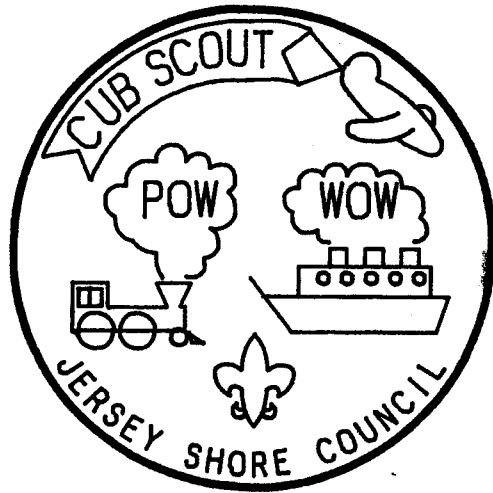


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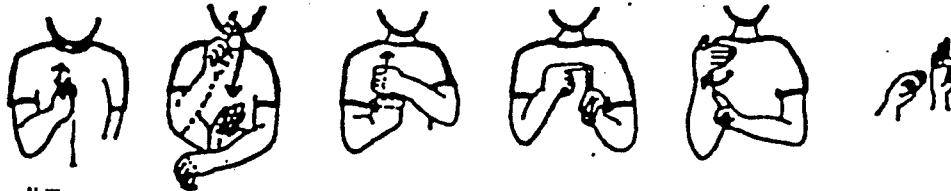
POW WOW



JERSEY SHORE COUNCIL

ACTIVITIES

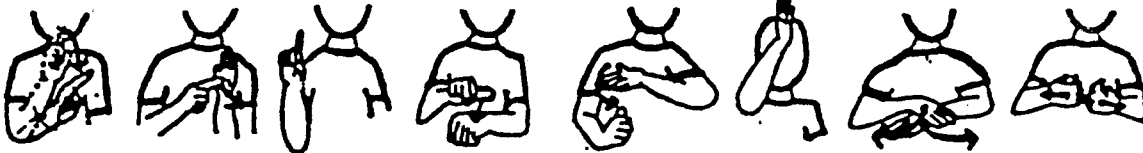
HOW TO "SIGN" THE PLEDGE OF ALLEGIANCE



"I pledge allegiance to the flag of



the United States of America and to the Republic



for which it stands one nation under God, indivisible,



with liberty and justice for all."

FLAG INFORMATION RESOURCES

1. YOUR FLAG - BSA, Irving, Texas ISBN 0-8395-3188-5, No. 3188 usually kept in stock at the council store.
2. The American Legion may be asked if their local unit would be able to provide a replacement or a new flag to a new unit. The flag is usually given in a presentation ceremony.
3. Daughters of the American Revolution, 1776 D St, NW Washington, DC 20006 have extensive literature.
4. All branches of the military service have flag etiquette manuals.
5. Check with your representative or senator to see how to obtain a flag that has flown over the Capitol building.
6. Caldwell Banker Real Estate agents have planted hundreds of thousands of American flags in front yards on July 4th over the past several years. Try giving them a call to see if this is still possible.
7. Your encyclopedia is a good resource.



Ground rules for den and pack trips:

1. Cub Scouts and their leaders should be in uniform.
2. Remember two-deep leadership. There should be at least two adults for each eight boys.
3. Be sure to contact the place you intend to visit well ahead of time so they can be prepared for you.
4. Locate restrooms as soon as you arrive and let the boys know where they are.
5. Know where emergency care can be obtained.
6. Consider distance—how much travel time is involved?
7. Let parents know where you are going and when you'll return. Also make sure they have filled out a permission slip for their boy.
8. Decide on a meeting place in case someone gets "misplaced."
9. Establish the buddy system before starting the trip. Explain that the boys remain together at all times.
10. See that each boy has enough money for an emergency phone call; also that the boys bring the same amount of money if they are going to be buying themselves treats.
11. Coach boys in advance so they are attentive, courteous and follow all necessary rules.
12. Tell the boys the highlights of what they can expect to see.
13. Remind them that they are the guests and must follow the rules of their host.
14. Point out that the boys are representatives of Scouting and that their behavior will determine whether other Scouts will be welcome later.
15. Be sure to fill out a local tour permit at least two weeks before the trip. This enables leaders to plan and enjoy a safe trip.
16. Finally, after the trip is over, write your hosts and thank them for their courtesy.



ATTITUDES OF A CUB SCOUT LEADER

COOPERATIVE - Knows how to work with other people.

SYMPATHETIC - Is sensitive to the difficulties of others. Not absorbed by self-interest.

DEDICATED - Is dedicated but not demanding; determined but not dictatorial. Wholeheartedly involved in responsibilities.

CONSIDERATE - Considers all factors involved in another persons behavior. Doesn't jump to conclusions quickly, but is inclined to give others the benefit of the doubt.

HUMBLE - Doesn't crave the spotlight. Remembers that it's the boy who counts. Remembers "There is no end to the good we can do if we don't care who gets the credit."

PATIENT - Corrects mistakes without losing temper and without embarrassing the person at fault. Remembers "The art of being wise is the art of knowing what to overlook."

ENCOURAGING - Encourages and reinforces others by words of praise, commendation and thanks. Knows that an ounce of prevention and sincere praise is worth a pound of fault finding.

BELIEVING - Has faith in people. Believes they will respond to what is good if given sufficient opportunity. Believes they are cooperative and have capability and ability.

ENTHUSIASTIC - Works eagerly towards objectives. Walks with a spring in his step, works with a sparkle in his eye, and speaks with a note of confidence in his voice. Knows that enthusiasm is the most contagious quality in the world.

ADAPTABLE - Not opposed to change. Is wise enough to change course or adjust sights when necessary. Is guided by lessons of experience but is not a slave to tradition.

IDEALISTIC - Not content with low standards. Sets objectives that are high enough to be challenging and still within reach.

HELPFUL - Has reason for every success, not an excuse for every failure. Goes out and rings the bell, never gives up and wrings his hands.

SENSE OF HUMOR - Not upset by trifles. Can laugh with others.

GRATEFUL - Grateful to God for the gift of life, to fellow Scouters for the blessings of friendship and to the boys for the challenge and joys of leadership.

