is waving his left arm.

Then the first player says, "The old witch is dead". "How did she die"? Asks the second player. "Patting her head", says the first player. He pats his head with his right hand and flies with his left. The question and answers go on around the circle, and the motions are repeated. Soon everyone is patting his head with his right hand and waving with his left.

"The old witch is dead", says the first player again. "How did she die"? Asks the second player. "Kicking up high", says the first player. He kicks one foot as high as he can and keeps kicking while he continues to pat his head with his right hand and wave with his left. The questions and answers go around the circle. Soon everyone is patting, waving, and kicking.

No wonder the old witch died! Did she die laughing?



GAMES

BOBCAT MEOW:

The players stand in a circle with hands on their hips. The leader explains that the players must do as he says. Bobcat -- meow, Wolf -- howel, Bears -- snarl, but the Webelos is very quiet. The leader then tries to catch any player who does not follow him. (Similar to the game Simon Says)

Example: Leader says Bobcats meow (meow) Bears snarl (snarl) Wolves howel (howel) Webelos meow (meow). If anyone meows he is out of the game. The last player standing is the winner. The leader leads the snarls and howels with vigor and lots of animation so the game is lively and lots of fun.

ADVANCE IN RANK SCRAMBLE

Write the letters contained in the words:

Bobcat Wolf Bear Webelos

Each letter on a separate piece of paper or cardboard. Make two sets of them.

Divide into two teams. (More letters and more teams if necessary)

At a given signal, first member of each team races to a point where the letters are all scrambled in a pile.

Player finds the first letter of the word Bobcat "B" and places it on the floor. He then runs back to touch the next player. The next player finds the second letter and places it beside the first to make the name of the rank. When Bobcat is spelled out the player who places the "T" calls out the name. The next player then finds the first letter of the next rank, Wolf.

The game continues until the winning team calls out the rank Webelos.

SONG

ON TOP OF OLD SMOKY

On top of old Smoky
All covered with snow,

There lived a young Cub Scout
Who was going too slow.

He wanted his Wolf badge,
He wanted it bad,

But he never could get it
Because of his dad.

His dad would not help him
He never had time,

So this poor little Cub Scout
Was forced to resign.

Dads, remember this story
And help your young son,

So he'll earn his Wolf badge
And you will have fun.

CUB SCOUT ADVANCEMENT SONG

Tune: The Farmer in the Dell

A-Cubbing we will go,
A-Cubbing we will go.
Hi, Ho, the Aireo, A Cubbing
We will go.

2. The Bobcats makes a Wolf, etc.
3. The Wolf makes a Bear, etc.
4. The Bear Cub makes a Webelos,
etc.

A-Scouting we will go,
A-Scouting we will go.
Hi, Ho, the Daireo, a-Scouting
We will go.
Ta, Ta, Ta, Ta, Ta, Ta, Ta, Ta,
A-Scouting we will go.

CUBBING TIME

Tune: Clementine

Round a table, while we're able,
We discuss the things we've done
Every feller in the cellar
Is a second Edison

Chorus:
We like Cubbing, we like Cubbing,
Oh, you bet your life we do
And we're going to keep on plugging
'Till we're old and mustached, too.

We can hammer, we can clammer
we can saw a board in two
We can put it back together,
So it looks like something new.

Chorus:

We like laughter, and the rafters
Drip with merry Cub Scout yells,
Sounds as if all eight of us had
Swallowed strings of jingle bells.

Chorus:

Our Den Leader prob'ly druther
Teach a kangaroo to dance,
'Stead of trying to teach all
Wolves and Bears like us in pants.

Chorus:

CUB SCOUT BOOSTER SONG

Tune: Put on Your Old Gray Bonnet

Pull off your coat and collar,
Get to work and push and holler,
And we'll push Cub Scouting to the
top.
Every booster boostin'
Not a rooster roostin'
We will never, never stop.

SONG

HE'S GOT THE WHOLE WORLD IN HIS HANDS

Each line repeats 4 times

1. He's got the whole world in his hands,
2. He's got the busy bashful Bobcats in his hands,
3. He's got the wary watchful Wolves in his hands,
4. He's got the bold brave Bears in his hands,
5. He's got the witty wise Webelos in his hands,
6. He's got the fathers and mothers in his hands,
7. He's got the sisters and brothers in his hands,
8. He's got the whole world in his hands.

BOYS AND MEN OF CUB SCOUTING

Tune: Clementine

CUBS: Oh my father, oh my father,
We are glad to have you here,
Glad to have you join in Cubbing,
Glad to have you share our cheer.

CHORUS: All the boys and dads together
every- Lift their voices so you'll hear,
one Pals in good or stormy weather
Every day throughout the year.

DADS: Listen fellows, listen fellows,
We are proud to share your fun;
We will help you with your Cubbing
Till the highest badge is won.

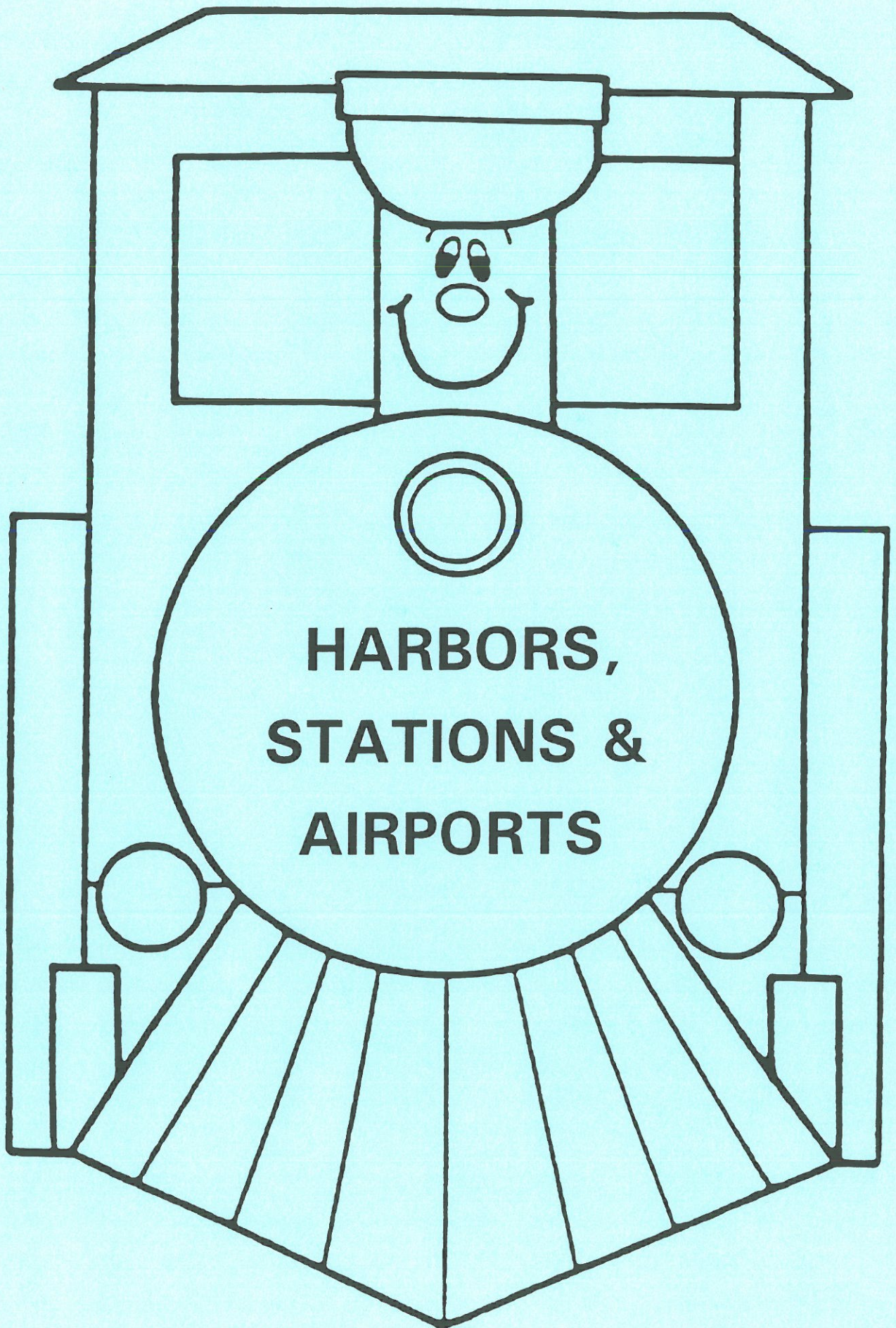
CHORUS: Everyone

CUBS: Webelos will be our goal,
Into Scouting we will grow,
And we'll try to make you prouder
Of our work as up we go.

CHORUS: Everyone

DADS: That's the kind of thing this country
Needs to keep it strong and fair ---
"Follow, Help, and Give" and later
"Be Prepared" to do your share.

CHORUS: Everyone



**HARBORS,
STATIONS &
AIRPORTS**

CEREMONIES

Openings

The United States has much to be proud of. One of the many things we can be proud of is the fact that America was first on the moon where Old Glory was placed as evidence of this eventful day. This indeed is something for all of us to be proud of. As we all join in the Pledge of Allegiance to our flag, let us be thankful for the courageous astronauts of America who helped make it possible for our own flag to be flown on the moon, so someday some of our own Cub Scouts may be able to leave their footprints on the moon too. Please Rise now and join me in the Pledge of Allegiance.

Opening

Arrangement: This can be performed by Cub Scouts holding large cardboard cutouts as they read their names off the back of the cutouts. Or, large posters with the lines printed on them can be displayed in stead of opening ceremony.

1st Cub: (holding train engine) When engineering a project, keep on the right track, this way you never will be caught slack.

2nd Cub: (holding canoe) As the wise old Indian would say to you, learn to paddle your own canoe.

3rd Cub: (holding covered wagon) The covered Wagon served folks well in the old days. But don't get caught in a rut - you won't get far that way.

4th Cub: (holding an airplane) To guide your life, like a good pilot you'll find it's important to keep an open mind.

5th Cub: (holding car) If spinning your wheels causes a terrible rumbling, you may not be moving, but just setting there grumbling.

6th Cub: (holding a space ship) Just as an astronaut flies into space, with a lot of determination, you can go anyplace.

Cub Scouts prop cutouts against back wall and join hands in living circle while the Den Chief reads the following.

Just like the cars in a train, we're joined together as one; we do our best to help the pack go, while having Cub Scout fun.

And when it's time to part and each take a separate trail,
We'll do our best for God and country- in that we will not fail.
We remember our Cub Scout Promise in everything we do,
Won't you all please join us as we pledge ourselves anew.
Please stand and join us for the Cub Scout Promise and the Pledge
of Allegiance.

CLOSING THOUGHT

Many a scout I'm sure has dreams of becoming an astronaut,
And we should always remember that these dreams are for naught,
Most of our present astronauts were scouts when they were young.

The training this program gives has praises to be sung.
Just as the men in space exploration tackle their jobs with a courageous, firm
hand. We should tackle our earthbound problems to make this a better land. As
we preserve our environment by increasing our knowledge each day, Using courage
and imagination. In the Scouting - Astronaut way.

ADVANCEMENT

Just as an airplane or automobile motor that has been standing
over night needs a little warming action to be gradually tuned
and ready for the real going--in somewhat the same way do Cub
Scouts need to learn the things that make them ready for their
days in Scouting, their days in Exploring and their days as an
adult.

For this reason the Cub Scout program was begun in 1930. The
things that you will learn and are learning in your days as a
Wolf and Bear will prepare you for days as a Webelos and later
Scouting.

Many of you have begun to tune your own engines and we would now
like to recognize you.

(Continue with the awards presentation as it naturally would be
done.)

AUDIENCE PARTICIPATION

Drawing the Moon

Here is a very quick participation stunt to see how alert the audience is to your actions. Ask everyone to do exactly as you do, and tell them that you are going to outline on the floor an imaginary moon with eyes, nose, and mouth. To trick the people you use your left hand. You will be surprised to see how many of them use their right hand.

A Space chatter story

Gladder....Hooray (throw arms in the air)
Ladder.....Up and Away (motion with hands up and down)
Clatter....Slam Bang (clap hands together)
Moon.....Green Cheese

The brave astronaut set out for the MOON nothing could make him GLADDER. He certainly felt on top of the world as he climbed up the space ship's LADDER. His trip into space was important to him so nothing else seemed to matter. Once inside the spaceship he slammed the door as it closed with a mighty CLATTER. As the rocket blasted off his spirit soared high, never before had he felt GLADDER just hanging around in weightless fashion made his worldly problems not seem to matter. When the spaceship landed upon the MOON, he was anxious to climb down the LADDER. When he reached the door what a sunrise, and the astronaut could not have felt sadder, he didn't quite fit through the door, cause on the trip he'd made he'd just grown fatter. So determined he was to fulfill his task, that there arose a terrible CLATTER. As he pushed and pounded and bent the doorway trying to reach that LADDER. When he finally made it through the door the astronaut couldn't be GLADDER, as he climbed down the LADDER to the MOON with lots of noise and CLATTER.

Thus his trip into space was a memorable one, about which he liked to CHATTER. When he returned to earth again his friends met him coming down the LADDER. And they cheered so long and loud, making a mighty CLATTER. He made a speech in which he said he certainly could not have been GLADDER. They Hustled him off the LADDER and away to a party with lots of noise and CLATTER. For they knew his trip helped the world and that is what matters. Thus ended the astronaut's journey as we leave behind the LADDER, and CLATTER being just a little GLADDER.

CRAFTS

Modern Scrimshaw

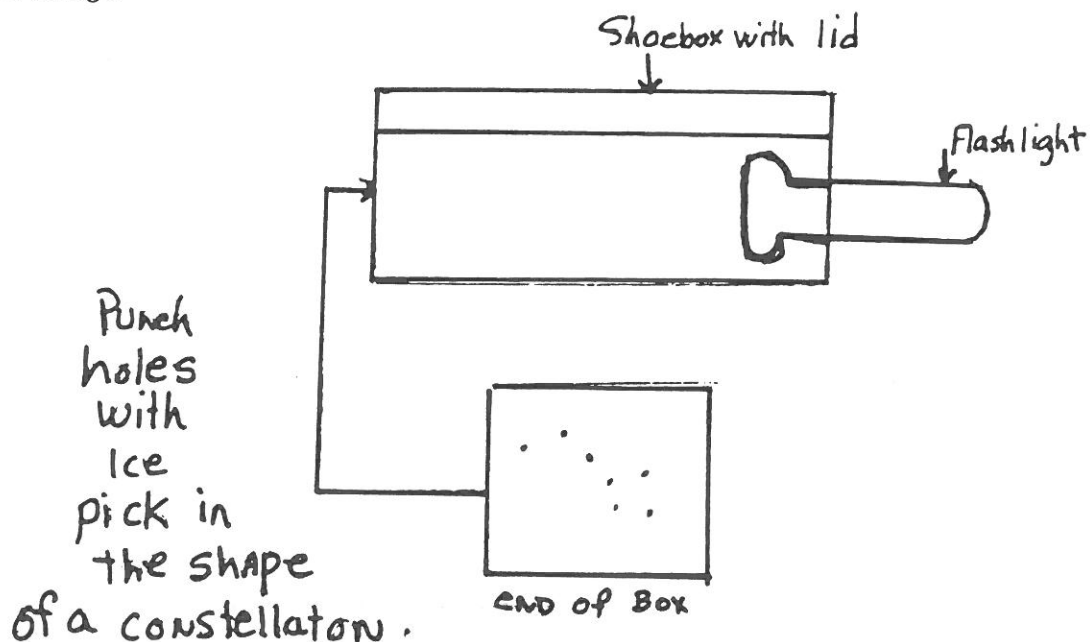
Scrimshaw is the sailor's craft of incising designs on bone of ivory. To make your own version, cut flat sections from plastic bottles and scratch on designs with pointed nail or darning needle. Color with nonpermanent marking pen or wax crayon. then rub with tissue to take off all the color except that is in the scratches. Mount on heavy paper or glue around a jar for a vase.

Railroad cars

Make railroad cars using small boxes such as quart size milk cartons and cracker boxes. Have cubs cover boxes with construction paper. Then have them cutout and paste on the details such as doors and markings. make the wheels from disks cut from heavy cardboard. use marking pens to label the cars.

Constellations

Make a shoebox constellation projector. On one end of the shoe box, punch holes that depict a constellation. Seal the shoebox and cut a hole for a flashlight. Turn off the lights and use the box and flashlight to show different constellations on the ceiling.



Zing Ring

ZING RING

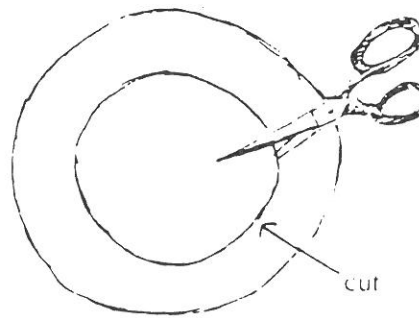
The Zing Ring is another basic flying shape. If you're in a hurry, you can make this model in minutes. Or you can go on and make a fancier spaceship from it.

What You Need

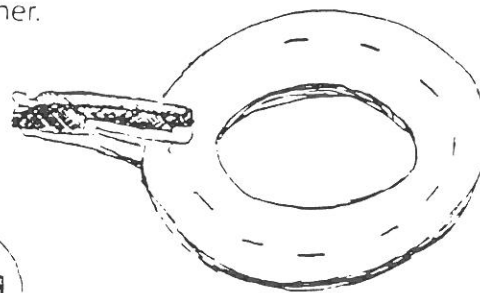
6 paper plates scissors
 tape or stapler

What You Do

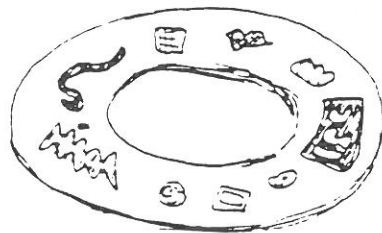
1. Cut the middles out of the 6 paper plates. Cut along the inside of the curled edge.
2. Stack the rings into one thick ring. Tape or staple the rings together.



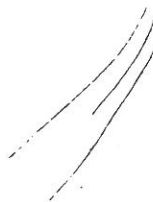
Step 1



Step 2



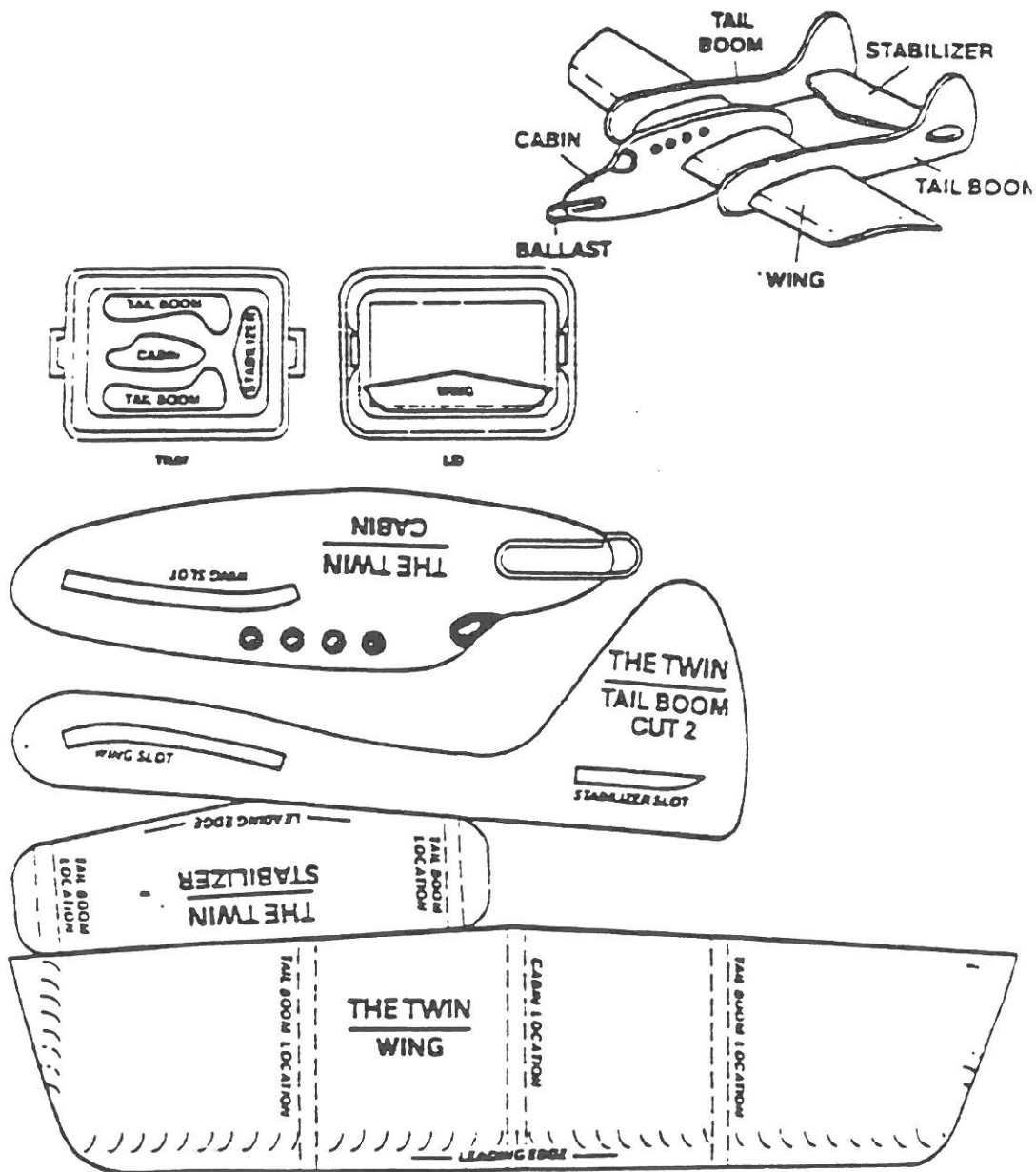
Decorate it! To fly it, *fling* it!



CRAFTS

Styro-Flyer Twin

Use McDonald's breakfast tray for building material. No need for glue, friction holds parts together.

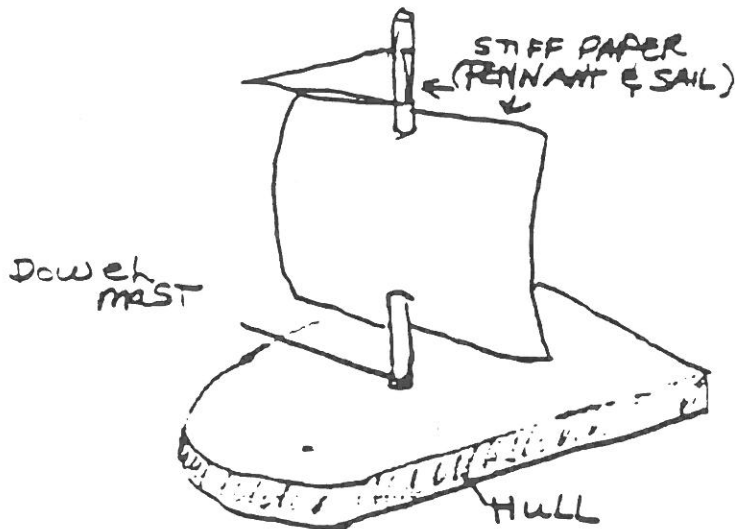
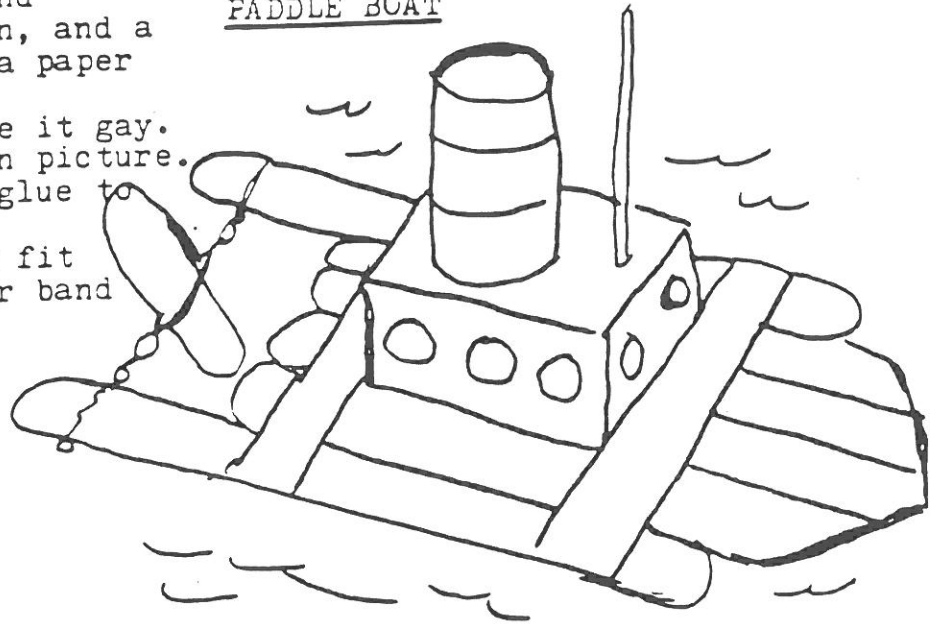


CRAFTS

Popsicle sticks (cut to shape)
some glue, a rubber band
Make a match box cabin, and a
tooth pick mast, and a paper
tube funnel.

A bit of paint to make it gay.
Cut sticks as shown in picture.
Glue with waterproof glue to
make it sea worthy.
Cut paddle to make it fit
and twist it in rubber band
and off it goes.

PADDLE BOAT



DIRECTIONS:
CUT HULL (SAILBOAT BODY) OUT OF WOOD ~
SCRAP PINE WORKS WELL. SAND EDGES
SMOOTH. DRILL HOLE FOR DOWEL MAST.
GLUE MAST INTO PLACE, SAIL AND
PENNANT COULD BE COLORED
CONSTRUCTION PAPER, OR ANY STIFF
PAPER.

SKITS & STUFF

Characters: Three Spacemen
Space Mice (2 or more)
Critters (any number)
Man in the moon
Monster

Props: A Rocket Ship
Ray Guns (3)

Rocket on Stage - three spacemen emerge from rocket, looking around.

1st spaceman: Well, here we are on the moon!

2nd spaceman: I never thought we'd make it.

3rd spaceman: Let's see what its like.

Man in the Moon: (entering) What's going on here?

1st spaceman: Who are you?

Man in the Moon: I'm the man in the moon, of course - (loud bang off stage) Oh dear ! there goes another batch of moonshine. Its always blowing up ! (exits hurriedly)

2nd spaceman: No wonder the have so many craters!

Critters: (entering and speaking in unison) Somebody call us?

3rd spaceman: Who are you?

Critters: (in unison) We're the critters that live in the craters. (critters examine space ship) (space mice enter)

1st spaceman: Holly Cow! Look!

1st space mouse: Not cowsmice!

2nd space mouse: We're spacemice....the Russians shot us up here.

2nd spaceman: You poor things ! We'll take you back with us.

1st mouse: Not on your life we're not leaving here !

2nd mouse: We've never had it so good !

1st spaceman: What do you mean?

1st mouse: Didn't you know?

All mice: (in unison) The moon is made of green cheese !!!!

Spacemen: (in unison) Oh, no-o-o-o-o!!!!!!

Sea Adventure

Scene: On the deck of pirate ship. Cardboard ship backdrop.
Pirate flag flying. Boys are in pirate costume and sailor make-up.
Land Lubber may be dressed differently.

(as curtain opens the pirates are doing work such as coiling ropes, tying knots etc. Each time a different one answers Land Lubber's question.)

Captain: Avast ye mateys. We sail at the next tide.

Land Lubber: What did he say?

1st pirate: He says we're leaving.

Captain: The swill bucket is ready. Get below in the galley.

Land Lubber: What did he say?

2nd pirate: Dinner is ready (they sit down and pretend to eat.)

Captain: (getting up) Heave ho, my lads.

Land Lubber: What did he say?

3rd pirate: Itsⁿ time to sail. Take in the bow and stern lines.
Man the wheel and weigh the anchor.

land Lubber: How do we weigh the anchor?

(all the pirates give him a disgusted look and continue their work as the curtain closes.)

RIDDLES

1. Q: When is it hardest to get a ticket to the moon?
a: When the moon is full.

2. Q: What is an Astronauts sandwich?
A: Lauchin meat
3. Q: If an athlete gets athlete's foot, what does an astronaut get?
A: Missile Toe
4. Q: What color would you paint the sun and the wind?
A: Sun..Rose and Wind...Blew (blue)
5. Q: What keeps the moon in place?
A: Its beams
6. Q: Which of the heavenly bodies has the most change in its pocket?
A: The moon....its always changing quarters.
7. Q: What is the moon worth?
A: A dollar because it has 4 quarters.
- 8: Q: What goes MOOZ ?
A: A jet flying backwards.
- 9: Q: How do you tell if frogs have been in the refrigerator?
A: By the hop marks on the butter.
10. Q: Where do ghosts go on vacation in August?
A: To the Sea Ghost
11. Q: What do you call frogs who ride on oceanliners?
A: Passengers
- 12: Q: What is the best way to keep a frog from smelling?
A: Hold their noses
13. Q: Why do frogs lay eggs?
A: because if dropped the eggs would break.
14. Q: If you see 20 frogs hopping down the street what time is it?
A: Nineteen after one
15. Q: Why is August winder than March?
A: Because there is no GUST in March.

GAMES

Naming Ports:

Boys sit in a circle. First player names a port city. The next player must name a city whose name begins with the last letter of the city just named. A player must name his city before the count of ten. On failure, he is eliminated. Play continues around the circle. The person who stays the longest is the winner.

Shamu says: This game can be played on land as well as in water. It is similar to "Simon Says" it is played the same way.

Destination Unknown: Two boys form a sailing ship and a third is blindfolded, he is their passenger. The passenger boards the ship by placing his hands on the shoulders of the captain, while the navigator stands behind, grasping the passenger by the waist. The three then set off on a winding course through doorways, around imaginary corners, over obstacles, with plenty of bumping up and down, swaying and noise. When the ship stops the passenger must guess where he is. The three boys switch roles and sail off again.

Boat race:

with a stick for each team, relay teams push an object around two markers and back home. Each member of the team must do this in order to complete the course. The harder the object to control, the better. Use spools, balls, or balloons.

Pirates Discovery:

Eight dishes are placed around the room. Each dish is covered by a paper napkin in which several holes have been punched. In the dishes are cloves, grated orange rind, peppermint extract, coffee, etc. Each boy is given a piece of paper and pencil and tries to identify the contents of the dishes by smelling them.

SONGS

Row, Row, Row Your Boat

Row, row, row your boat
Gently down the stream
Merrily, merrily, merrily, merrily
Life is but a dream.

Space Derby Song
(tune: Camp Town Races)

Cub Scouts all join in the song,
Doo-dah, doo-dah;
Spaceship wire is mighty long,
Oh, Doo-dah day !

Chorus:

Going to fly so fast,
Going to get ahead,
Bet my Scout Bucks on a blue spaceship,
Somebody bet on the red.

Spaceships - red, blue, green, and gray,
Doo-Dah, doo - dah;
Running on the wire today,
Oh! doo - dah day

Chorus:

Going to fly so fast,
Going to get ahead,
Bet my Scout Bucks on a blue spaceship,
Somebody bet on the red.

Spaceships have a lot of speed,
Doo -dah, Doo -dah
Rubber bands are all they need,
Oh, doo dah day!

Chorus:

Going to fly so fast,
Going to get ahead,
Bet my Scout Bucks on a blue spaceship,
Somebody bet on the red.

They're the pride of all the lads,
Doo - dah, Doo -dah;

Built by Cub Scouts and their dad,
Oh, Doo -dah day!

Chorus:

Going to fly so fast,
Going to get ahead,
Bet my Scout Bucks on a blue spaceship,
Somebody bet on the red.

Traveling Song

(tune: home on the range)

Oh, give me a train, a boat, or a plane,
That will carry us Cubs far away;
To Paris or Rome - let us wander and roam,
and find new things to do every day.

Relax on the trail - float over the waves all day;
Or glide through the clouds - far over the crowds,
But be home before five everyday.

On a broomstick we'll ride, in a rowboat we'll glide;
take a trip to the moon in a rocket;
And our trip will be fun - but it soon will be down,
If we happen to hit an air pocket.

Up - up and away - let us orbit the far distant sun,
Or deep on the floor - of the sea let's explore,
For as Cub Scouts we'll always have fun.

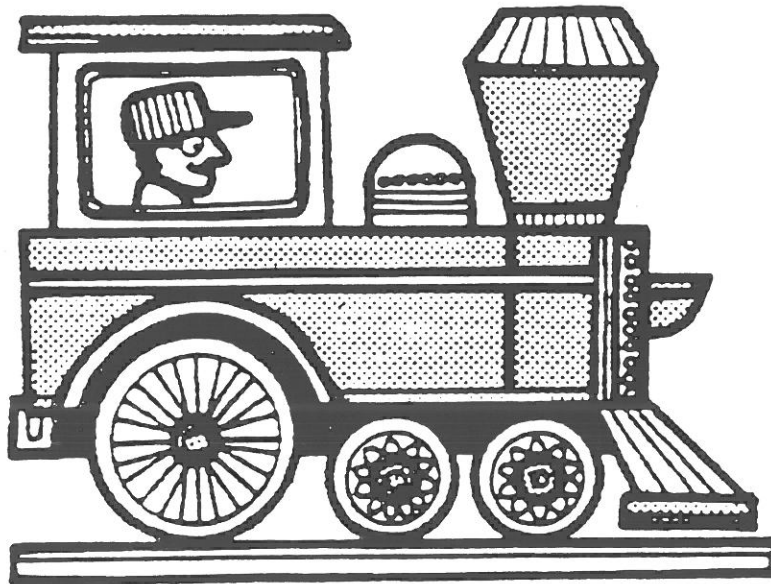
Pow Wow Train

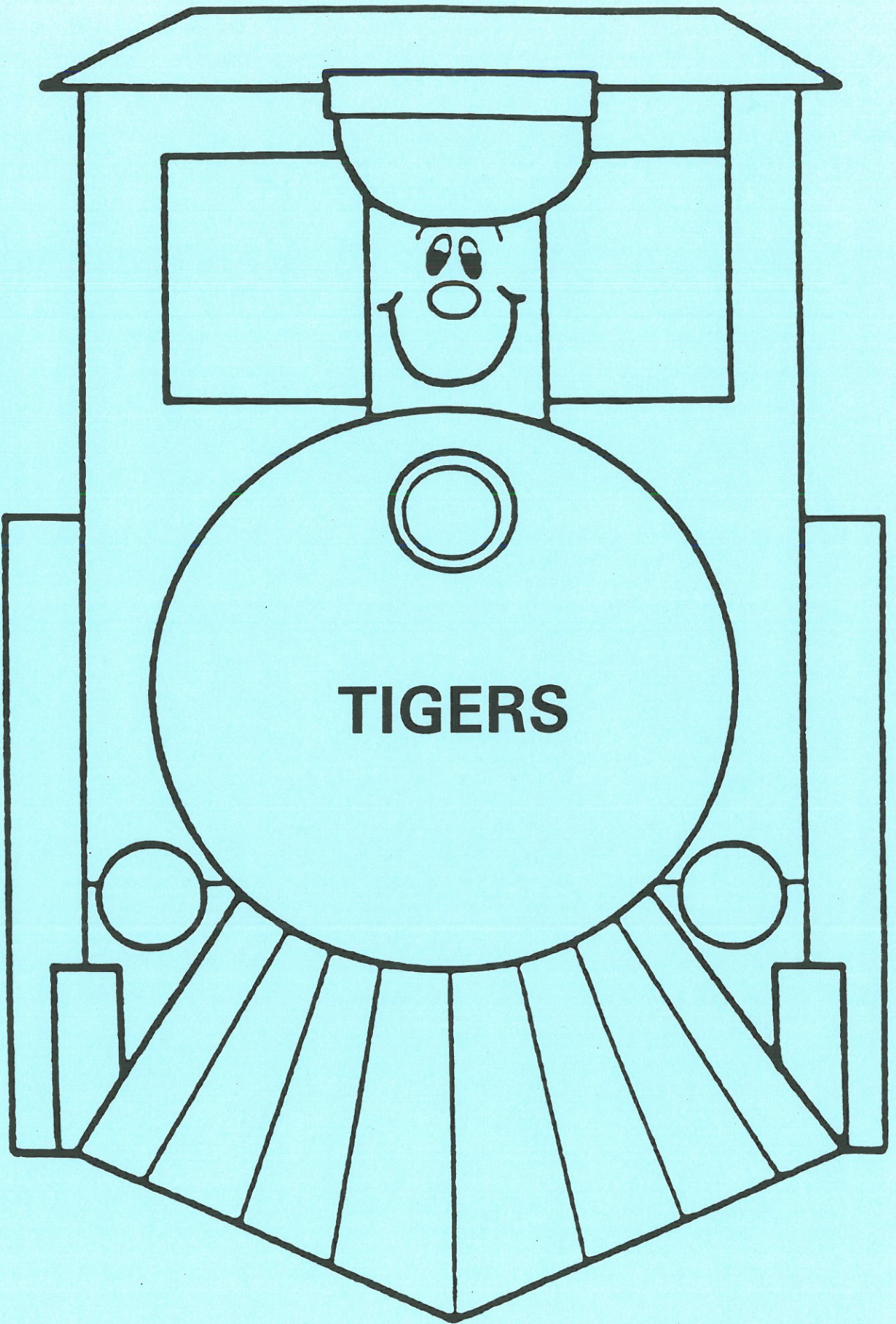
(tune: Do Wa Ditty)

Here it comes just a streaming down the track
Singin' chuga, chuga, chuga, chuga, chuga, choo.
A train load goodies you can take to your pack
Singin' chuga, chuga, chuga, chuga, chuga, choo.
Lookin' good, loōking good, looking fine, looking fine,
The Pow Wow train's goin' strong and its moving down the line

Before I knew, the train was movin' up to me
Singin' chuga, chuga, chuga, chuga, chuga, choo.
Filled with information to hear and see
Singin' chuga, chuga, chuga, chuga, chuga, choo.
It's the train, its the train, of the year, of the year,
Movin' close, movin' fast and its time is getting near.

Now the Pow Wow Train helps me every single week
Singin' chuga, chuga, chuga, chuga, chuga, choo.
The Cubs and leaders are working at their peak
Singin' chuga, chuga, chuga, chuga, chuga, choo.
Get aboard, get aboard, get on now, get on now
On the train everybody here is calling Pow Wow.







Tiger



TIGER CUB
PROMISE

I promise
to love God,
my family
and my country,
and learn
about the world.

Tales



TIGER

CUB ➡

MOTTO

Search

Discover

Share



WHAT IS TIGER CUBS ????

- T Time spent building a stronger relationship with a boy and his family.
- I Introducing a boy and his family to Scouting.
- G Getting to know others and ones self better.
- E Entering into a group; being part of something Special.
- R Reaching out to one another and getting hands on experiences.
- S Sharing and Discovering new things and ideas.

That is what **TIGER** Cubs is all about.....

SEARCHING

DISCOVERING

SHARING

Tiger Motto: **SEARCH DISCOVER SHARE**

(You may want to use this as an Opening Ceremony)

Here are many exciting activities which can be played at the monthly meeting of your Tiger Cub Group.

BLOCK PUZZLE

Make a simple block puzzle for each boy. (Put puzzles in envelopes with sketch of the puzzle). Let the boys try to assemble the puzzle.

WORD SEARCH

Make a copy for each boy.

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

Find these words:

SALUTE
SCOUT
TIGERCUBS
FAMILY
MAKE
BOYS
PROMISE



TOTEM POLE

Materials - A large sewing spool for each boy, construction paper, glue, markers, wiggle eyes, etc.

Procedure - (If using plastic spools, first wrap sides with construction paper). Each boy makes one layer of the totem, decorating his spool as desired. **Assemble** - Glue all spools together. For stability, glue bottom spool to a piece of wood for a base -or- (if you would like to be able to rearrange spools during the year) attach a dowel, that will go through holes in spools, to a wooden base by drilling a dowel size hole in the wood and glueing the dowel in place. Assemble totem by stacking spools on the dowel. Use as a group decoration all year.

NAME TAGS

Materials - "Coffee can type" plastic lids, with hole punched for hanging, construction paper cut to fit inside string, markers, glue.

Procedure - Boys write their first name in large letters on the construction paper, and decorate as desired. Glue to lid and add string to put around neck.

"TIGER TALES" SCRAPBOOK

Materials - Orange or White 3-prong folder for each boy, typing paper punched to fit folder, Tiger Cub Stickers and other decorations for cover. **Procedure** - Have boys assemble their Scrapbooks and decorate as

desired. Scrapbook may be used to keep momentos from the Tiger Cub year's events.

GAME - PASS THE BLOCK

Boys sit in a circle. Leader plays music (radio, stereo, etc) while boys pass a wooden block around the circle. When the leader stops the music, the boy holding the block is out of the game. Last boy in the game is the winner.

GAME - SELF PORTRAIT

Give each boy a paper bag large enough to go over his head, and a crayon. Following leaders direction, the artists draw their left eye, right eye, left ear, right eyebrow, etc. When the artist takes off his mask, he has a self-portrait.

GAME - LONG GLUM

See who can keep from smiling the longest! As boys drop out, they try to get the others to smile.

RUNNING BROAD GRIN:

Keep a continuous grin, winner holding for the longest time. Vary with length of grin in inches. Conclude with a laugh contest for volume, length of time, or laughing on signal from the leader.

SHOT PUT:

Throw peanuts into a jug four feet away from the contestant. Allow five tries.

SPONGE PUT:

Using correct shot-put form, have contestant throw a dry sponge, balloon, or inflated paper bag. Measure distance from starting line to point where the sponge first hit floor.

BALANCE JUGGLE:

Thread a needle while balancing on one foot. Vary by having contestant stand on a small object.

STANDING BROAD GRIN:

Variation of laugh contest. Line up and solemnly measure each grin in inches, and compute for total inches. Then divide by the number of boys in the group and arrive at the average length of grin. A variation is a testing to see which boy has the broadest grin in the group.

HAMMER THROW:

Blow up a paper bag, tie end, and throw for distance.

VOCAL HIGH JUMP:

Record the lowest and highest notes reached by each individual boy. Honor the Tiger with the widest voice range from low to high.

SACK RACE:

Each contestant receives a new paper sack or bag or 'poke'. He must not open it until the signal is given. The winner is the one who first blows up the sack and breaks it with a loud report.

QUARTER-MILE DASH:

Each contestant is given a quarter and a toothpick. With a toothpick in his mouth, he must push the coin down a "straightway" on the floor. (Cover chin and nose with adhesive to avoid splinters).

WHISTLING RACE:

Contestants must whistle a familiar tune after eating two crackers. Eat on signal. The one who whistles the tune through first is the winner.

DISCUS THROW:

Use paper plates. Contestant should use good form. Measure to the point where the discus first touches the floor.

ONE-MILE DASH:

Blow race. Stretch wires or strong strings through paper cones across the entire length of a room, parallel to each other and some distance apart. The object is to blow the cone from one side of the room to the other side of the room.

ELBOW BALANCE:

From squat rest position (legs bent and weight on hands and toes--knees turned out), turn the elbows out slightly so that inside of legs rest on the arms just above the elbow. Now with the weight entirely on the hands, balance forward and pick up an object with the mouth.

STAFF OR BROOMSTICK JUMP:

Hold the staff or stick loosely in hands. Without letting go, try to jump over and back. After this jump becomes easy, try to jump as great a distance with the forward jump as you can.

BACK DOWN AND GET UP:

Lie flat on the back. Fold the arms on the chest. Try to get up without using elbows or hands or rolling sideways.

JAPANESE SOCK 'EM:

Boys lie face down, heads toward each other a forearm's length apart. Each is blindfolded and furnished with a roll of stiff paper. One boy whistles or calls and dodges sideways as the other tries to swat him.

PULL HAND FROM NOSE:

Two players work against each other. One places the palm of his hand against his nose and the other tries to pull it away with one hand grasped at the wrist. Do not move feet.

STAFF BALANCE:

Try to balance staff on the shoulder, on the chin, or on the forehead. A hat placed on the end of the staff makes the feat easier.

TENT PEG WHITTILING:

Show a whittled tent peg. Have each boy whittle one.

MAKE BOATS:

Shingle pointed with two masts and wax paper sails.

GREEN-STICK WHISTLE:

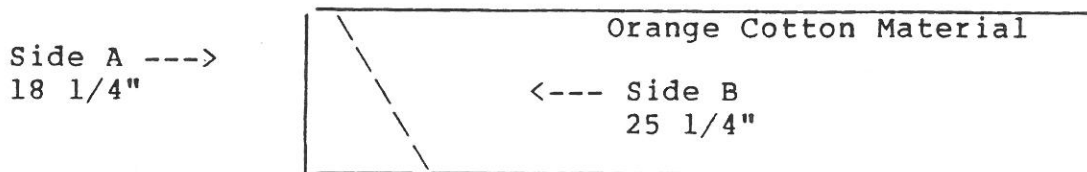
With maple or willow, demonstrate, then whittle a whistle.



These recognition items are NOT an official part of the Tiger Cubs, B.S.A. program. These are additional items that may be used to enhance the Tiger Cubs recognition system. If you find these items useful, feel free to use them, as long as you realize they are not endorsed by B.S.A.

TIGER CUB NECKERCHIEF

You can use an official B.S.A. neckerchief for your pattern, or make a pattern using the dimensions on the diagram below.



Fold material in half, so fold is at side A. Cut material along side B. Sew a 1/4" hem along all sides of neckerchief. The Tiger Cub B.S.A. emblem can be ironed on in the middle of the neckerchief. Iron Tiger Cub Paws onto neckerchief as they are earned.

TIGER CUB HEADBAND

Cut a strip of orange cotton material 3" wide and 26" long. Sew a 1/4" hem along all sides of the headband. Iron Tiger Cub Paws onto the headband as they are earned. Orange material with black stripes through it (Tiger print material) may also be used for the headbands.

TIGER CUB NECKLACE (picture of necklace is on next page)

1. Tiger Cubs and parents go to ALL Pack meetings.
2. When the Tiger Cub learns the Tiger Cub motto and the promise, he is presented with the black leather and one orange bead at the Pack meeting.
3. After completion of 2 each of the Family Activities and 2 of the Group Activities for each Big Idea, he is presented with 1 orange bead, at the Pack meeting.
4. After earning 5 beads, he is presented a Black Tiger Claw, at the Pack meeting.
5. There are 17 Big Ideas = 17 orange beads.
5 orange beads = 3 black Tiger Claws.
If he earns all 17, he earns the fourth Tiger Claw.
6. For each Family Activity completed the Tiger Cub is awarded a sticker. Parents award stickers as they are earned. The Tiger poster and stickers are kept at home.
7. The Tiger Paws are awarded for each month that the chosen Family Activities AND the chosen Group Activities are completed. Tiger Paws may be awarded by the parents at home, or presented at the monthly Pack meeting.

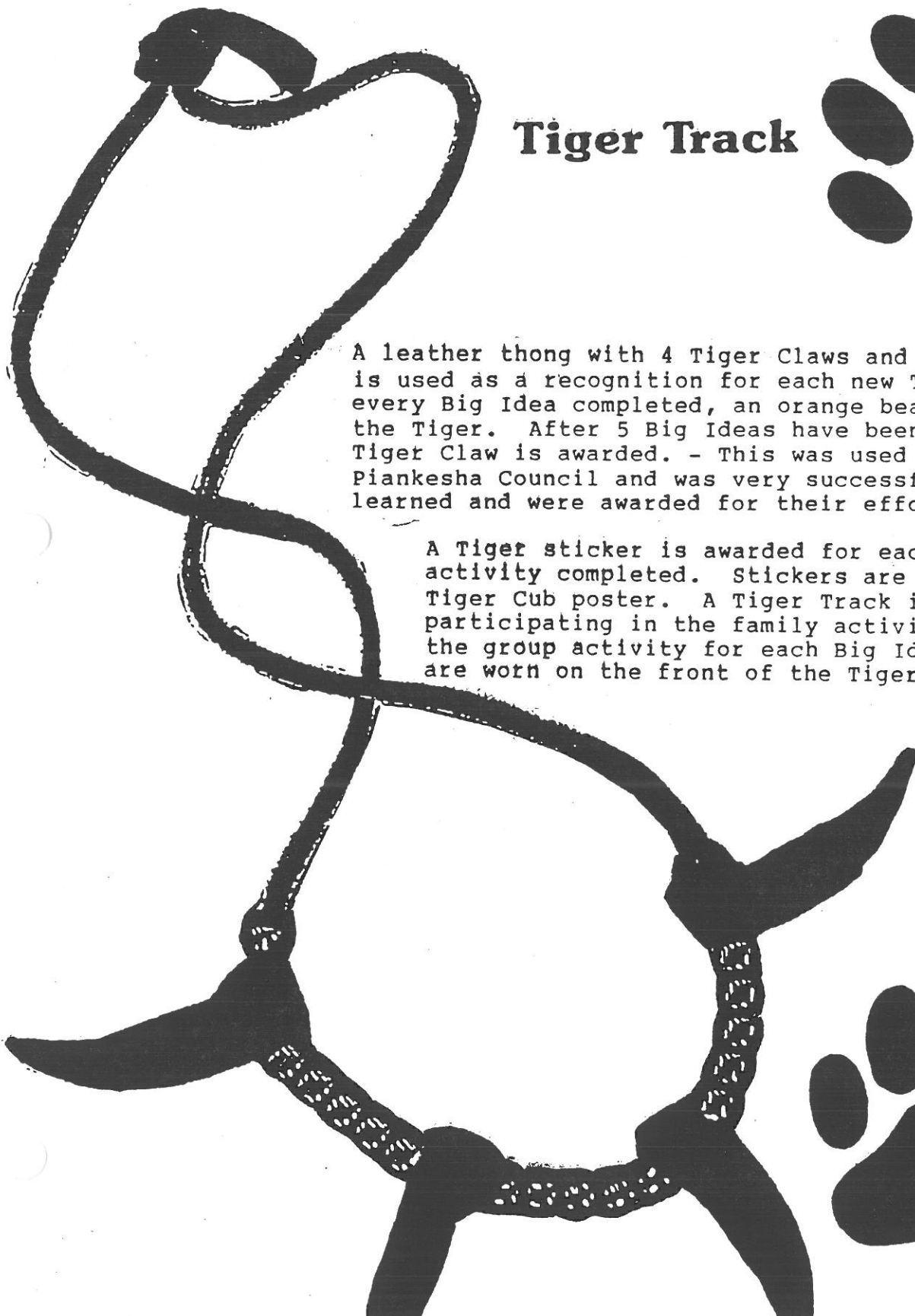
RECOGNITION

Tiger Track



A leather thong with 4 Tiger Claws and 17 orange beads is used as a recognition for each new Tiger Cub. For every Big Idea completed, an orange bead is given to the Tiger. After 5 Big Ideas have been completed, a Tiger Claw is awarded. - This was used last year in the Pianksha Council and was very successful - the boys learned and were awarded for their efforts.

A Tiger sticker is awarded for each family activity completed. Stickers are put on the Tiger Cub poster. A Tiger Track is awarded for participating in the family activities chosen, & the group activity for each Big Idea. The tracks are worn on the front of the Tiger Cub Shirt.



TIGER CUB FUN-TIME BOOK

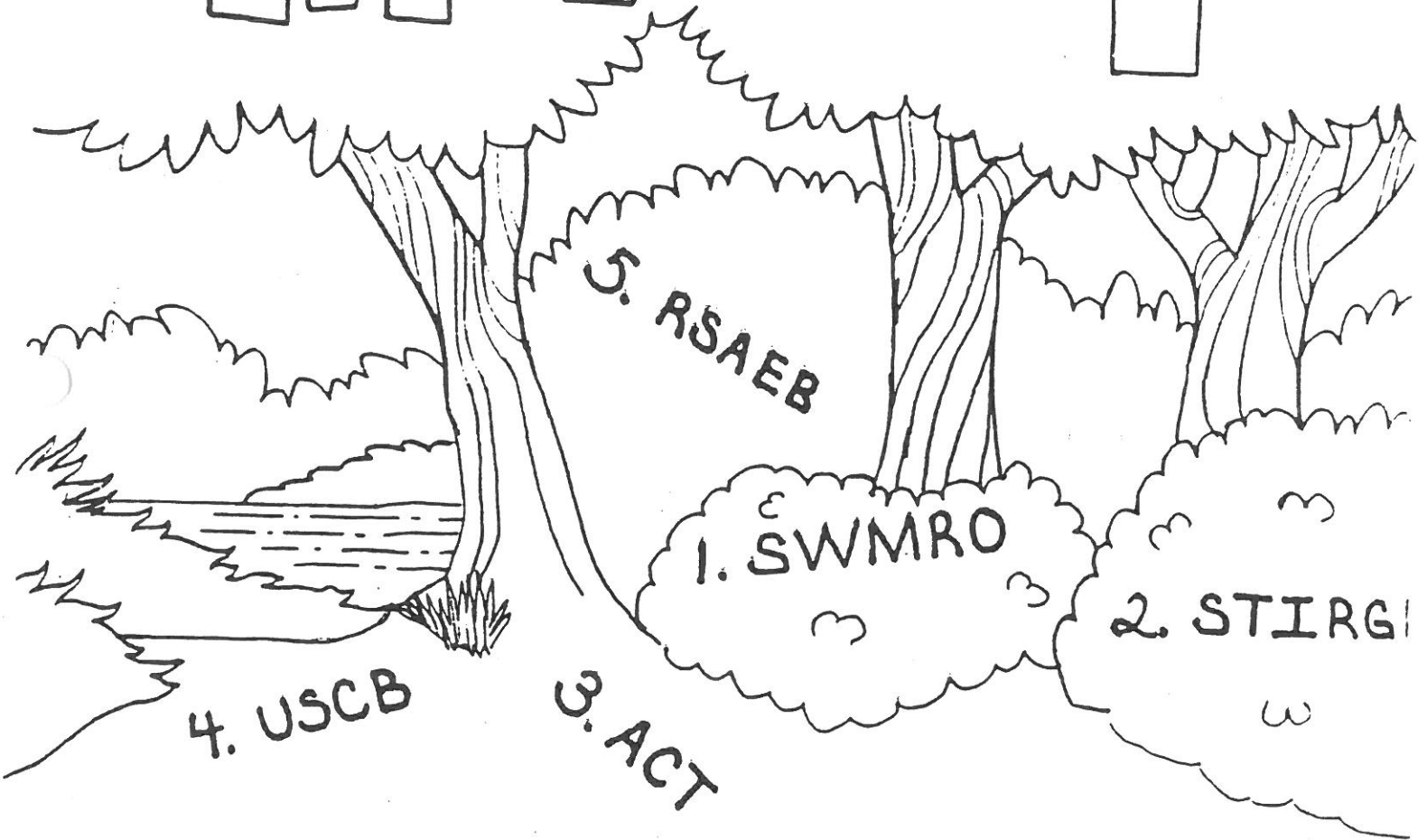
The following section is for the Tiger Cub's to use while their partners are planning and discussing the activities for their next meeting. It is not endorsed by the National office of the Boy Scouts of America and shouldn't be considered a replacement for the "Activity Book" that BSA publishes. Many of the activities come from Boy Scouts of Canada.

Can You Name the Animals in This Picture?



Animal Mix-ups

MIX-UP



1. _____
2. _____
3. _____
4. _____
5. _____

There are at least 10 things wrong with this picture. Can you find them?



The Tragic Tiger Tale Told To Teddy Turtle By Tammv Titmouse

9

little



cubs were walking along the

trail through the



Their mama had told them

don't touch the



S

at the edge of the trail. These



had been put under a magic spell by the ugly



This

ugly



had a HUGE



and long, black



She never smiled or did anything



The big old



had touched the



S

last spring and was turned into a

big gray



The

9

little



saw

the



S

They were tall, and beautiful and the littlest of

the

9

little



couldn't





himself



from reaching up to pick a . Suddenly, the ugly 

with the HUGE  and long, black  appeared and

said, "You naughty little . You've touched my lovely



 S. Now, you will  turned into **9**

little  S. "Stand still, while  zap **U**

9 little  and turn you into  S. The

9 little  switched places and hoped the ugly 

would aim incorrectly and miss the **9** little . The

zap bounced off the  and hit the ugly  with

the HUGE  and long, black  and turned her into a

. The **9** little  packed their toys in

the



and took a trip to the



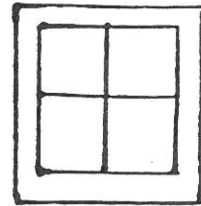
where everyone

had a lovely time except the youngest little



. Because he

had disobeyed his mama, he spent his vacation washing



'S

The moral of the story is "A switch in time saves nine." The End.



Hidden Word Search

Tiger Cubs should be familiar with the words that are hidden in the letters below. Draw a line through the letters, as shown, when you locate the hidden word. The word list below contains all the hidden words.

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

WORD LIST

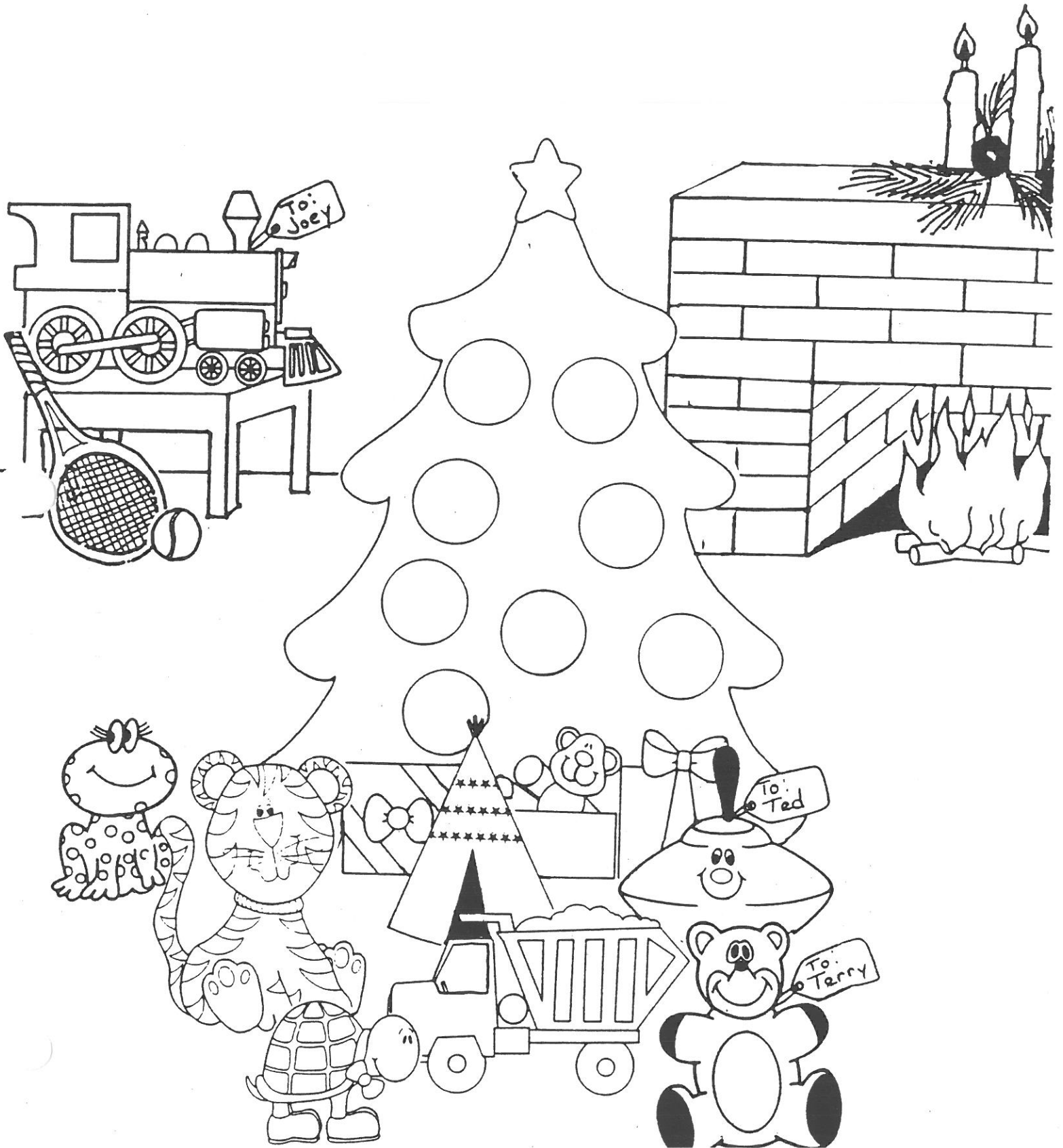
ADULT
 AKELA
 BOY
 COUNTRY
 CUB SCOUTS
 DEN ✓

DISCOVER
 FUN
 GOD
 GROUP
 HOME
 PACK

PARTNER
 PROMISE
 SEARCH
 SHARE
 SPECIAL
 TIGER CUBS

"T" is for Tiger

There are at least 10 objects in this picture that begin with the letter "T". Please draw a circle around each object. Color the picture to make it bright and cheery.

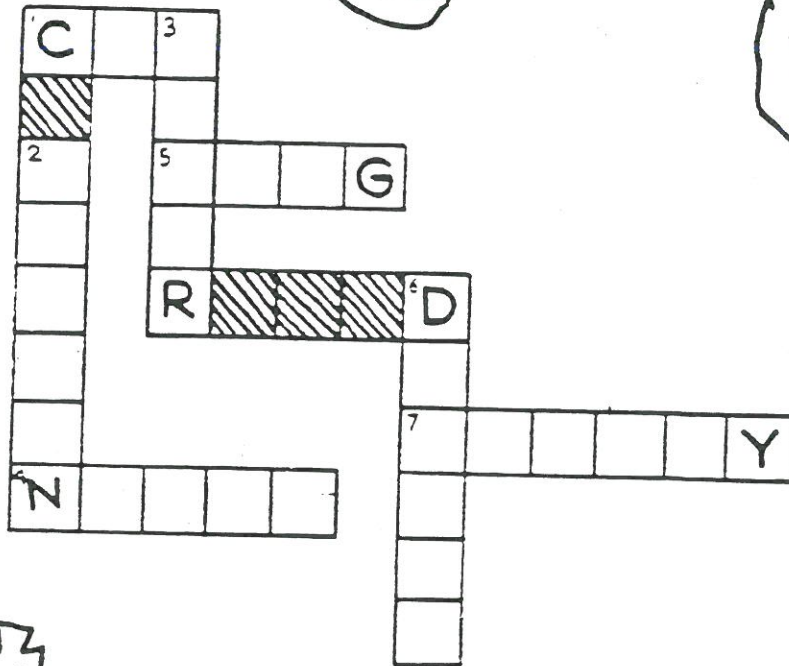
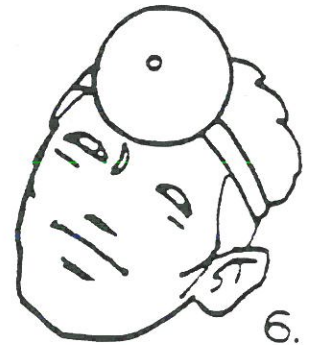


The Tiger Tail Game



Two or more Tiger Cubs can play this game. Cut out the Tiger tails, color them and put them in a basket. Without looking inside the basket take turns pulling out the tails one at a time. Add the numbers printed on each boys tails. The Tiger Cub with the highest score wins.

To Whom Do These Faces Belong?



Put the names of the people in the pictures in the crossword puzzle.

Circle all the words that start or end with the letter "T".

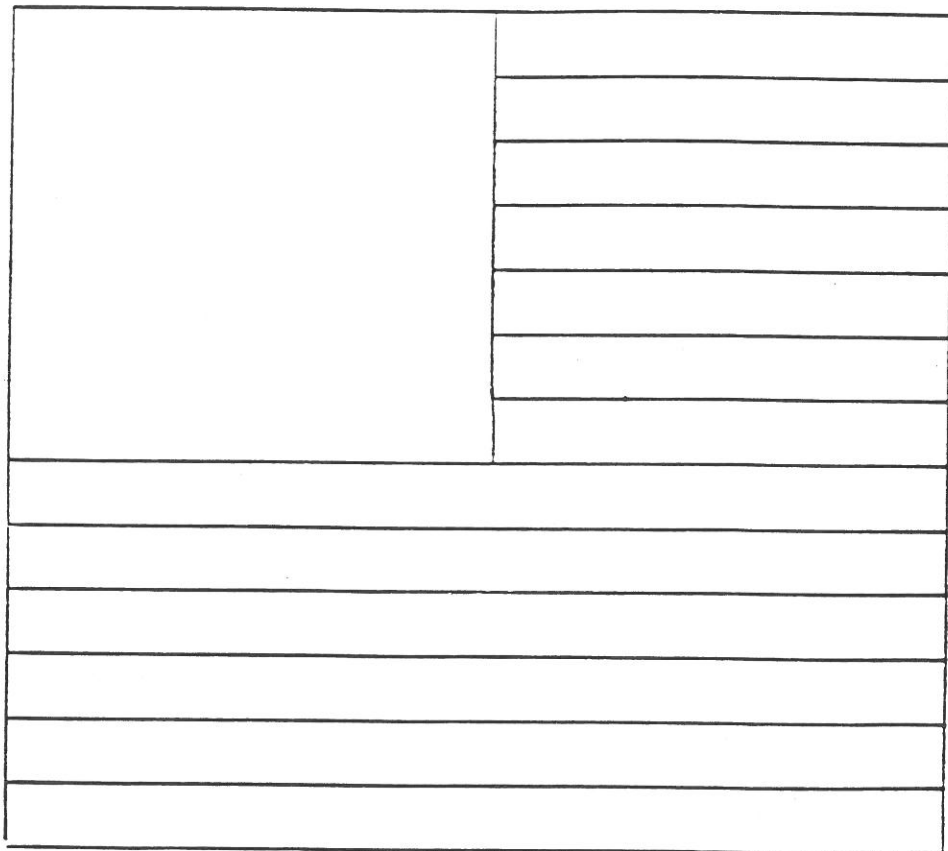
PRIZE
TIGER
WAX
BIKE
CAT
CIRCUS
ANT
WE
FRIENDS
MUSIC
TAG
TURTLE
BOOT
TRAIN
CAN
BOY

How many words did you find? _____



Our Beautiful American Flag

Color the flag properly.





UNDECIDED?

Have fun with mixed-up names.

Do you know these boys names?

OJHN

MTO

MKAR

YMMJI

YJEEFRF

RPEET

MIEK

LAUP

WTAHETM

RGGE

NJAOS

NRO

DBAR

PSJEHO

Have your Tiger Cub partner help you.

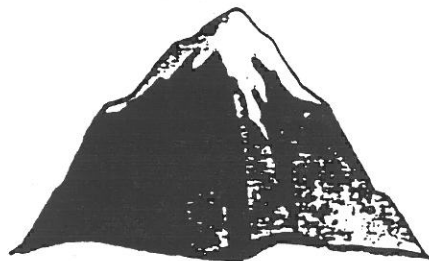
Word Fun

Say these words aloud. Now spell them backwards and see what happens.

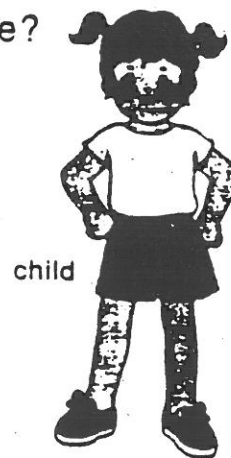
ten	tub	tar	deer
ton	gum	pal	was
top	bag	nip	gas
may	bat	tap	tip

Look at the pictures below. Which has teeth? An eye? Eyes?
A foot? Feet? Arms? Legs?

Which has teeth? An eye?
Eyes? A foot? Feet?
Arms? Legs?



mountain



child



chair



needle



potato



comb

Hidden Pictures



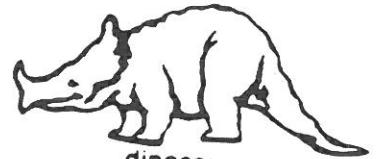
Can you find these hidden pictures from the previous page?



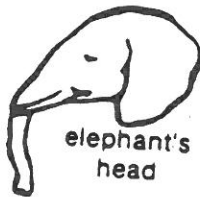
ring



crown



dinosaur



elephant's
head



duck



lizard



seal



eagle



gopher



dog



hot dog



snake

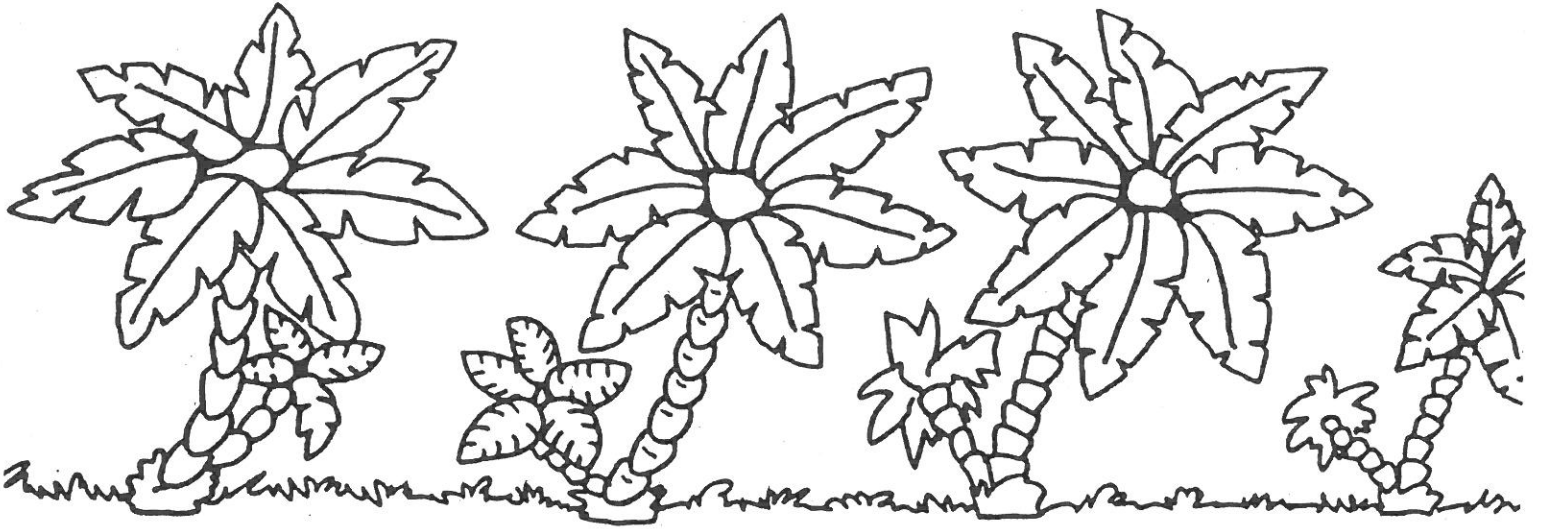


fairy



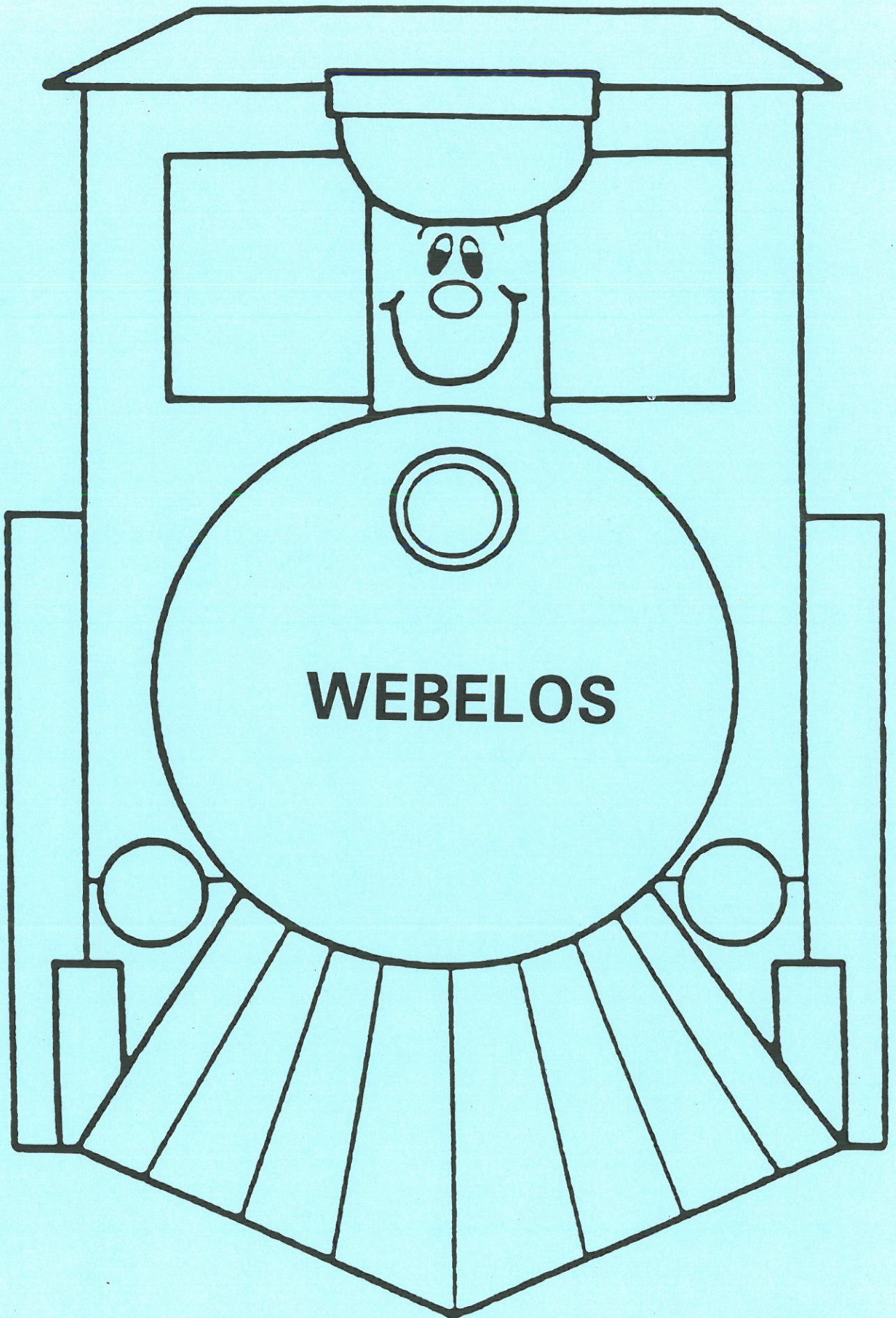
clown's
head

13+14-Tan 20+21-Brown 9-Black



										20	20	20
												20
	14	13	13	13	13	13	14					20
14	13	13	●	13	●	13	13	14				20
13	13	13	9	9	9	13	13	13				20
13	13	13				13	13	13				20
14	13	13				13	13	14	14	13	14	20
	14	13				13	13	13	13	13	13	21
		20	20	20	20	20	20	20	13	13	13	13
			21	21		21	21		13	13	13	13
									13	13	13	13





WEBELOS



You, As A Webelos Leader

So now you are a Webelos Den Leader! You made the plunge; decided to commit one night a week to meetings at your home and halfway decided what place in your home will serve as a meeting place. And now the realization sinks in, "Where do I go from here?" The best thing you can do is prepare yourself! Go to Basic Training and learn the program.

Don't attempt to carry the load yourself. You have a group of fathers who should be included with you in the program. Help them realize that it is their program and then depend on them to lend expertise in aspects of the program. Invite them to attend by determining their interests and abilities and using them. Each father has something to contribute.

Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. Some of us have found it helpful to sit down and plan the next week's meeting following this week's meeting. This will give you time to prepare.

Understand the Webelos program so you can help the boys and their dads grow through the program. Help the boys understand their leadership role at pack meetings and at pack activities. There is a lot of material available to help you. One of your best resources is the monthly district Cub Leader Roundtable, where you can exchange ideas with other Webelos Leaders.

Involve the boys in program planning. They need to learn leadership and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

The Webelos program attempts to prepare boys for Scouting. You should learn which troops are active in your area. Get acquainted with the Scoutmasters of these troops. Many times troops will be glad to have your Webelos den go along on a camping trip or other outdoor activity. Take your boys to visit some troop meetings during the year. Help your boys decide before graduation time which troop they want to join; then at pack graduation ceremonies, ask the Scoutmaster to come and receive the boys into his troop. Everything you can do to lessen the boy's apprehension about going into Scouting will help. You should consider moving into the Scout troop with your Webelos Scouts.

Leadership is learned and developed. You can become an effective Webelos Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no "pat answers" to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along their way to manhood.

It has been said that life is 10% what you make it and 90% how you take it. Keep a good attitude and you and the boys will have one of the best year's of your lives.

Academics

Like the Cub Scout Sports Program, National has an Academics program for boys who's interests are something other than sports.

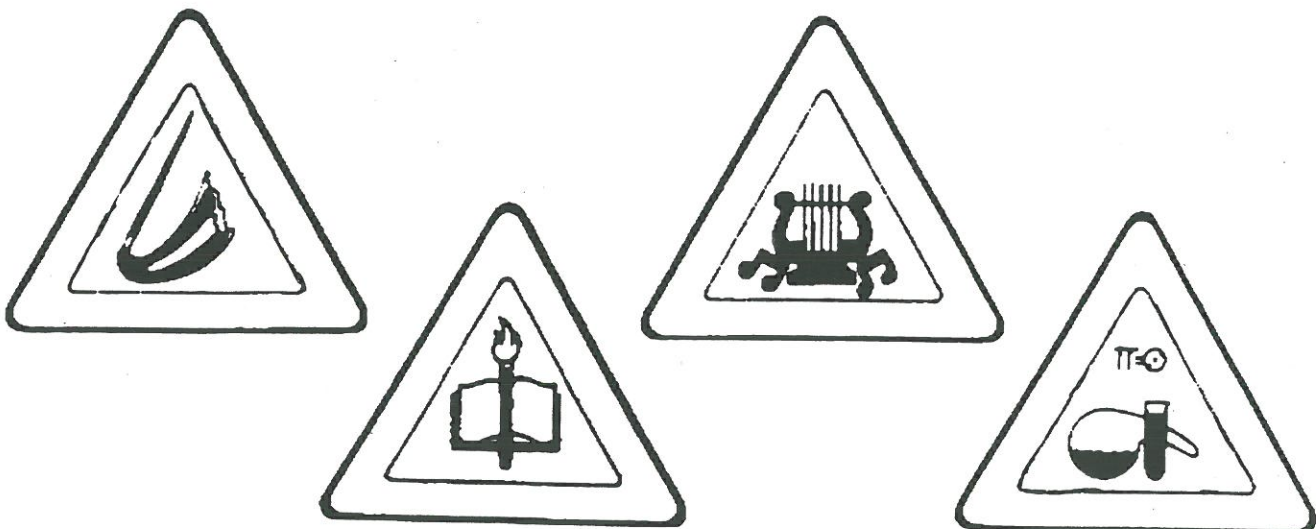
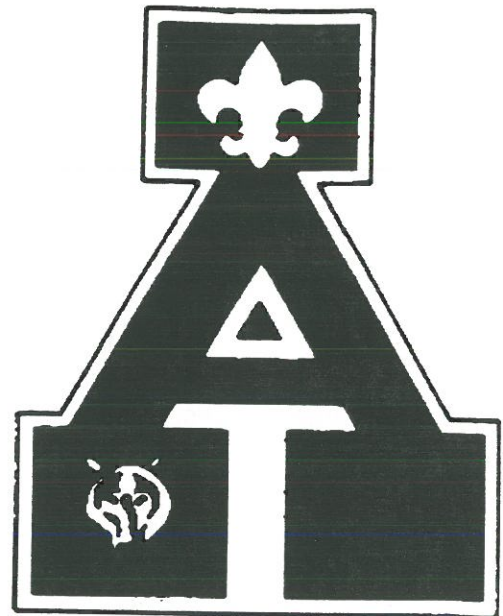
There are four categories in the Academics program. They are: Art, Communicating, Music and Science. There are booklets available on each of these Academic subjects that are available in the BSA stores.

The word "scholarship" sounds stuffy. It doesn't sound like fun. But isn't scholarship another way of having adventures? Learning how to read, expressing yourself through art and music, and learning how our world is put together are all adventures.

The activities in this program correlate with the Communicator, Scholar, Scientist, Artist, and Showman activity badges.

Just like the Sports program a boy can earn a belt loop for participation, a pin and for involving an adult team mate who earns a pin, a boy receives an Academic Letter.

The point system is the same as with the Sports Program which is: To earn a pin, participate in the activities of the academic subject until you accumulate a total of 60 points within any 90-day period. Cub Scouts and adult teammates each earn 1 point for every 30 minutes of work in this academic skill. Earning more than 1 point a day is permissible; however, only 5 points a day is allowed.



Family Talent Survey

Name _____ Phone # _____

Address _____

Place an X by the areas you would be willing to help the Webelos den with:

- transportation
- substitute for den leader
- parties
- Aquanaut Activity Badge
- Artist
- Athlete
- Citizen
- Communicator
- Craftsman
- Engineer
- Family Member
- Fitness
- Forester
- Geologist
- Handyman
- Naturalist
- Outdoorsman
- Readyman
- Scholar
- Scientist
- Showman Puppets Drama Music
- Sportsman
- Traveler
- Sports - any of the Cub Scout Sports
- Other:

Thank You For Your Help!