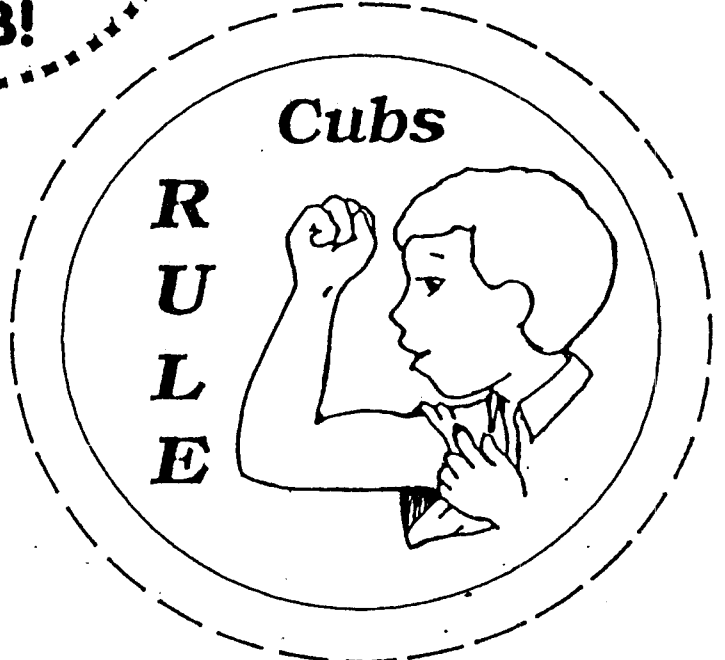
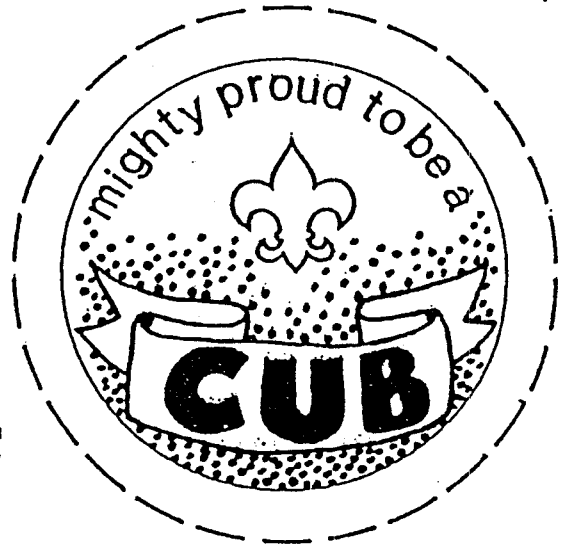
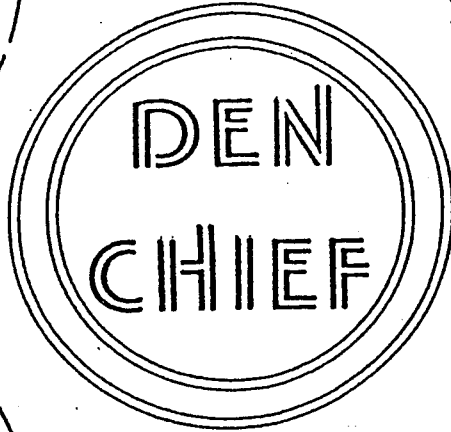
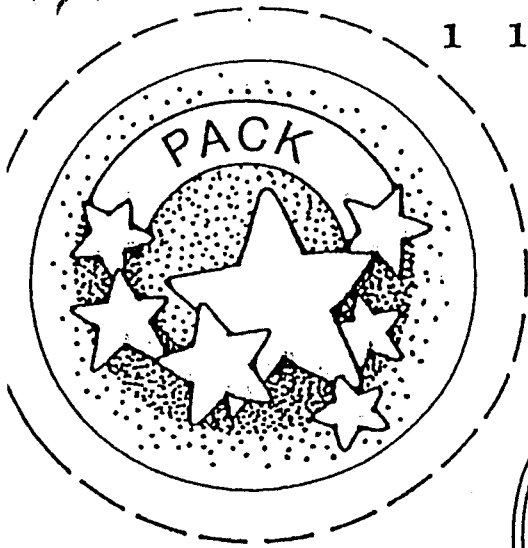
After reading this page, do you feel a trifle inadequate? Do not feel as if you are alone. None of us possess all these qualities, but just as we set goals for the boys, we also set goals for ourselves. Through Scouting we all learn and grow into better citizens and individuals.

BUTTONS

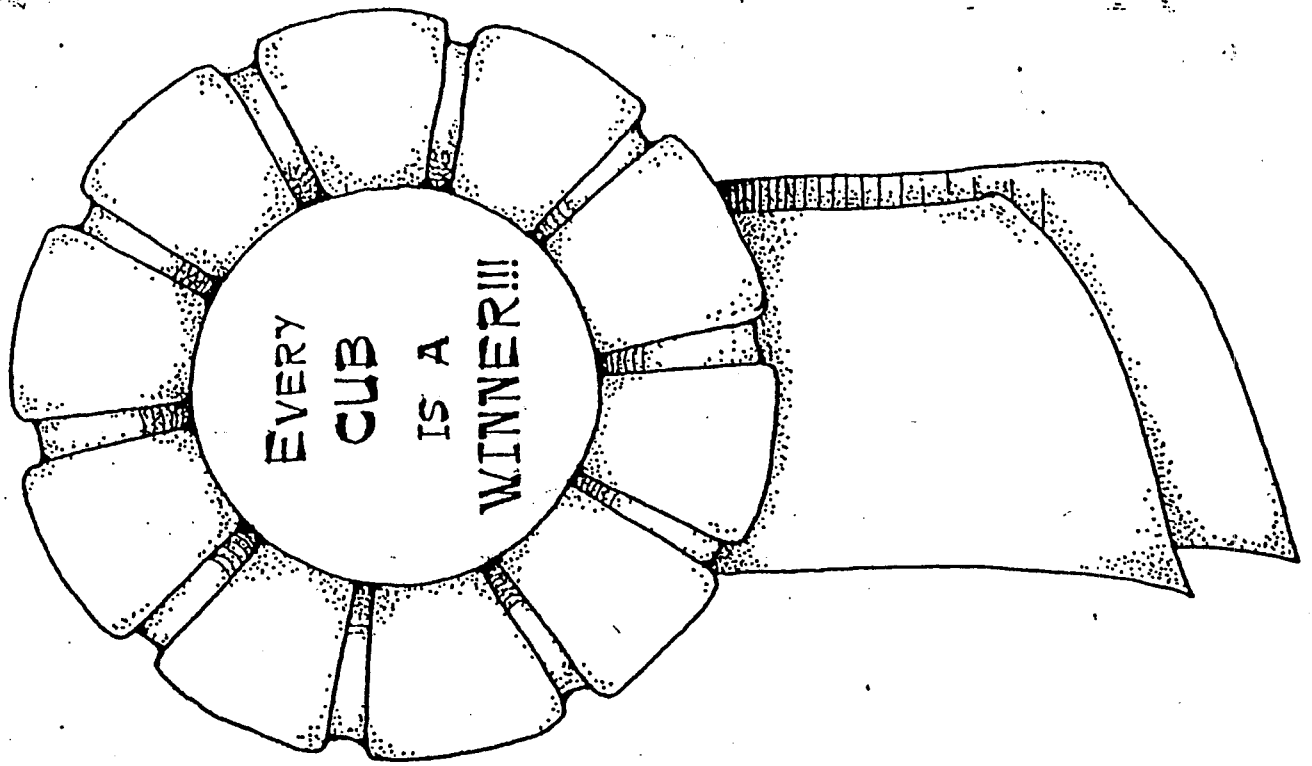
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Den