Webelos Resource Book

Citizen



The Citizen Activity Badge is one of the requirements for the Arrow of Light award. This is a good badge to start the boys on when they join the den. The written requirements and readings may be done at home with parents, and this will point out the continuing importance of parent involvement in the Webelos den.

This badge is also of interest to the leader because he can learn much about the boys from their writings on what is meant by "all men are created equal", and on the Star Spangled Banner. Remember that each boy is different and will have different ideas and opinions on this badge. Each boy's "best" should be judged individually.

A lot will depend on how well informed and enthusiastic the Webelos Den Leader is, and how he presents this badge to the boys. It can be "just another piece of paper to write" or it can be a lot of fun and interesting. It is up to you.

Suggestions for Den Activities

1. Have the den select a good turn for school, church or community and plan how to carry it out.
2. Plan a special good turn for next pack meeting, such as setting up chairs, welcome committee, ushering, clean-up, etc.
3. Visit a local government agency. Find out how it works, what service it provides, and how it affects boys and their families.
4. Make the flag courtesy kit found in *Webelos Den Activities* and use it to teach Webelos scouts proper flag procedures, or let them use it to demonstrate and teach younger cub scouts.
5. Plan an anti-litter campaign. This could include making and displaying posters, litter clean-up, making litter bags, etc.
5. Talk about the various community organizations which help people. How are they run and financed? Do they use volunteer help? Visit one of these organizations.
7. Make logbooks to record work on the badge.
8. Attend a naturalization ceremony.
9. Invite a new citizen to speak to the den on what becoming an American means to him.
10. Discuss the ways the boys can be good citizens. Make lists of things they will try to do regularly.
11. Visit a court. Ask the judge to talk to the boys about citizenship. Acquaint them with court procedure.
12. Discuss the difference between the rights and duties of a citizen.
13. Make "GET-OUT-THE-VOTE" posters and display.

SUGGESTIONS FOR PACK MEETING

1. Exhibit logbooks, literature from places visited, posters, litter campaign items.
2. Have one of the boys tell briefly about citizenship, or about the places visited and what he learned.

Also see No. 26-095 *Bill of Rights*, No. 26-097 *Our Heritage of Freedom*, No. 26-099 *Law & Justice*, and No. 3188 *Your Flag*

CITIZENSHIP PLEDGE

As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team.

Learning how our government works today can be very boring to Webelos. "Solebew" is a backwards method to this subject. In fact, "Solebew" is Webelos spelled backwards. The following Citizen requirements are listed as to the objectives "Solebew" intends to cover:

Tell why we have laws.

Tell three things that the U.S. Government does to help you or your family.

Tell why we have a government.

List six ways in which our country helps or works with other nations.

1st Meeting

Tell your Webelos that a chain of islands has just been discovered near Hawaii. You and your Webelos have been asked to settle these islands and form a new government. Each Webelos will establish his own city within his own territory.

You bring out a map of these islands and let each boy pick out his own territory. (This is a perfect time to introduce the Webelos to contour lines.)

Send home with each of your Webelos, an 18" x 18" square of white linen material and some heavy wire. The material is for making their territorial flag (felt pens work very well). The wire is for making their branding iron.

Each Webelos should also have a list of the following types of government: monarchy, dictatorship, and democracy. They should return the following meeting with the definitions of each of them.

2nd Meeting

Have the Webelos put their flags on display when they first arrive (a clothesline across the room does fine).

Discuss with your Webelos the type of government they want for "Solebew." I always try to sell them on the idea of a dictatorship, but so far I have not had any supporters.

Voting is a fun part. You might suggest that only people who drive 1956 green and white Fords can vote. If they don't agree with that, how about only white males who own property can vote? - - - No. Okay, how about men only? (Sometimes this idea works!) If not, what about any adult regardless of sex, race or religion?

After your Webelos have decided who gets to vote, then they need to decide, will it be an open or closed ballot? You have just established your first two laws.

Now, it's time for the Webelos to vote for 2 flags (open or closed voting? - - check your law!). Each Webelos will usually vote for his flag first and another one second. Tally the votes and the winning flag just determined the location of your capital.

Each Webelos will mark his territory on the map with his brand emblem. (Felt pens on Avery circle stickers works great; the circles can then be removed if you want later on.)

Save the branding irons for the 3rd meeting.

3rd Meeting

Being normal boys, the Webelos are going to get hungry. So, we're going to talk about what foods are growing on our islands--coconuts and sugar cane. Will anything else grow there? If we had an Agricultural Department, they could research the area and find out for us what other foods we could grow there. Since our islands have no animals, we might want to make an arrangement with the U.S. Government to bring in some McDonalds' hamburgers. If we're trading with other countries, perhaps we'll need to establish a foreign policy.

We'll need a Commerce Department to work out the transportation of our sugar cane and coconuts. Maybe we could trade with Japan for some Toyota trucks?

We can't trade coconuts for trucks, so we'll need a monetary system. We'll call that the Treasury Department. Our currency is called "rallod" (which is "dollar" spelled backwards).



Citizen

Webelos Resource Book

A tax system is necessary in order to pay the salaries of all the employees working in these various departments.

The exciting time has come when the Webelos will use their branding iron to brand a leather patch, their wooden notebooks and any other items they would like.

Closing Thought

When George Washington, Thomas Jefferson, Benjamin Franklin, James Monroe and the others were establishing our government, do you think they had to go through the same processes that we just did?

SERVICE PROJECT AREAS, FIELD TRIPS (Resources)

- * Local Library
- * Post Office
- * City Hall
- * Fire Department
- * State Capitol Bldg.
- * Peace Corp
- * Job Corp
- * Local Court
- * Local Police Department
- * City Council Meeting
- * Red Cross
- * Highway Patrol
- * Salvation Army
- * Job Service
- * Deaf & Blind Schools
- * Immigration & Naturalization
- * Hospitals
- * Senators
- * Veterans Organizations
- * Representatives
- * Air Force Bases
- * YMCA

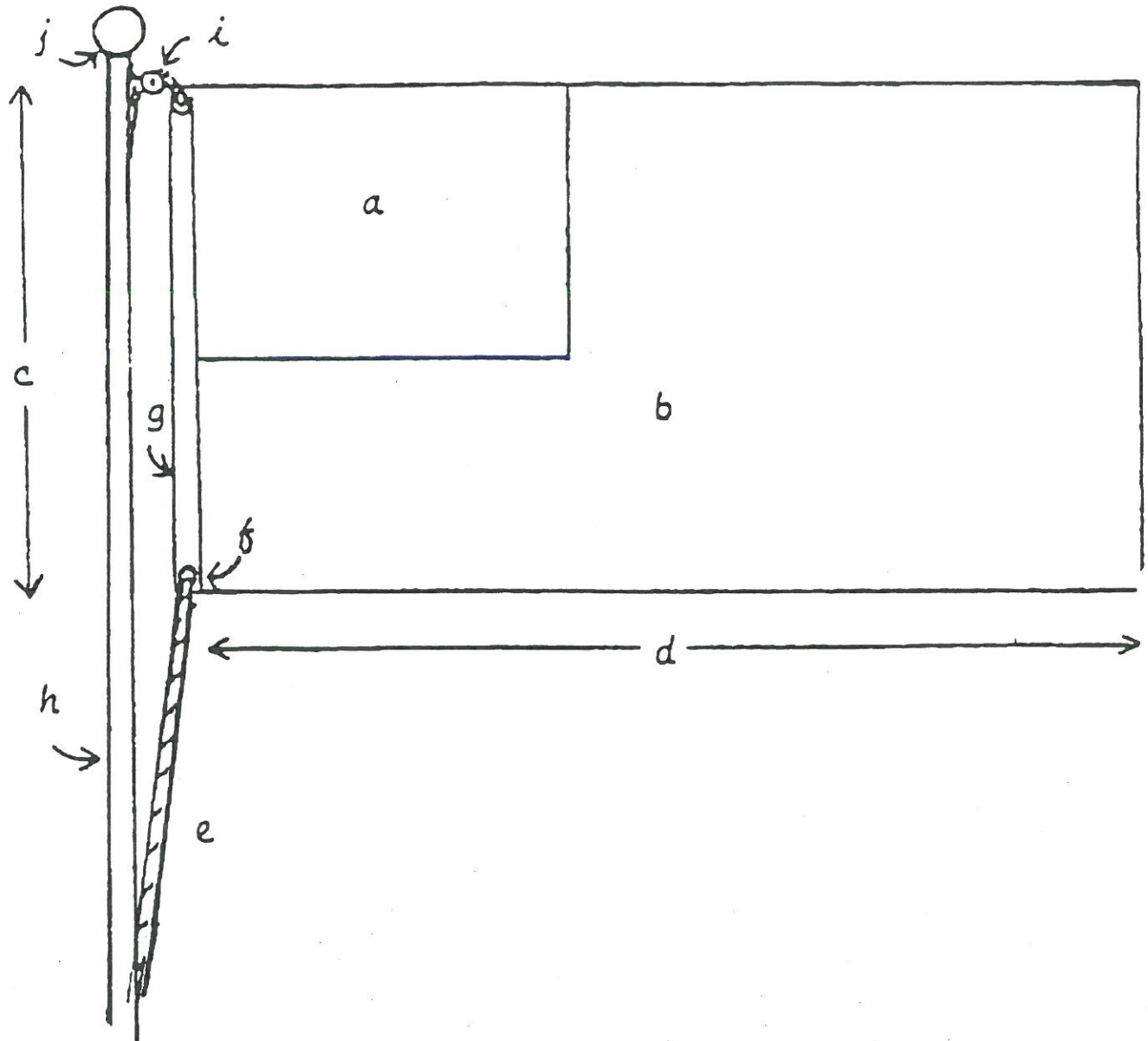


TEST YOUR KNOWLEDGE ABOUT THE FLAG AND THE PLEDGE OF ALLEGIANCE

Circle the best answer:

1. The word "pledge" means a (promise) (bird).
2. When we pledge allegiance to the flag, we are promising to help keep our country (happy) (free).
3. Being loyal to our country means we are willing to help with our country's (problems) (presents).
4. Allegiance means being (kind) (loyal).
5. (Betsy Ross) (Abigail Adams) helped design and sew the first American flag.
6. The American flag has (20) (13) stripes.
7. The first American flag had the stars in a (triangle) (circle).
8. The American flag has one star for every (state) (country).
9. The pole on which the flag is hung is called the (staff) (state).
10. The blue part of the American flag is called the (field) (staff).
11. The American flag should be held (higher) (lower) than the state flag.
12. The flag should be raised (fast) (slowly) and with respect.
13. If the flag gets dirty it must be (burned) (laundered).
14. The American flag should be folded (in a triangle) (like a table cloth).
15. To respect the flag one should salute and (stand) (sit down) when the flag passes.

Identify the Parts of a Flag



Field _____
 Grommet _____
 Halyard _____
 Truck _____
 Fly _____

Canton _____
 Heading _____
 Hoist _____
 Staff _____
 Finial _____

(Field-b, Halyard-e, Fly-d, Heading-g, Staff-h, Grommet-f, Truck-i, Canton-a, Hoist-c, Finial-j)

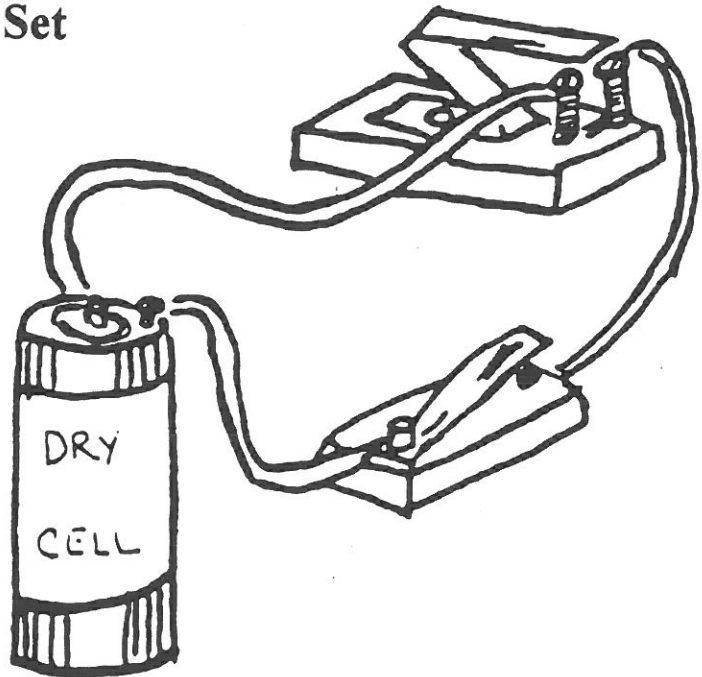
Old-Fashioned Telegraph Set

Need:

- Two wood blocks
- Three screws
- Two wires
- Two nails Two metal strips cut from a tin can
- One dry cell battery

Making this set will be a lot of fun and a good way of learning the method of transmitting sounds and impulses.

Assemble as illustrated. Bend the metal "Z" (sounder) so that it attaches itself to the nails when the key is pressed down.



After the boys have completed their old-fashioned telegraph set they can have fun sending messages to each other.

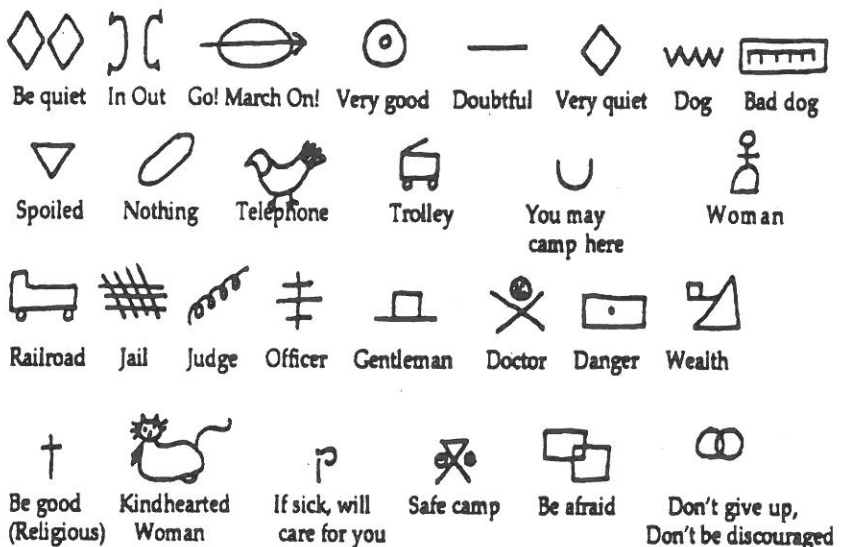
You will also want to find a simple method of teaching them Morse Code.

Cryptopics

- | | |
|-----------|---------------|
| A- | L- lamp |
| E- | M- man |
| I- | N- nail |
| O- | P- pick |
| U- | Q- (like K) |
| B- bed | R- rose |
| C- car | S- snail |
| D- dog | T- tie |
| F- fish | V- valentine |
| G- girl | W- water |
| H- house | X- |
| J- jug | Y- you |
| K- kid | Z- zebra |

Hobo Signs

Use pictures to make up your own secret code.

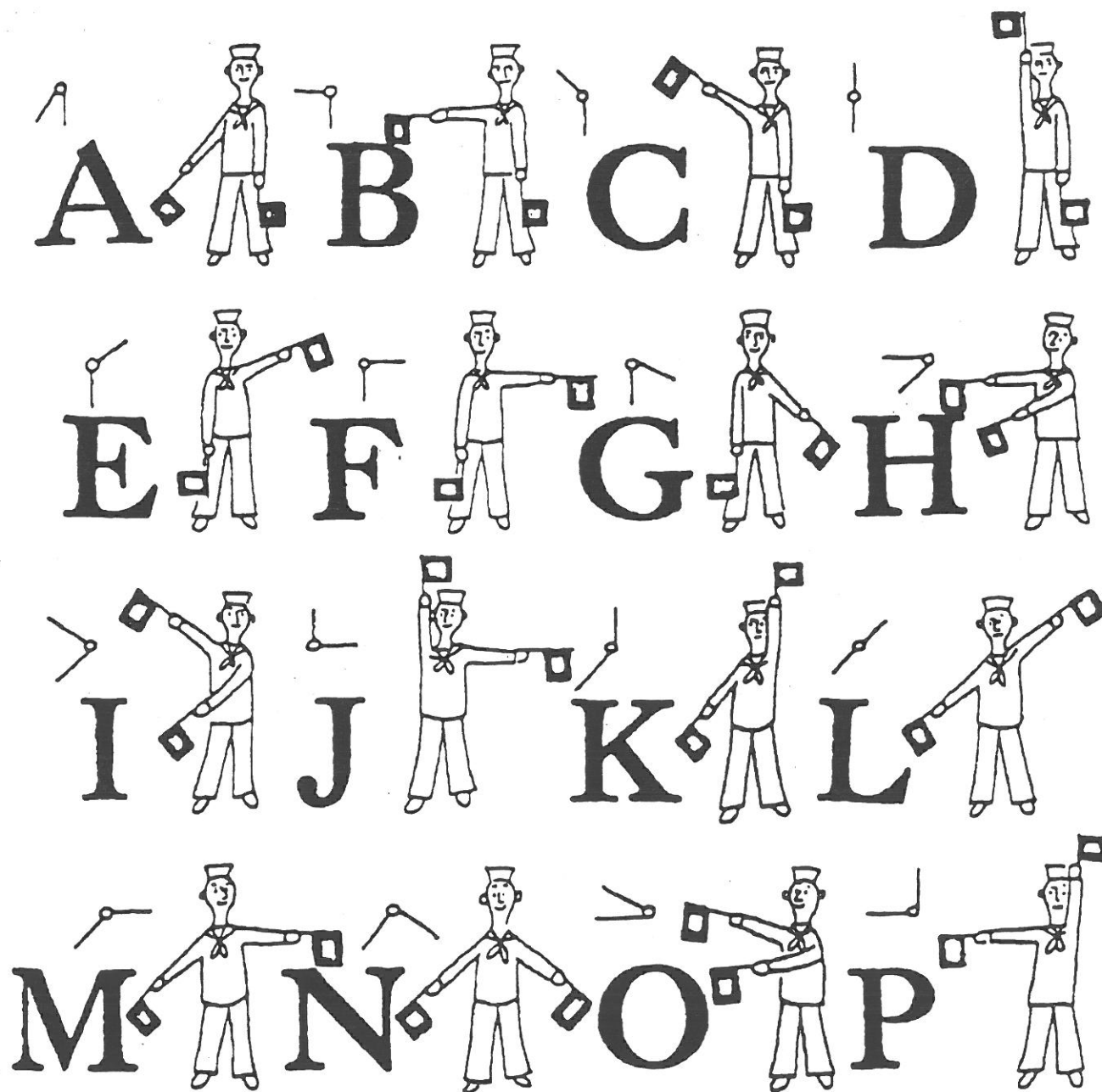


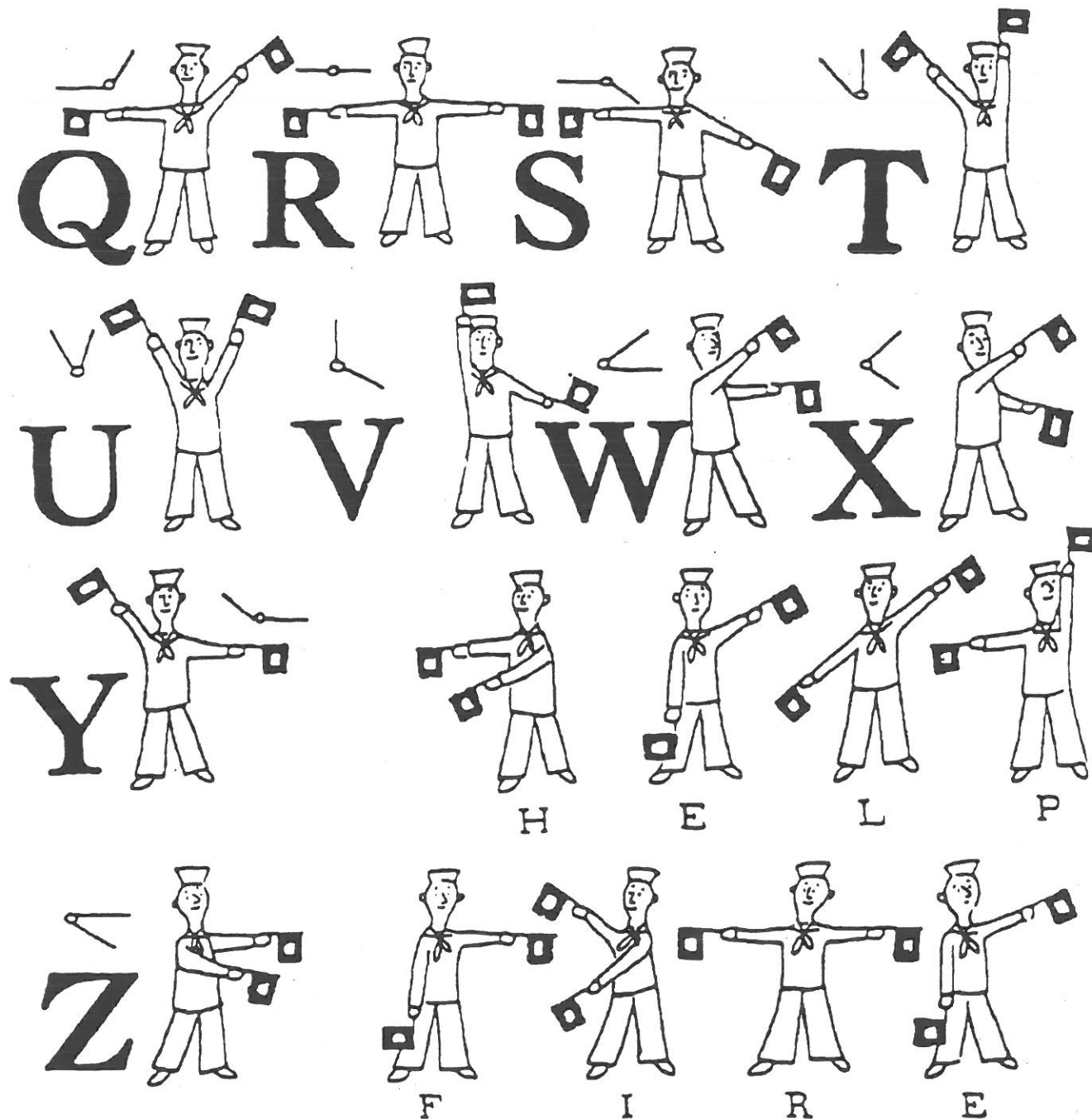
Semaphore

Semaphore is a method of sending messages from one ship to another by the sailors positioning flags to form a letter. Below are the positions for each letter. By adding one, two, or more letters, a word can be formed. Then forming several words, messages can be sent and received.

Make a set of semaphore flags out of paper. They should be red bordered and white inside and wrapped on a stick with a handle for each holding.

Try an opening. Make it simple using these flags. Inform the audience what each letter is. Try a skit. Try a closing. Just try-try-try.





NUMeral precedes group of numbers and when group is completed (numbers are spelled out). **ANS**wer used to acknowledge.

DIRection shows receiver which what sender is facing.

ATTention used as preliminary call. **FRONT** shows finish of word.

ERROR repeated several times. Sender repeats last group correctly sent.

Signing

The Manual Alphabet or Signing is a means of communication used by people who have a hearing impairment. Study the signs shown and see if you can learn them. Practice them to see if you can spell out some words.



A



B



C



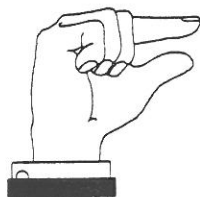
D



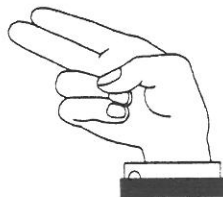
E



F



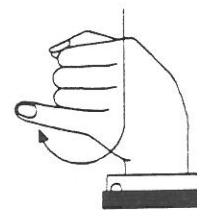
G



H



I



J



K



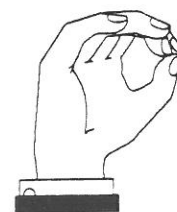
L



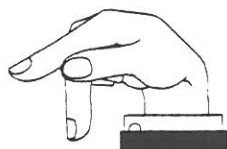
M



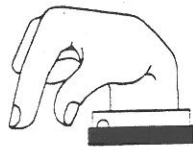
N



O



P



Q



R



S



T



U



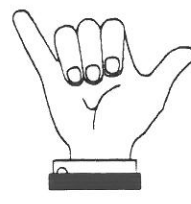
V



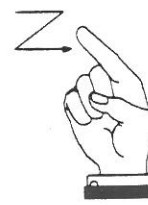
W



X



Y



Z

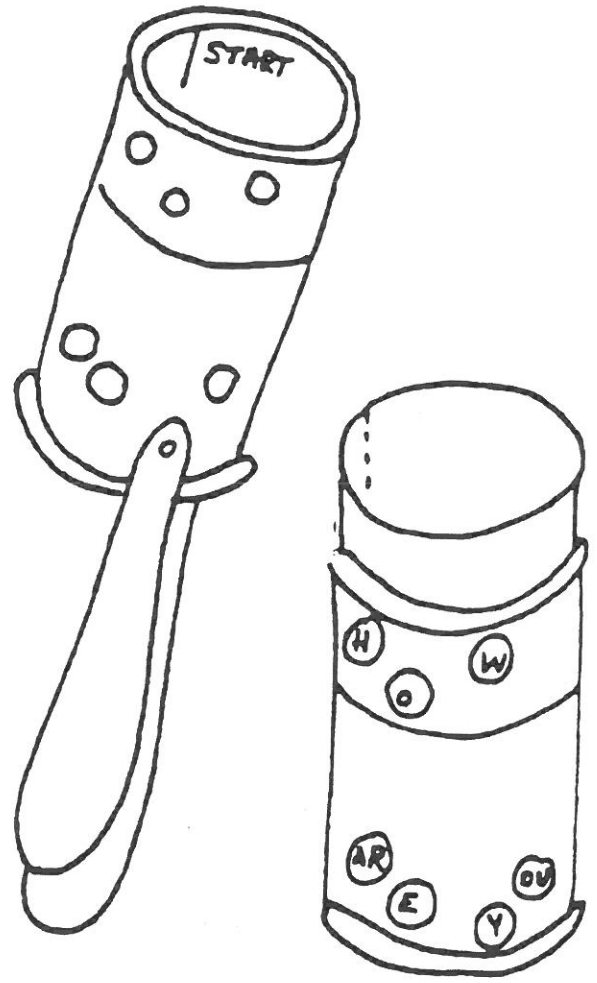
Crypto-Machine

Get two empty cardboard frozen juice cans just alike. Open both ends of both cans. Punch holes in cans with a paper punch in the exact same places in both cans.

Put a piece of paper in one can making sure it fits exactly. Write a message thru the holes. Mark the paper and can with a starting place. Then mark the other can with the same starting place.

Take the paper out and fill in the spaces between the message with extra letters.

Give the second can to a friend and explain how to find the message. Then only you two know how to send messages by the crypto-machine.



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

(Secret Code)

The Cree Alphabet

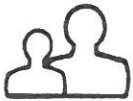
▽	△	▷	◁	∨	∧	>	<	∪	∩	∩	∩
A	B	C	D	E	F	G	H	I	J	K	L
7	∩	∪	∩	9	P	d	b	7	∩	∪	∩
M	N	O	P	q	R	S	T	U	V	W	X
→	∩	∪	e	∩	∪	∩	∪	∩	∪	∩	∪
1	2	3	4	5	6	7	8	9	10		

Planet Symbols

Study the symbol for each planet. Read the sentences below. Write the name of the planet above each symbol.

Mercury	☿	Mars	♂	Uranus	♅
Venus	♀	Jupiter	♃	Neptune	♆
Earth	♁	Saturn	♄	Pluto	♇

- _____ is larger than all the other planets combined.
♃
- The rings of _____ are tiny chunks of rock and ice.
♄
- _____ is the only planet where we know life exists.
♁
- _____ is the planet closest to the sun.
☿
- _____ takes 165 Earth years to go around the sun once.
♆
- The planet _____ has thick clouds all around it.
♀
- Unmanned spacecraft have landed on _____ and _____.
♂ ♀
- Very little sunlight reaches _____.
♇
- In 1977 astronomers discovered rings around _____.
♅



Family Member

Webelos Resource Book

It Takes a lot of \$ to run a Family. YOU can help SAVE Family \$

Some things our family spends money on are: _____

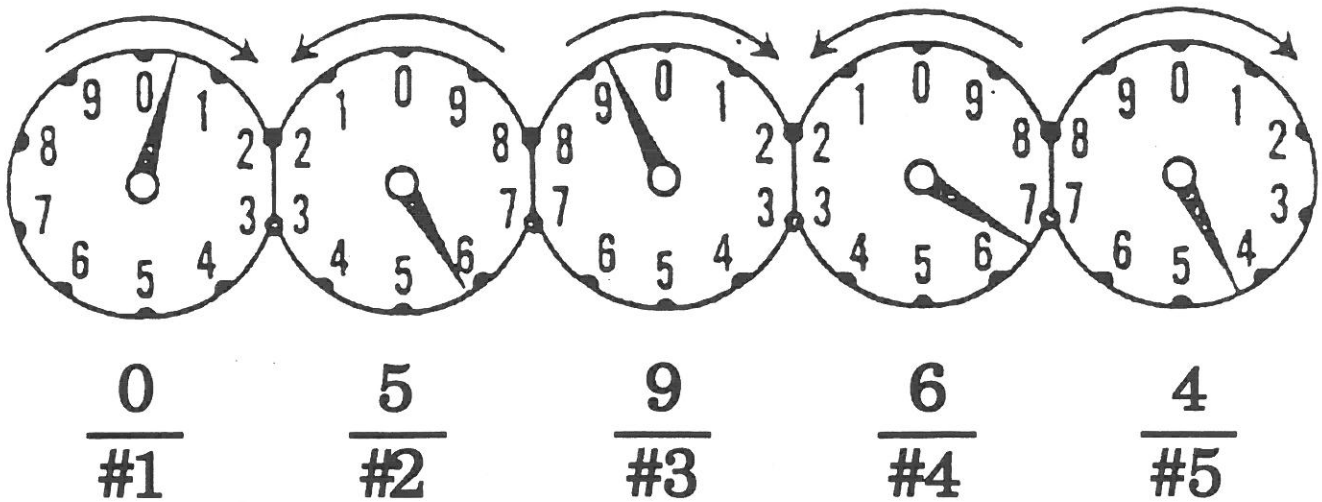
This is how I can help my family save money: _____

Trash & Garbage

Trash must be disposed of properly because: _____

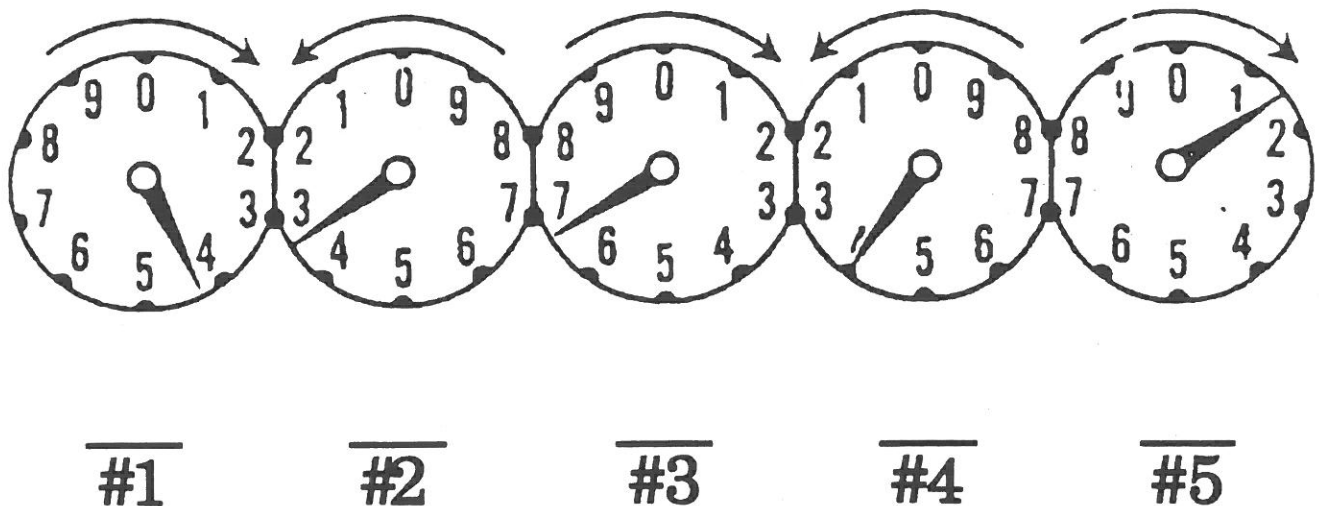
How to Read Your Electric Meter

Electric meters are precision measuring devices which record, in units called "kilowatt-hours," how much electricity you use. One kilowatt-hour (Kwh) is 1,000 watts of electricity consumed for one hour, or the power required to burn a 100-watt light bulb for 10 hours.



The meter reading is made up of one number from each dial. When the pointer is between two numbers, you read the number it has just passed -the lower number. The reading above is 5,964 Kwh. Meters with four dials are read the same way as a five dial meter.

Try reading this meter yourself. Then check your answer against the one below.



Make and play your own FAMILY LIVING game!

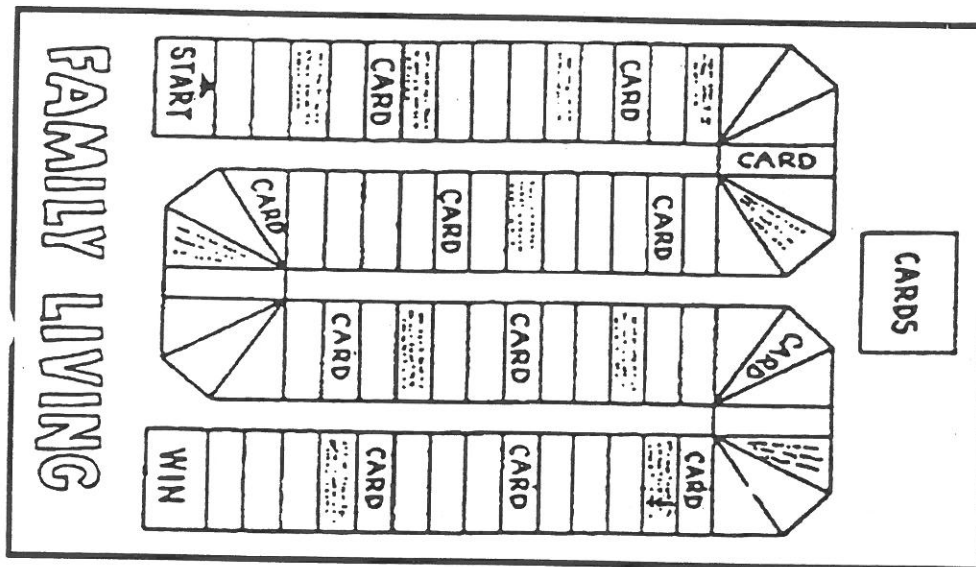
Here is a fun game the whole family can play. You can make your own by following these instructions:

1. Things you will need

- * pair of dice
- * 12 blank cards - 2 inches by 3 inches
- * 1 piece of posterboard - 15 inches by 20 inches
- * a button or a coin for each player

2. Copy the game board design as shown

Spaces on board measure 3/4" x 2 1/2"



3. Make a set of game cards.

* Write directions on 12 cards as follows:

1. Mother gets sick
Go Back 1 space
2. Child playing with fire
Go Back 2 spaces
3. Home robbed
Lose 1 turn
4. Phone shut off
Go Back 1 space
5. Furnace won't work
Go Back 2 spaces
6. Failed school test
Go Back 2 spaces
7. Found \$5 on street
Go Forward 1 space
8. Sister gets a job
Go Forward 1 space
9. Got all A's on report card
Go Forward 3 spaces
10. Made \$10 washing cars
Go Forward 1 space
11. Father got a raise
Go Forward 2 spaces
12. Birthday Gift
Go Forward 1 space

To play: Players roll dice at turn. Buttons are moved number of spaces shown on dice. Follow directions on the board or on the cards as they are drawn. The first player to reach "WIN" space is the Game winner.

4. Game board space order:

- | | | | |
|------------------------|-----------------------|-------------------------|------------------------|
| • START | • BLANK | • BLANK | • FALL DOWN STAIRS |
| • BLANK | • TROOP GOES CAMPING | • BLANK | LOSE 1 TURN |
| • BLANK | GO FORWARD 1 SPACE | • BLANK | • BLANK |
| • SINK SPRINGS LEAK | • BLANK | • CARD | • BLANK |
| GO BACK 1 SPACE | • BLANK | • BLANK | • CARD |
| • BLANK | • CARD | • GARBAGE NOT | • FAMILY GETS NEW |
| • CARD | • BLANK | COLLECTED GO BACK 2 | HOUSE GO FORWARD 2 |
| • GAS LEAK LOSE 1 TURN | • BLANK | SPACES | SPACES |
| • BLANK | • BLANK | • BLANK | • BLANK |
| • BLANK | • BLANK | • BLANK | • BLANK |
| • BLANK | • GO FORWARD 3 SPACES | • CARD | • CARD |
| • FAMILY GOES TO FAIR | • BLANK | • BLANK | • BLANK |
| GO FORWARD 2 SPACES | • CARD | • FAMILY GOES ON PICNIC | • BLANK |
| • BLANK | • BLANK | GO FORWARD 3 SPACES | • BLANK |
| • CARD | • BLANK | • BLANK | • CARD |
| • BLANK | • BLANK | • BLANK | • YOU MAKE SCHOOL TEAM |
| • CAR NEEDS REPAIRS GO | • BLANK | • BLANK | GO FORWARD 1 SPACE |
| BACK 1 SPACE | • CARD | • CARD | • BLANK |
| BLANK | • BLANK | • BLANK | • BLANK |
| • BLANK | • NEIGHBORS NOISY-NO | • BLANK | • BLANK |
| • BLANK | SLEEP LOSE 1 TURN | • CARD | • BLANK |
| • BLANK | • BLANK | • BLANK | • WIN |
| • CARD | • BLANK | • BLANK | |

Accident Prevention in the Home

Be Your Own Home Inspector

First, locate unsafe conditions and eliminate all hazards promptly. The following questions will aid you in making an inspection of your home.

1. Have you a strong, safe step ladder for reaching heights?
2. Are halls and stairways safe and well lighted?
3. Are means taken to prevent rugs from slipping, particularly on polished floors?
4. Is a rubber mat provided for the bathtub to prevent slipping?
5. Are metal boxes provided for storing matches out of reach of children?
6. Have you a screen for use in front of open fires?
7. Are your furnace and stove pipes clean?
8. Are all gas pipes and fixtures tight, to prevent leaks?
9. Have you a cabinet, which can be locked, for storing poisons and medicines out of reach of children?
10. Are emergency numbers for police, fire and poison control handy by the telephone?

Second, discover and correct unsafe habits which you or other members of the family may have. The following questions will be helpful:

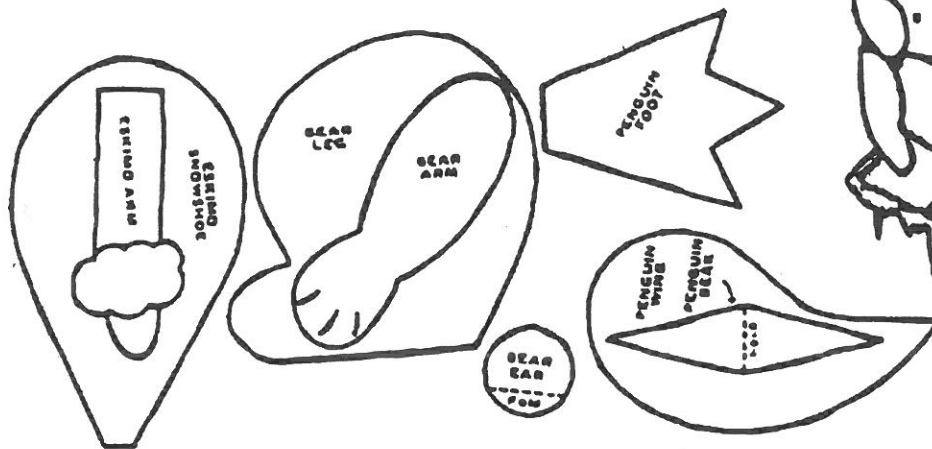
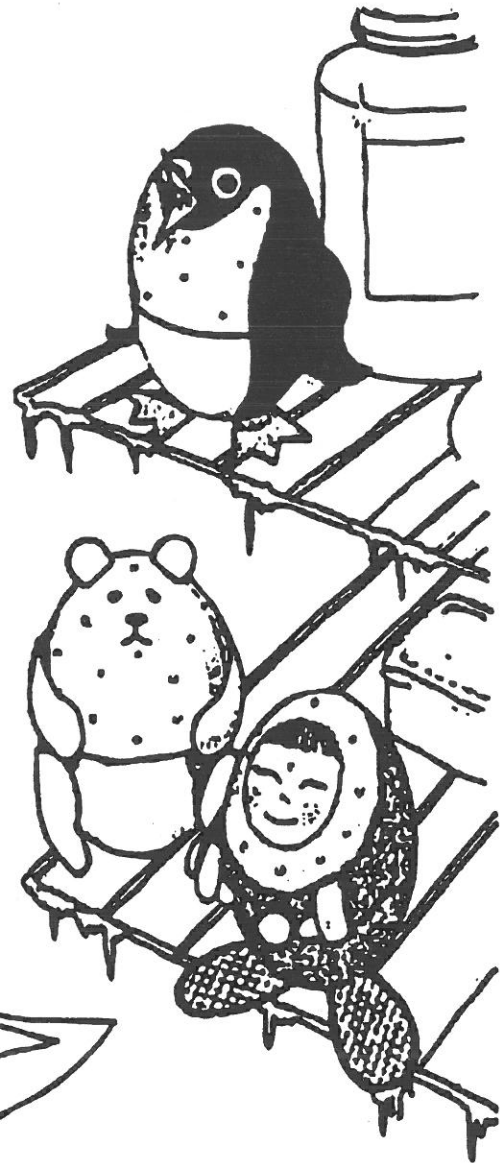
1. Are toys, brooms, soap, and other articles kept off stairs and walks?
2. Are ice, snow, grease, or other slippery substances removed from stairs and walks promptly?
3. Do you, if possible, go out of doors to use flammable cleaning fluids?
4. Have the children in your home been taught the danger of playing with knives, scissors, bottles, and matches or near stoves and open fires?
5. Is the garage door kept open when the car is inside with the engine running?
6. Do you always check twice to be sure appliances are off before leaving the house?
7. Are there proper containers in the home for cigarettes? Better yet, if anyone smokes in the home encourage them to quit, for their own and the family's health.
8. Is the dryer lint filter cleaned after each load?
9. Do you know how to use tools safely, and are they stored properly?
10. Are firearms stored out of reach and unloaded?
11. Are plastic bags and plastic materials kept out of reach of young children?

Mother's Day Refrigerator Fresheners

For each freshener, use a plastic egg in which hosiery is packaged, felt, and acrylic paint. Glue a heavy washer or several marbles in the wide end of the egg to keep it upright. Let dry.

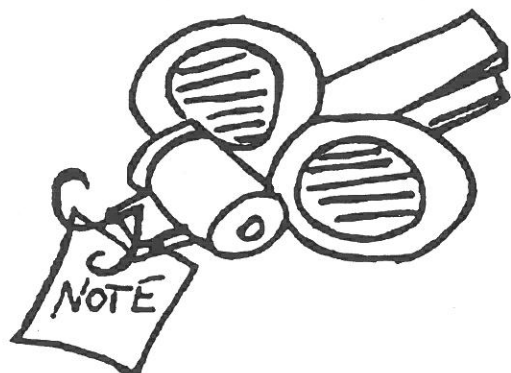
Poke small holes in the top (pointed) half of the egg by twisting the tip of a sharp knife through it. Paint the egg, adding features. Cut the parts from felt, following the actual-size patterns shown, and glue them in place.

Fill the bottom half with baking soda or crushed charcoal. Replace the top, and set your mascot in his cool habitat!

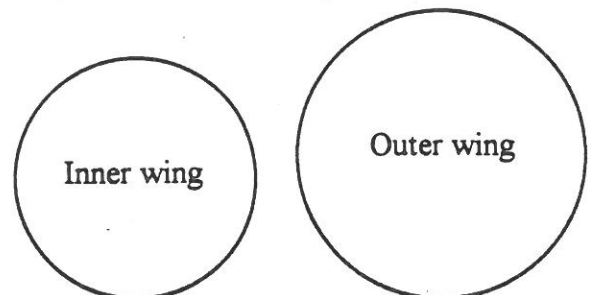


Dragon Fly Note Holder

Using the illustration as a guide, assemble the parts of the dragon fly. Use a clip-type clothespin, a small spool, construction paper wings, pipe cleaner antennae. Glue parts together and paint. Beads can be glued on for eyes.



Patterns



HOUSEHOLD EMERGENCIES

You may encounter a household emergency will require you to shut off one or more of the major systems of your home. Familiarize yourself with the shutoff switches and valves that control the flow of water, electricity, and gas or oil. You should learn what to do promptly should an emergency arise.

ELECTRICAL EMERGENCIES

Problem: Lighting or receptacle not working.

1. Check to see if a fuse is burned out or a circuit breaker has tripped.
2. Check to see if a light bulb has burned out.
3. Check to see if receptacles are working. Use a circuit tester.

Problem: Appliance smoking or sparking

1. Turn off the wall switch controlling it or unplug the appliance.
2. Turn off the main electrical disconnect switch if you are unable to unplug or switch it off.
3. When the appliance cools off have it repaired.
4. If appliance catches fire, get everyone out of the house. Call the fire department, disconnect the main electrical switch, and if possible extinguish the fire.

Problem: Plug of appliance sparks

1. Check the plug for signs of defect or damage. If it is damaged replace it.
2. Check for a blown fuse or tripped circuit breaker.
3. Try another appliance that you know is working correctly in the same receptacle, or use a circuit tester. If you still get sparks, then the receptacle is at fault. If you get no sparks, then probably the original appliance is faulty.

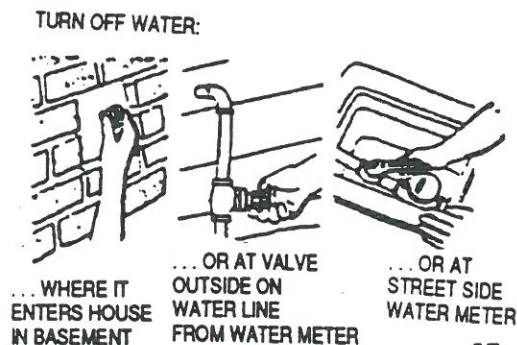
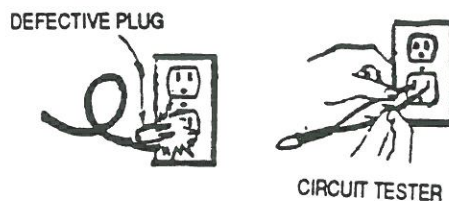
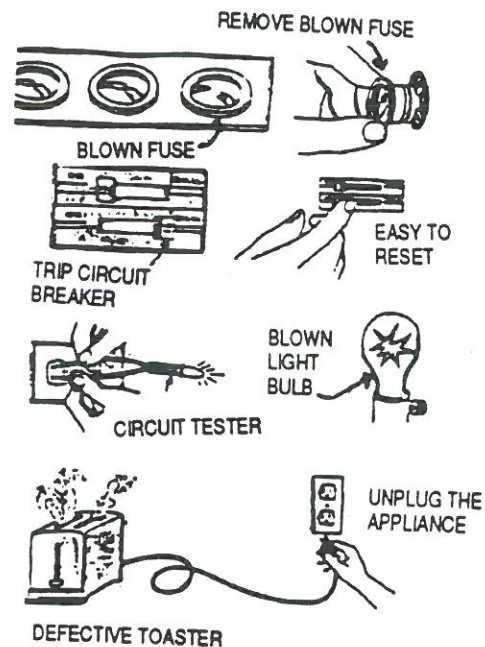
PLUMBING EMERGENCIES

Problem: A pipe leaks or breaks

1. Turn off the main water supply valve.

Problem: A toilet overflows

1. Reach inside the tank and push down the tank ball or the flapper valve. Shut the water supply to the tank off. You may need to get someone to unplug a blocked toilet.



Practice For Emergency Situations

1. You awaken in the middle of the night. Your bedroom door is closed and you smell smoke. Mother and father are out of town and your grandmother is sleeping in their bedroom. What should you do?
2. You are returning home from a baseball game and see a grass fire in a vacant lot near your home. What should you do?
3. You see smoke coming out of a window in an apartment building across the street. What should you do?
4. A stranger in a blue Volkswagen stops you on your way home from school and offers you a ride. What should you do?
5. You find your 18 month old baby brother playing with a bottle of aspirin that has been opened. What should you do?
6. A kindergarten child is bitten by a dog on the way home from school and you are a witness to the incident. What should you do?
7. A first grade boy falls off a swing and lands on his back. You are the first person to arrive at the accident scene. What should you do?
8. You are a witness to an auto accident in which a car strikes a girl on a bicycle and leaves her lying in the street. What should you do?
9. You awaken in the middle of the night and hear the baby crying. The babysitter is asleep in front of the TV set. What should you do?
10. A group of kids in your neighborhood are playing by locking one another in an old refrigerator they found in the alley behind a neighbor's garage. What should you do?
11. A gang of boys have been teasing a neighborhood dog. The dog is a family pet, but he is growling and shows signs of anger. What should you do?
12. The fire bell rings at school and two of the girls decide they'll play a trick on the teacher and hide under the library table while the class goes out for a fire drill. What should you do?
13. A first grade boy steps on a rusty nail in the sandbox. It goes through the sole of his tennis shoe and makes a slight scratch on his foot. He doesn't want to go to the school nurse. What should you do?

Safe Driving True or False Quiz

1. A bicycle should be driven on the right-hand side of a street or highway.
2. Bicycle drivers should obey all traffic signs and signals.
3. Stop signs are round in shape.
4. Pedestrians have the right-of-way on sidewalks and crosswalks.
5. Bicycles should be "walked" across busy streets.
6. The signal for a right turn is stretching the right arm straight out.
7. Driving a bicycle at night without a front light or rear reflector is unsafe.
8. It's safe for a bicycle driver to carry a passenger.
9. You don't have to stop at an intersection if there is no traffic.
10. Hitching a ride on another vehicle is safe if the driver is careful.
11. Bicycle drivers should give a hand signal before making a turn or stopping on the street.
12. It's safe to drive a bicycle that is in poor condition if you are a good driver.
13. If you're driving bicycles with friends, you should go single file.
14. Your chain should be loose enough to slip off easily.
15. It's okay to drive a bike in either direction on a one-way street.
16. If you live in the country, it's okay to drive on either side of the road.
17. Even a good driver should "walk" his bicycle through heavy traffic.
18. The faster you drive, the safer it is.
19. Bicycle drivers should stay at least 3 feet away from parked cars.
20. If you don't ride on busy streets, you don't need a horn or bell.

Answers

1. True 2. True 3. False, they have 8 sides.
Railroad crossing signs are round. 4. True 5.
True 6. False, it's extending the left arm, with
forearm raised and the palm of the hand facing
forward. 7. True 8. False 9. False 10. False
11. True 12. False 13. True 14. False 15. False
16. False 17. True 18. False 19. True 20. False

BICYCLE SKILL TESTS

Safety Tests

Include an area where each rider is tested on his knowledge of signals, stop signs, and proper maneuvering on the street. Check your local police department to see whether a traffic officer can be assigned to judge and coach your Cub Scouts.

Slalom Test

The rider weaves through a set of 5 to 12 blocks (may be highway cones or bushel baskets) set 6 feet apart in a straight line and returns to starting line. One point is taken off for touching a block.

Straight Line Riding

The rider travels through a lane just 6 inches wide and 60 feet long. Each time a wheel touches the side of the lane, he loses one point.

Circling

The rider rides into a circle with an inside diameter of 7 feet and an outside diameter of 9 feet, circle it, and exits at same point as entrance. He loses one point for touching line at any point.

BICYCLE RACES

Triangular Relay Races

Two dens compete at a time. The course is 150 yards - 50 yards per side of the triangle. On signal, the first rider from each den rides twice around the course. At the finish, each passes a handkerchief to the next rider who is waiting on foot. As soon as he gets the handkerchief, he mounts and rides the course. This continues until all members have ridden.

Slow Race

This is always a high point in a rodeo. The last rider to cross the finish line wins. The course may be 50 to 100 feet long with several lanes 3 feet wide. A rider is disqualified if he deviates from his lane, touches a foot to the ground, or turns around.

Coasting Race

The object is to see how far the rider can coast after pedaling as hard as he can for about 10 feet. Mark a line where each rider stops.

Bicycle Mud Flap

Cut the desired shape from a plastic bottle -(white or yellow is best for an added safety feature). With a heated nail, put a hole in the center of the flap for red reflector button, and two holes at the top for attaching to the bike.

Use fine wire to attach reflector button. Insert twist tape closure from bread wrapper through holes punched at top to attach the flap to your bicycle fender braces.

You may add your name to the flag with a felt tip marker.

STATION 3 (CONT.)

Chain - 1/2-inch play, no excessive looseness.

Chainguard - unbent, free of chain.

Chain clean and free of rust.

STATION 4

Brakes

Coaster brakes - operate within 20 degrees of horizontal?

Hand brakes - sufficient reserve when lever is engaged, and brake lever is tight?

Caliper brakes centered and tight?

Nuts tight on brake shoes?

Cable taut, no frayed ends?

Shift control operating properly?

Multi-speed mechanism operating properly?

STATION 5

Note: Follow local laws in approving or disapproving bikes at this station.

Rear reflector - conforms to local laws?

Additional reflectors, if required.

Front light - battery or generator and bulb satisfactory?

This bicycle is approved for night riding.

Bell or horn - working and audible?

Accessories, other.

Illegal or unsafe accessories?

Unsafe modification of bicycle?

This bicycle has passed this safety inspection

YES		NO	
YES		NO	

Final Inspector's Name _____ Date _____

For many people, art is a vocation - the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby. The Artist Activity Badge won't make an artist of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, enlist the help of an expert. Beginner's books on art will also be helpful.

Webelos Scouts will learn to be more observant as they learn to identify the different colors, tints, and shades. They will become more aware of color and design in nature as they learn about these elements of art. They will develop creativity as they learn to sculpture, make mobiles and constructions.

Suggestions for Den Activities

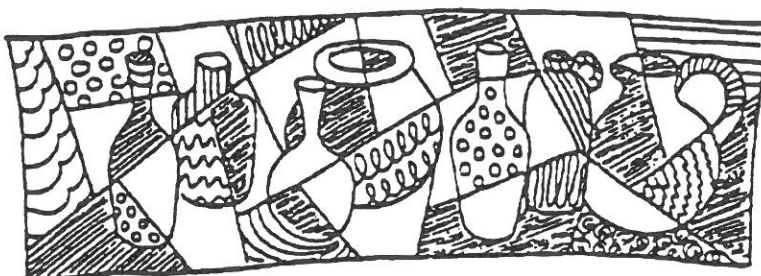
1. Attend an art exhibit or visit a museum.
2. Invite a school art instructor or artist to den meeting to talk about art and answer any questions the boy may have.
3. Visit the art department of an advertising agency.
4. Have each boy make a pencil sketch of a still life object (bottle, dish, etc.)
5. Have each boy prepare a color scheme for his own room.
6. Study the color wheel and let boys practice combining paints (tempera or water color) to make shades and tints.
7. Ask boys to make a profile of a family member and an original picture at home.
8. Do spoon printing. (see Webelos Den Activities)

9. Do sand casting. (see Webelos Den Activities)
10. Make mobiles.
11. Start simple constructions to be finished at home.
12. Have Modeling clay and materials on hand for making models.
13. Make constructions--simple designs in space.
14. Make drawings on a nature hike--birds, animals, flowers, trees, etc.
15. Hold an art 'can be fun' night for parents.

Suggestions for Pack Meeting

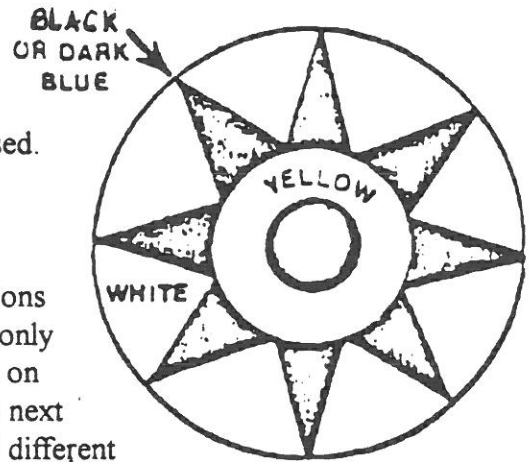
1. Exhibit drawings, paintings, designs, mobiles, sculptures, constructions.
2. Demonstrate mixing paints, beginning a sculpture, making a mobile.

Draw a simple still life picture on paper. Divide paper into irregular areas with straight or curved lines. Lines should cut through drawn shapes. With a limited use of color, fill in all areas with either solid color or designs--lines, dots, etc.



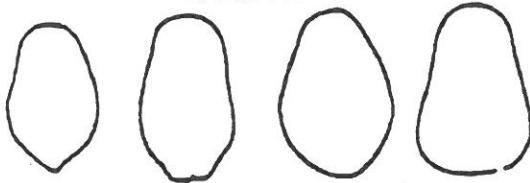
Sand Painting

Since the American Indians are the foremost exponents of sand painting, an Indian design or scene could be used. Draw the design on cardboard, indicating colors to be used. Beach sand (or fine sand) which has been rinsed with fresh water and a little bleach works best. Color sand with food coloring or tempera paint. Let dry. Fill in the different sections of the design with appropriate colors of sand, working with only one area at a time. Cover the area with white glue and pour on sand. Let set briefly, then shake off excess. Move on to the next area of color. If an area is large, it is best to do it in several different pourings. Painting can be framed if desired.

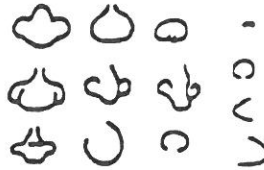


Cartooning

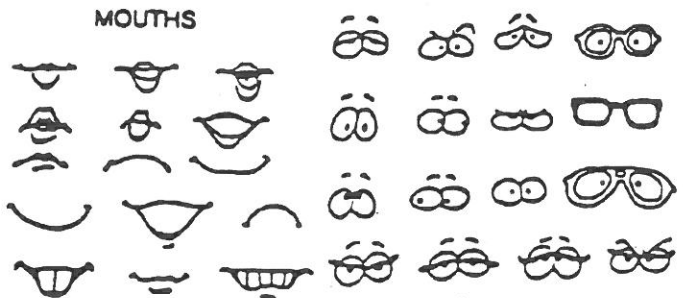
BASIC HEADS



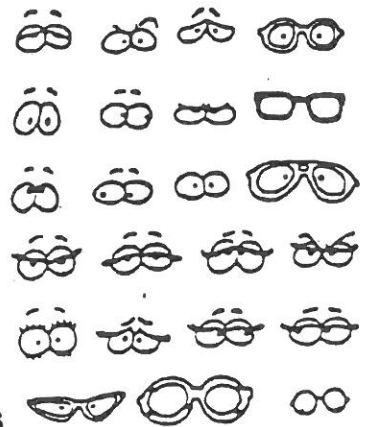
NOSES



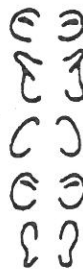
EYES



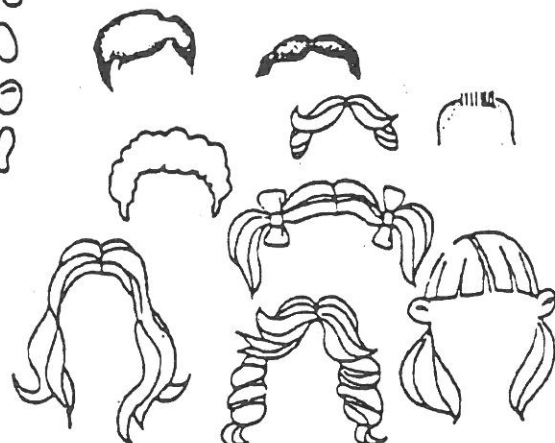
MOUTHS



EARS

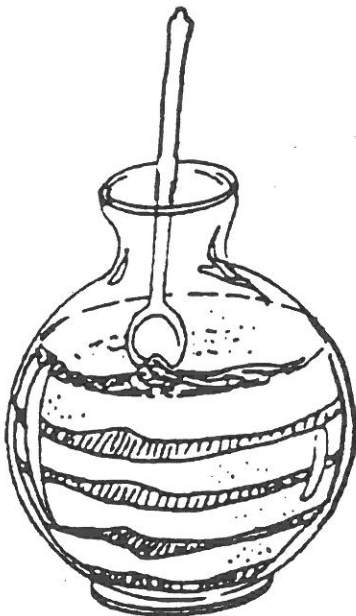
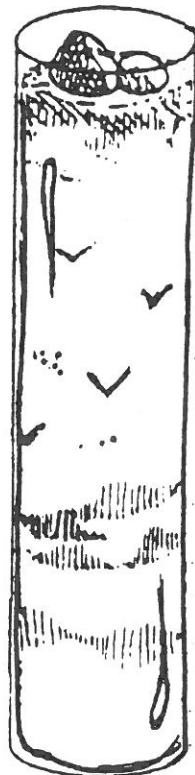
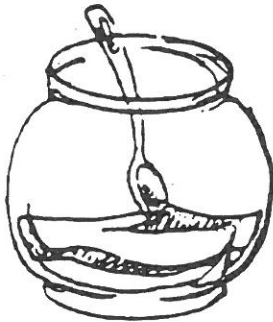
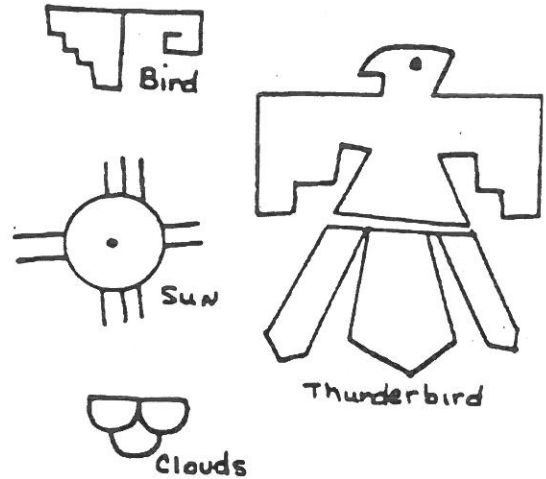


HAIRSTYLES



Not everyone is an artist, nor is it intent that you be an artist to work with the boys on this badge. There will be a dad in the den who has artistic talents. To teach design, you can use many objects found around the house. Plates, cups, bowls, glasses, lids, and tinker toys are just a few of the items you can use.

Another way, and one in which most boys have fun making designs, is to use Indian symbols to make a picture.



Salt Scenes

1. Pour salt on paper.
2. Add colored chalk.
3. Pour salt in bottle.
4. Poke holes in layers to make design.
5. Seal with wax.

Ojos De Dios (Eyes of God)

The symbolism of God's Eyes goes back many thousands of years and was found in many cultures.

The Ojos can be made in various sizes, from toothpick frames to be used as Christmas decorations to huge wall decorations. The colors used in the Ojos have a special significance:

White--Unknown life before birth
Yellow--Sun, moon, stars
Black--Death
Green--Vegetation

Red--Life itself
Blue--Sky and water
Brown--Soil

General Instructions

To form the Eye or Center: Two round sticks are needed to form the skeleton. Use toothpicks for tiny Ojos or dowels for larger Ojos. Flat sticks can be used to create a different look. Round sticks should be notched in the middle and glued together to form a cross. Wrap yarn around the sticks as shown in Figure 1. Holding the skeleton in your left hand, wrap yarn over and around each stick (completely encircling the stick.) This is the basic wrap. (fig. 2) Work clockwise if you are right handed. Continue wrapping in this manner until the desired center size is reached, making sure that you lay the yarn next to the previous row and do not overlap rows.

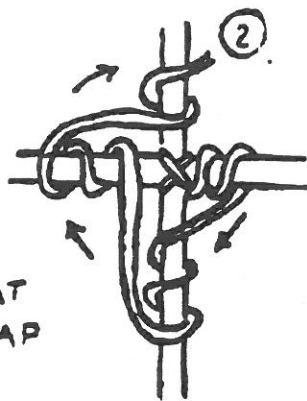
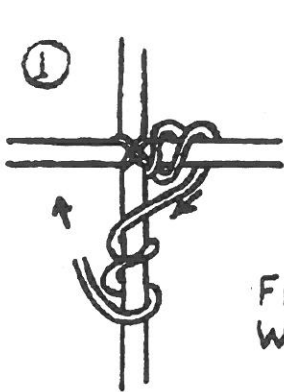
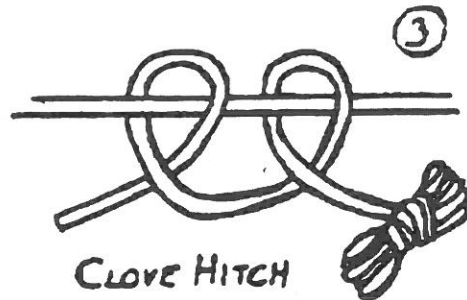
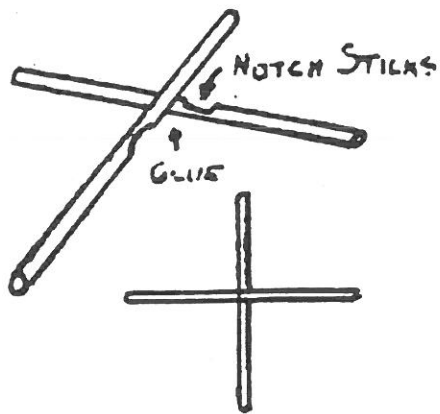
Changing Colors: To change colors, simply clove hitch (fig. 3) and cut the yarn, leaving about 1/2" to be concealed and held by the following wraps. Always start a new color on a different arm from the one you just wrapped. Begin the new color with a clove hitch.. Use white glue to secure ends.

The Flat Wrap: This is what you used to make the center. It is done by wrapping over and around each stick, wrapping clockwise. It can be used anywhere else in the design of your Ojo.

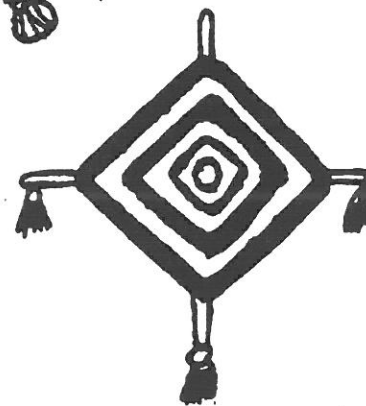
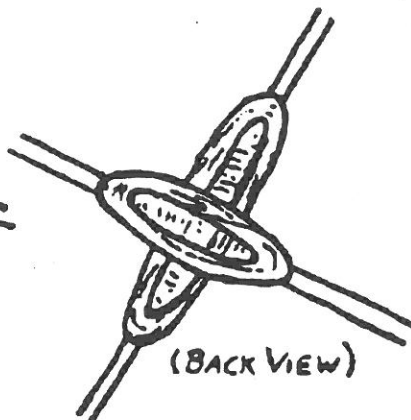
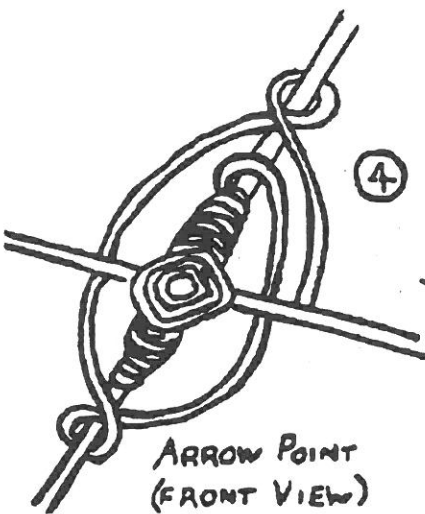
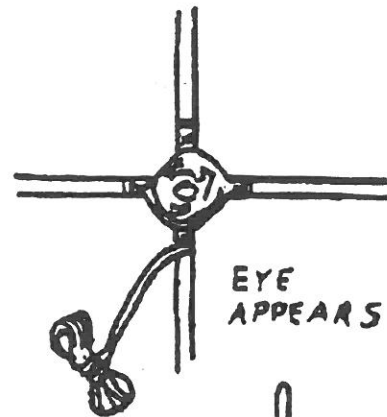
The Back Wrap or Recess Wrap: This gives your Ojo a three dimensional look. It is done by wrapping behind your stick. Turn the Ojo over and work on backside wrapping in the same manner as Front Wrap. Since part of this Back Wrap will be covered by the Front Wrap, make it a little wider than you wish to be visible from the front side.

Arrow Points: Wrap one stick at a time (opposite ends of the same stick.) Attach your yarn and wrap around stick 1; bring your yarn across stick 1 and behind stick 2. Do not cross yarn behind the stick. Wrap up and around stick 3, behind stick 4 and back up to stick 1. Repeat in this manner until you have 8 to 10 rounds. (See fig. 4)

The Ojos first became popular with the Wüichal (whe-cal) Indians of Mexico. They made the God's Eyes as a symbol to protect their home from evil spirits. The God's Eye is now used widely in the southwestern United States as a decoration.



FLAT
WRAP



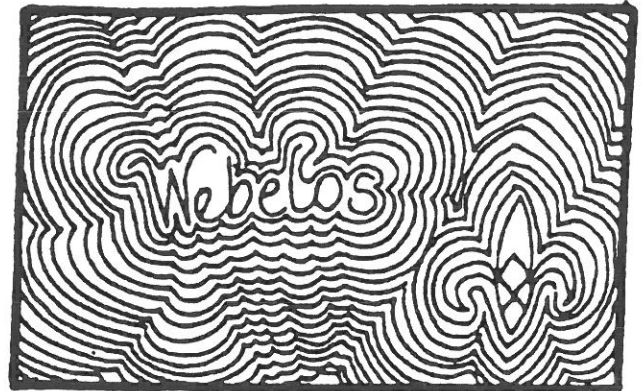
An Ojo made with a popsicle stick base is a good size for Cub Scouts to begin with. When making mini Ojos with toothpicks, it is best to use crochet thread rather than yarn. The yarn is too bulky for the toothpicks.

Line Designs

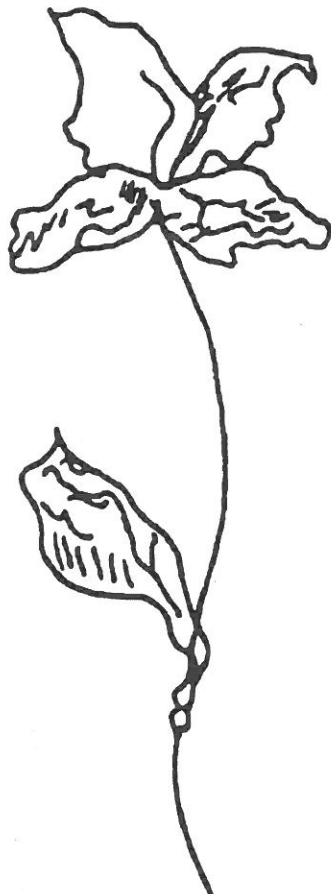
1. Write your name on a large sheet of paper.
Use manuscript or cursive writing.
2. Use crayons or markers to trace around the shape of the name.
3. Continue drawing the shape until the paper is filled.

Suggestions:

1. Use a color scheme, complementary colored, primary colors, rainbow colors, etc.
2. Vary the thickness of the lines.
3. Incorporate other shapes into the drawing.

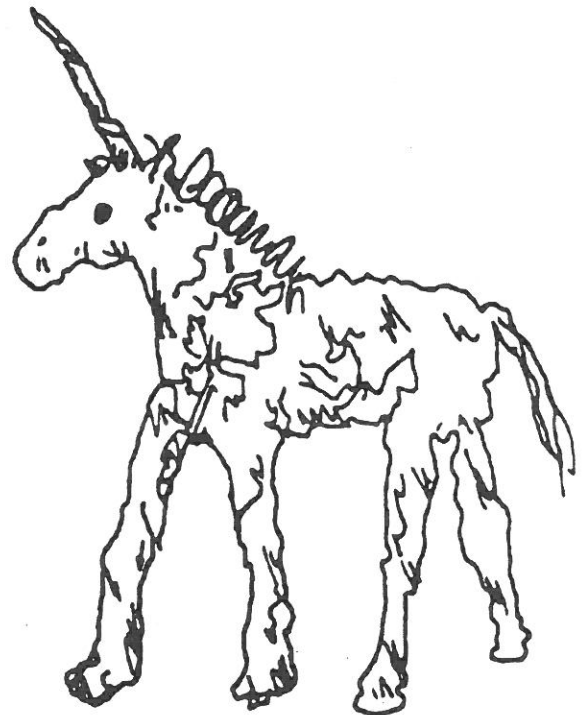


Tin Foil Sculptures



Materials:

- Plenty of aluminum foil
- Clear tape
- Wire
- Long straight pins
- Acrylic paints and brush or permanent marking pens
- Scraps of fabric and paper
- Glue



What to do:

1. Crumble aluminum foil to form shapes of objects or creatures, or shape the foil around a wire frame.
2. Fasten clumps together with pins, wire, or tape.
3. Use paint or markers to add color.
4. Glue on scraps of fabrics, paper, yarn, etc. to add details.

The Scholar Activity Badge is an easy one for boys to earn if they are doing acceptable work in school. This is because more than half the requirements concern attendance, behavior, grades and service in school. Unfortunately, a majority of Webelos age boys may not like school; they see it as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge, but mathematics, English, history and geography usually are not high on his current list of interests. Through this badge, we hope to encourage boys to do well in school, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. The leader can influence the boys thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge.

Check with the teacher or principal before starting this badge. Chances are, they may be able to suggest other useful projects for Webelos Scouts. You may wish to have the teacher or principal sign off the first three requirements. At least meet with them and explain, so they won't be caught unaware.

Suggestions for Den Activities

1. Learn about the history of education, how schools developed in America.
2. Invite a member of the school board or a professional educator to talk to the boys about the value of education and what school has to offer a boy.
3. Plant flowers or shrubs on school grounds.
4. Assist the custodian in setting up meeting room for P.T.A.
5. Raise the flag at school over a period of several weeks.
6. Tour the education service center.
7. Tour a local high school or visit a local college campus.
8. Invite someone to come and discuss careers which are available in the field of education.
9. Obtain some old school books for boys to look through and compare with current books. It will be

interesting for them to see how education has progressed.

10. Prepare a large chart showing the local school system and where children fit in both as students and helpers. Display this at pack meeting.

11. Plan a skit which demonstrates how everyone fits into the educational system, or on the importance of education, to be presented at pack meeting.

12. Tour the city or branch library. Find out how it works. boys get Library cards if they do not already have one.

Suggestions for Pack Meeting

1. Exhibit chart of school system, old and current books.

2. Present skit on education, or have one of the boys tell about what was learned on this badge, and the field trips taken.



School Activities and Service

One of the badge requirements is for the boy to be an active participant in a school activity or service. Some suggestions:

- Form a safety patrol (or become a member of an existing patrol.)
- Help custodian set up meeting room for P.T.A. (Whole den could do.)
- Organize a messenger service for the principal.
- Plant flowers or shrubs on school grounds (Den project)
- Be a library helper
- Play in the school band
- Raise flag at school over a period of weeks (Den project.)

The Importance of Education

The Webelos den leader can be an important influence on the Webelos Scouts' understanding of the importance of education, and guide them in establishing a solid foundation of education. Here are some suggestions to help increase the value and effectiveness of the boy's own education which can be worked into the den program:

1. By keeping physically fit, the boy is more likely to get the most out of school.
2. Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his problems and be a good listener when he does. Pat him on the back when he does well.
3. Help each boy lead a balanced life. Studies should be counterbalanced with recreational and social activities.
4. Help him make wise use of his time. Horace Mann wrote: "Lost, yesterday, somewhere between sunrise and sunset, two golden hours, each set with sixty diamond minutes. No reward is offered for they are gone forever."
5. A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's watching you and his parents for guidance.
6. Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education, and the Webelos den leader is an integral part of his growing-up process.

Albert Einstein said: "The most important method of education always has consisted of that in which the pupil was urged to actual performances." Make it happen in the Webelos den so that the boy is doing something as often as possible, and under good guidance he will be learning the skills that will help him get more out of life and be a better citizen.

Note: To add some extra fun to this month's badge, try to stump the Webelos Scouts with some rain teasers, riddles, intelligence tests or puzzles.

Letter to the Teacher:

Dear Mr. or Mrs. _____

_____ is working at this time on his Scholar Activity Badge in Webelos, Cub Scout Pack ____.

It is required that he review the marked requirements with his teacher and have him/her sign if he is presently meeting the requirements. If you feel he is not, could you please help me by discussing this with him and setting goals with him, so that he may be able to earn this activity badge.

I do appreciate the extra time this takes and feel _____ will benefit from it. If you have any questions please call me _____.

Thank you kindly,

Mrs. Faye Winkelkotter
 Webelos Den Leader

The items marked for the teacher were the first three mandatory requirements and the last elective requirement in their book page 187.

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

English Class

- | | |
|--------------------|-------------------|
| Compare | Pronounce |
| Composition | Read |
| Criticize | Recite |
| Describe | Sentence |
| Essay | Speech |
| Grammar | Spelling |
| Novel | Story |
| Paragraph | Vocabulary |
| Poem | Write |



Game: Intelligence Test

This test is to see if you can follow directions. Just concentrate, but remember, you only have two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right hand corner of this page.
3. Circle the word name in sentence two.
4. Draw 5 squares in the upper left corner.
5. Put an x in each of those squares.
6. Put a circle around each square.
7. Circle each word in sentence five.
8. Draw a triangle in the lower left corner.
9. Put an x in the triangle.
10. Multiply 70 x 61.
11. If you have followed directions to this point call out I have.
12. Now that you have finished reading this carefully, do only #1 and #2.

Seven ways to Improve Yourself

1. Learn to Listen-Concentrate on the speaker, you may miss important facts if you're not paying attention.
2. Develop good study habits--Have a study place away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit.
3. Use the right reading technique--slow careful reading is necessary when you must understand and remember.
4. Improve your vocabulary--Look up a word if you don't know. Write it down and note the spelling.
5. Sharpen your writing skills--Organize your thoughts. Double check spelling and punctuation. Go over your work NOT CRAM. Read all the directions and make sure you understand them. If there is an answer you don't know skip it and come back to it.
6. Learn how to take tests--Study for a test ahead of time. **Do not cram.** Read all the directions and make sure you understand them. If there is an answer you don't know, skip it and come back to it.
7. **Develop a positive attitude.**

As a Webelos Scout you have promised to "do your best". That is the Cub Scout motto, and you should follow it in everything--work, play, and school!!!

Name _____

1. Have a good attendance, behavior, and grades at school.
2. Take active part in school activity or service.
3. Discuss with teacher or principal the value of an education.
4. What things can you do now while you're in school?

1) _____

2) _____

3) _____

5. Ask 5 grown-ups these questions

1) What are the best things about my school? _____

2) What are the schools problems? _____

3) What do you think are the best answers? _____

Why? _____

6. List some full-time jobs in education field: _____

7. Who did you help with school work? _____

The Showman Activity Badge has something for every boy. For the 'natural' actor, there's drama. For the shy boy, there's puppetry. And for almost every boy, there's music. Most boys have a natural talent for talking, so all you need to do is channel this talent into one of these three areas, or better still, a combination of all three. The aim of the badge is not to produce skilled entertainers, but to expose boys to theatre and musical arts, and fun.

Any monthly theme can be used if the boys want to use it to entertain or to spotlight a Webelos or pack activity. With a little planning, several requirements in the Craftsman Activity Badge, such as prop building, puppet-making and making musical instruments can be fulfilled while working on the Showman Activity Badge.

The Showman offers boys the opportunity to develop their creative ability. Besides entertaining at den and pack meetings, the cultural aptitudes of boys are broadened as they learn about music and drama. Proper speaking habits can be practiced and the reasons for them can be better understood and appreciated.

Suggestions for Den Activities

1. Attend a High School play or concert.
2. Invite a drama teacher to explain and demonstrate make-up techniques; or invite a shrine clown to demonstrate clown make-up.
3. Discuss stage directions and what they mean.
4. Learn how to make sound effects for skits.
5. Use a tape recorder to record the boys' voices so they can hear how they sound.
6. Use a tape recorder to record sound effects.
7. Visit a costume shop.
8. Visit a TV or Radio station and watch program in action.
9. Visit a recording studio.
10. Write a one-act play for pack meeting and make costumes.

11. Write and film a short (3-5 minutes) movie. Show it at pack meeting.
12. Make a puppet stage from cardboard boxes.
13. Write a puppet play and make puppets to go with it. Present it at pack meeting.
14. Make a shadow puppet screen and shadow puppets.
15. Plan a den family night of entertainment, such as a variety show with musical numbers or a puppet show.
16. Take your show on the road--To a children's home or hospital, as a good turn.