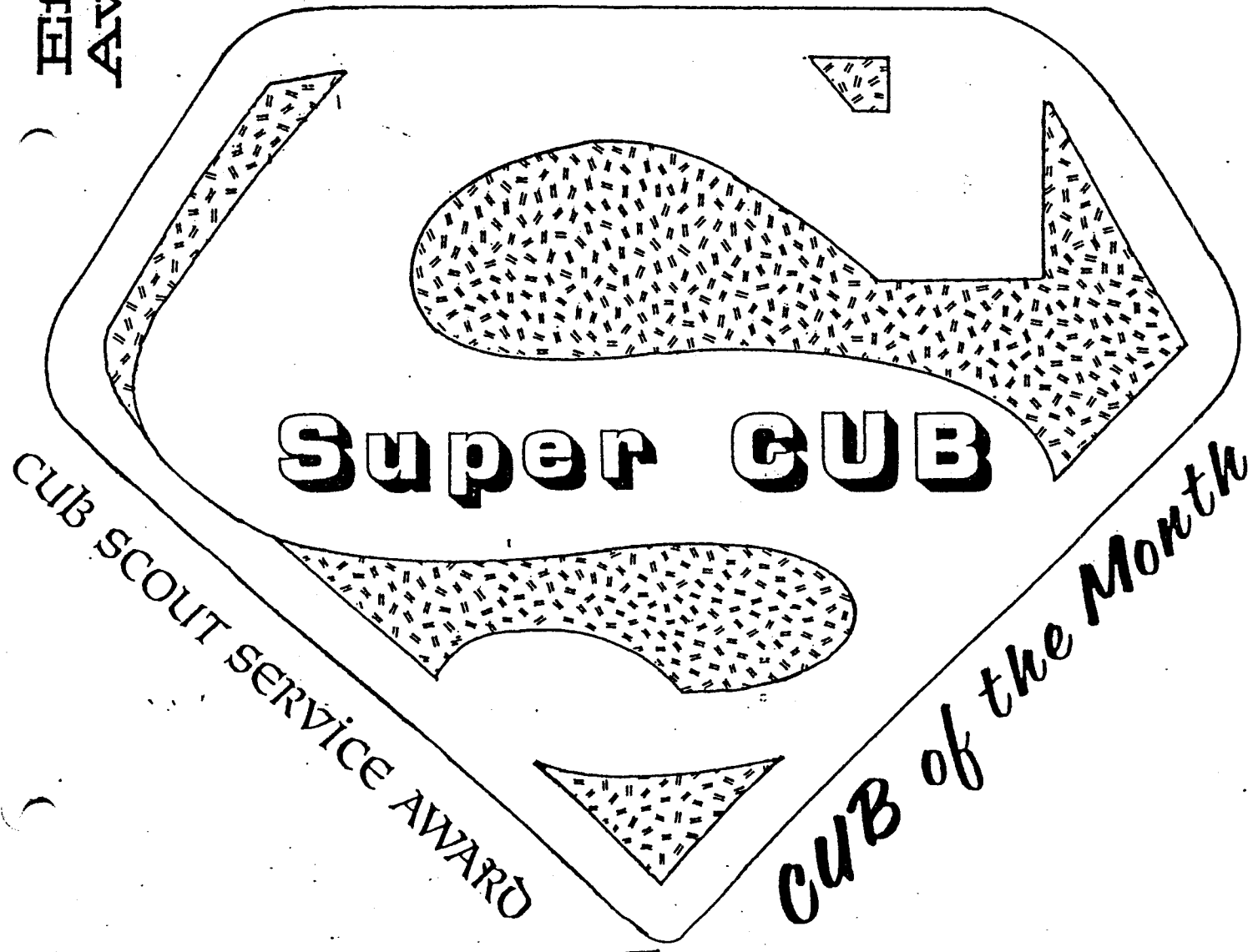
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Cub Scout
OLYMPICS



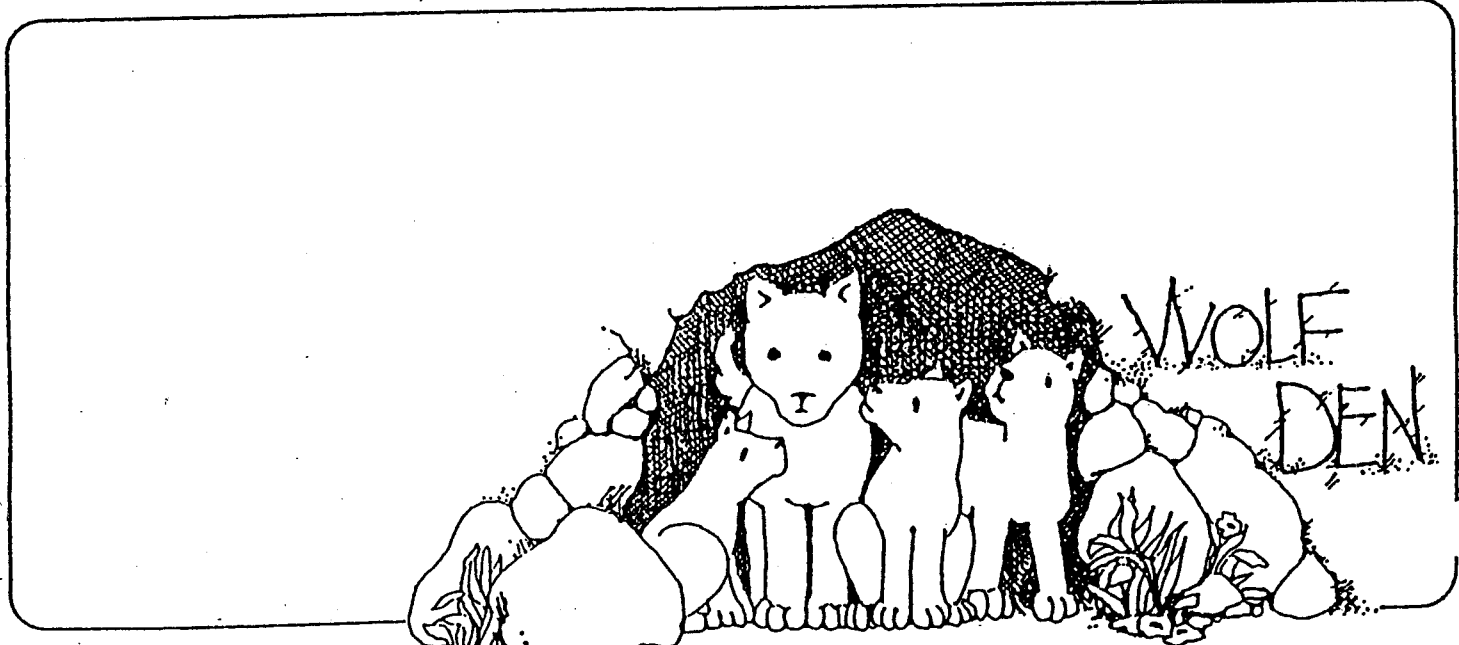
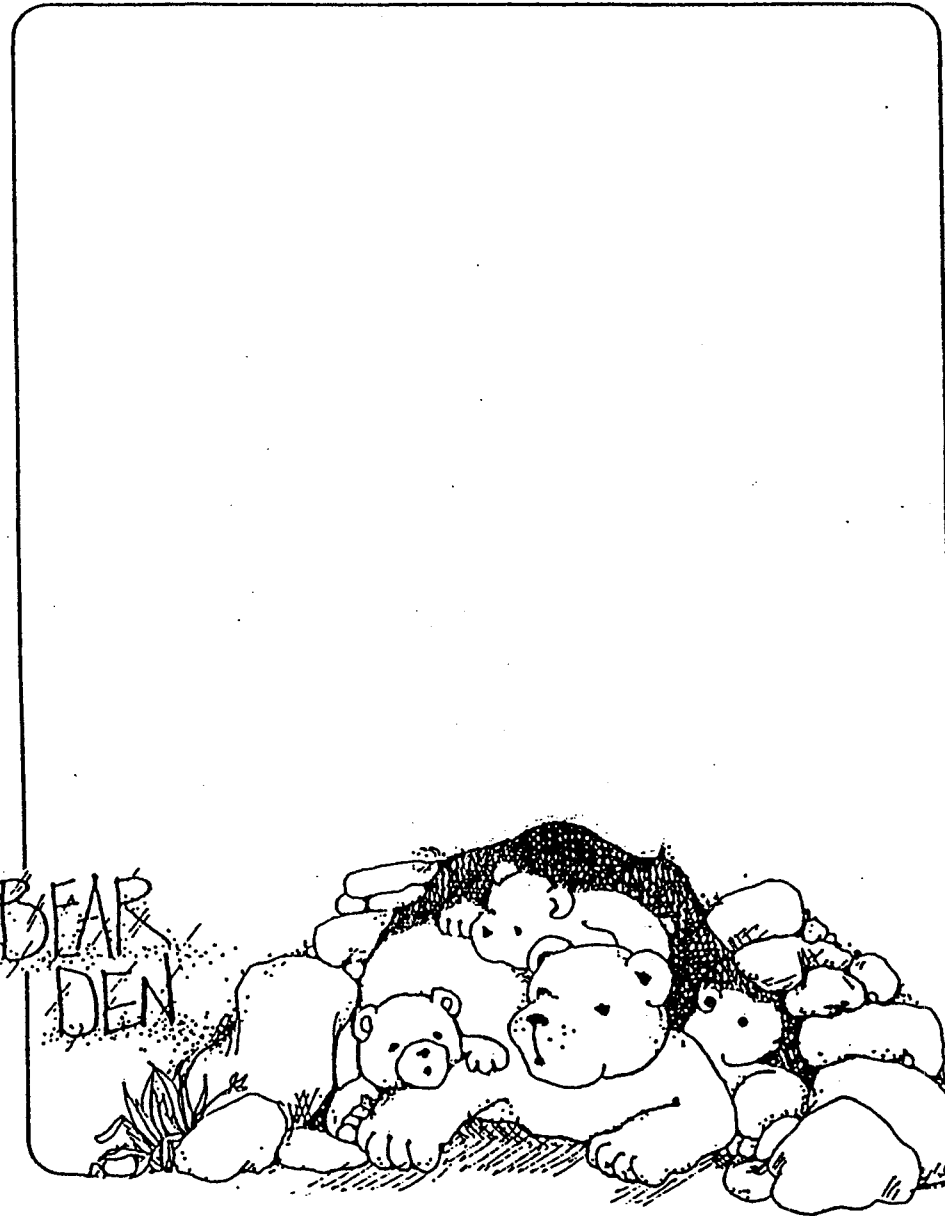
Effort
Award