Suggestions for Pack Meeting

1. Exhibit costumes, puppets, puppet stage.
2. Demonstrate sound effects, how to apply make-up. Put on skit or puppet show, or show home movie.

See No. 26-047 "Showman Activity Badge Helps" for information on puppets, puppet stages, magic tricks, homemade musical instruments, costumes, props and make up.

Puppetry

One puppetry requirement is to write a puppet play about Webelos den activities. The following is an example of a script which could be used by a boy operating a hand puppet as a ventriloquist's dummy. It isn't likely that a 10-year-old boy would be a very good ventriloquist, but if he makes wide, exaggerated actions with the puppet, the audience's eyes will be on it rather than on him. Or better still, another boy offstage could be the dummy's voice.

Activity Badge Dilemma

- Ventril:** Now that you're 10 years old, have you thought about joining Cub Scouts?
- Dummy:** I am a Cub Scout. I earned my wolf badge, then my bear, and now I'm a Webelos Scout.
- Ventril:** Have you worked on any activity badges?
- Dummy:** Yes, I worked on some of them.
- Ventril:** Which ones?
- Dummy:** Well, First I started on the outdoorsman, but I had a few problems.
- Ventril:** What kind of problems?
- Dummy:** Well, I had to sleep outdoors, but every time a breeze would blow, the tent fell down.
- Ventril:** You should have put in longer stakes.
- Dummy:** I tried, but I hit my thumb with the hammer. I didn't do too well on the craftsman badge either.
- Ventril:** Did you have any other problems with the outdoorsman badge?
- Dummy:** No. I fixed my dad a good meal, but he wouldn't eat it. He said it was raw.
- Ventril:** Did you cook it?
- Dummy:** No. I couldn't get the fire started.
- Ventril:** Did you clean up afterwards and do the dishes?
- Dummy:** That was the easiest part. I let my dog do that.
- Ventril:** What other badges did you work on?
- Dummy:** I worked on aquanaut.
- Ventril:** That should have been easy. All you have to do is some swimming.
- Dummy:** I know, but after 15 minutes, I was still in the same place.
- Ventril:** 15 Minutes in the same place? You must have been on the bottom.
- Dummy:** I was. I forgot to fill the pool.
- Ventril:** What was your next badge?
- Dummy:** Engineer, and it gave me trouble too.
- Ventril:** What part of it gave you trouble?
- Dummy:** The catapult. I built one and put a rock in it, but when I set it off, the rock went through a window.
- Ventril:** Did you work on naturalist?
- Dummy:** Yes, but that didn't work out either. The book says to keep a zoo of insects, such as ants. I did that, but they all ended up in my mom's kitchen cabinets. She was kinda upset about that.
- Ventril:** Did you do anything else?
- Dummy:** I worked on Scholar. The book says to help another student with his school work. everything was fine until the teacher graded the papers.
- Ventril:** Why was that so bad?
- Dummy:** All the answers were wrong!
- Ventril:** You do seem to have difficulty getting your badges. I hope you can earn them all, though.
- Dummy:** Oh I'll make it alright. But I don't think my Webelos leader will.
- Ventril:** Why do you say that?
- Dummy:** Well, when I joined the den, my Webelos leader had a full head of hair. Now he's almost bald.
- Ventril:** Well, after that we'd better say goodnight to everyone.
- Dummy:** Good night, folks. Don't forget to remember all Webelos leaders in your prayers!

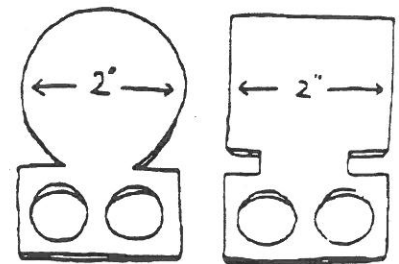
Eskimo Finger Masks

Background: The Eskimos believed they'd have good luck if they pleased the spirits who controlled the universe. They held festivals and made special finger masks to win the favor of these spirits. Finger masks were small, carved pieces of wood decorated with feathers and fur. The carvings represented areas where the Eskimos wanted lots of good luck. If there's an area in your life where you'd like good luck, too, make a finger mask with pictures or symbols representing baseball, school, music or whatever else is important to you.

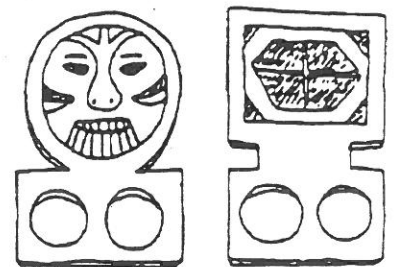
Materials: Pencil, 3" x 6" piece of corrugated cardboard, scissors, poster paint, markers, feathers and glue.

Directions:

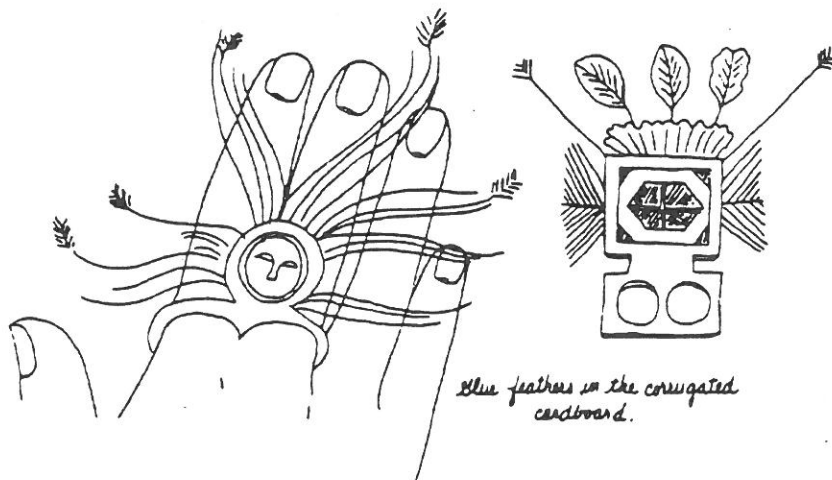
1. Pencil a 2-inch circle or square onto the corrugated cardboard. Add a small rectangle about half the size of the circle or square at the bottom. Draw two finger holes on the rectangle. Carefully cut out the shape of the finger mask and the finger holes. It's easiest to punch one blade of the scissors into the holes first, then to snip away the rest of each hole.
2. Trace the finger mask onto another piece of cardboard and cut it out the same way. Now you have a matching pair. One for each hand.
3. Pencil in the facial features on the front of each finger mask. They can be human or animal features, or they can be bizarre and abstract. Cut out slits for the eyes and the mouth if you like.
4. Paint the faces on the finger masks. The Eskimo most often used red, yellow, black, and white. When the front has dried, paint the backs of the masks. The backs can be painted solid or with a design, or another pair of faces can be painted so that the masks are reversible.
5. Insert feathers with a bit of glue on the shaft into the individual cells in the corrugated sides of the finger masks. A few fatter feathers can be trimmed along the shaft to about an inch from the tip to add variety.
6. Insert two fingers in the finger holes. The feathers will stick out like spokes and will wave with the motion of hands and arms when dancing.



Cut shapes out of cardboard



Paint faces or designs on the front and back of the cardboard shapes.



Blue feathers in the corrugated cardboard.

Alligator Marionette

Materials:

5/8" particle board

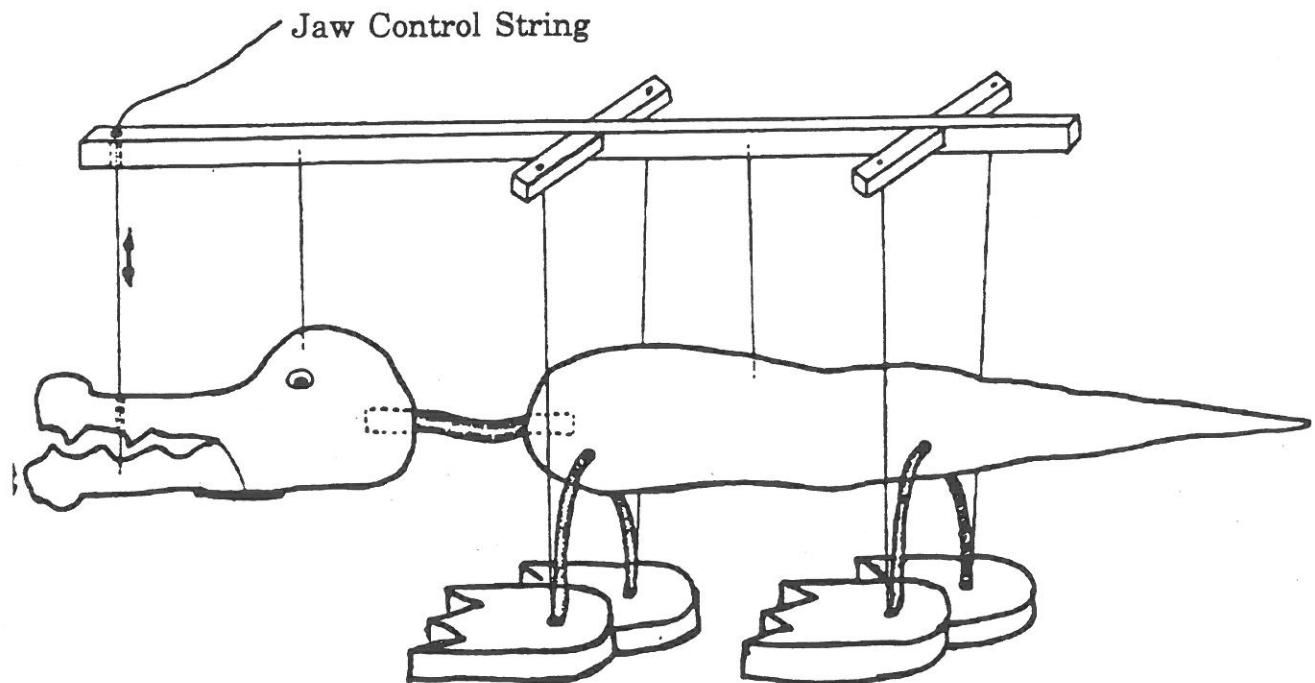
Wood lath for control board 1- 15", 2 - 6" cross bars

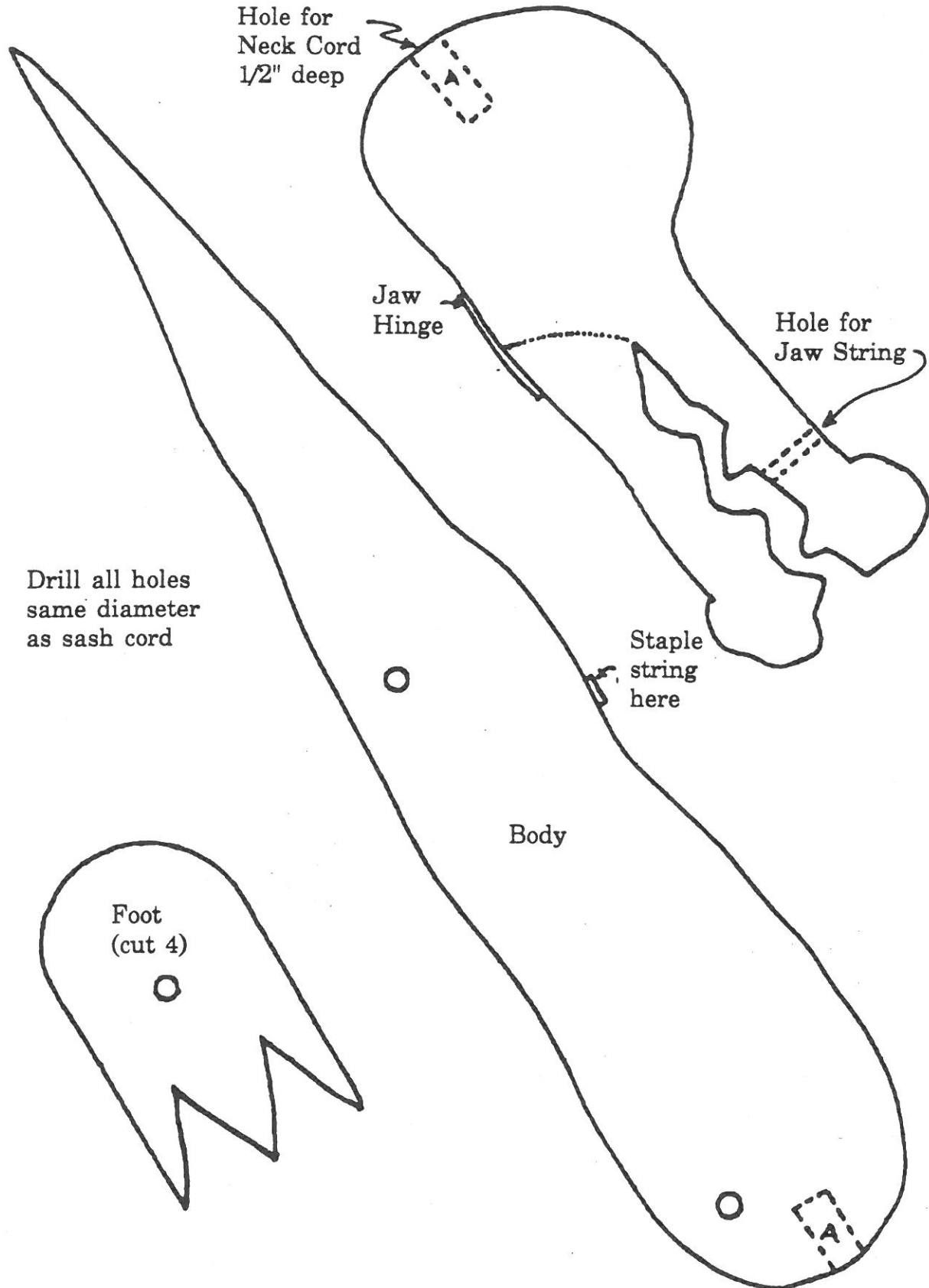
Sash cord for neck and legs, neck = 4", 2 legs = 7"

Kite string

1" x 1/2" thin leather for jaw hinge

glue





General Information - Puppets

Egg Carton Finger Puppets

Materials needed:

Plastic egg carton
Crayons or felt-tip pens
Scraps of felt, yarn, ribbon, etc.
Glue
Cellophane tape



Cut the cups from the egg carton. Decorate the puppet as desired . . . Yarn for hair . . . Bow ties from felt or construction paper.



Use felt-tip pen to draw on features. To help the puppets stay on your fingers, wind a three-inch piece of cellophane tape around your finger, sticky side out. Tuck this tape inside the puppet. When you put it on your finger, it will stay in place.

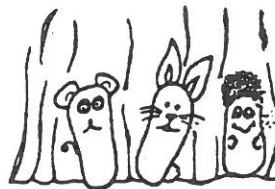
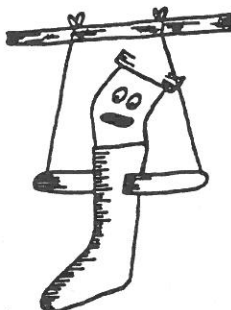


Animal head puppets can be made by using two of the cups glued together. Use pieces of the egg carton lid to make ears. Plastic moveable eyes are fun to use.

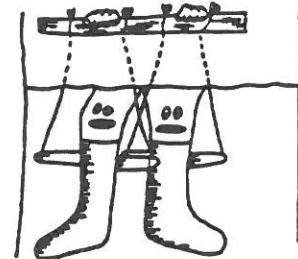
Footsies



For each puppet you will need one sock to slip onto your leg for the body of the puppet. Sow felt arms and hands to body. String the arms of each puppet to a stick, so that the puppeteer can wear a puppet on each leg and operate the two easily. Use eyebrow pencil and lipstick to draw puppet's face on bare knees.



The faces on these funny footsies are on the sole of the sock. You can cut out felt features and sew or glue in place. Sew on yarn for the hair.



The word "traveler" suggests faraway places and long trips. Some of the Webelos Scouts may have enjoyed such travels, but they won't add much to their mileage while working on this activity badge. They will, however, be able to learn something about trip planning and scheduling, and hopefully they will have a chance for a short trip or two, mainly for practice of what they have learned.

Through the badge requirements, Webelos Scouts will learn to read maps and timetables of railroads, busses, or airlines serving your area. They will learn the comparative costs of rail, bus or air transportation. They will learn how to use highway maps and plan trips. Not only does this badge help prepare the boys for travel experiences but also enables them to get the most out of a trip and to learn more about this great country.

Notice that the two 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.

Suggestions for Den Activities.

1. Visit a county, State, or National Park with den Families.
2. Visit a Historic site nearby.
3. Take a bus or train trip.
4. Visit a Travel Agency or Automobile Club Office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a bus terminal or airport to see the inside operation.
8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destination and how to get there, using maps and timetables.

10. Teach proper packing of suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.
11. Locate points of interest on city and state highway maps. Visit some of them.
12. Make a list of travel agencies and transportation facilities available in your area.

Suggestions for Pack Activities

1. Exhibit family car first aid kits, timetables, snapshots from trips, travel log books.
2. Demonstrate how to pack a suitcase, how to determine comparative travel costs. Show slides or movies of den trip or have an oral report of the trip.

Travel Information

Each state has a tourist information department from which you can obtain maps, brochures on tourist attractions and motel and hotel directories. When you inquire for this information, let them know the month when the den plans to 'travel' because some of the attractions are seasonal, and let them know what area of the state you are most interested in.



Car Passenger Code

This code provides hints on how car passengers can help make each trip a safe and pleasant one.

1. Help yourself by:

- always wearing your seat belt, or sitting in the back.
- sitting down, so that you won't be hurt if there is a sudden stop
- keeping your hands away from door handles, gear stick, ignition key and the driver

2. Help the driver by:

- sitting down, so that you don't distract him
- looking out for road signs
- keeping the noise down.

3. Help other passengers by:

- not teasing younger passengers
- not putting anything dangerous on the back ledge
- saving all litter until you get home; use litter bags

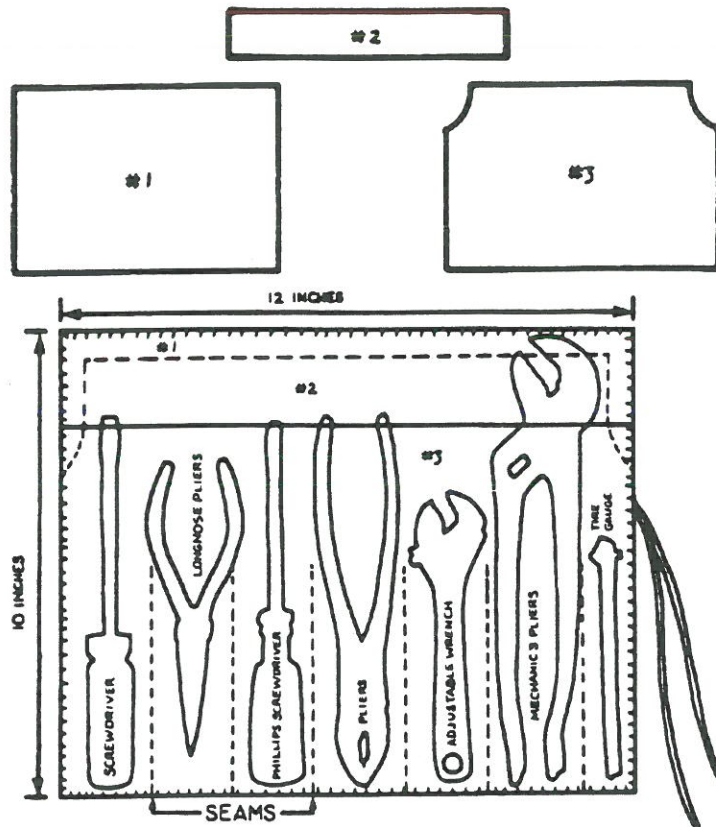
4. Help others on the road by:

- staying in the car (if you put your arms or head out the window, you could lose them!) while it is moving.
- not throwing things out the window
- getting out of the car on the side away from the traffic

Safe Driving Tips for Families

1. Allow enough time to avoid feeling rushed. On long trips, allow for frequent stops.
2. Have your car checked before you leave - tires, brakes, lights turn signals, windshield wipers - to ensure proper functioning.
3. Use seat belts. They help save lives.
4. Be alert to hazards - adjust your driving speed accordingly
5. Use courtesy abundantly - everywhere - at intersection, while being passed or passing, at night with headlights.
6. Follow the rules of the road - signals, signs and road markings, for a safe, enjoyable trip.

Travel Tool Kit



Almost any kind of sturdy material is suitable for this travel kit. Denim or canvas works well. A waterproof fabric is even better.

Change the tool selection around a little and adapt the kit to a bicycle, a boat, or a home handyman kit. It is also useful for carrying large cooking forks, spoons, and other implements on a camping trip.



(Kit Rolled-up)

1. Cut pieces size desired
2. Sew #2 to #1
3. Sew #3 to #1
4. Sew string to edge
5. Make seams as desired for tools or other items.

Car Games

License Listing - Make a list of license plates (U.S. states and foreign countries) spotted while on a trip. See if anyone can name the state capitals.

Signs - Players take turns looking for specific signs, such as: railroad crossing sign, arrow on sign, no parking sign, church sign, fire prevention sign, ice cream sign, no vacancy sign, keep to right sign, reduce speed sign, etc.

Sports Words - Give each player the front page of a newspaper. The object is to find sports words on the front page. examples: end, base, tackle, guard, pass basket, foul, kick, center, etc.

Map Game - Give each player an identical map. See who is the fastest at finding the answer to such questions as: distances between cities, historic site locations, populations of cities, locations of airports, etc.

License Language - All players look for a license plate containing three letters. When one is spotted, the player whose turn it is has 60 seconds to make a sentence using words starting with each of the 3 letters, in proper order. The sentence may be longer than 3 words, but the first three words must match the letters. All sentences must make sense. You can set your own point system.

Guide to Emergency Action

Auto Accident

Move the vehicles well off the road, if possible, and turn off the ignition.

Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified.

Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and a third 100 feet ahead of the scene. If other people are there, station them with the flares to alert traffic.

Warning - Do not light flares near spilled gasoline.

Send for the police, and an ambulance if necessary.

Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

Car Fires

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hand. If the fire burns out of control and endangers the gas tank, get away from



the car immediately.

Headlight Failure

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares. Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

Car Submersion

Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 minutes - enough time to escape if you keep your head.

If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

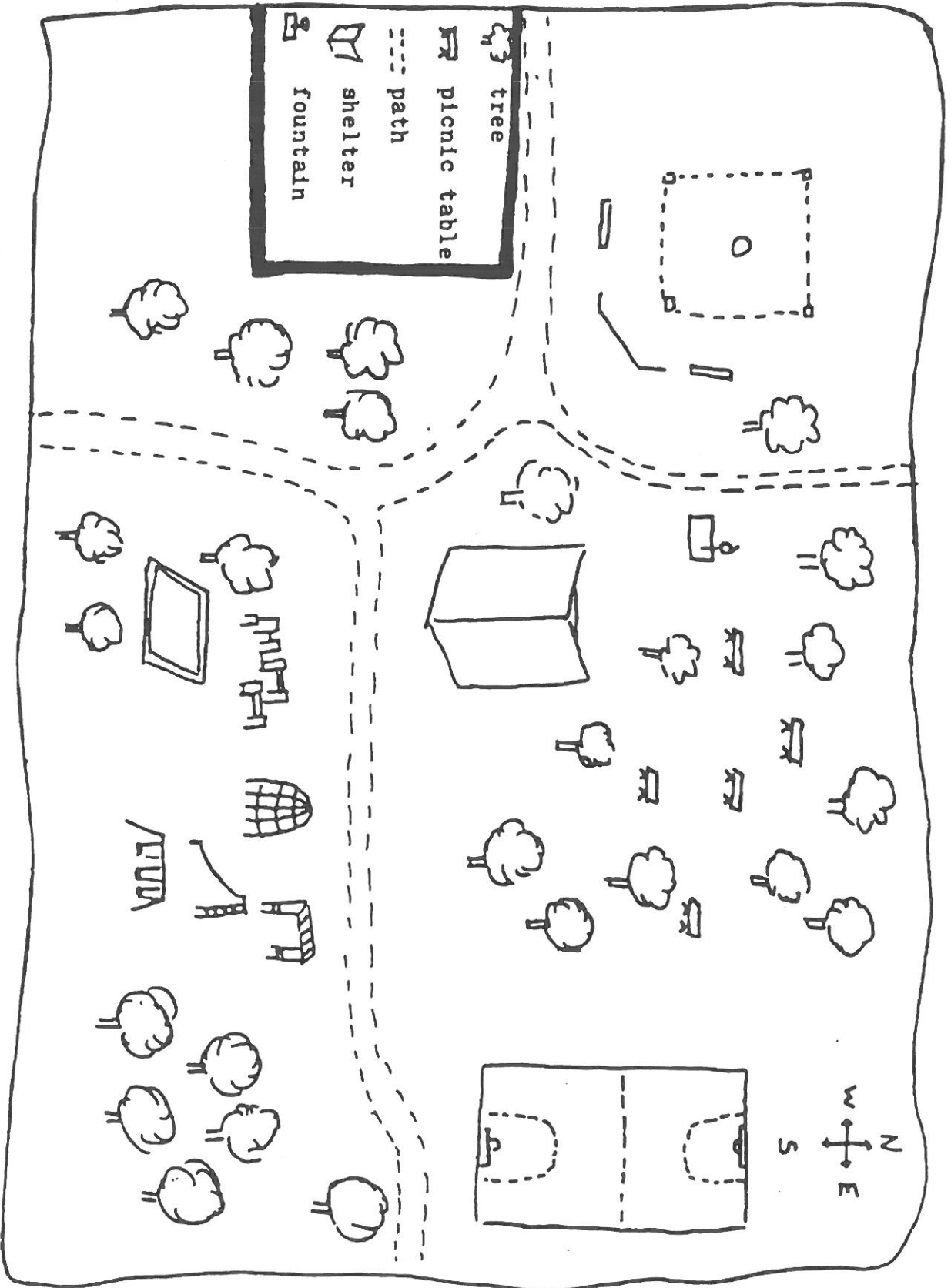
Depending upon the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.

Stranded in a Blizzard

Don't sit with the motor running and the windows closed. Deadly and odorless carbon monoxide can seep into the car.

Keep two window partly open so fresh air circulates. To conserve gas, run the engine for a short while so that the heater warms the car. Then turn it off until the car begins to get cold.

Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.



Make a map of your neighborhood area. Remember to draw a 'Key'. Try a 3-dimensional map. Give it to a den member and see if they can follow it.

You can make up a first aid kit. You might have some of the things shown below in it. You might also keep medicine that you or someone in your family may need.

You can discuss with your parents what trip safety is. Make up a safety checklist. This should be done before going on a trip.

Plan a trip for your family. Show the route or different ways you can go to reach your destination. Pick a point of historical significance and go to visit it.

- Soap (Fels Naptha or occulant)
- Box of adhesive dressings (assorted sizes and shapes and waterproof)
- Adhesive tape
- Sterile gauze pads (small and large)
- Small scissors, tweezers, and a packet of needles
- Safety pins (large and small)
- Chapstick
- Triangular bandages
- Ice bag
- Petroleum jelly



Cub Scout
World Conservation Award
 Den Leaders Record

List Boy's Names

Requirements

1. Earned Forester Activity Badge.	
2. Earned Naturalist Activity Badge.	
3. Earned Outdoorsman Activity Badge.	
4. Participated in a den or pack conservation project.	
Date completed	
Awarded	

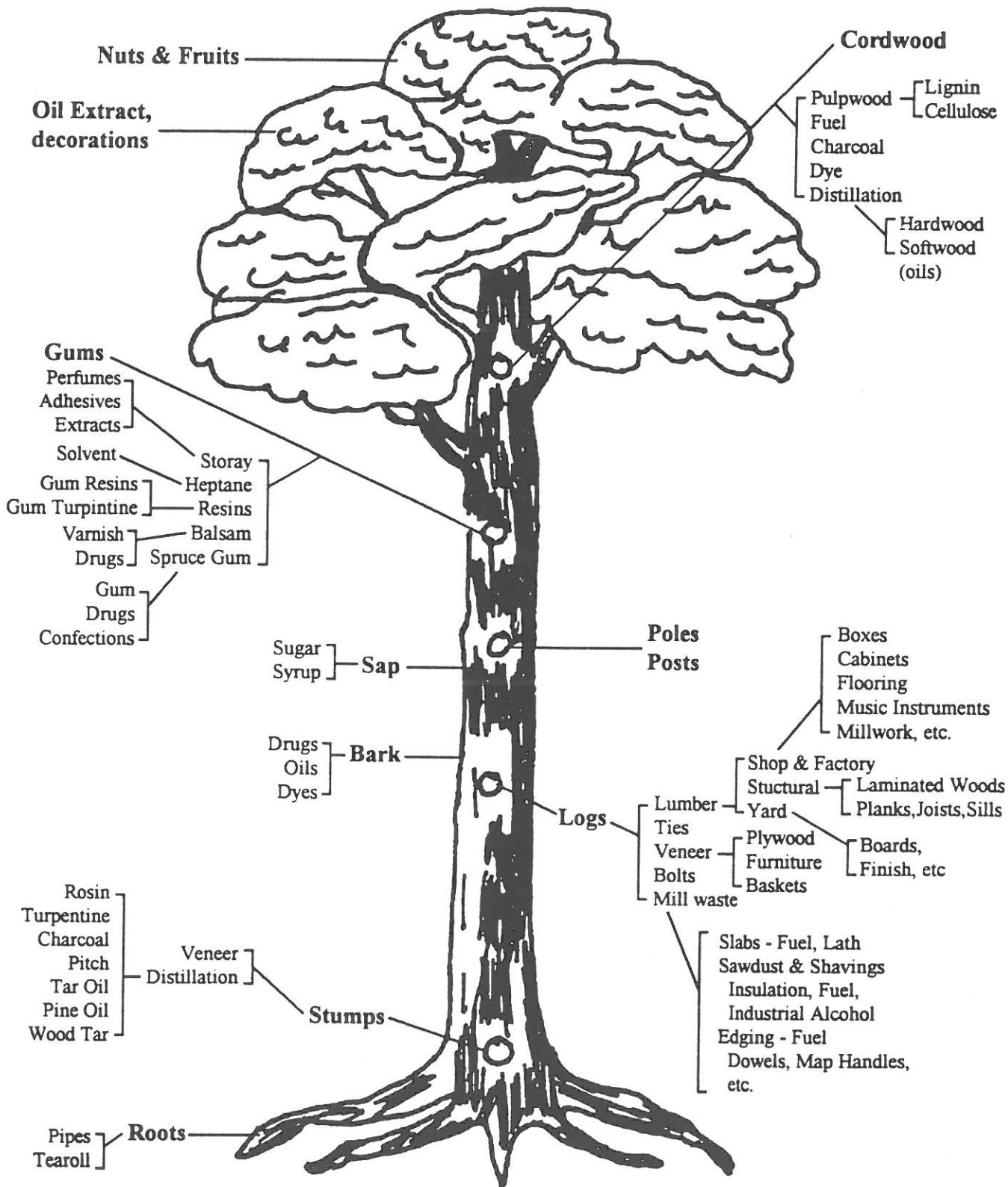
Forest Scramble

A big wind came up in the forest. Unscramble the letters and draw a line to the correct word. They each have something to do with Utah National Forests.

ako
itaun
hotowsat
yeash
ixeid
wey
neip
irf
chbir
chawats
docowototn
lem
afileksh
slamatanil
has
pamel
ceursp

Wasatch
Ashley
Sawtooth
Uinta
Fishlake
Manti LaSal
Dixie
elm
cottonwood
ash
birch
maple
oak
pine
spruce
fir
yew

What We Get From Trees



The **Outdoor Code** describes the outdoor policy of the Boy Scouts of America. All Cub Scouts and leaders should know, understand and follow these guidelines for all activities in the den and pack program.

Outing is a **FUNDamental** ingredient of all phases of the Scouting program and is a common thread that joins the members of the Scouting family together. Cub Scouts need the experience of being out of doors as often as possible for den and pack meetings as well as other special activities.

Outdoor Code Skit

Actors---4 Cub Scouts, 1 tree
Setting---Wilderness area, mountains, trees, etc.

Act 1

All Cubs: (enter stage right, laughing, horsing around and talking about the neat camping spot.)

Tree: (talks in flat monotone voice) Oh, no, here comes those blue and gold devils again.

All Cubs: (throw out trash, yell, run around, harass tree)

Cub #1: It's time we left, let's go everybody.

All Cubs: (exit stage right)

Tree: Now for some peace and quiet.

[Sign passes by saying "Time Flies By"]

Act 2

All Cubs: (enter stage right, excited but under control)

Tree: Oh, my aching bark, not again.

Cub #1: Gee it's sure great to be out here learning about our Naturalist Badge.

Cub #2: Yeah, and Outdoorsman and Forester too.

Cub #3: Wow! Look at this mess! Somebody really messed this place up.

Cub #4: What a bummer!

All Cubs: (looking around, recognize area and are shocked)

Cub #1: Hey, this is the spot we were at last year!

Cub #2: Yeah, and we were the ones who made this mess!

Cub #3 and #4: Let's clean this place up!

All Cubs: (pick up trash, pat tree)

Tree: Ahhhhhhhhhhh!, that's more like it.

Cub #1: (turn to audience) We have learned to abide by the Outdoor code. Would you all please rise and join us in repeating the Outdoor Code.

All Cubs: (say good night and exit stage right)

Tree: Exit stage left and down.

Leaf Printing

Using a piece of poster board, have each den member use a different method of leaf printing for pack meeting display. Be sure to use different colors for each one. The den should also make one for their own use for the badge.

Ink Pad Printing: Ink stamp pad. Place leaf, vein side down on pad. Lay a piece of newspaper over leaf and rub fingers over it. Remove leaf and place it, inked side down, on paper. Place clean newspaper over top and rub with hands.

Tempera Printing: Mix small amount of tempera paint. Brush onto scrap paper as large as leaf. Proceed as for ink pad printing. Use several colors of tempera for a multi-colored leaf print. Another method of tempera printing is to roll a felt-covered roller over paint, then roll the roller across the veined side of leaf. Remove leaf and place it paint side down on paper. Rub lightly with fingers to make print.

Crayon Rubbing Prints: Place leaf, vein side up. On paper or textured surface such as burlap, wood, or leatherette, Cover with sheet of plain paper. Rub with crayon held sideways. Outlines and veining of leaf will stand out clearly.

Spatter Printing: Place leaf on paper to be printed. It does not matter which side of leaf is up since this will only be an outline print. The veining will not show. Dip an old toothbrush into colored ink or thinned tempera paint. Rub toothbrush across a piece of screen wire which is held above paper to be printed. Spatters of paint will fall on paper. When you remove the leaf, you can see a clear outline and shape.

Carbon Paper Prints: Place a piece of carbon paper, carbon side up, on a newspaper. Place leaf on carbon paper, vein side down. Cover with another piece of newspaper and press for a minute or two with a warm iron. Carefully lift leaf and place it on paper to be printed, vein side down. Again press with warm iron.

Tree Ring Rubbings: Place a sheet of paper over a flat piece of wood. Rub the broad side of a pencil point or crayon back and forth over the paper. The lines and bumps in the grain will show up clearly for counting rings.

For more badge ideas do use the Webelos Den Activities Book pages 18-20, other Pow Wow books, and your library for more help.

Do Your Best

When you give the Cub Scout Promise, the words "Do My Best" are often lost among all the other very important words. Let's stop for a minute and carefully consider these words. "Best" describes effort and action above our usual performance. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best to do certain things. Your best is just that--the very best. Think about the meaning of the promise and decide that you will always do your very best, no matter what the job facing you might be.

See if you can tell which of the following are made from trees and tree products. (circle one)

- | | | |
|-------------------------------|-----|----|
| 1. Dad's rayon shirt | Yes | No |
| 2. Photo film for your camera | Yes | No |
| 3. Plastic phonograph records | Yes | No |
| 4. Chewing gum | Yes | No |
| 5. Fourth of July fireworks | Yes | No |
| 6. Colored crayons | Yes | No |
| 7. Imitation leather shoes | Yes | No |
| 8. Insect sprays | Yes | No |
| 9. Shatterproof glass | Yes | No |
| 10. Shoe Polish | Yes | No |

(the answer for every question is Yes)

The forest gives us many things.

Can you find out what things the forest gives us by filling in the missing letters?

F _ _ _
_ O _ _
_ _ _ _ _ R _ _ _
_ _ _ _ _ E _ _ _
_ _ _ _ _ S _
_ _ _ T _ _

At first thought, geology may seem to be too specialized a science for Webelos Scouts to study. But since Scouting is essentially an outdoor program, a knowledge of basic geology is valuable to the Scout. Just about everything on earth, including living things, has a relationship to geology in one way or another.

Webelos Scouts won't become geologists in a month or a year. They can learn in a very short time a good deal about rocks and minerals and some of geology's contributions to modern life. Most boys, at one time or another, have a rock collection of some sort. Some of them may be surprised to learn that the study of geology deals with rocks, and that it can be fun. The "Webelos Scout Book" contains information on volcanoes, geysers and the formation of mountains so the boys will acquire a good knowledge with only a little assistance.

The Geology Activity Badge is oriented towards increasing the boys' awareness of the outdoors. While working on the badge, they will learn how the earth was formed, how rocks and minerals are used and how a geologist works. If you can locate a rockhound, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals.

Suggestions for Den Activities

1. Visit an industry that uses geological materials.
2. Visit a rock collector's club meeting.
3. Visit a jeweler's shop.
4. Visit a museum of natural history.
5. Have boys start a rock collection.
6. Have boys begin drawings of causes of volcanoes, geysers, and earthquakes.
7. Make a volcano. (See Geologist & Scientist Activity Badge, No. 26-082)
8. Identify rocks and minerals collected.
9. Ask a rockhound to demonstrate a rock tumbler.
10. Make a mineral hardness kit. (See 26-082)
11. Make a buckskin pouch to carry rocks (See 26-082)
This will not only help on the geologist badge, but
12. Invite a geologist to come to den meeting to demonstrate the use of geologist's tools.
13. Have a contractor come to talk about materials used in home building, such as slate, brick, limestone, marble, cement, gypsum, etc.

Suggestion for pack meeting

1. Exhibit rock and mineral display, drawings of volcanoes, posters on earthquakes, rock pouches, etc.
2. Demonstrate hardness test for minerals, rock tumbling.

Physical Geology deals with the earth's composition, its' structure, and geologic processes by which the earth's surface is, or has been changed.

Historical Geology is the study of the origin and evolution of earth and its' inhabitants.

Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rock can easily be pointed out in four different ways:

1. **Food** Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly and indirectly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself.

2. **Fuel** comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.

3. **Mining** many metallic and non-metallic ores such as iron, copper, zinc, aluminum, lead, sulfur, borax, and others really are rocklike. Without these ores, manufacturing as we know it would not be possible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.

4. **Construction.** Think of the tons and tons of crushed rock gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments and the material used in the building of your home and the many things in it.

We have listed just four reasons why rock is so important in our lives. Perhaps you can think of more. The following paragraphs contain some interesting information that can stimulate your boys interest in Geology. Pass it on to them.....

Here are some surprising facts about just one mineral product that you are familiar with-petroleum. Did you know that we Americans need and use every day, enough petroleum such as gas, fuel oil, lubricants, asphalt, plastics, fabrics, rubber, insecticides, fertilizers, and even medicines to fill a tank of cars 300 miles long? Each day we use 10 million barrels of oil.

Why do we need such tremendous quantities of oil? Mainly because it furnishes the power for the machines that do most of our hard labor. It supplies us with thousands of useful products and by-products that we use every day. If we consider just a few hours in the fore part of our day and think how oil has served us, we might remember that our home was nice and cozy when we woke this morning because of heat or air conditioning. Your toothbrush was possibly manufactured from petroleum. Some of your clothing was made of nylon. Your breakfast may have been cooked over a flame coming from natural or bottled gas. The car that took you to school or your den meeting was powered by gas or diesel fuel.

How The Earth Shakes - Earthquakes

Earthquakes seem very strange and terrifying, but scientists have found they are really quite simple. They are just old Mother Earth shaking herself in a weak spot in order to become more comfortable there. The planet earth is not as firm and steady as we once believed. It is changing all the time...very, very slowly. Some mountains are rising higher. They are like great wrinkles in earth's outer crust which grow deeper as earth grows older. Other very old mountains are wearing down. So the crust of earth is growing thinner in some places and thicker in others.

Way down inside earth, the rocky crust is bending, but it can't bend very far without breaking, just like glass. Even a slight shift will cause it to crack. The break will happen in the weakest places, usually where it has broken before. That is what causes an earthquake. Then there are little shakes, until the crust is readjusted, and earth is comfortable once more. Most of these shakes are very little. They are hardly noticed at all. But sometimes a big shift is necessary, and parts of roads and buildings may fall into a hole. Even a mountain may be upset, and a river may change its course.

The earth doesn't start to shake on the outside. It begins inside, five or ten or perhaps even a hundred miles below the earth's surface. What we feel up here is just a little trembling that reaches up to us. Some parts of earth are very unsteady and they have lots of earthquakes. Some parts are very firm and strong and rarely shake at all.

An earthquake sends messages in all directions. These messages can be received on seismographs. Seismographs are located all around the world, so that scientists can tell just where the earthquake started, how deep it was, and how strong. When you toss a pebble into a quiet pool, it starts ripples in all directions. That's what happens inside the earth when there is a break. A whole series of ripples is started. The first ripple travels very fast, the second ripple a little slower, and so on. With a big earthquake, these ripples travel all around the world, and are recorded by a seismograph. The seismographs are very accurate. The scientist who is studying the charts must be very careful to study the record through a magnifying glass because some of the ripples are very small.

Earthquakes happen frequently, but fortunately they are usually in places where little damage is done. Some earthquakes are so small you never hear about them. In April 1906 in San Francisco, in one and one half minutes, an earthquake destroyed 28,000 buildings and set fires which could not be put out because water mains were broken. It killed 450 people and left 2,500,000 homeless. In August 1959 at Yellowstone, an earthquake moved 80 million tons of earth and rock into Madison Canyon, and formed a lake five miles long and 140 feet deep. This earthquake lasted about 23 minutes and left 9 persons dead and 19 missing.

Mineral Hardness Kit

One useful clue to a mineral's identity is its hardness. A hardness scratch test is simple enough to be performed easily in the field. Many experienced rock collectors carry a hardness testing kit on their rock-hunting trips. Just knowing the hardness of a particular mineral is not the complete key to its identity, but it will help you figure it out.

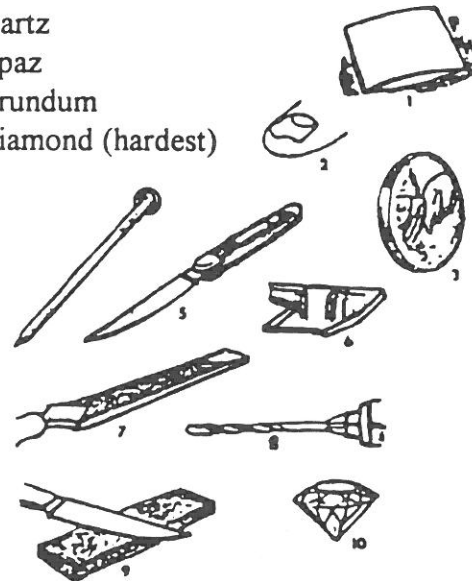
You can make your own kit from materials found around the house or which can be obtained inexpensively.

1. You can purchase talc in the form of tailor's chalk.
2. Your fingernail has a hardness of 2 - 2 1/2.
3. A new copper coin has a hardness similar to calcite.
4. A common 12-penny nail will help you test materials with a hardness of 4 - 4 1/2.
5. The steel of a good knife blade is rated about 5 1/2.
6. Hard glass, such as that found in tempered window glass has a hardness of approximately 6.
7. A high-speed drill bit has a hardness of about 6 1/2.
8. A good quality metal file has a hardness of about 7 1/2.
9. High-speed masonry drills have points with hardness of about 8 1/2.
10. A carborundum sharpening stone has a hardness of about 9.



Hardness scale

1. Talc (softest)
2. Gypsum
3. Calcite
4. Fluorite
5. Apatite
6. Orthoclase
7. Quartz
8. Topaz
9. Corundum
10. Diamond (hardest)



Mineral Tests

Acid Test - This is used to find out whether a specimen contains minerals called carbonates. Limestone, marble, and chalk are examples.

Use vinegar, a weak acid, to test samples for carbonates. Pour a few drops on the sample. If it contains carbonates, the acid will release carbon dioxide and you will see fizzing or bubbling.

Streak Test - Geologists use this test in identification. The specimen is rubbed against an abrasive surface, and the color of the resulting streak is studied. For your streak plate, you can use the unglazed back of a piece of ceramic tile or the edge of a broken china plate.

By drawing lines, match the metal or mineral with its definition:

- | | |
|-----------|--|
| gold | A. metallic element resembling magnesium used in making galvanized iron, alloys, and as an element in voltaic cells. |
| silver | B. a ductile, malleable, silver-white metallic element-used for making machinery, tools. |
| zinc | C. precious yellow metallic element, used in coins, decorations, etc. |
| iron | D. metallic element, light, reddish-brown color used as an electrical conductor-manufacturer or alloys such as brass & bronze, also coins. |
| lead | E. steel gray, hard, light metallic element used in coppers - in springs. |
| copper | F. white, ductile metallic element used in coins, ornaments, table utensils. |
| beryllium | G. a heavy, malleable, bluish gray metal used in bullets. |

ANSWERS:

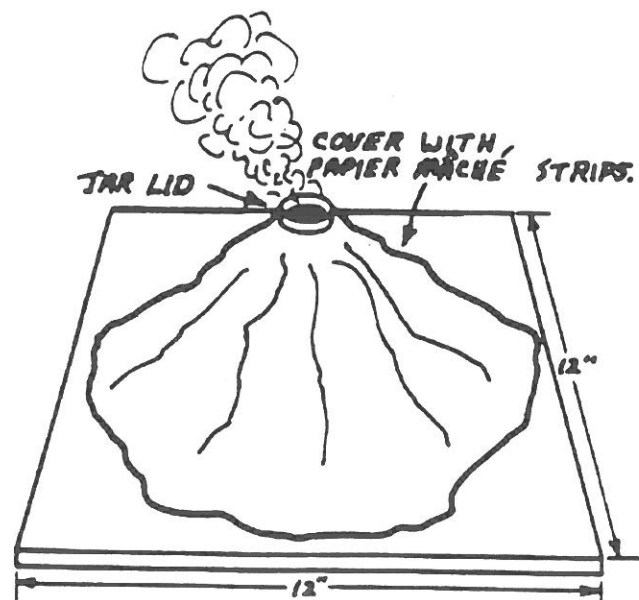
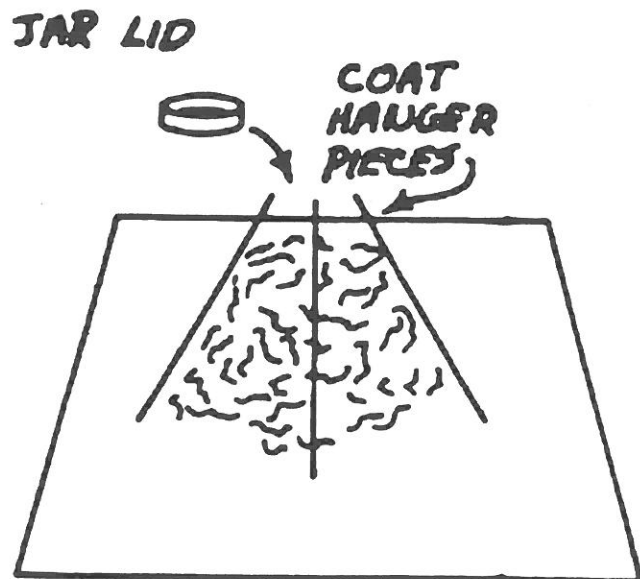
gold C
silver F
zinc A
iron B
lead G
copper D
beryllium E



Make a Volcano

12" Square Board	Newspaper
Aluminum Foil	1-Piece Jar Lid
Coat Hanger (Cut in Half)	Paper Towel
Ammonium Dichromate	Wallpaper Paste

1. Stick ends of wire in holes in board diagonally. Fill under wires with aluminum foil wadded to give a base for paper mache.
2. Cover with several layers of newspaper strips and glue jar lid on peak. Put on a final layer of paper mache, using paper towel strips. Allow to dry.
3. Paint with tempera or enamel.
4. To make volcano erupt, place about 1 teaspoon ammonium bicarbonate (obtained from chemical house or druggist) in the jar lid. Light with a match and watch the action.
5. This is safe indoors and very impressive when the room is darkened.
6. If you can use chicken wire for the base of the volcano, and lower the jar lid into the crater, you can use it with a red electric light bulb and drop a small piece of dry ice into the crater. This way you will only see the smoke.



No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. Most of the Webelos-age boys are fascinated by wild creatures. Working with the Naturalist activity badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature around us.

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in his Scout troop.

1. Make insect zoos or terrariums.
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large U.S.A. maps. Then go bird watching and see how many species you can identify.
4. Take a nature hike and look for animal tracks. Make plaster casts of the tracks.
5. Study wildlife homes.
6. Make bird feeders and observe birds who use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Visit a zoo or nature exhibit.
10. Make a leaf or nut collection.
11. Make an insect collection, mounting and identifying them.

Each Webelos Scout can make his own nature observation calendar. Every day he writes down in the appropriate box something from nature he has seen.

RESOURCES

Webelos Scout Book

- Insects
- Poisonous reptiles
- Bird migration

Webelos Den Activities



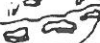

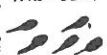













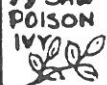






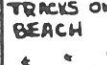




- Nature games
- Ant farm
- Raising frogs
- Snakes
- Insects

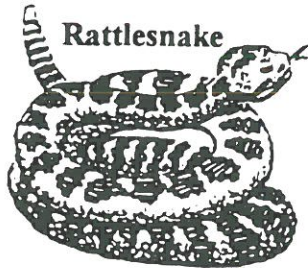
Cub Scout Activities

- Plaster casts
- Leaf splatter printing
- Den museum
- Nature games

Webelos Scout Helps

Naturalist Activity Badge Help

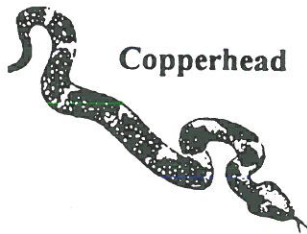
NATURE OBSERVATION CALENDAR						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1 GRASS IS TURNING GREEN 	2 SONG SPARROW SEEN ON FEEDER 	3 ICE IS BREAKING UP 	4 HAD A SMALL SNOWSTORM 
5 CAUGHT TADPOLES 	6 FOUND SNAIL SHELL IN WOODS 	7 DAFFODILS COMING UP 	8 LOCATED BIG DIPPER 	9 OUR GUPPIE HAD 12 BABIES 	10 SAW DEER TRACKS 	11 COCOON FOUND ON TREE 
12 WHITE PINE 	13 SAW A GARDEN SNAKE 	14 FOUND BLACK BIRD FEATHER 	15 SAW FIRST ROBIN 	16 SHOOTS FROM SUGAR MAPLE 	17 FOUND FOSSIL IN CAVE 	18 COLLECTED ROCKS 
19 SAW POISON IVY 	20 SAW RED BIRDS IN BLOOM 	21 COLLECTED LEAVES 	22 TULIPS COMING UP 	23 DOGWOOD IS BUDDING 	24 SAW SPIDER 	25 WENT TO LAKE 
26 FOUND TRACKS ON BEACH 	27 COLLECTED CATTAILS 	28 WENT FISHING 	29 SAW GEESE FLYING SOUTH 	30 SAW A FALLING STAR 		



Rattlesnake



Cottonmouth
or
Water Moccasin



Copperhead

Of the more than 13,000 kinds of snakes on earth, fewer than 40 types grow the special scales that turn into rattles at the ends of their tails. Rattlesnakes appear in every state except Alaska and Hawaii.

The poisonous snakes found in Oklahoma are Western Diamond Rattler, Prairie Rattler, Timber Rattler, Massasauga Rattler, Copperhead, and Cottonmouth.



Gila Monster

Poisonous Reptiles

A naturalist doesn't need to travel far to study strange and dangerous reptiles. In the United States, we have some of the rarest poisonous reptiles in the world, and several of these are found in Oklahoma.

Out of the 2500 species of lizards, only the Gila monster of the southwest, and its close relative, the Mexican Beaded Lizard, have poison glands. Compared to these rare creatures, the vipers and cobras in the rest of the world are as common as toads.

The fat, blunt-nosed, orange and black Gila monster is easy to spot as a dangerous species. No other lizard has skin that looks as much like Indian Beadwork.

Aside from his deadly bite, there is another reason to leave the Gila monster alone. He is the only poisonous reptile in the world protected by law. You must have special permission to capture him.

The Cottonmouth (or water moccasin) lives close to the water. He has a thick body, heavy head and his mouth is white inside. Olive or brown with wide, dark color cross bands.

The Western, Prairie and Timber rattlers usually average from 3-4' in length. The Western is gray, brown, tan or reddish with dark blotchy diamonds outlined in lighter color. He has clear black and white rings on his tail. The Prairie is green or olive brown with dark blotches instead of diamonds. His tail is half dark or ringed. The Timber is yellow, gray, tan or light brown. He has no markings on his head. He has dark brown cross bands, and may have a pale stripe down his back.

The Massasauga rattler is smaller, usually ranging from 1 1/2 to 2 1/2' in length. He is gray, tan, yellowish with rows of dark spots having white edges. He has bars on his tail.

The Copperhead's name comes from the bronze or copper-colored top of the head. He is usually 2-3' long, but may grow to 4-5'. He has a viper head, narrow neck, and is pinkish tan or orange brown with dark brown or red cross bands in an hour-glass shape. Young snakes have yellow tails - older ones dark brown or black tails. He is often slow to anger, but more people are bitten by Copperheads than any other species of snake.

Common Poisonous Plants - There is enough poison in a small package of castor bean seeds to kill five children. One tulip bulb contains enough poison to kill a man. Sweet peas contain a poison that causes a form of paralysis. It is seldom fatal but can keep a victim bedridden for months. There is poison in 'elephant ears' that causes a painful swelling of the mucous membranes of the mouth, tongue, and throat.

There is no reason, of course, to stop growing beautiful flowers just because some contain poison, but we should avoid the common habit of chewing on a bit of leaf or stalk. Children should be cautioned that it is dangerous to put leaves or stems of plants into their mouths. Above all, don't store plant bulbs where children can get at them.

Below is a list of poisonous cultivated plants. All except the sweet pea and the spider lily can be fatal if taken in quantities which a child might eat.

House Plants	Toxic Part	Ornamental Plants	Toxic Part
Hyacinth, Narcissus, Daffodil	Bulbs	Daphne	Berries
Oleander	Leaves, Branches	Wisteria	Seeds, Pods
Poinsettia	Leaves	Laurel, Azalea, Rhododendron	All
Dieffenbachia (Dumb Cane, Elephant Ear)	All Parts	Jessamine (Jasmine)	Berries
Rosary Pea, Castor Bean	Seeds	Lantana Camara (Red Sage)	Green Berries
Mistletoe	Berries	Yew	Berries, Foliage
Flower Garden Plants	Toxic Part	Trees and Shrubs	Toxic Part
Larkspur	Young Plant Seeds	Mock Orange	Fruit
Monkshood	Fleshy Roots	Wild and Cultivated Cherries	Twigs, Foliage
Autumn Crocus, Star-Of-Bethlehem	Bulbs	Oaks	Acorns, Foliage
Tulip, Daffodil, Narcissus, Hyacinth, Spider Lily	Bulbs	Elderberry	Shoots, Bark, Leaves
Lily-Of-The-Valley	Leaves, Flowers	Black Locust	Bark, Sprouts, Foliage
Iris	Underground Stems	Oleander	Leaves
Foxglove	Leaves	Burning Bush	Leaves
Four-O'clock	Root, Seed	Misc. Plants	Toxic Part
Bleeding Heart	Foliage Roots	Jack-In-The-Pulpit	All Parts
Sweet Pea	Stem	Moonseed	Berries
Cyclamen	Tuber	Mayapple	Apple, Roots, Foliage
Vegetable Garden Plants	Toxic Part	Water Hemlock	All Parts
Rhubarb	Leaf Blade	Castor Bean	Seed
		Mountain Laurel	All Parts
		Buttercups	All Parts
		Nightshade	All Parts
		Jimson Weed	All Parts

TRICKY TRACKS

by Sallie Luther

A pair of red wolves walked into the Carolina woods.

In no time they met a lot of other animals that were already there. Here are some of the animals' tracks. Can you match the tracks with the track-makers listed below?

- ___ 1. crow
- ___ 2. raccoon
- ___ 3. bobcat
- ___ 4. white-tailed deer
- ___ 5. gray fox
- ___ 6. beaver

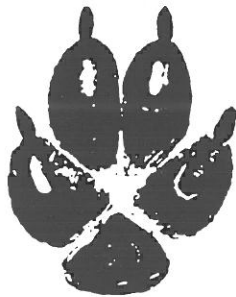
C



D



A



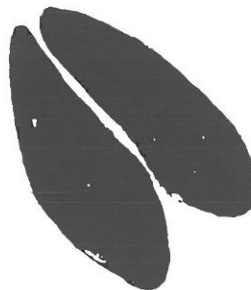
E



B



F



Answers: 1.E, 2.B, 3.C, 4.F, 5.A, 6.D

Drawings by Gen Lucas



INSECT ZOO

ANT FARM

Materials Needed:

2 panes of glass, 8" x 10" or larger, glass from picture frames or cut to size will work
strips of 1/2" x 1/2" wood (longer if larger than 8" x 10" glass):

1-10" piece

2- 7 1/2" pieces

1- 8" piece

1" x 10 1/2" x 4" piece of wood for base (longer if glass is larger than 8" x 10")

2-1" x 1" x 5" pieces of wood

2-1" x 1" x 1 1/2" pieces of wood

roll of plastic tape 3/4" to 1" wide

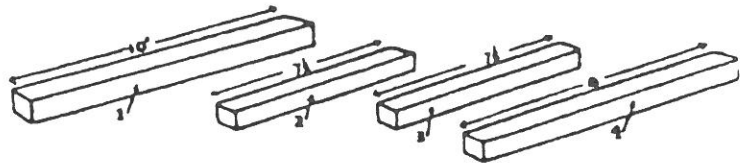
1" x 1" x 1/2" piece of sponge

hammer

3/4" brads or nails

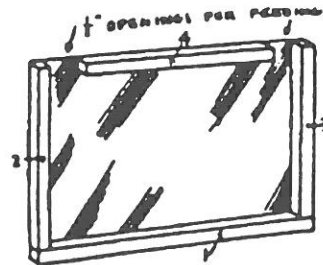
airplane glue

white glue for wood



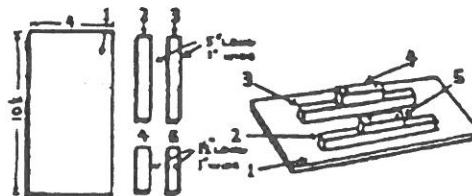
Building the Ant House

1. Use four strips of wood, 1/2" x 1/2" cut to lengths shown.
2. Lay one pane of glass on a table and glue the strips of wood to it as shown.



Making the Stand

1. Use 1" x 10 1/2" x 4" piece of wood for the base.
2. Nail the strips of wood together on the base as shown.
3. The finished ant house will stand upright between the strips of wood.



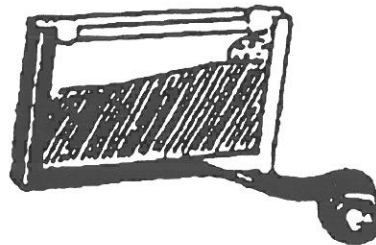
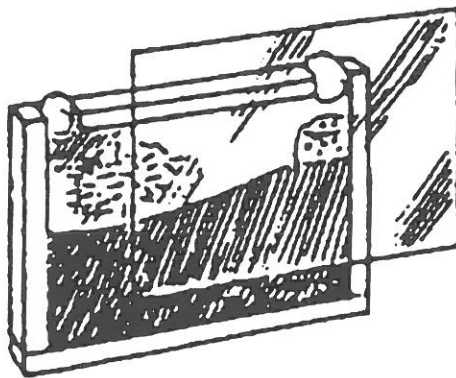
Webelos Resource Book

Naturalist



Completing the Ant House

1. Dig up a colony of ants. Be sure that you dig into the hill to get the queen ant. The queen ant will be much larger than the others. A queen is necessary for the ant colony to survive.
2. Put the ants inside the frame. Then fill the frame more than half full with dirt.
3. Place the piece of sponge on top of the dirt near one of the air holes.
4. Quickly glue the other pane of glass to the wooden frame.
5. Plug the air holes with cotton so the ants can't escape.
6. Tape the edges of the glass with the tape. Do not tape over the air holes.



COLLECTING INSECTS

If you wish to preserve insects that you have captured, you will need to make a killing jar. One should only be made and used under the direct supervision of an adult. One can be made by pouring two inches of a thick mixture of plaster of paris into a pint or quart jar. Let it dry then pour about one inch of ethyl acetate on top of the dry plaster of paris. Leave it on overnight and then pour the excess off the next morning. Cut three or four round pieces of blotting paper to fit over the plaster if paris. This will kill insects within a few minutes.

Reinforce the outside of the jar with tape to reduce the risk of its breaking. Label the outside of the jar with POISON.

If you are collecting insects away from your residence, put the captured insects in hand folded or regular envelopes. This will help protect them from damage. Always record the date and location of the capture on the envelope, before placing the insect inside. Place a packet of moth crystals inside the storage container.



The Ten Essentials for Backpacking and Hiking

History and Background: Back in the 1930's a group called "The Mountaineers" began holding a course on mountain climbing. They discovered that students new to climbing often came unprepared for emergencies if they became separated from their partner or group. A list of "TEN ESSENTIALS" was developed and every climber was required to carry them on his person or in his pack at all times. While the rule is absolute for climbers, hikers may not need all the items. The person who takes an afternoon walk on a heavily-populated trail often can do without a single ESSENTIAL. The overnight backpacker who sticks to the road may need only several. But, those who probe deep into wilderness, away from quick support of rangers or other hikers, and especially those who strike off cross-country, must have the full TEN. The more independent the party members the more important it is for EACH PERSON to carry all TEN.



Activity Instructions: From the 30 items listed below, mark the TEN ESSENTIALS that each person should carry when going on a wilderness hike.

- | | |
|---|---|
| <input type="checkbox"/> Toothbrush | <input type="checkbox"/> Toilet Paper |
| <input type="checkbox"/> Whistle | <input type="checkbox"/> Stove |
| <input type="checkbox"/> Your Mother | <input type="checkbox"/> Hat |
| <input type="checkbox"/> Extra Clothing and Rain gear | <input type="checkbox"/> Camera |
| <input type="checkbox"/> Extra Food | <input type="checkbox"/> Extra Shoe Laces |
| <input type="checkbox"/> Sunglasses | <input type="checkbox"/> Handkerchief |
| <input type="checkbox"/> Knife | <input type="checkbox"/> Candle |
| <input type="checkbox"/> Fire starter | <input type="checkbox"/> Fishing Gear |
| <input type="checkbox"/> Matches | <input type="checkbox"/> Pencil and Paper |
| <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> Tent |
| <input type="checkbox"/> Flashlight | <input type="checkbox"/> Fork and Spoon |
| <input type="checkbox"/> Map | <input type="checkbox"/> Cooking Pan |
| <input type="checkbox"/> Compass | <input type="checkbox"/> Rope |
| <input type="checkbox"/> Fruit Loops | <input type="checkbox"/> Hatchet |
| <input type="checkbox"/> Insect Repellent | <input type="checkbox"/> Small Wood Saw |



What to do when LOST IN THE WOODS

A CLEAR HEAD WILL FIND ITSELF. If everyone remembered this, there would be fewer reports of persons lost in the mountains and forests, according to the United States Forest Service rangers.

Merely being out of sight of others in a strange forest gives many a man the creeps--a natural feeling but a dangerous one. Never yield to it. In the mountains the grip of panic is too often the grip of death.

"Finding oneself when lost is the test of a man," says a veteran of the Forest Service who has seen men, women, and even children save themselves by sheer pluck and presence of mind. Loss of mental control is more serious than lack of food, water, or clothing or the possible proximity of wild animals. The man who keeps his head has the best chance to come through in safety.

The following helpful rules are worth remembering:

1. Stop, sit down, and try to figure out where you are. Use your head, not your legs.
2. If caught by night, fog, or a storm, stop at once and make a camp in a sheltered spot. Build a fire in a safe place. Gather plenty of dry fuel.
3. Don't wander about. Travel only downhill.
4. If injured, choose a clear spot on a mountain and make a signal smoke.
5. Don't yell, don't run, don't worry, and above all, don't quit.

If caught out toward nightfall, the traveler is urged to find a shelter quickly--a ledge, a large boulder, or a fallen tree--clear a space of ground, and build a fire. If without a blanket, he may build his fire in a deep hole, cover 6 inches of hot coals with 6 inches of earth, and sleep on the warmed earth. Failing fire, one should use leaves and branches to shelter himself as best he can. A boy lost on a southern California mountain peak spent three nights safely in this manner.

Signal fires are the quickest way to attract attention. Build them in an open spot, cleared of all flammable material so that the fire won't spread into the forest--you don't want to burn yourself up, of course. In the daytime throw green branches and wet wood on the blaze to make smoke. The eagle eyes of the Forest Fire lookouts or the observers in forest patrol planes or commercial ships may spot your smoke. It is difficult for an observer in a plane to see a lone man in the forest, so the lost person must use ingenuity, and the signal smoke is the best method of attracting attention.

A word from the Forest Rangers to the new camper, hiker, or vacationist—

It is better to carry a clear head on your shoulders than a big pack on your back. But when going alone into the forest it is well to go prepared to get lost. A fish line and a few hooks, matches in a waterproof box, a compass, a map, a little concentrated food, and a strong knife carried along may save a lot of grief. A gun may help as a signal, seldom for game.

A thinking man is never lost for long. He knows that after a night in the forest he may awake to a clear dawn and readily regain his location. His compass may be useless because of local magnetic attraction, but he may know what kind of vegetation grows on the shady side of a ridge. He knows that streams going down and ridges going up do not branch. He knows that wild food which sustains animals may be eaten sparingly; that he will not die of hunger as quickly as thirst; that he must remain where he is or push on to some definite objective, but not to the point of exhaustion; that someone will be looking for him, and strength in that knowledge makes hardships easier.

Keep the old brain in commission and the chances are you will come out of the woods on your own feet.

Forest Service
U.S. Department of Agriculture
Washington D.C. 1957

Campfire Stories

The Fable of the Snake

Many years ago, Indian youths would go away in solitude to prepare for manhood. One such youth hiked into a beautiful valley, green with trees, bright with flowers. There he fasted. But on the third day, as he looked up at the surrounding mountains, he noticed one tall rugged peak, capped with dazzling snow.

I will test myself against that mountain, he thought. He put on his buffalo-hide shirt, threw his blanket over his shoulders and set off to climb the peak.

When he reached the top he stood on the rim of the world. He could see forever, and his heart swelled with pride. Then he heard a rustle at his feet, and looking down, he saw a snake. Before he could move the snake spoke:

"I am about to die," said the snake. "It is too cold for me up here and I am freezing. There is no food and I am starving. Put me under your shirt and take me down to the valley."

"No," said the youth. "I am forewarned, I know your kind. You are a rattlesnake. If I pick you up, you will bite, and your bite will kill me."

"Not so," said the snake. "I will treat you differently. If you will do this for me, you will be special. I will not harm you."

The youth resisted awhile, but this was a very persuasive snake with beautiful markings. At last the youth tucked it under his shirt and carried it down to the valley. There he laid it gently on the grass, when suddenly the snake coiled, rattled and leapt, biting him on the leg.

"But you promised—" cried the youth.

"You knew what I was when you picked me up," said the snake as it slithered away.

And now, wherever I go, I tell that story. I tell it especially to the young people of this nation who might be tempted by drugs. I want them to remember the words of the snake: You knew what I was when you picked me up.

by Iron Eyes Cody, Movie and TV Star
St. Joseph's Indian School, Chamberlain, SD 57326

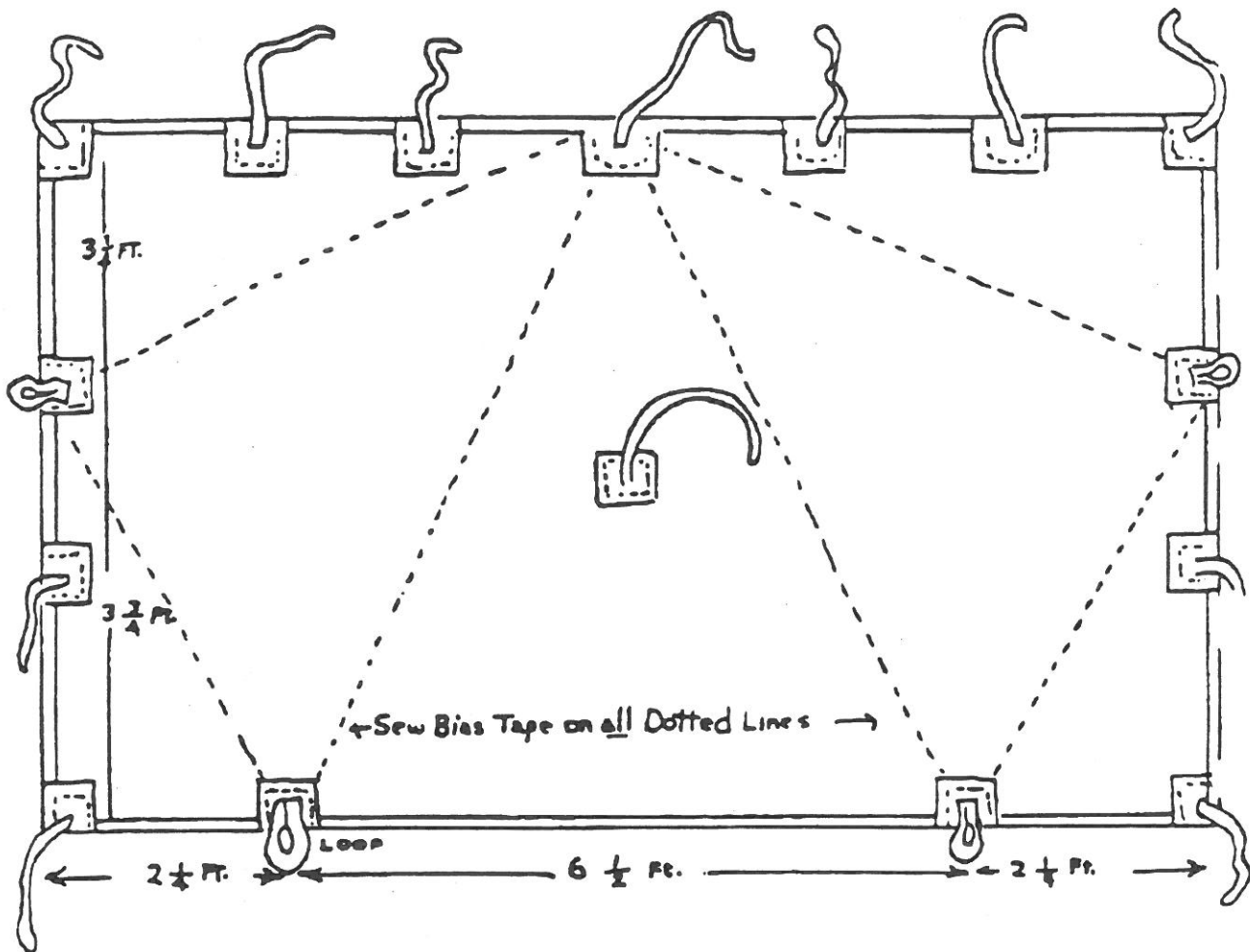
Tent Tricks

1. *Don't touch the top of the tent in the rain!* The canvas of the tent is filled with air bubbles that cause it to shed water, and when you touch it these bubbles are broken.
2. *Stretch the tent tight when you put it up.* The wind ships a loose tent constantly and weakens the canvas.
3. *Loosen the tent when it rains.* Canvas shrinks when it is wet.

4. *Open the tent each morning.* Let it dry and air out.
5. *Don't fold up a tent when it is damp.* Damp canvas mildews. If you must fold it when it is wet, unfold it as soon as possible to dry out.
6. *Shake out all the dirt and bugs before folding the tent.* Fold it carefully and smoothly.
7. *Don't fold the canvas against the tent pegs.* Wrap the pegs in cloth first, or put them in a bag.

The "Seven Way" Cub Tent

(Drawn to the scale of 5/8 inch equals 1 foot)

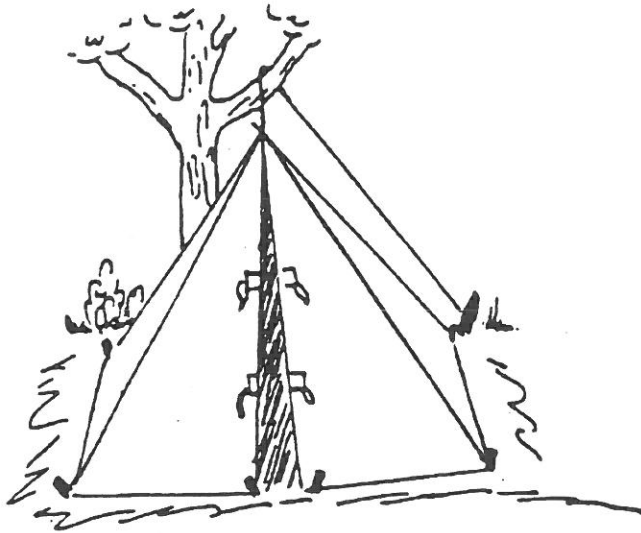


This tent may be pitched seven different ways. Ordinary bias tape is sewn on dotted lines. Permanent loops are sewn where the loops are drawn on the tent. "Tie Pieces" of 5/8 inch wide cloth are sewn at the other places indicated on the drawing. Places where the tie pieces and the loops are attached are reinforced by sewing on square patches of cloth. Ropes of various lengths are tied to the tie pieces and loops for pitching the tent in the various ways indicated on the next page.

The overall dimensions of the tent are 7 by 11 feet. It may be made from any material desired; inexpensive muslin is recommended. The Cub method of waterproofing follows: Rub with paraffin and press with a warm (not hot) iron.

The next page shows several ways in which this tent can be used and the Cub should be encouraged to practice these in his back yard camping or while on hikes with his parents.

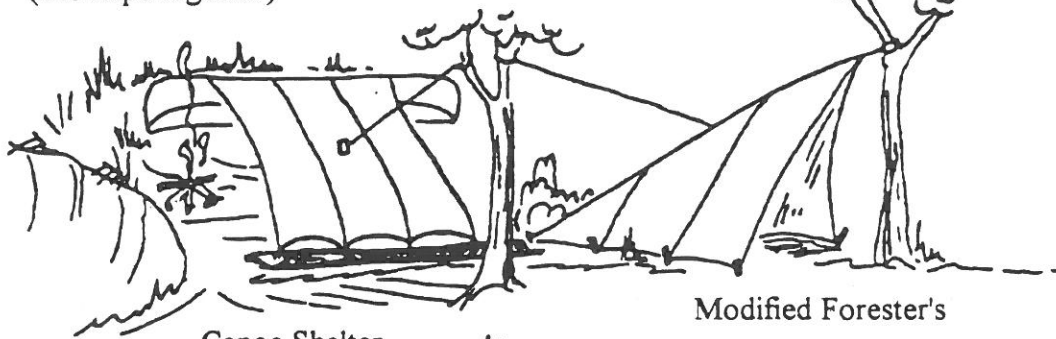
SEVEN WAYS TO PITCH THE CUB TENT



For Winter
(Tie flaps together)

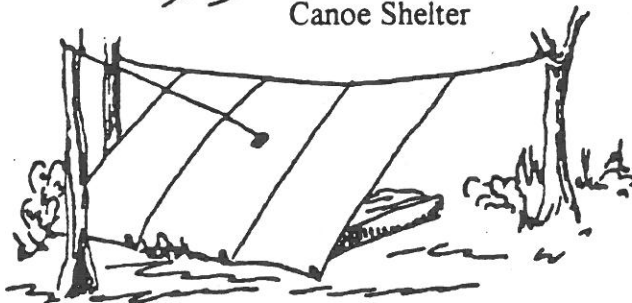


For Summer
(Cover front with mosquito netting)



Canoe Shelter

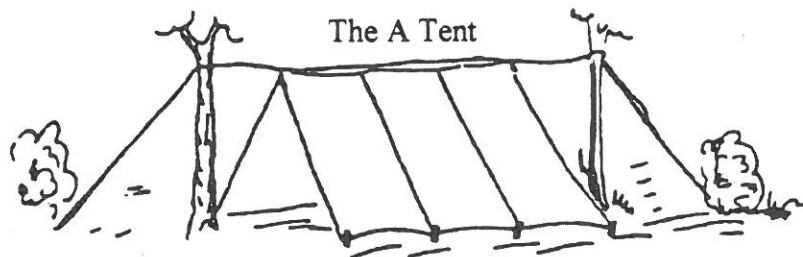
Modified Forester's



Lean-To



Sun Shelter



The A Tent

Safety In The Buddy System

Buddy Plan: Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant look out for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call, "Buddies"

Buddy Tags: Cut two-inch circles from light wood or plastic. Drill a hole in the center for hanging. Write Webelos Scout's name on circle with water-proof ink. If desired, use stripes to indicate skill - red for non-swimmer; blue for beginner; green for swimmer. Add stripes as the boy improves skill.

Make a Buddy Board to keep boys responsible for each other.

Materials needed:

1. One board 3/4" pine, pressed-board or plywood. Size: 41" x 16 1/2"
2. Wood or plastic cut into 2" circles with holes drilled in circles centers
3. 24 L-Hook Screws 1/2" long. Big enough for holes drilled in circles' centers
4. Sweat wrist bands. Colors: red blue, green

Have enough circles and sweat bands for the boys in your den for their skill levels.

All the circles will be in the "IN" position until the boys enter the water. When the boys enter the water, they will take the circle in their skill level and place it in the "out" position below, and put on the sweat wrist band of their skill level color. Have the boys keep the bands on until they are ready to leave the swimming area, dress and leave.

RED		BLUE		GREEN	
NON-SWIMMER		BEGINNER		SWIMMER	
IN ○	IN ○	IN ○	IN ○	IN ○	IN ○
		(Use this area for more hooks) (CIRCLES)			
OUT ⊕	OUT ⊕	OUT ⊕	OUT ⊕	OUT ⊕	OUT ⊕
		(Use this area for more hooks) (WRIST SWEAT BANDS)			

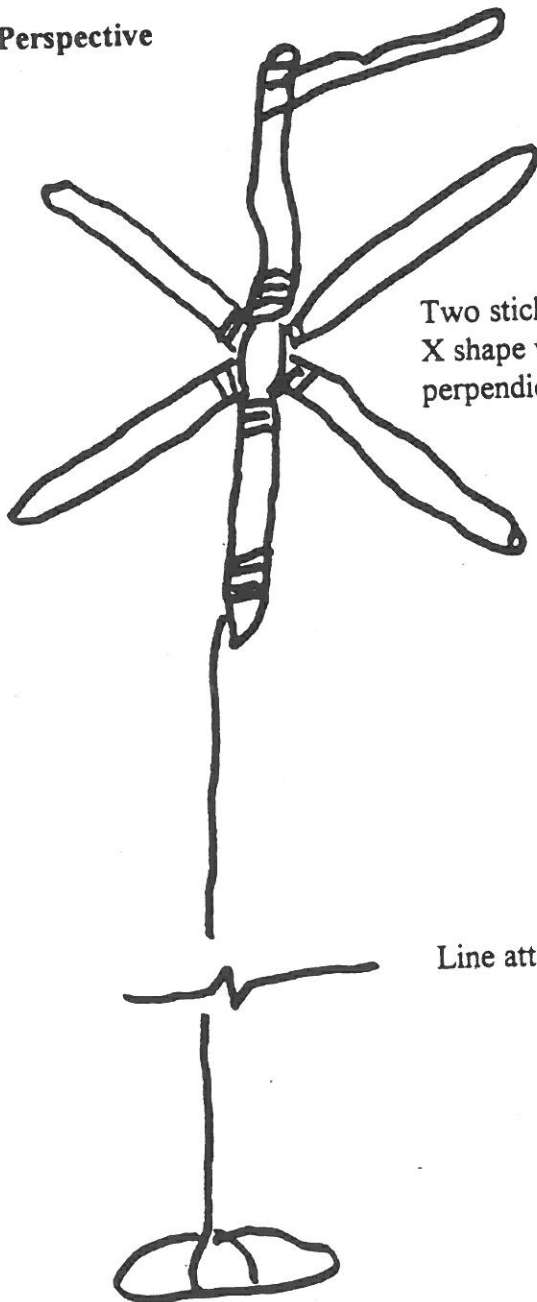
Swimming Marker

Used to mark safe swim area or for any use where a stationary marker is needed.

Sticks 18" to 24" long, upright stick mounted with bottom portion longer than top to add to stability. Tape from local surveyor make a more visible marker.