Trackin'
Bear

Makin'
Wolf
Tracks



**BLUE
&
GOLD**

BLUE AND GOLD BANQUET

The Boy Scouts of America was organized in February, 1910. Therefore, each February, packs across the country plan and conduct a Blue and Gold Banquet for the entire family to celebrate the anniversary of scouting. This big pack celebration gets its name from the Cub Scout colors--blue and gold. The Blue and Gold Banquet is really a birthday dinner so should involve a lot of planning and be really special.

Involve as many parents as possible; Den Leaders should not have to do all the work. They should be free to mingle with parents. Appoint a set-up committee, food committee, publicity, program committee, and clean-up crew. Determine your pack needs and then organize your committees accordingly. Organization--the key word. . . .

Steps to Planning a Blue and Gold Banquet

- I. Select a date, time, place
 - A. Banquet often takes the place of the February Pack Meeting, although it is not necessarily held on the regular meeting night.
 - B. In selecting a place, consider the following:
 1. Adequate space for seating and displays. How many tables will be needed?
 2. Availability of parking spaces, restrooms, coat racks.
 3. Program needs, such as microphone, stage, etc.
 4. Convenience for food preparation and/or serving. Will you need a kitchen to keep things warm?
 5. Reserve meeting place well in advance.
 - C. Select a theme--plan your decorations and program around this.
- II. Committees
 - A. Set-up Committee--plan to set-up the night before or at least well in advance of banquet time. You should be ready when guests begin to arrive. Perhaps, one den's parents could take the responsibility for setting up and another be clean-up crew. Again, organization is important.
 - B. Welcoming Committee--greet guests, has guest book available to be signed, and aids families and honored guests in finding their respective seats. Den Chiefs and Webelos Scouts can be very helpful with the seating.
 - C. Program Committee--sees that programs are printed for the guests.

acquires the necessary props and sound equipment for the program, and works with the Den Leaders in producing the program.

D. Dinner Committee

1. Select a meal plan
 - a. Pack buys the meat. Then each family brings a covered dish. This could be "Pot Luck" or parents could sign up to bring dishes on a planned menu.
 - b. Each family brings a meat dish and covered dish (casserole, vegetable, salad or desert). All dishes are put together in buffet form.
 - c. Catered dinner--be sure you have definite prices and cost before committing.
 - d. If you have a "Pot Luck" dinner, the pack should plan to buy coffee, cream, sugar, rolls, butter, and beverage. Also make arrangements for salt and pepper.
 - e. A decorated birthday cake for scouting will accentuate your celebration.
2. Determine serving needs--kitchen and utensils.
3. Select menu and estimate cost.
4. Assign someone to serve (Girl Scouts, Boy Scouts, 4-H, and past pack parents are possible servers).

III. Program--should be something really special. Plan ahead, practice alot, and make it really meaningful and entertaining.

A. Entertainment

1. Skits--dens can prepare skits that tell parents the story and meaning of Cub Scouting. Include props, costumes, and songs in your skits. Parents enjoy seeing their children perform.
2. Speaker--keep in mind the age of the audience and plan the length of the speech accordingly.
3. Songs--group singing encourages spirit and involves everyone. It helps to "break the ice."
4. Opening and Closing Ceremonies--should be planned to go with the program and be meaningful.

B. Recognition of Cubs and Leaders

1. Advancement Awards--have impressive advancement ceremony.
2. Leaders--present certificates of appreciation to pack leaders and to any parents who have helped in the pack extensively. Don't forget the Den Chiefs and Pack Committee members.
3. Sponsoring Institution--express appreciation for their sponsorship. Some packs also receive their charter at this time.

C. Make assignments for various parts of the program.

1. Invocation
2. Welcome and Introduction of guests
3. Ceremonies
4. Recognitions
5. Entertainment

D. Typical Banquet Program

1. Opening Ceremony
2. Invocation
3. Dinner
4. Welcome and Introduction of Guests
5. Greetings for Head of Institution
6. Group singing
7. Den skit or other Entertainment
8. Awards and Graduation Ceremonies
9. Recognition of Leaders
10. Announcements and Thanks
11. Closing Ceremony

IV. Decorations--should follow a theme

- A. Room decorations--use pennants, balloons, sunbursts, crepe paper streamers or anything to create a gay, colorful atmosphere for all to enjoy.
- B. Table decorations--each den makes place mats, favors, napkin rings, place cards and name tags for whoever will be sitting with their den.
- C. Centerpieces--created for the tables by mothers, dens or leaders.
- D. All the dens will make decorations for the head table and special guests.
- E. Decorative programs--giving the order of activities for the evening could be handed out as people arrive. It would be nice to list the Cub Scouts, Leaders, and honored guests.

V. Publicity

- A. Inform all pack families of the date, time, place and cost.
- B. Invitations can be made by the Cub Scouts for families and special guests. You will have to determine ahead how many people each Cub can invite. Be sure to get your invitations out in plenty of time for response.

1. Typical Invitation:

Cub Scout Pack ____ of _____(town) requests the pleasure of your company for our Blue and Gold Banquet on _____, the ____ of February at _____ o'clock at the _____ (location)

R.S.V.P.

(Den Leader Coach or Cubmaster)

Address

Phone

C. Suggested Guest List--many packs invite guests from outside their packs to the banquet. People who have done much to encourage and promote the scouting program. Below are some people you might consider inviting.

1. Head of Chartered Organization (Example Pastor of church)
2. School principal or head of wherever the den and pack meetings are conducted.
3. Scoutmaster of local Boy Scout Troop.
4. Chartered Organization Representative for the Pack
5. Tiger Cubs and families--if possible involve them in the program
6. Minister and/or Priest--invocation and benediction
7. Custodian of building where den and pack meetings are held
8. District Roundtable Commissioner
9. District Executive
10. District Commissioner
11. District Chairman
12. Friends of Scouting

BLUE AND GOLD INVOCATIONS

SCOUT LITANY

Thou shalt love the Lord thy God with all thine heart. (Deuteronomy 6:5)

I _____ PROMISE TO DO MY BEST TO DO MY DUTY TO GOD.

Blessed is the nation whose God is the Lord. (Psalm 33:12)

I _____ PROMISE TO DO MY BEST TO DO MY DUTY TO MY COUNTRY.

Thou shalt love thy neighbor as thyself. (Romans 13:9)

I _____ PROMISE TO DO MY BEST TO HELP OTHER PEOPLE AT ALL
TIMES.

My son, forget not my law: but let thine heart keep my commandments.

(Proverbs 3:1)

I _____ PROMISE TO DO MY BEST TO OBEY THE LAW OF THE PACK.

CUB SCOUT PRAYER

O, Lord that I will do my best

I come to thee in prayer.

Help me to help others every day

And teach me to be square.

To honor Mother and Father

And to obey the Cub Scout Law, too.

This I ask that I may be a loyal

Cub Scout true. Amen.

CUB PARENT'S PRAYER

Look down upon my son, Dear Lord,

This smiling Cub of mine.

Please take his hand along the way,

So he may never stray.

Bless my son tonight, Dear Lord,

And help him walk with thee.

Give him comfort, warmth and love;

He's all the world to me.

Bless his daily efforts,

And make them strong and true;

For life's a heavy burden,

And we're all in need of you. Amen.

BLUE AND GOLD BANQUET GRACES

The invocation or grace for the Blue and Gold banquet should be conducive to reverence. It should not offend anyone's religious beliefs. Here are a few suggested graces:

Bless us, O Lord, and these Your gifts which we are about to receive from Your bounty. Amen.

We give You thanks, Almighty God, for all Your benefits. Bless this food to the nourishment of our bodies and our lives to Your service. Amen.

For health and strength and daily food, we give You thanks, O Lord. For food and health and friendship, we give You thanks, O Lord. Amen.

Gracious giver of all good, we thank You for rest and food. Grant that all we do or say be in Your service, this day. Amen

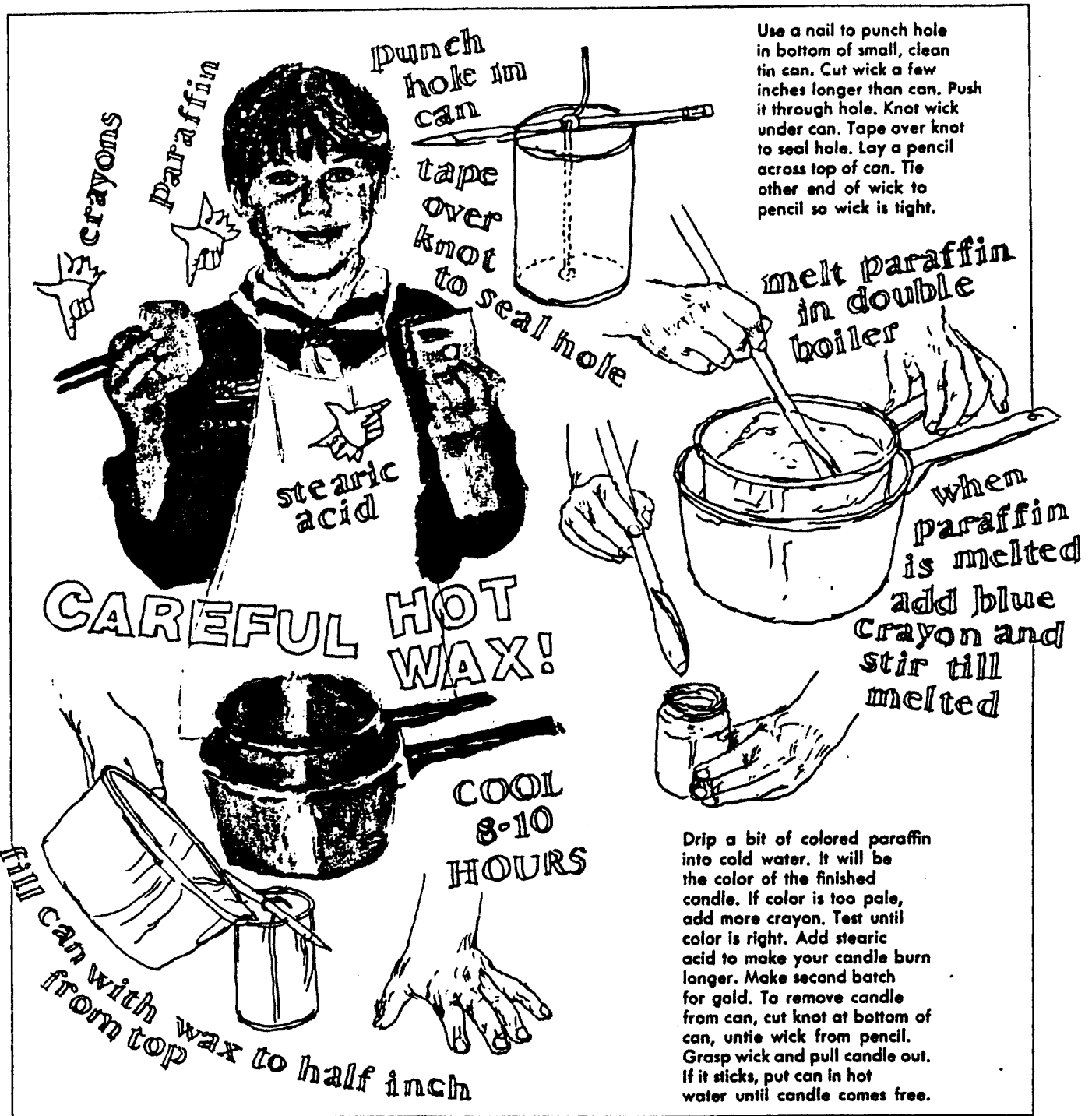
For this food and all the things we hold dear, and mostly for Your loving care, we thank You, O God. Amen.

We thank You for the morning light, for rest and shelter of the night. For health and food, for love and friends. For everything Your goodness sends. Amen.

Teach us, Dear God, to work together in cooperation and understanding. Open our eyes to the opportunities of our job. Inspire our thoughts, our words, and deeds, that they may help our Cub Scouts to know You better. Amen.

Heavenly Father, we ask Thy blessings upon these Cub Scouts, counsel them with Thy wisdom; strengthen them to stand for the hard right against the easy wrong; inspire them with high purposes and keep them always ready to perform kind deeds. Bless this food to our use, and us to Thy service, and keep us ever mindful of the needs of others. Amen.





Cub Scout Theme:

BLUE AND GOLD TRADITIONS

Make Blue and Gold Candles

Light up your pack's blue and gold banquet with bright-colored Cub Scout candles. This page will show you how to make them.