Colored ribbon (surveyors tape)

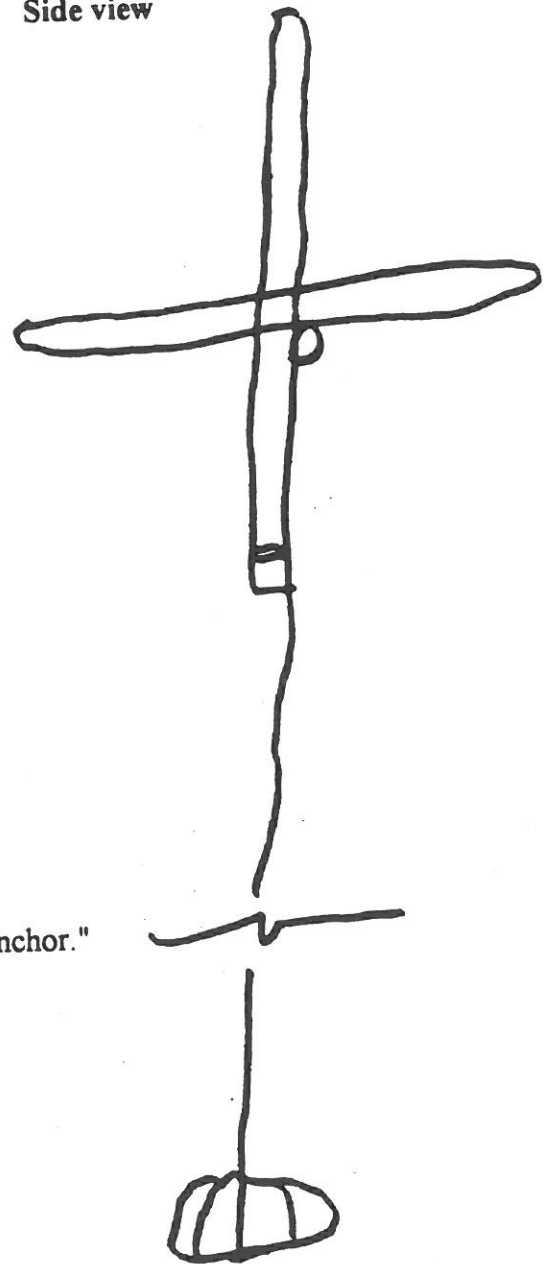
Perspective



Two sticks lashed in an X shape with a perpendicular stick.

Line attached to rock "anchor."

Side view



Webelos Scouts are bursting with energy and eager to impress their Webelos den leader with their physical powers. Since most ten-year old boys already possess the physical skills necessary to pass this badge, when they first enter the den it is a good badge to start them on the help keep their interest and encourage them to keep working.

The Athlete Activity Badge is one of four optional badges which may be used to fulfill the requirements for the Arrow of Light award. By giving encouragement and praise, Webelos den leaders can make this badge the basis for a solid foundation of a good relationship with the boy for the coming year.

If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any 10 year old will recognize the importance that his body plays in his life. This badge gives the leader a chance to impress on boys the importance of keeping physically fit.

Suggestions for Den Activities

1. Attend a high school or college athletic event.
2. Invite a physical education instructor to talk to the den about fitness.
3. Attend a gymnastic exhibition or meet.
4. Attend a track meet.
5. Visit a gym and try out weight lifting equipment, or invite a professional weight lifter to talk to the den and demonstrate.
6. Take the den on a short (5 miles or less) bicycle trip.
7. Make your own physical fitness equipment.
8. Practice light, loosing-up exercises to be done before strenuous exercise.
9. Help the boys set up a regular schedule of exercise with a chart for keeping records of activity and improvement.
10. Hold the dual contest found in the Webelos Scout Book.

Suggestions for Pack Activities

1. Exhibit individual fitness records, indoor gym equipment.
2. Demonstrate fitness test and exercises, dual contests.

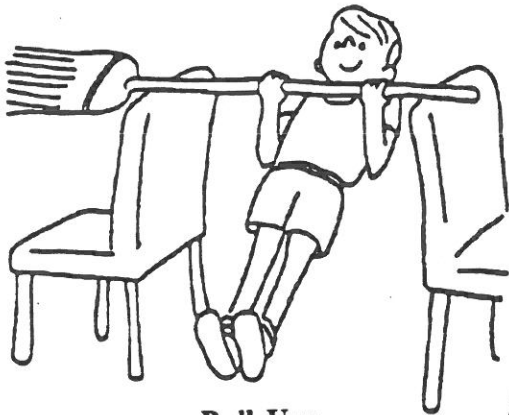
Homemade Exercise Equipment

Barbell - Use a 3 foot dowel or broomstick with 3/5" pipe caps on the ends. The latter are imbedded in 46 oz. cans filled with cement. Allow cement to set overnight.

Dumbbell - Use 12" dowel and #2 cans filled with cement placed on each end of the dowel. Plastic quart containers filled with sand also make good dumbbells.

Spring Resistor - This device can be used for various arm, shoulder, and back development exercises. It is made with #7 screen door springs which are 16 1/2" long. They are connected by eye bolts to the two frames which are about 8" long. Put large screen door handles on the outside of the frames for grip.

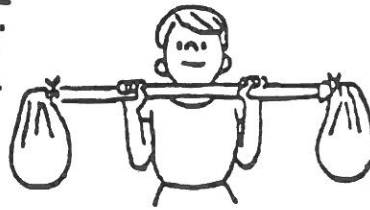
Bicycle Inner Tube - This makes an excellent exerciser for building leg, arm, back and chest muscles. If the tube is too hard to stretch, it may be necessary to slit the tube lengthwise.



Pull-Ups

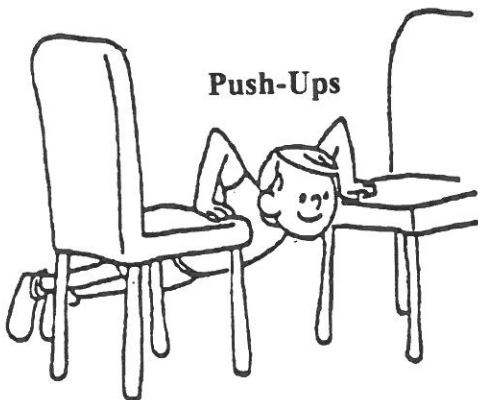
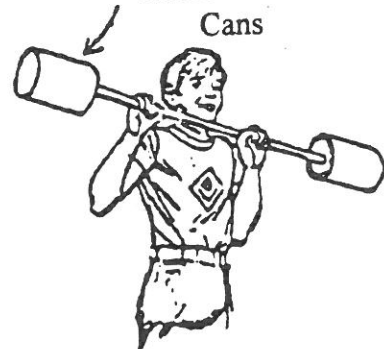
Make homemade barbells from a broomstick and two strong cloth sack (of pillowcases). Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about four inches from the ends. Tie in place.

Standing Press

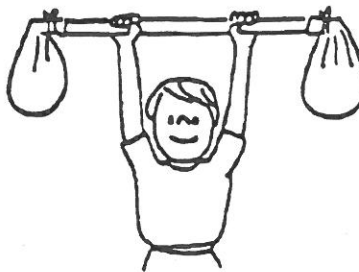


The standing press helps increase the strength in the arms.

Cement-Filled Cans

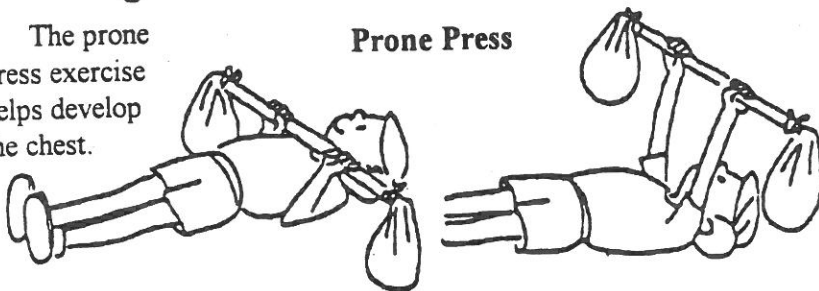


Push-Ups

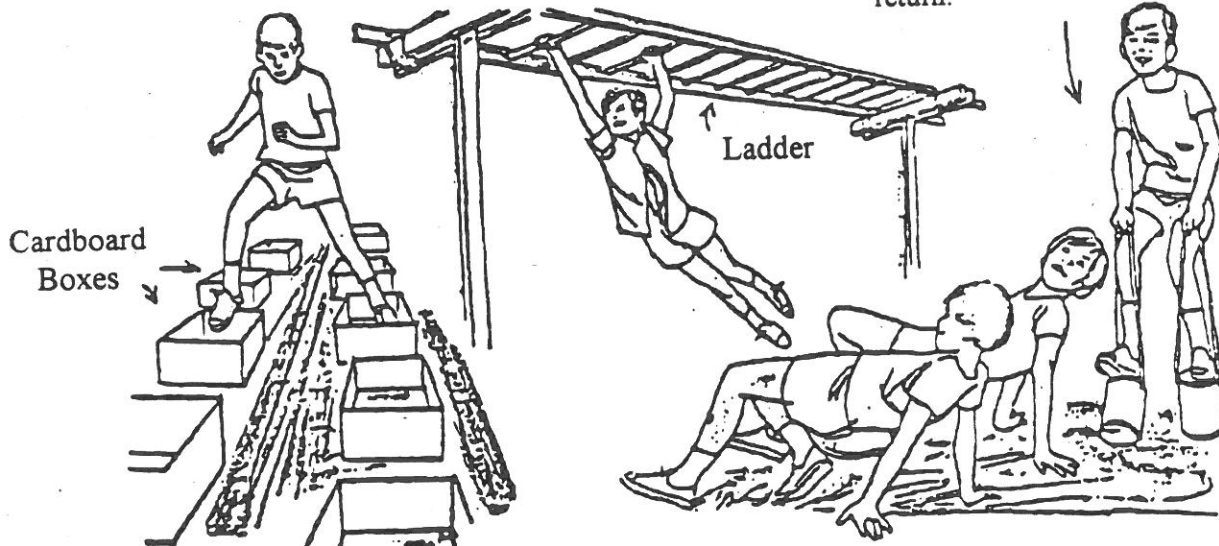


The prone press exercise helps develop the chest.

Prone Press



Tin-can walkers made from 2-lb coffee cans and short lengths of rope. Puncture the cans on opposite sides just below closed ends. Thread a length of clothes-line through the holes and tie the ends together so the loop reaches slightly above your knees when you stand on the cans. Walk 25 feet and return.



Cardboard Boxes

Ladder

Cocaine may be white but it isn't clean

This article appeared in the September 1988 issue of the Communicator, published by the Arizona Dept. of Public Safety.

Narcotics Detective Roy LeBlanc, of Tucson, Arizona PD, told a group at a conference things that would change the mind of almost anyone who thought about taking the drug. Regarding the manufacturing process he said that after the coca leaves are dried they are placed in a pit and soaked in kerosene for two or three days. Sulfuric acid, ether, acetone, white powdered lime (that's right, the stuff that attacks and dissolves organic material) and benzene is added.

Benzene, used only as a gasoline additive in the United States, is one of the top ten cancer-causing agents in the world, LeBlanc noted.

Campesinos - field laborers - get into the pit with unwashed bare feet and wade around to mix the solution.

They are paid by the pound for their work and do not take the time to get out of the pit and go to the bathroom. They go in the pit. DEA Actually has surveillance films showing people urinating and defecating while in these pits.

The chemicals are so strong they actually eat holes in the sides of their ankles and into the bottoms of their feet; and in the jungle areas where they work, it is easy to develop an infection.

The Coca base is 75 percent pure when it leaves the jungle. Later, a laboratory will treat it with hydrochloric acid to bring it to the 75 - 100 percent pure level.

Hydrochloric acid makes the cocaine water soluble, which makes it possible to absorb through mucous-coated tissues, such as those inside the nose.

The sharp cocaine crystals cut the membranes of the nose, causing nose bleeds. While this is going on, hydrochloric acid in the drug eats away at the nose cartilage, causing the bridge of the nose to collapse and the septum to disappear. In some cases, even the cheek bones under the sinuses collapse, leaving open, raw areas that are subject to infections.

The reason cocaine smoked as crack can instantly kill with one puff is because crack is 100 percent pure and there is no way of knowing what constitutes a safe dosage.

Marijuana

The Destruction of Personality

If I were a drug pusher, I'd tell kids that marijuana does not harm you. I would tell them it's just fun and all kids do; and if you want to feel good, then get high on marijuana. I would tell the kids this because the more I sell, the more money I make.

A scientist in Greece studied the white blood cells of forty long term marijuana smokers, and found that a high proportion of the cells were deformed.

A scientist at Columbia University looked at the white blood cells of twenty-five young males who smoked marijuana, at least twice a week for four years. He found that one-third of the cells contained only five to thirty of the normal number of forty-six chromosomes. (Chromosomes are the particles in the cells that pass on the genetic instructions to the next generation.) The scientist said, "I have never found any other drug that came close to the . . . damage done by marijuana."

Marijuana and Cancer

Does marijuana cause cancer? Let's look at the facts.

A scientist in Florida injected two hundred sixteen mice with very small amounts of the THC (chemical found only in marijuana) once a week. Over fifty percent of the mice developed cancer.

Since 1975 over three hundred scientific studies have been completed on the effects of marijuana on animal and human cells. These studies have shown the following harmful effects:

1. Botched cell division
2. Slowed growth in cells
3. Abnormal sized nuclei in cells
4. Disruption of the production of protein
5. Damage to nerve cells and tissue

The damage done to the cells explains the damage to lungs, sex organs, brain and the immune system. One scientist summed the damage as, "I call the slow cell damage done by regular pot smoking over the years A Slow Erosion of Life."

Marijuana and Personality Change

Studies show that the younger the person using marijuana the more rapid the change in personality. Youngsters who use marijuana on a continuing basis develop most, if not all, of the Pot Personality Signs. These signs are generally referred to as Organic Brain Syndrome and are:

1. Shortened memory
2. Emotional flatness
3. Loss of motivation
4. Tendency to drop out of sports, school, family
5. Less will power



Fitness

Webelos Resource Book

6. Lack of concentration
7. Inability to deal with complex ideas or situations
8. Less ability to be tolerant
9. More easily frustrated
10. Increased confusion in thinking
11. Poor judgment
12. More hostility toward authority
13. Refusal to believe marijuana is harmful to the body and the mind

One scientist said, "It takes years of drinking (alcohol) to bring about as much change in personality as marijuana produces in a matter of months." When a person who drinks alcohol becomes sober, he will normally become himself. When a pot smoker quits smoking, his personality does not return to normal. The probable reason is that THC stays in the body, while alcohol leaves the body in a few hours. THC remains in the body for many days. In fact, it takes 2 1/2 days, 1/2 of what is left leaves the body, and this goes on for weeks before all of the drug has left the body.

A group of monkeys were given marijuana smoke for five days a week for six months. At the end of that time, forty-two different areas of the brain were studied under a microscope. All forty-two areas showed changes in the cells. The two areas of the brain that showed the greatest damage were the areas that control apathy and fear. One of the scientists doing the study said, "I don't know of any other drug, including alcohol, that causes as broad a damage as we saw in those cells."

In 1980 and 1981, two different scientists published papers showing the similarities between the symptoms of marijuana intoxication and senility (old age). One scientist studied sixty youngsters who had used marijuana on a daily basis, but used no other drugs. He tested the youngsters when they came into the hospital for treatment, and again after six weeks in the hospital. He found that marijuana smokers and old people had the following similar conditions:

1. Over concern about how the body feels
2. Obsessive, compulsive tendencies
3. Inflexibility
4. Depression

The depression was caused by a tremendous loss of self-esteem. One good-looking, well-dressed 16 year old boy said, "I'm like an empty shell. There is nothing left that I like about myself. And pot did it to me!"

A psychiatrist, Dr. Rosenthal, in New York said, "Just when our youngsters need most to grow psychologically, they are pushed back toward infantilism by self-absorption and the desire of instant gratification. When they need most to learn how to cope with emotional storms and squalls of the troubled teen-age period, they are instead copping out, blowing their problems away with pot."

A Human Puppet

This is a human puppet.
See how sad he is.
He has a problem.
He is not in control.
See the strings?
These strings are habits.
Bad habits.
He craves tobacco.
He craves alcohol.
He craves drugs.
They run his life.
He has to have them.
He thinks they are friends.
They make him feel good,
For a while.
Then he gets sick.
He needs them again.
And again.
And again.
He steals for them.
He cheats for them.
He lies for them.
He might kill for them.

(Pause)

He didn't have to be this way.
He had a choice.
He could have said "No."
He could have said "No."
All he had to say was "No."

This could be used as part of your program or used very effectively as a closing ceremony. The lights could be off with just a spotlight on the man. He has black string (yarn) tied to his hands and feet. The ends of the string needs to be suspended above him somehow, either by pinning it to the curtain behind him or someone on a ladder behind him holding a piece of wood onto which the strings are tied (like a puppet.) Each line needs to be read slowly with a slight pause between each line.

World of Sports Game

Here's one for all boys - a sports quiz. Give this list of sports terms and let them write the game with which each term is associated.

- | | |
|--------------------|---------------------|
| 1. Spare | (Bowling) |
| 2. Shell | (Rowing or Hunting) |
| 3. Shuttlecock | (Badminton) |
| 4. Fairway | (Golf) |
| 5. Slalom | (Skiing) |
| 6. Double fault | (Tennis) |
| 7. Eight-ball | (Pool) |
| 8. Chukker | (Polo) |
| 9. Clay Pigeon | (Trap shooting) |
| 10. Technical K.O. | (Boxing) |
| 11. Jump Shot | (Basketball) |
| 12. Puck | (Hockey) |
| 13. Double Play | (Baseball) |
| 14. Figure eight | (Figure skating) |
| 15. Lonesome end | (Football) |

You hear a lot about being a good sport, but just what does it mean? A good sport learns the rules so he will not break them. He competes with all his heart, striving to outclass his competitor. If he wins, he doesn't act smug, but instead compliments the losers for the fine job they did. If he loses he should accept the fact and figure out why. Maybe he can win the next time. A good sport accepts defeat, congratulates the winners, learns how he can improve, and determines to do better the next time.

Do You Know Your NFL Teams?

Army insects _____
Seven squared _____
A 74? _____
Hostile attackers _____
Helpers to relocate _____
Various iron workers _____
Sun-tanned bodies _____
I.O.U.'s _____
Toy baby with fish arms _____
Trained to kill _____
Lubricators _____
Six rulers _____
Opposite of ewe _____
Class of Boy Scouts _____
American Gauchos _____
Loyal Team _____
Credit card users _____
Indian leaders _____
King of beasts _____
Team of tigers _____
A dollar for corn _____
Ocean going barrios _____
Hot epidermis _____
Six shooters _____
Rodeo horses _____
Translated team _____
Grumpy person _____
Game at Al's _____

Answers

Giants
49'ers
Jets
Raiders
Green Bay Packers
Steelers
Browns
Buffalo Bills
Dolphins
Falcons
Oilers
Vikings
Rams
Eagles
Cowboys
Patriots
Chargers
Chiefs
Loins
Bengals
Buccaneers
Seahawks
Redskins
Colts
Broncos
Saints
Bears
Cardinals

Make Your Own Mandellas - It's Fun !

Don't be afraid to be creative and add your own ideas

Step 1:

Make ring out of stiff wire - coat hanger wire or similar. Connect ends with tape or by soldering.

Step 2:

Tightly wrap ring with suede lace, yarn, twine, mohair, fur, or whatever suits you.

Step 3:

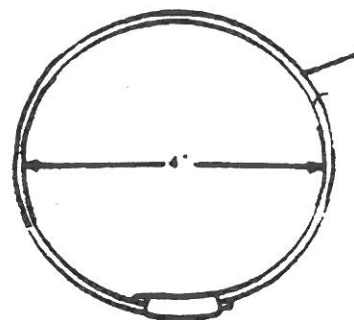
Prepare center piece. This can be leather, naugahyde, chamois, imitation chamois, fur, animal hide, suede type fabric, or whatever. It can be decorated with marking pens, paint, wood burner, conchs, glued on beads or feathers. Punch holes around the outside of this piece.

Step 4:

Lace center piece to ring by lacing yarn, leather lace, or rex lace through holes and around ring. Tie securely.

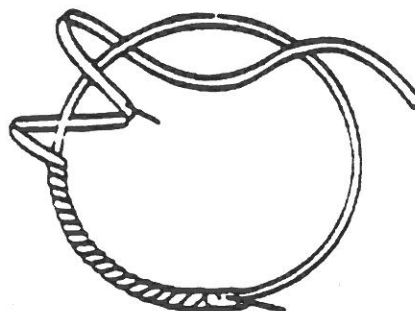
Step 5:

Time to decorate! You may hang mohair or fur strips from the bottom. Make feather "hangers" by gluing a feather or two to the end of lace and sliding crow beads down over the end of the feather. Tin cones can also be used over the end of the feather.



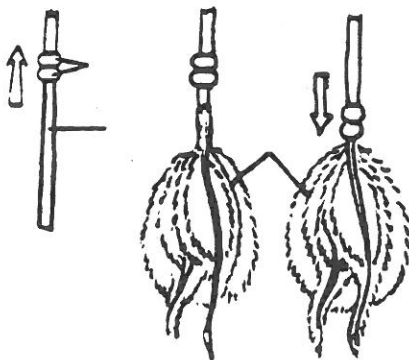
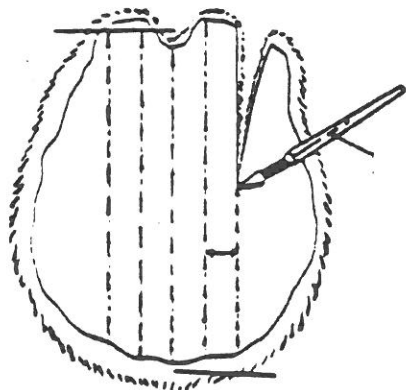
Step 1:

Cut out one 14" long section of a clothes hanger and bend into a circle 4" in diameter. Tape overlapping ends together as shown above.

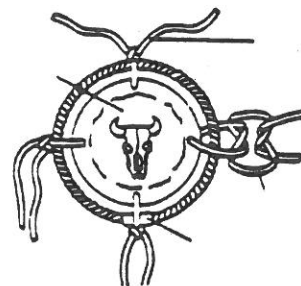


Step 2:

Tape one end of a 1 1/2 yd. length of lace to the place where wire ends are taped together. Wrap lace lightly around wire as shown above. Then tape end of lace where you began. Trim off excess lace.



Attach Crow Beads and feathers to hanging lace where desired. To attach feathers slide beads on lace first. Place quill ends of feathers on lace below beads. Slide beads down over quill ends of feathers to hold them in place.



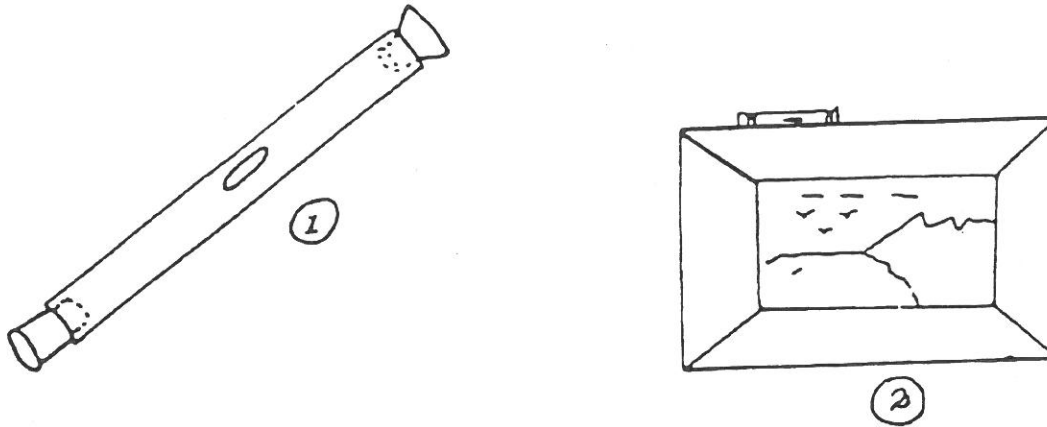
Step 4:

Craft knife 1" Tail area Head area
Back side of skin Crow beads Lace
Feathers

Step 5:

Cut four 1" wide strips the length of the rabbit skin. Cut from the back side through the skin only, not the hair.

Carpenter's Level



You can make a carpenter's level out of a glass tube - like dentists use or the kind of plastic tube a toothbrush comes in.

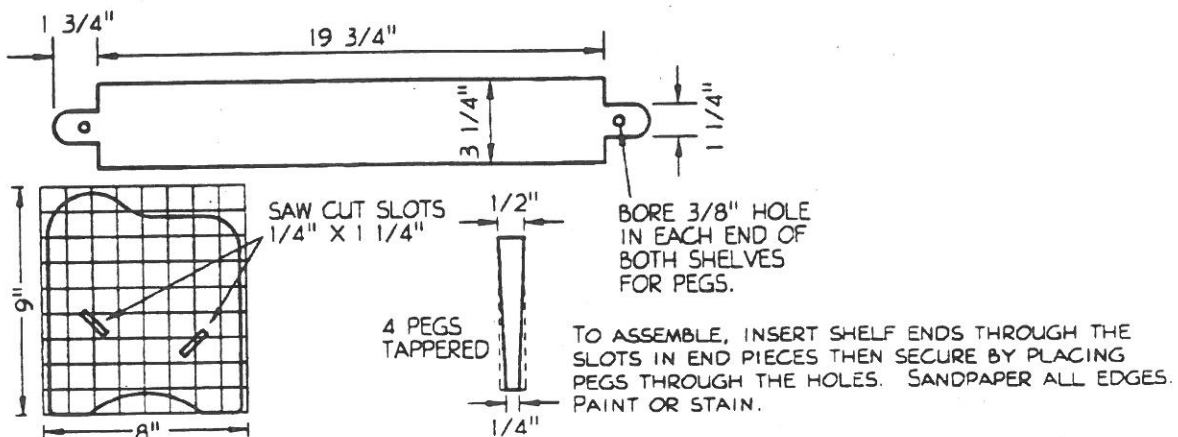
With the vile from the dentist's office, remove one rubber cork from the end. Rinse tube out good and then fill almost full of water and replace cork.

With a glass or plastic tube, cork one end, fill nearly full with water, then cork the end. (pic 1.)

Lay tube on a flat surface. If this surface is perfectly level, the bubble inside the tube will be exactly in the middle. If the surface is not quite level, the bubble will be off center one way or the other. (pic 2.)

Book Trough

Trace diagram of book ends onto 3/8" board or plywood. Cut shelves from measurements. Make ends identical by clamping together before cutting and finishing.



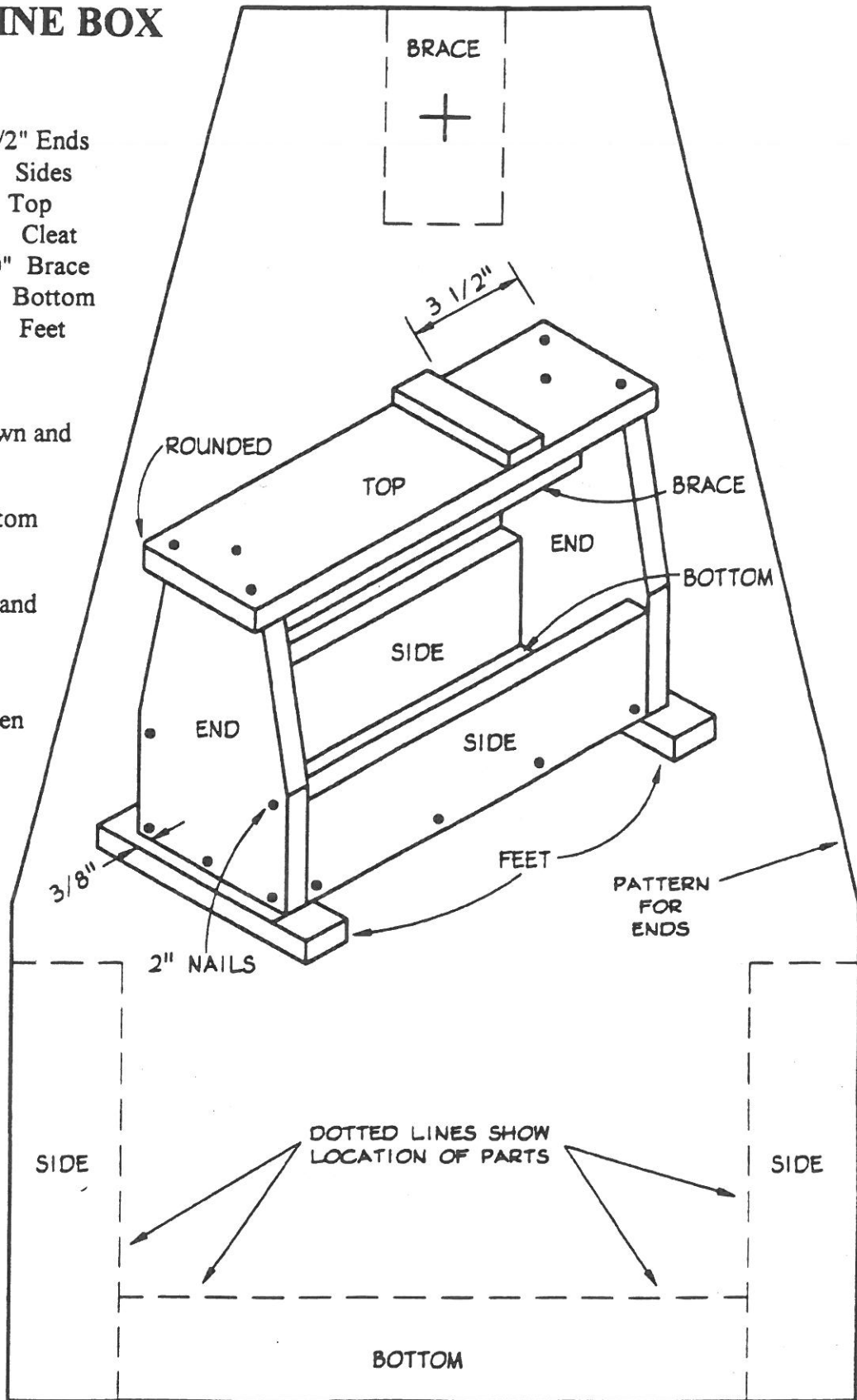
SHOESHINE BOX

Materials:

- 2-3/4" x 5 1/2" x 9 1/2" Ends
- 2- 3/4" x 3" x 10" Sides
- 1- 3/4" x 3" x 2" Top
- 1- 3/8" x 3/4" x 3" Cleat
- 1- 3/4" x 1 1/2" x 10" Brace
- 1- 3/4" x 4" x 10" Bottom
- 2- 3/4" x 1 1/2" x 7" Feet

Use 2" nails

1. Trace pattern shown and cut out ends.
2. Nail sides and bottom together.
3. Nail ends to sides and bottom.
4. Nail brace to top piece then nail between ends.
5. Nail feet and cleat in place.
6. Sand smooth and round edges.
7. Stain and shellac

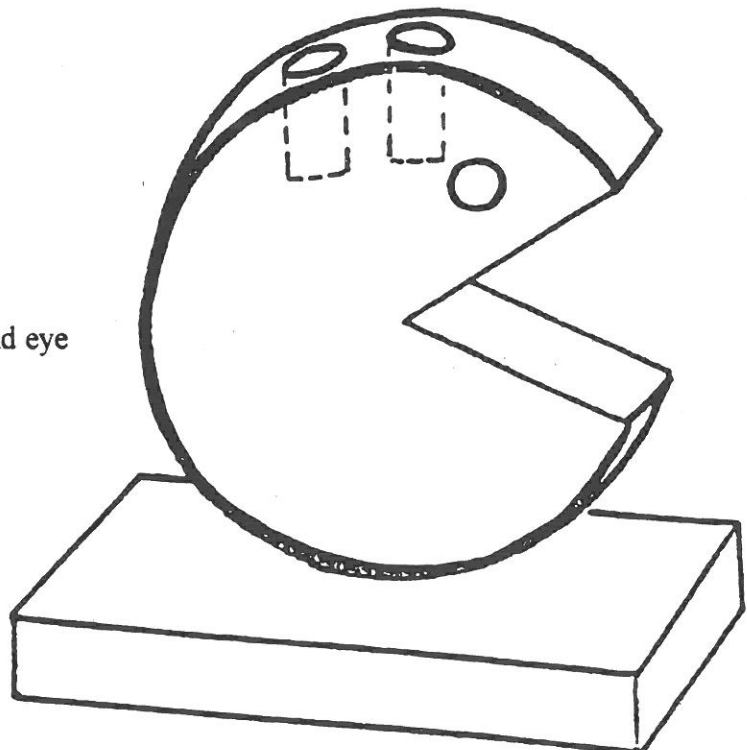


SAFETY RULES FOR TOOLS

- ☞ Use each tool for the job it was intended and the way it was intended to be used.
- ☞ Most accidents occur to the hands, face, or feet. Protect your eyes; keep fingers and hands away from cutting edges of tools; secure or clamp down the wood on which you are working.
- ☞ Be patient & never use force. Don't work with tools when you are tired. You need to be alert.
- ☞ Don't wear loose clothing or jewelry which can get caught in moving parts.
- ☞ Never use electrical tools in damp or wet locations.
- ☞ Unplug all electrical tools when you are finished and put them out of the reach of children. Don't leave any tool unattended.
- ☞ If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are used for small appliances.

PACMAN Pencil Holder

Use 3/4" Pine
Cut 3 1/2" Round
Base is 2 1/2 x 3 1/2"
Drill 5/16" Holes for pencil and eye



Bridge Building

Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - built his bridges of stone and wood. Today, highway and railroad bridges are made from steel plates, wire cable, angles, I-beams, H-beams and concrete to build the bridges we are crossing interstate highways, rivers, and canyons.

The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

To learn about bridges and their construction, here are four different types you can make from cardboard. They can be used to display matchbox size or HO cars.

Wood Truss Bridge. This bridge is 2" wide, 4" long with sides 1" high. Lay out the sides and bridge floor as one piece; then cut halfway through the cardboard where the parts join and fold up the sides. Each side on a full sized bridge would be built up with four timbers and iron rods; so draw the joints of the bridge with a pencil. Glue up six layers of cardboard 1/2" x 2 3/4" for abutments at each end of the bridge. This type of bridge was used in colonial days for single-lane roads. Some still exist today.

Stone Arch Bridge. This bridge is made from three pieces of cardboard. Sides are 1" high and 4" long. The arch is 1/2" x 1 3/4". The floor and ends are made in one piece, then scored and bent. The floor is 3 7/8" long, and 1 1/2" wide. Draw the outlines of stones with a pencil.

Through Plate-Girder Bridge. This is typical of the reinforced steel-plate bridges we see used for both roads and railroads today. It is 3" wide and 9" long. The bridge floor and sides are laid out as one piece. The floor is 3" wide and 9" long. The sides are 1" high. Vertical lines are spaced on 1" centers. The steel angles used to reinforce the steel plates are simulated pencil lines. Abutments are made from six layers of cardboard 5/8" x 4" glued together. Pencil dots for rivets and pencil shading along the sides give the bridge a 3-dimensional effect.

Outdoor Rocket

Making and using 2 liter rocket launcher.

Parts needed:

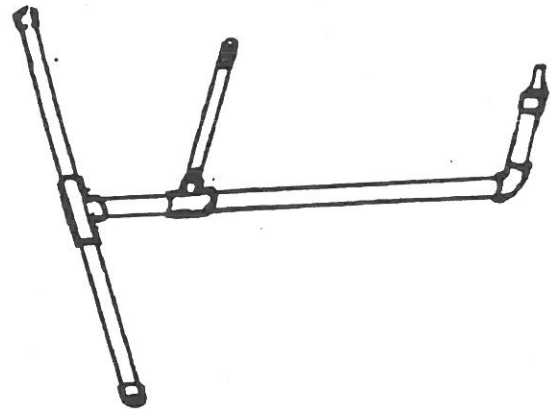
- 3 each 3/4" cap
- 1 each 3/4" tee
- 1 each 3/4" x 1/2" threaded tee
- 5 ft. 3/4" p.v.c. schd 200 or 40
- 1 each 1/2" x 8" threaded riser
- 1 each 3/4" 90 degree ell
- 1 ft Electrical tape
- 1 each Tire valve

Assembling Instructions:

Drill 1/2" hole in end of one cap. Push valve stem into hole, then glue this cap to a 6" pipe, and then the 90 degree ell to a 6" piece. Now glue the 18" pipe to the 90 degree ell. Thread riser into threaded tee, then glue tee into 6" piece aligning riser with the 6" piece. Now glue the other 6" piece to threaded tee. Then glue the tee left to it. And then glue the 2 18" pieces of pipe into this tee, and complete the launcher by gluing the caps left to the ends of the 1' pieces. At the bottom of the riser tape it up with the electrical tape in a tapered manner. Now it is ready to hook up the tire pump and fill a two liter bottle half full of water, push on riser firmly and start pumping tire pump until it goes off.

Pack Night Ideas:

1. Have the boys bring their 2 liter bottles decorated as rockets prior to pack meeting.
2. Display them on tables or a stage.
3. Judge them in the following areas by den:
 - A. Best Design.
 - B. Most unusual.
 - C. Most Independent Effort.
4. Take them outside and launch them by den.



Cut pipe into the following lengths:

2 each - 6"

2 each - 12"

1 each 18"



Indoor Rocket

Making and using indoor rocket.

Parts needed:

- | | |
|-------------------------------------|---------------------------------------|
| Cup (1 each per boy) | Tape |
| Paper clips (2 each per boy) | Scissors (1 each per boy if possible) |
| Construction paper (1 each per boy) | Fishing Line as needed |

Assembly Instructions:

Fold the paper clips to a 90 degree angle and tape to the rocket aligned as best as possible. Then decorate as a rocket by cutting fins and a cone to go on the end of cup. Then tape parts to rocket.

.....

Where to get help:

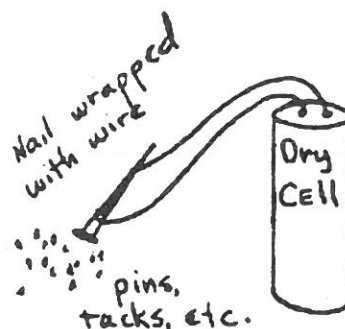
Check the fathers first, then the pack committee. Try an industrial plant, architect's office, consulting engineer's office, or the science department of a school.

Your expert helper does not have to be an engineer. The badge requirements don't call for great technical skill, only understanding principles. You may find that a draftsman, science teacher, construction foreman, electrician, surveyor, or city planner can do as well.

Make an Electromagnet

Materials:

Nail (3" or longer)
10' insulated copper wire
6 volt battery
paper clips, tacks, pins, etc.



Beginning about a foot from the end of the wire, wind it around the nail, starting at either end. Keep winding layer after layer, always in the same direction, until about a foot of wire is left. At this point, it is advisable to wrap some tape around the winding to hold it in place. Scrape the insulation from both ends of the wire, and connect one end to one terminal of the battery. Hold the electromagnet over a small pile of tack or pins, and tap the other end to the other battery terminal. At that very instant the tacks will jump up to either one or both ends of the nail, which now acts like a magnet.

Electromagnets are temporary magnets that can be tuned on and off readily. If necessary, they can be made very strong. They are found in doorbells, door chimes, telephone receivers, telegraph sets, relays, generators, etc.

The strength of an electromagnet depends on the number of turns of wire as well as the amount of current available. You may want to prove this by doubling or halving the number of turns and testing the strength of the electromagnet by noting how many pins it can pick up at any one time. Also use two or more batteries in series, and note the increased strength of the electromagnet.

One word of caution - switch off the electromagnet when you are not using it or the battery will wear out very quickly.

Experiments with an Electromagnet:

The magnetic force of an electromagnet can be released at will. This make it more valuable than a permanent magnet. And it also makes it perfect for games and stunts. Make an electromagnet such as above with three-foot lead wires extending from it. Place your dry cell on the floor beneath a bridge table and connect up a circuit with the electromagnet and a switch which can be operated by your foot.

Now place some paper clips or thumb tacks on the table and hold your electromagnet underneath the table top. Unless the table has a metal top, the magnetism penetrates through the top, and you can make the clips or tacks move all around simply by moving the electromagnet underneath.

Make some small paper ducks and stand them on the clips. Then place the clips on a mirror laid flat on the table. Moving the magnet underneath will make them "sail" around nicely. If you bring one clip up to another, you can make them move away as a pair, one after the other. You can soon get a group of them lined up single file and see them move serenely around the "pond". If you hide the edge of the mirror with crinkled crepe paper to represent trees and shrubs, you will be surprised at how real the pond looks.