A grownup must help. Use a double boiler and keep powdered baking soda nearby when melting wax. If wax catches on fire, put out flames with baking soda—not with water. Make one candle for each family that will come to the banquet. Ask your guests to take their candles home. The candles will remind them of the good time they had—and how much fun you have as a Cub Scout. ♦

CEREMONIES

CEREMONIES

Ceremonies are important for many reasons, the most important being that boys like them. The boys like to participate in them to receive recognition. Ceremonies are also important for recognition of leaders for achievements and for special occasions and holidays. Ceremonies help to teach the ideas and goals of Scouting and citizenship. They can help to promote participation of family, which is very important, as Cub Scouting is a family oriented program.

Ceremonies give importance and dignity to occasions and help us remember them. Ceremonies are a part of our very existence. As youths, we went to school and graduated in a ceremony. We joined a club, fraternity or lodge, and a ceremony was used to induct us. We climax this short span of years with a joyfur and blessed ceremony of marriage. Even in death we depart this life with ceremonies of proper accord.

WE NEED CEREMONIES TO

- . . . establish a regular plan of presenting awards promptly, as soon as possible after they are earned.**
- . . . provide high points in the advancement plan.**
- . . . focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding Wolf, Bear and Webelos badges, arrow points, Activity pins, and Arrow of Light awards, recognizing parents at this same time.**
- . . . give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.**
- . . . make visitors and guests welcome by making them a part of the pack program.**
- . . . honor pack leaders by recognizing the Den Chiefs, Den Leaders, Den Leader Coach, Webelos Den Leaders, Cubmaster, assistants and Pack Committee members.**
- . . . provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized but also to all those watching.**

CEREMONIES

Ceremonies promote parent participation by helping to explain the parents' role in Cub Scouting and create parental interest and desire to help in the planning and staging of ceremonies.

Ceremonies improve the meeting program by marking a beginning and an end in both den and pack meetings, helping to provide a change of pace, indicating when something important is coming up, and getting and maintaining control of meetings.

Avoid mass ceremonies for presentation of awards. Each boy is an individual and should be recognized as such. If the den is receiving an award, make sure you announce the name of each boy. . .after all, each one of them is a member of the den.

WHEN SHOULD YOU USE A CEREMONY?

OPENING: Boys and parents require something to tell them that the meeting has officially begun.

ADVANCEMENT: Special recognition for the efforts of a boy and his parents for a job well done.

RECOGNITION: Special thanks to someone who has been a special friend to the pack or den and has gone out of his/her way to help Cub Scouting grow.

CLOSINGS: A quiet time to reflect on past accomplishments or to look forward to future activities. The meeting is officially over.

WHERE DO YOU GET IDEAS FOR CEREMONIES:

Staging Den and Pack Ceremonies
Cub Scout and Webelos Scout Program Helps
Monthly Roundtables--for theme related ceremonies
Cub Scout Leader's Book
Pow-Wows and Pow-Wow Books
Libraries

INGREDIENTS FOR CEREMONIES

ACTION: Use as many people as possible and use props as needed.

ADVENTURE: Relate the ceremony to the theme of the month if possible. Have the participants identified with the theme through action, narration, and costume.

COORDINATION: Plan ahead and practice it a few times. Anticipate the needed props and start work on them as soon as possible. Take nothing for granted. If there is to be audience participation, tell them in advance what is expected of them.

DELEGATION: Don't try to do everything yourself. Rely on others for help.

DIGNITY: Do not permit any horseplay or other action which will detract from the dignity of the occasion if you want to hold the attention of the audience.

IMAGINATION: Get showmanship into the act. If the Cubmaster doesn't have a dramatic flair, rely on someone else to produce the ceremonies.

IMPROVISATION: Use materials easily found and at a low cost. Recycle some would-be trash items for props.

INSPIRATION AND IDEALS: Help the participants and audience understand the Spirit of Cub Scouting and the theme by your preparation of the ceremony.

MOOD: Set the stage. Use lighting, make an announcement, music or a prop. Don't spring it on the audience cold.

PARTICIPATION: Get the parents involved with their sons, the Den Leader with the den, or the Den Chiefs. Use as many people as appropriate to participate in the ceremony.

SIMPLICITY: (KISMIF) Keep it simple, make it fun.

SYMBOLISM: The proper use of props can provide symbols of deeper meanings and values you want to instill. A lighted candle can represent the ideal and individual, etc. A paper chain can represent unity, strength, etc.

STAGING: Always face the audience. Caution the boys to speak up. Have props ready and badges in correct order to enable boys or leaders to get them without confusion. Have Cub Scouts elevated if possible so that the audience can see and appreciate the ceremony.

VARIETY: Avoid using the same ceremony too often in pack or den meetings. No matter how well it is received the first time, it may be a bore the second time around. Allow some time to pass before using it again.

BLUE RIBBON IDEAS

Pack Meeting Opening Each of 12 Cubs holds a candle which is lighted as he gives his message. Lights are turned off. Cub Scouting is many things.

1. Cub Scouting is a *Boy*. he is somewhere between 7 and 11 years old. He is just an average boy -energetic,inquisitive,noisy and eager to explore the world around him.
2. Cub Scouting is *Parents*who love this boy - and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.
3. Cub Scouting is a *Den Leader* who wopens her home and her heart to this boy and 5,6 or 7 others just like him so they may learn to do things in a group rather than individually and learn to share the limelight with others.
4. Cub Scouting is a *Den Chief*--a Boy Scout or Explorer who works into his busy schedule a time for the younger boy wo he may encourage him to stay on the Scouting trail for many years.
5. Cub Scouting is a *Cubmaster* who gives of his spare time, and some times much more, to provide a program that will bring Cub Scouting to this boy.
6. Cub Scouting is a *Committee* made up of interested parents who back up the Cubmaster and who willingly to carry out pack goals.
7. Cub Scouting is a *Nationwide Organization*, a little brother program to Boy Scouting provided by the Boy Scouts of America for the 7,8,9 and 10 year olds.
8. Cub Scouting is *Fun* for the boy, his parents and his leaders.
9. Cub Scouting is *Fellowship* with the boy in your class at school, your neighbor, and other people you might never meet except through Cub Scouting.
10. Cub Scouting is *Citizenship*--teaching the young boy respect for God and country. He learns his moral obligation to himself and his fellow men.
11. Cub Scouting is a *Challenge* to all who become involved--a challenge to live up to high ideals, bring forth creative ideas, express yourself. It is also a challenge to learn to compromise and work out differences.
12. Cub Scouting is *Achieving* by boys and parents as they work together on advancement in the boys' book. Leaders achieve as they carry out the den and pack programs successfully.

As you can see Cub Scouting is many things--each one important and shining forth in its own way. If we keep all these lights burning brightly in our pack, our radiance will be seen by many people. This is Cub Scouting.

(Pause--then lights on: Boys blow out candles and go to their seats).

CLOSING CEREMONY

ARRANGEMENT - This can be a closing ceremony performed by the Cub Scouts holding large cardboard cutouts as they read their lines off the back of the cutouts. Or, large posters with the lines printed on them can be displayed around the room instead of the closing ceremony.

- 1st Boy - (holding a train engine)
When engineering a project, keep on the right track,
This way you never will be caught slack.
- 2nd Boy - (holding a canoe)
As the wise old Indian would say to you, learn to
paddle your own canoe.
- 3rd Boy - (holding a covered wagon)
The covered wagon served folks well in its day,
But don't get in a rut - you won't go far that way.
- 4th Boy - (holding an airplane)
To guide your life, like a good pilot you'll find,
It's important to keep an open mind.
- 5th Boy - (holding a car)
If spinning your wheels causes a terrible rumbling,
You may not be moving, but sitting there grumbling.
- 6th Boy - (holding a space ship)
Just as an astronaut flies into space,
With a lot of determination, you can go anyplace.

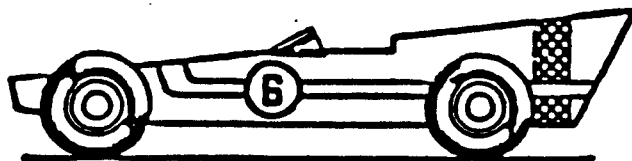
(Cub Scouts prop the cutouts against the back wall and join hands in the Living Circle while the Den Chief reads the following:)

Just like the cars on 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.

(Leads boys and audience in Cub Scout promise.)



INSTALLATION CEREMONY

For installation of all pack leaders.

Cub Scouting is a program of the Boy Scouts of America for parents, leaders and institutions to use with boys 7, 8, 9 and 10 years of age for the purpose of - influencing the development of the boy's character and spiritual life, developing habits and attitudes of good citizenship, encouraging good sportsmanship and pride in growing strong in mind and body, improving understanding within the family, strengthening the ability to get along with other boys and respect for other people, fostering a sense of personal achievement by developing new interests and skills, showing how to be helpful and to do one's best. Providing fun and excitement and new things to do and preparing them to become Scouts.

I ask that all of us now rededicate ourselves to Scouting.. What are we trying to accomplish? We are working with boys and carefully molding them into men. This task takes love...it takes dedication...it takes knowledge. Love and dedication come from within us, but knowledge is gained by experience and training. Dedicated parents and trained leaders are necessary to make Cub Scouting work. Good intentions are not nearly enough.

Each leader should increase his effectiveness through training. We must all do our fair share. we cannot depend on the knowledge of others to carry us. Our boys are the key to America's future. Help them open the door to a rewarding life ahead. I ask in the name of Scouting that we all "Do Our Best". After all, that's what Cub Scouting asks of our boys. Can we do less?

BLUE 'N' GOLD IDEAS

To Mom,

On my honor I will do my best during the week. At your request to do a task without any pay. Name the job and name the day.

Signed,



JUNGLE INDUCTION CEREMONY

Your Cub Scouts will respond to the call of the wild and really enjoy this ceremony.

PERSONNEL: Akela (Cubmaster), Asst. Cubmaster, one Den Chief dressed as Baloo, one Den Chief dressed as Bagheera, 4 Den Chiefs or Webelos Scouts, new Bobcats, parents of new Bobcats, 10 Cub Scouts for special parts, and Pack Committee Chairman.

EQUIPMENT: Cub Scout ceremony board with candles placed in proper places and lit, artificial campfire if possible, folding screen, American flag, Pack flag, flag stands, badges and certificates.

ARRANGEMENT: Cub Scout ceremony board is on table in front of the room. Artificial campfire is set up in front of the table. Bagheera, the panther is at the rear of the room with the new Bobcats and their parents. A den chief is standing at each of the four corners of an open U. The Asst. Cubmaster is behind a screen.

At the beginning of the ceremony, Akela steps in front of the Cub Scout ceremony board. He is followed by Baloo, the bear, who stands a few feet to his right. At this point, by pre-arranged signal, the pack gives the howl of a bobcat (a long drawn out wail).

AKELA: Baloo, why does the pack howl?

BALOO: I know not, Akela, but I shall ask Bagheera, the panther, who guards our path. (Baloo addresses Bagheera)
Bagheera, why is the pack uneasy?

BAGHEERA: They are uneasy, Baloo, because there are strangers in our midst.

BALOO: Then bring them before Akela, that he may know who they are. (Bagheera brings new Bobcats and parents before Akela; parents stand behind boys.)

AKELA: Who are these strangers, Bagheera?

BAGHEERA: Oh, Akela, chief of the pack, they come with their parents

to become Cub Scouts.

AKELA: Then if they seek to be our brothers, they are not strangers. (Addresses new Bobcats) You have taken a big responsibility upon yourselves when you set out to become Cub Scouts. You have decided wisely. Our pack appreciates your choice. But--the Cub Scouts who meet here will expect you to help them. Your den will need you and your parents, too, and all in the pack will help them. This is a big task--listen!!! (Bagheera silently directs the parents to retire to their seats.)

ASST. CUBMASTER: (From behind screen) Now this is the Law of the Pack, as old and as true as the sky. As the vine that grows on the tree trunk, the Law runneth forward and back; for the strength of the Cub is the pack. Now listen you well, till you hear the Law--be sure before the Promise you take. Then always, help other people, do your duty to God and your country, and do your best. For remember--your honor is at stake. (Each Den Chief in a loud voice repeats one sentence of the Law of the Pack.)

(Akela sits so the Cub Scout ceremony board is clearly visible. The Cub Scouts who have been sitting quietly on each side of this board now arise, and each boy in turn speaks.)

CUB SCOUT 1: You have just heard the Law of the Pack. It came to your from the four winds, the four sides of our emblem, to tell you that there are Cub Scouts in the four corners of the earth. No matter where you travel, you will find friends.

CUB SCOUT 2: At the top of the square are two white lights. Like the alert ears of an animal represented by the two upright fingers of the Cub Scout sign, they mean--To obey, to help other people.

CUB SCOUT 3: In the lower corner are three blue lights, which represent the three folded fingers of our Cub Scout sign. These three fingers stand for the three secret letters in our Law--F. H. G.

CUB SCOUT 4: These letters mean: Follows--Helps--Gives.

CUB SCOUT 5: They also mean: Fair--Happy--Game.

CUB SCOUT 6: They also stand for something the Cub Scout respects:
God--Country--Home.

CUB SCOUT 7: Across the square you see the Arrow of Light representing action and progress. To the Indians it means straight. To the Cub Scout it means going straight.

CUB SCOUT 8: The arrow, together with the golden sun, is Akela's totem. The sun means health and happiness and the seven rays of light symbolize the seven happy Cub Scouting days each week.

CUB SCOUT 9: We all belong to the tribe of the Webelos which has a secret meaning, "We'll Be Loyal Scouts". It's symbol is Akela's totem, the Arrow of Light.

CUB SCOUT 10: The corners, as well as the sides, have special meaning. Each corner represents a landmark or turning point in Cub Scout travels. The Cub Scout starts at the bottom and climbs the left side to his Wolf rank. As a third grader he turns into the trail of the Bear. As a fourth grader he turns again, this time on the trail of the Webelos. As a fifth grader he turns to complete his "Cub Scouting square" by graduating into Boy Scouting.

AKELA: (arises and addresses new Bobcats) You have now seen and heard about Cub Scouting. If you wish to go on and become a member of Pack ____, make the Cub Scout sign and repeat the Cub Scout Promise.

NEW BOBCATS: (Repeat Promise)

(At this point, Akela requests the parents of the new Bobcats to come forward and Bobcat badges are given to the parents by Akela for presentation to their sons.)

CUBMASTER: Several of our Cub Scouts have advanced in rank during the last month. Our Pack Committee chairman will take charge of the awards.

CHAIRMAN: The Pack helps the Cub Scout grow. This is a part of the Law of the Pack. Tonight we honor those Cub Scouts who have grown in knowledge and achieved a higher rank in Cub Scouting. Will they please come forward with their parents as I call their names.

Handmade Awards--

If you have a saw, some glue, paint, glitter, beads, pipe cleaners, feathers, straws, popsicle sticks, wire, putty, construction paper, cardboard, leather, string, fake fur, and on and on and on , You can make your own meaningful and most certainly comic awards !!!