Webelos are old enough to begin to provide a lot of help around the house. In addition to the usual tasks of keeping their rooms clean and taking out the trash, they can assist adult family members in many other ways. The Handyman activity badge helps provide the opportunity for Webelos to learn new skills so that they can be more helpful around their homes.

THE HOWS OF POWER MOWERS

12 safety rules for users of power lawn mowers.

1. Always disconnect the sparkplug wire before working on the underside of the motor or when refueling.
2. Remove sticks, stones, wire, or other debris from the mowing area before starting to mow.
3. Never refuel indoors or when the motor is running or hot.
4. Mow only when grass is dry. Never use a power mower barefoot. Wear heavy shoes. Thousands of toes are amputated or mangled every year when feet slip under blades.
5. Keep children out of your mowing area. Never let anyone get in line with the grass-throwing side of the mower while it's running.
6. Never leave motor running when mower is unattended.
7. Practice so you can disengage the clutch or stop motor quickly in case of an emergency.
8. Never allow youngsters or inexperienced people to operate the mower.
9. On hills and banks cut grass sideways, not up and down.
10. Stand firmly behind the machine. Don't pull it backwards towards you or run with it.
11. Don't use an electric power mower in the rain. Be sure its frame is grounded through the cord.
12. Have your mower inspected and serviced by an experienced serviceman yearly.

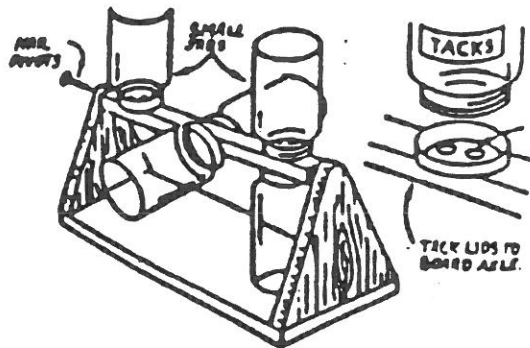
A good handyman learns not to waste time looking for parts, fasteners and small tools. He stores them in labeled boxes so that he can easily find them. This would be an excellent time to get the family to clean the tool area.

HANDYMAN'S HELPER

ACTIVITIES: This is a special handyman craft that could also be used to pass off requirement 9 -- Arrange a storage area for household cleaners and materials that will be safe from small children. This helpful, but easy to make, item is welcome in any workshop.

Use:

1/2 " plywood 4" x 14 " (base)
1/2" plywood 4" x 5" (ends)
2" x 2" x 13" (handle)
Small screw-top jars.
Nails, tacks, paint or varnish



1. Cut one base and two ends as shown. Sand
2. Tack jar lids to both sides of handle.
3. Drill holes in ends of handle, slightly larger than nails, so the handle will pivot.
4. Nail pieces together.
5. Paint or varnish. Screw on jars.

Handyman Relay:

Split your den into groups or let the boys each work individually in this handyman relay. You may want to practice these skills in advance with the boys. The object of the relay is to learn the skills and not to win. Fulfillment should always come through participation in Scouting activities.

You will need scrap wood about 4" x 12", a vise, tools, screws, nails, and nuts and bolts. Scoring is done by timing so it can be the boy against himself, or by the number of strokes it takes to nail or saw. The tests are as follows:

1. Clamp the board in the vise. Using a crosscut saw, cut off an inch thick piece from the end. (count both up and down strokes.)
2. Remove board from vise. Hammer a nail halfway into the board. (A marker line around the nail will show halfway.)
3. Remove the nail from the board.
4. Screw a screw into the hole left by the nail.
5. Remove the screw.
6. Clamp the board in the vise. Using a brace and bit, drill a hole through the board.
7. Slip a bolt through the hole and attach a nut. Tighten with wrenches.
8. Remove the nut and bolt.

You can also add or substitute activities using a plane, coping saw, pliers, etc. Add the times and the number of strokes together and if time permits let the boy see if he can better his score.

Nail and Screw Collection

Glue assorted screws and nails to an 8" x 10" piece of board. Label each item carefully. Affix a hanger to the back of the board. Some suggestions for inclusion:

- ◆ flatwood wood screw
- ◆ roundhead wood screw
- ◆ lag screw
- ◆ common nail
- ◆ box nail
- ◆ finishing nail
- ◆ flooring nail
- ◆ Phillips screw
- ◆ screw eye
- ◆ machine screw
- ◆ barbed nail
- ◆ carpet tack
- ◆ scaffold nail
- ◆ roofing nail
- ◆ hinge nail

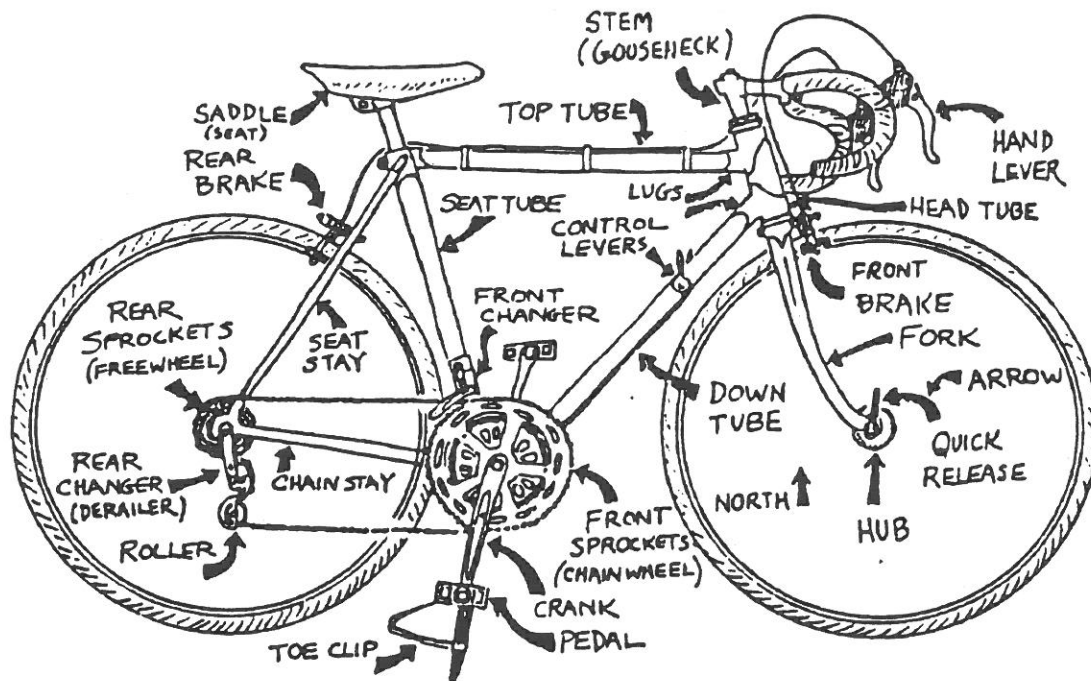
Tool Board

Screw a 18" x 20" pegboard to a 20" x 24" piece of 1/2" plywood using 3/8" spacers between to allow air space for the hooks. Use a paint pen to draw outlines of where each tool is to be hung on the board. Attach directly to the garage wall.

For nails, nuts, bolts, etc. Place these in separate small jars. For each jar put two hooks in pegboard on either side of jar. Stretch a rubber band between the hooks and slip the jar between the rubber band.

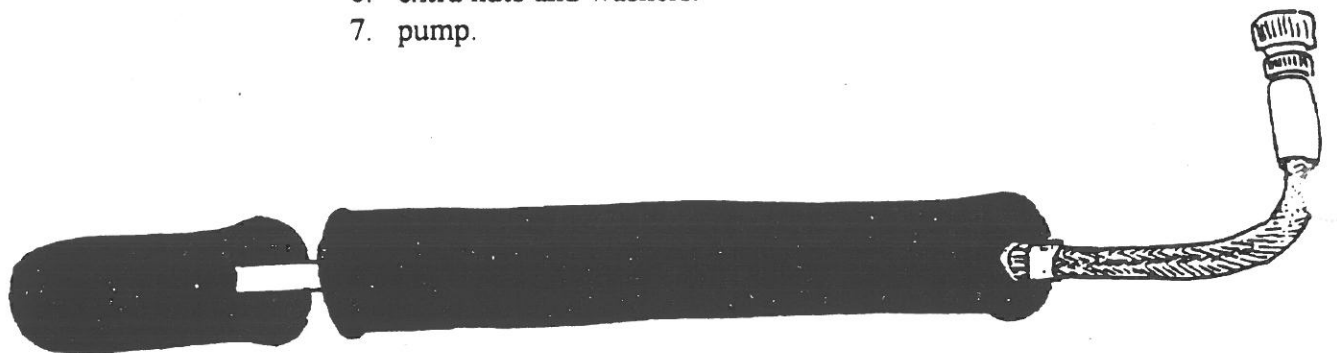
BICYCLE MAINTENANCE AND REPAIRS

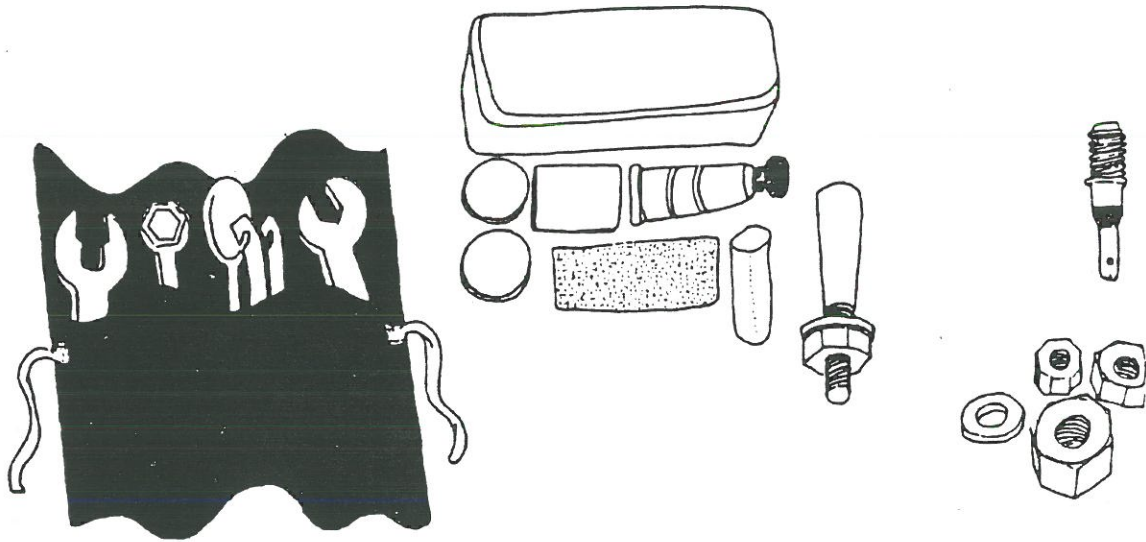
Parts of a typical ten speed bicycle:



Maintaining a bicycle is as important as maintaining a car. It will not only help it last longer, but it will be safer if it is checked and oiled regularly. Clean the bike every month. Wash it with warm soapy water, particularly the painted parts. After removing the grime rinse the frame with clean water and wipe it dry. A bike requires very special tools. A simple kit can be maintained in a saddlebag:

1. wrenches to tighten nuts.
2. a spoon handle for a tire lever (flat tire.)
3. puncture kit.
4. spare valve for tires.
5. spare cotter pin for pedal arms.
6. extra nuts and washers.
7. pump.

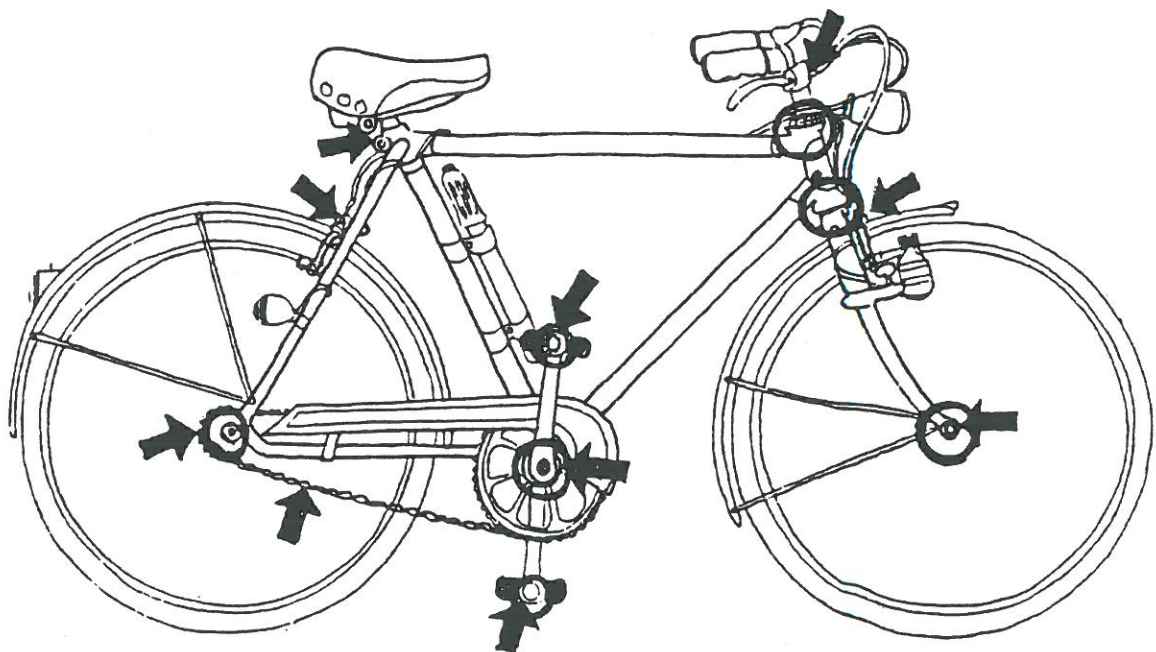




A light cover of oil on the chrome parts will keep them from rusting. Don't get oil on the wheel where the brakes grip, because oil will destroy the rubber. The bike will also need oil where metal rubs against metal. Light machine oil or bicycle oil will work well. Oiling once a month is enough.

Other parts that will need greased once a year.

- ➔ oil these parts every month
- these parts should be greased once a year



Bicycle repair guide

Materials Needed:

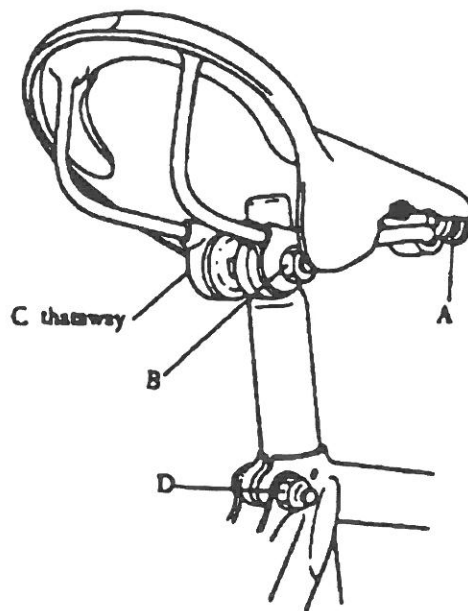
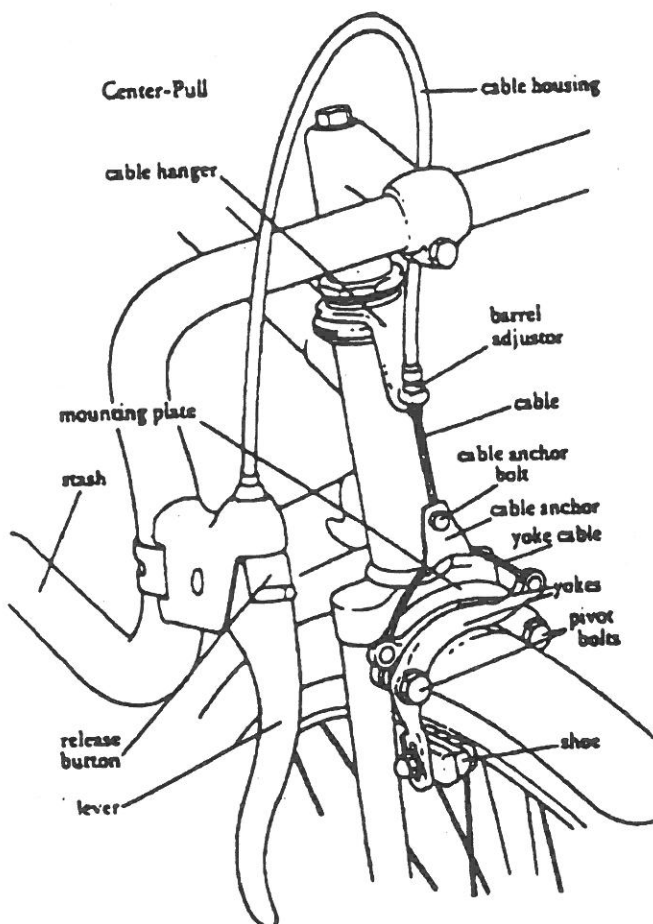
- 1 - Tube rubber cement
- 1 - #100 Sand paper
- 1 - Tire patch
- 1 - Baby powder
- 1 - 3 in 1 oil

Tools Needed:

- 1 - Crescent wrench or box end wrench
- 2 - Regular screwdrivers
- 1 - Yardstick
- 1 - Pliers

Adjustments

Springiness in the narrow racing saddle should be kept to a comfortable minimum as it adversely affects pedaling power. If yours is too tight or loose, adjust it by turning nut A.



Only leather saddles need special care. A new leather saddle should be thoroughly saturated with neatsfoot oil and underneath. Then, depending on how much you ride and how much you sweat, the saddle should be cleaned periodically with saddle soap and lightly dressed with neatsfoot oil. The idea is to keep the leather clean, nourished, and comfortably pliable.

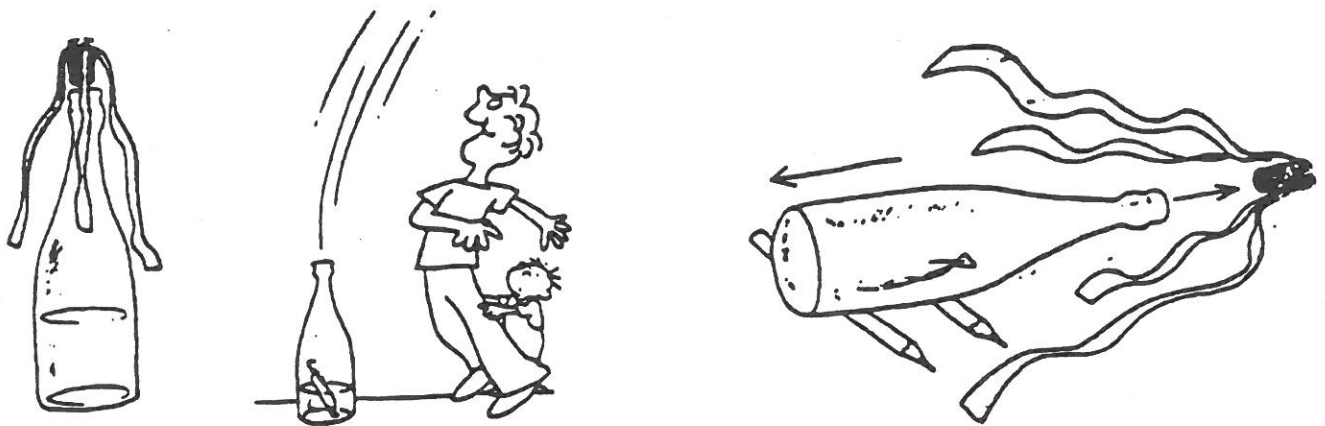
To remove the saddle from the seat post or to adjust its position backward, forward, or to tilt it, loosen nuts B and C. This applies also to mattress saddles. For proper saddle position refer to Fitting.

To raise or lower the saddle, loosen the binder bolt D. Be sure to use a wrench which fits the nut exactly. It has to be tight, and the wrong tool can tear up the nut.

Vinegar Rocket Launcher

- One cork with streamers attached by thumb tacks.
- One quart bottle container.
- One half cup water.
- One half cup vinegar.

Put one teaspoon baking soda on a 4" x 4" piece of paper towel. Roll up paper towel and twist ends. Drop paper into liquid. Place cork on top and stand back and watch. The baking soda reacts with vinegar to produce carbon dioxide gas. As the gas forms pressure builds up. Soon comes the pop and the rocket is launched. Turn bottle on side resting on 2 pencils so you can see the recoils in the opposite direction. This makes a cannon.



Mothball Frost

Put a mothball into a large jar and screw on the lid. Place the jar in a saucepan of water and heat until mothball melts. Remove from heat. Beautiful delicate crystals of mothball frost from inside the jar.

Soda Fountain

In 2 cups of water in a tall bottle, dissolve 1 Tablespoon of baking soda and a few drops of liquid detergent or a pinch of soap powder. Then pour in a few Tablespoons of vinegar. The chemical reaction produces tiny soap bubbles filled with carbon dioxide gas. The foam rises up and flows over the top of the bottle in a fountain of bubbles.



The Beaufort Wind Scale

The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe wind speed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed. Copy the scale on a large sheet of cardboard and hang it in your den meeting place.

The Beaufort Wind Scale

#	Title	Effect of Wind	M.P.H.
0	Calm	Smoke rises Vertically	Less than 1
1	Light Air	Smoke drifts	1-3
2	Light Breeze	Leaves rustle	4-7
3	Gentle Breeze	Flags fly	8-12
4	Moderate Breeze	Dust, loose paper raised	13-18
5	Fresh Breeze	Small trees sway	19-24
6	Strong Breeze	Difficult to use umbrellas	25-31
7	Moderate Gale	Difficult to walk	32-38
8	Fresh Gale	Twigs break off trees	39-46
9	Strong Gale	Slight damage to roofs	47-54
10	Whole Gale	Trees uprooted	55-63
11	Storm	Widespread damage	64-75
12	Hurricane	Devastation	above 75

The Webelos Scouts might look for pictures in magazines which fit the various descriptions above and add them to the chart in the proper places.

Use a calendar to keep track of wind speed over a period of time.

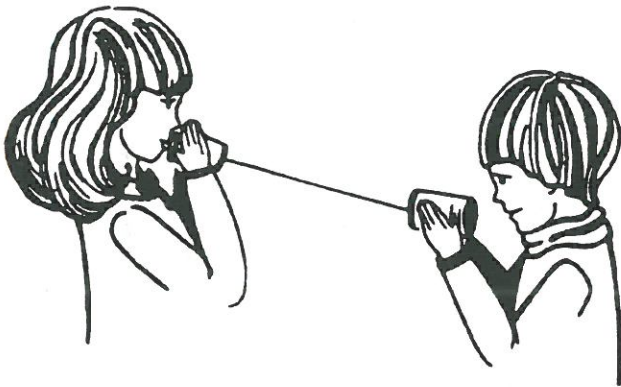
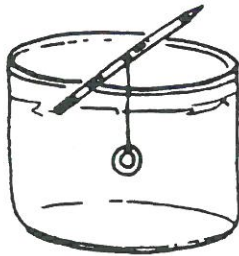
"Red sky at night, a sailor's delight, red sky at morning, sailors take warning." It seems that when the sky is red in the evening, the weather the next day would be very clear and nice. When the sky was red in the morning, storm clouds were brewing. Watch the skies for several days and write down what it looks like in the morning and at sunset. Keep track of whether or not this old saying proves true today.

Eyes Right or Left

Ask the Webelos Scouts if they are right-eyed or left-eyed as they are right-handed and left-handed. They can check by extending a finger towards a distant object and keeping both eyes open. Then tell them to close their right eye. If their finger appears to jump, this means they are right-eyed, if it does not, they are left-eyed, since the left eye is dominant.

Crystals you can grow at home!

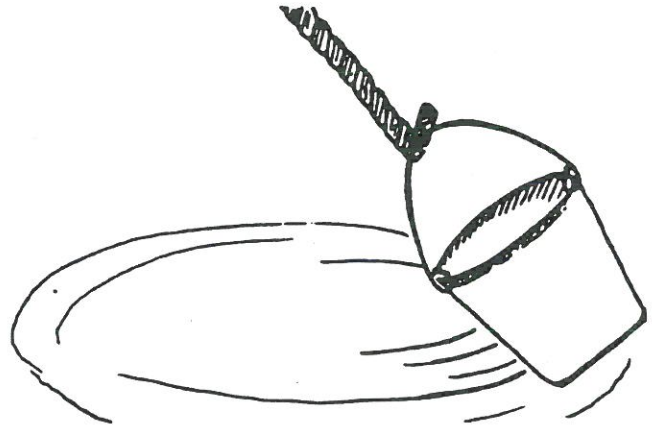
Stir salt into a glass or jar with some hot water in it until it begins to collect on the bottom. No more can dissolve. Hang a piece of thread in the water so it stays straight. You can tie one end to a pencil to go across the top of the glass, and then tie the other end to a washer or piece of lead. You must let it cool slowly. As the water begins to disappear, evaporate, the crystals will begin to form on the thread.



Make Your Own Watch . . . a Sun Dial

You must find the latitude of your town/city in an atlas. Wood or even cardboard can be used to make the sun dial. Make the bottom of your sun dial a square, any size you want to make it. Then use the angle of the latitude you found and mark it on the piece that will stand up. Cut the whole piece to fit on the bottom board. Mark the base (bottom) off in 15 degrees, and number as we have shown. (You could put it in the sun and mark off each hour as the sun passes.) Attach your 2 pieces and face the long edge to the north to make a shadow.

Try this trick! Put some water in a bucket. Swing it fast around in a circle. This water stays in! This is just what happens when you are thrown to the side of the seat in a car when you go around a sharp curve . . . This is called Centrifugal Force.

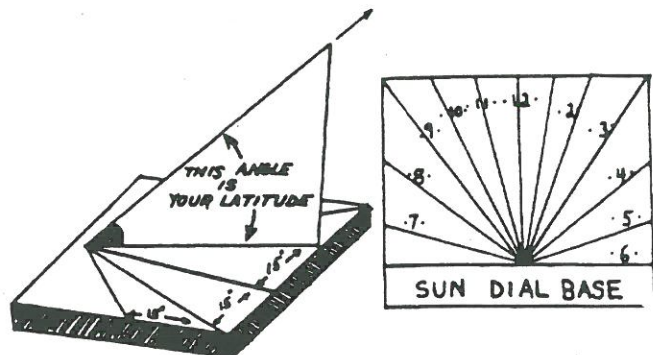


Your Own Telephone

Get 2 used tin cans and some long twine (kite string). Poke a hole in the bottom of each can. Pull the string through the ends of the cans and tie knots - or fasten each end to a toothpick - so the string will not come back out of the holes.

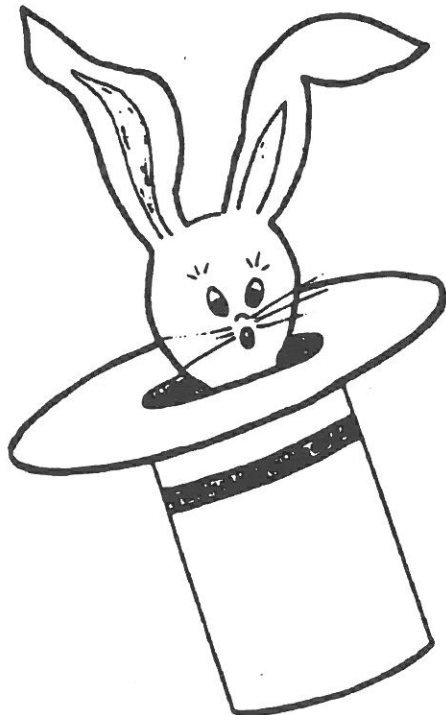
While one of you holds the open end up to your ear, the other one can talk into the other can. It will work like a real telephone, but you must keep the twine tight.

Sound is caused by vibrations. You are making the string vibrate when you talk into the can.



S
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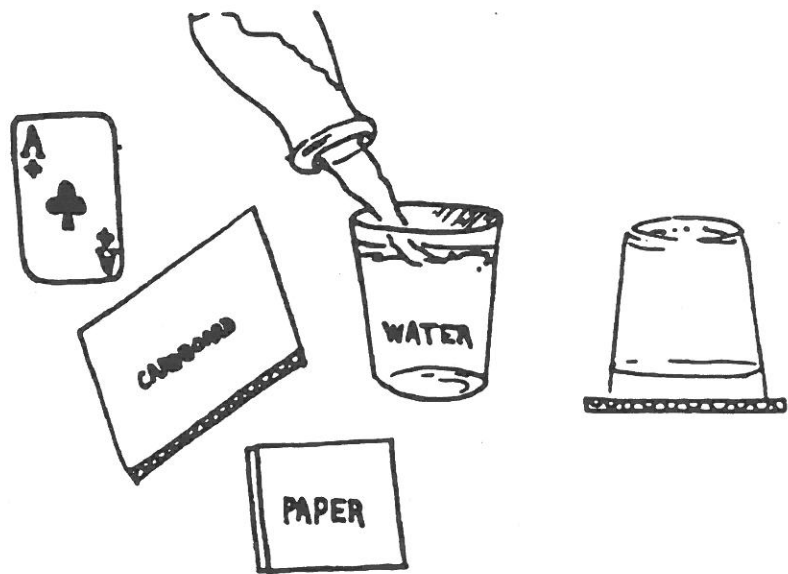
M
A
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Air Pressure

Fill a glass with water and place a stiff thick paper or card on the top of the glass.

Holding the paper against the top, tip the glass upside down and then slowly take your hand away. The pressure will keep the paper in place.



You need a hard boiled egg with the shell peeled off. Get a bottle with an opening that the egg can't quite fit through.

Light a small folded paper and drop it into the bottle. Quickly put the egg in the mouth of the bottle. The greater pressure outside will push the egg into the bottle.

Now rinse the paper out of the bottle. Tipping the bottle upside down, blow hard into the opening. Quickly remove your mouth, and the egg will come popping out.



Bernoulli's Principle

The following experiments are listed in the order that requirements appear in the Webelos Scout handbook.



Materials:

A ping-pong ball, some adhesive tape, a foot of thread or string and a faucet.

What to do:

Fix the ball to the end of the string; turn on the water to form a steady stream. Tape the string to the ping-pong ball and while holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens:

The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.



Materials:

Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.

What to do:

Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about one foot below your fingers and about one or two inches apart. Have the boy blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

What happens:

The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.



Materials:

A candle and candlestick. Two bottles - one with rounded corners, the other with square corners. Metal or cardboard containers can be used instead of bottles.

What to do:

Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the square bottle in front of the relit candle and blow hard. The candle will remain lit.

What happens:

With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Next Step:

Using different shaped bottles, and two ping-pong balls on string place a ball on opposite sides of the bottles so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

Pascal's Law

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Materials:

Coke bottle, balloon, 1/4 cup vinegar, 1/4 cup baking soda.

What to do:

Place baking soda in the coke bottle. Pour vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

What happens:

The baking soda and vinegar produces CO_2 , which pushes equally in all directions. The balloon, which can expand with the pressure will do so.

.....

Materials:

A medicine dropper; a tall jar, well filled with water; a sheet of rubber which can be cut from a balloon; and a rubber band.

What to do:

Dip medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar and if it starts to sink eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What happens:

You have prepared a scientific device known as a "Cartesian Diver". The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air about it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

.....

Materials:

A rubber balloon, several pins with large heads, and a roll of plastic tape.

What to do:

Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst. When you remove the pins, the balloon still will not burst.

What happens:

The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.



Meaning of the Webelos Badge

The Webelos badge is like the emblem on your Webelos cap, except that it also has the word "Webelos" on the Scout badge. The emblem is made up of a gold Scout badge with a blue "W" for Webelos, on it. It shows that you are moving from Cub Scouting to Boy Scouting.

The Meaning of the Arrow of Light

The arch is the sun rising at daybreak, starting another week in Scouting.



The first ray is Sunday, a day of worship and development of the boy's spiritual life.

The second ray is Monday, a day for improving understanding with in the family.

The third ray is Tuesday, a day of developing habits and attitudes of good citizenship.

The fourth ray is Wednesday, a day for strengthening the ability to get along with other boys and respect other achievements by developing new interests and skills.

The fifth ray is Thursday, a day to gain knowledge and wisdom and putting that knowledge to the right use.

The sixth ray is Friday, the day to work on good sportsmanship and pride in growing strong in mind and body.

The seventh ray is Saturday, the day for having fun and finding new things to do.

This gives us the seven rays of the sun to brighten our week. The arrow is to remind us to continue to go straight up the pathway in scouting and in life. Putting all these together we have the Arrow of Light, the highest award in Cub Scouting.

The Parts of the Uniform

Webelos Scouts may wear either the blue uniform they wore as Cub Scouts or the khaki and tan uniform they will wear as Boy Scouts. The boy and his family decide which one he will wear. Other parts of the Webelos uniform for the boys are the plaid neckerchief, Webelos hat with the light blue panel in front, and the Webelos colors to display the activity pins. Webelos may now use patrol medallions instead of den numerals like Boy Scout patrols. These medallions are placed under the American Flag location which is now standard on the right sleeve.

The Scout Law

Teach Webelos Scouts the song below and it will help them learn and remember the 12 points of the Scout Law, one of the requirements for the Arrow of Light award.

Trusty Tommy Tune: Yankee Doodle

TRUSTWORTHY Tommy was a Scout, LOYAL to his mother
HELPFUL to the folks about, and FRIENDLY to his brother.
COURTEOUS to a girl he knew, KIND unto his rabbits.
OBEDIENT to his father, too, and CHEERFUL in his habits.
THRIFTY, saving for a need; BRAVE and not a faker
CLEAN in thought and word and deed, and REVERENT to his Maker.



The Scout Oath

On my honor I will do my best
To do my duty to God and my country,
And to obey the Scout Law;
To help other people at all times:
To keep myself physically strong,
Mentally awake, and morally straight

The Scout Motto "Be Prepared"

The Scout Slogan "Do a Good Turn Daily"

The 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

** The impressions that are made on the minds of the boys are far more important than any particular activity that they may participate in.

Webelos Badge Game

This is a fun game to play in your den and it helps the boys learn the Boy Scout Oath. Photocopy this page and cut out each card. Give one to each boy and have them act out what it says at the bottom of their card. The other boys guess what line of the Boy Scout Oath the boy is acting out.

<p>On my honor, I will do my best...</p> <p>(show Boy Scout sign)</p>	<p>To do my duty to God & my country...</p> <p>(hold hands like praying, then salute flag)</p>
<p>And to obey the Scout Law.</p> <p>(hold up 12 fingers)</p>	<p>To help other people at all times...</p> <p>(get a chair for your leader & have him/her sit in it)</p>
<p>To keep myself physically strong,</p> <p>(do 5 jumping jacks)</p>	<p>Mentally awake</p> <p>(pretend to read a book)</p>
<p>and morally straight.</p> <p>(stand at attention, with arms straight by your side)</p>	

Arrow of Light Ceremony

Personnel: Webelos Leader or Cubmaster, Webelos Scout, parents

Equipment: Arrow of Light ceremony board

Arrangement: Room is in darkness. Leader introduces Webelos Scout (s) who is receiving Arrow of Light, and explains they have met the requirements to receive the highest award in Cub Scouting.

Leader : The purpose of Cub Scouting is to light the way to Scouting. The first rank in Cub Scouting is Bobcat. (Turn on first light) Before becoming a Bobcat he learns the Cub Scout sign, handshake, motto, and salute. The rank for the 8 year old Cub Scout is Wolf. (Turn on second light) Twelve Achievements are required to earn the Wolf Badge. Then he works on the Arrow Points until he is 9 years old. He can earn as many Arrow Points as time and ambition will allow. Twelve Achievements are also required for the Bear Badge. (Turn on light #3) You can see that as a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear Badge, he works on Arrow Points until he is 10 years old.

Now he is 10 and becomes a Webelos Scout. (Turn on light #4) Webelos Scouts do not earn cloth badges. They wear the Webelos tri-colors on their sleeve and work on Activity Badges which are metal pins. Webelos is the secret name for "We'll Be Loyal Scouts" and it is the name of the Indian tribe of which Akela is Chief. The Webelos Scout is older...he can do more for himself. His parents no longer sign for his advancement. His Webelos Leader does this. He works on the Arrow of Light Award. (turn on light #5) To receive this award, he must earn the Citizen, Fitness, and Readyman Activity Badges and at least two more of four specific areas. This will give him a total of 8 Activity Badges. (Turn on light #6)

He learns the Scout oath, the Scout law, the Scout motto, slogan, sign salute, and handclasp. He learns the parts of the Scout badge. He understands and supports the Outdoor Code. He plans and leads a flag ceremony in his den. Now he has earned the Arrow of Light award, the highest award a Cub Scout can earn. (Turn on light #7)

Now his path has been fully lit on his way to Scouting. Now we review his path to Scouting. (All lights out) This is what his path looked like before he entered Cub Scouting. (Turn on all lights) This is what his path is like now that he has progressed through the ranks of Cub Scouting to the Arrow of Light. Good-bye Cub Scout...Hello Scout.

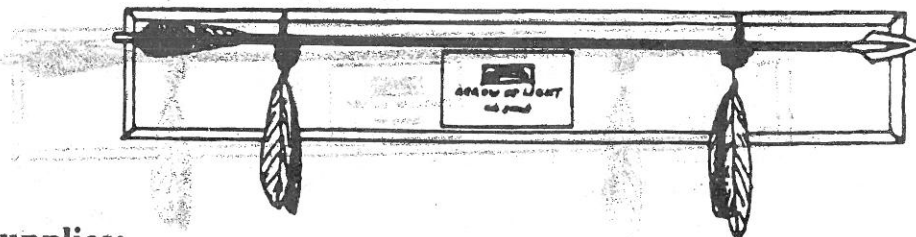
Another Arrow of Light Ceremony

Have 7 Webelos Scouts stand in front of audience, in a straight line. Webelos den leader stands at end of line as #8, with the Webelos receiving the award to her left. Webelos read their parts as they pass the ceremonial arrow to their left.

- #1 Wisdom: Having wisdom doesn't mean that a person is smarter than others. It means that he uses what he knows to live a better life.
- #2 Courage: Courage does not mean you have no fear of danger. It means that you can face danger despite of your fear.
- #3 Self-control: This means being able to stop when you have had enough of something, such as eating, playing, or even working too much.
- #4 Justice: Justice means being fair with others we play and work with, regardless of who they are.
- #5 Faith: Faith is belief in God and things we cannot see but feel are true.
- #6 Hope: Hope means to look forward to good things you believe will happen. You hope for better things tomorrow, but at the same time you work hard today to make them happen.
- #7 Love: There are many kinds of love. Love of family, home, fellowmen, God and country. Every kind of love is important for a full and happy life.
- #8 (Webelos den leader): You will find if you live by these 7 virtues, you will be happier. It is now my pleasure to present to you your Arrow of Light.

(Den leader presents boy with arrow and Cubmaster gives insignia to parents, and they pin it on the boy.)

Arrow of Light Wall Plaque



Needed supplies:

1" x 6" x 8' pine - #2 grade (makes 3 plaques)
stain and satin finish

1 1/4" screws - 2

2 Eagle claws

rabbit fur (brown, gray, or black)

3" x 5" brass name plate with dark blue printing
28" arrow with a hunting tip

4 medium feathers, heavy thread and felt
hot glue gun

Tips on supplies:

Eagle claws and rabbit fur are available at Tandy Leather. The 3" x 5" brass name plate can be prepared at your local trophy shop. The best size of feathers come from the wings of pigeons or chickens. We have our arrows made by a local archery hobbyist. You can also buy them at a sporting goods store.

Instructions:

1. Cut the wood to measure 5 1/4" x 29 1/2". Route the edges and sand well. Drill two 1/8" holes for attaching the claws to the board. Each hole should be 2" down from the top and 6 1/2" in from each end. Stain as desired and apply 2 coats of finish, sanding between coats.
2. Drill a 1/8" hole perpendicular to the center of the flat end of each eagle claw. Note the hole is already in the base of the claw. You will use this to attach the feathers. For realism, glue a strip of rabbit fur around the base of the claw. Using a sharp razor blade, cut from the skin side, being careful not to cut the underlying hairs. Once the glue dries, trim the skin. Attach the completed claws to the board with the 1 1/4" screw. The tip of the claws point up.
3. Glue the shafts of two pairs of feathers together in the desired position. Then glue a heavy thread to the base of each pair. Glue a piece of felt around the base of each pair, giving it a finished look. Place a needle onto the thread and push the needle and thread through the predrilled hole in the base of each claw. Tie in desired position.
4. We use the art work from the Arrow of Light certificate. This goes on the upper 2/3 of the name plate, with the boys name on the lower 1/3. Attach the name plate to the center of the lower edge of the board with double sided sticky tape.
5. A hunting tip looks nice on the arrow. Dull the edges with a file and paint gold. The finished arrow is placed on the claws. The plaque can be hung on the wall using 2 picture frame hooks.