Let's look at some ideas you can use . . .

For the clown in your unit;

Attach a toy screw driver, and a ping-pong ball to a block of wood- - - you then have the "Screw-Ball" Award.

For the one who always helps without complaining:

Glue a packet of sugar (or artificial Sweetner) to a card. Present it to them and thank them for being such a "Sweetie".

For the enthusiastic one:

Glue a spark plug to a block of wood. The "Spark Plug" Award is given to the one who gives that special spark of enthusiasm to any event.

For the organized one:

Make a certificate with ducks all in a row. That's what this person usually does, is to keep things in order.

For the one with fresh ideas:

Attach a light bulb to a block of wood. Tell them you appreciate their bright ideas.

For the super-duper hard worker:

Use a shoe with a hole in the sole. Thank them for walking the extra mile for your unit.

For the one who does many jobs:

Give them a bunch of grapes. Tell them that without all their help, things would get pretty sour and that you appreciate what they do" a whole bunch!"

For the one who drives on field trips etc.:

A retired golf club (a 1, 3, or 5 . . . these are drivers of course!) given with a vote of appreciation will be sure to elicit a grin or two.

For the one leaving the Pack:

Make an enlarged compass replica. Tell them that no matter how far they go they'll know the way back. The needle points them to the place they will always be welcome!

As you can see by now, there would by no way to compile an exhaustive listing of award ideas. These types of awards are devised from the creative fiber of the provider. Humor, serious, or stimulating atmospheres can be achieved by the type of award, and by the

delivery of presentation. You have endless capacity to create these awards, and it is recommended that a group of folk convene to BRAINSTROM ideas.

IN CONCLUSION

Remember, recognition or others is to be genuine in order for it to be effective.

People really do not care WHAT they get. . . they just want to be recognized by their leaders, AND be recognized in front of their peers.

Recognition is an ongoing process. Avoid infrequent use as well as too frequent use.

Establish baseline performance criteria for each position Look at the contributions of others to evaluate WHO it is that is doing more than expected. These will be the folks you may call your BEST people then recognize

Utilize the community resources.

Allow yourself the luzury of bing creative. Do Not be too concerned about being too corny. Remember, it's the cub Scout "way"

Use a variety of presentation techniques, and types of awards. Variety will keep the interest level high. Besides, they will wonder WHAT yu're going to do next!!!!

Utilize higher level Scouters for presenting awards. Invite the Unit Commissioner, The District Executive, or even the Council Staff to your organization to presen an award. (Remember, by asking them, you are also giving them a higher form or recognition by itself)

Create an atmosphere for your presentations. If a serious award. . . . dim the light. If a corny award. . . . wear a costumr, have balloons, or whatever, but make the recepiient the center stage.

The area of recognition and award is often neglected in some Packs. It is NEVER too laate to start. It is an easy task, that will spark enthusiasm, involvement, and certainly growth. People will stay around and assist if they feel worthy valued, and most mportantly APPRECIATED !!!!

The challenge is put forth to go back to your unit and try just one more type of recognition that you are not currently utilizing. HAVE FUN!!!! GREAT SCOUTING TO YOU!!!!!!

CRAFTS

FOOD FOR THOUGHT

DEN LEADERS - Stop and think for a minute,
About the things that are fun for boys!
Do they really like to make pretty things,
Or would they rather make and play with toys?
While gathering work for Cub Scouts to do,
Always remember this number one rule,
Boys enjoy making most of all,
The things that require a tool!
Hammers and nails, screwdrivers and saws,
All these tools appeal to them,
Now doesn't that make a lot of sense,
Since they'll grow up to be men!
Of course, at Christmas and Mother's Day,
They could make Mom a gift - perhaps a shelf,
But throughout the remainder of the year,
They'd rather Mom would make her pretty things herself!
Don't keep having them do kindergarten crafts,
Or shove pretty 'girl' crafts down their throats.
Give them plenty of crafts with lots of tools,
And let them create things like boats!
Wood and nails and cans and string,
Hardware and junk and wire,
Things like this they really like,
And of this they never seem to tire.
So you and your girls, make those pretty ideas,
That are floating around in your head,
And let your Cub Scouts enjoy themselves,
Doing boy craft items instead!
So when choosing things for Cub Scouts to do,
Just keep in mind these few small words,
It it's not for the BOYS, dear leader,
Then it's definitely FOR THE BIRDS!!!

Written by Joyce Newell
San Diego County Council



JUNK, IMAGINATION, AND GAME EQUIPMENT

If it is true that one man's junk is another man's treasure, it is certainly true that one man's junk is the imaginative leader's equipment. In fact, the creative leader considers it a sign of weakness to buy all his equipment ready made. He not only saves money by adapting and substituting but performs an even more valuable service by his ingenuity in teaching the den to see the possibilities for fun in the everyday things about them. A discarded bleach or detergent jug becomes a target at which to toss embroidery hoops, to throw beanbags, roll balls, or whatever. A pie tin suddenly looks as good empty as it did filled and an empty coffee can is found treasure.

At carnivals, progressive parties, or playdays where skill games are the order of the day, the more unusual the equipment, the more the games are enjoyed by the participants, who appreciate the ingenuity involved and see possibilities for their own home parties.

Skill games are often used as preparty games to keep early comers occupied until the party starts. When the games use odd equipment they are admired as well as enjoyed.

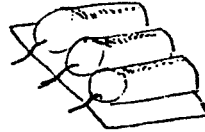
Some suggestions for skill games using odds and ends are given here to start you along the road to creative junk collecting and imaginative game inventing.

PLASTIC DETERGENT BOTTLES

Plastic detergent bottles come in various shapes, sizes, and colors. Some are round, others flat-sided. They are unbreakable, lightweight, colorful, and readily available. If empty, they are easily knocked over by a beanbag or ball. If partially filled with sand or water, they are more stable. The possibilities for their use are many:

1. As substitutes for Indian clubs or bowling pins in games.
2. As targets for skill games:
 - a. To roll balls between on the floor or on the end of a ping-pong or game table.
 - b. To slide beanbags at in the attempt to knock them over or to slide beanbags between without touching.
 - c. To throw balls at in the attempt to knock them over.
 - d. For bowling games. Use 10 bottles and a soccer or playball as the bowling ball.
 - e. To throw embroidery hoops or jar rings at in the attempt to ring the bottle or the neck of the bottle.
 - f. When the tops are cut off the round bottles, the cylindrical portions left make good targets into which to throw small objects, particularly if the bottles are tipped toward the thrower.
 - g. Topless bottles can be fastened together in groups of four or five with masking tape. Players attempt to bounce golf or ping-pong balls into the bottles.

- h. Topless and bottomless bottles make good tunnel targets to roll balls or marbles through. Tape three or four together in a row and then to a thin board to make the targets stationary.



- i. Since the bottles are lightweight they will float. Fill the bottles partially with sand or water so that they will float in vertical position with about a third of the bottle above the water in a washtub or large bucket. Rubber jar rings or embroidery hoops make good tossing objects for a ring-the-neck game.

PLASTIC HALF-GALLON JUGS

The half-gallon plastic jug may be used in the same way the pint or quart size is used. Since the jug has a handle, it has other possibilities as well:

1. Fill partially with water or sand for weighting purposes. Tie a stout cord or rope to the handle and suspend the jug from the branch of a tree or from a rope stretched between volleyball standards. Use as a moving target at which beanbags or balls can be thrown.

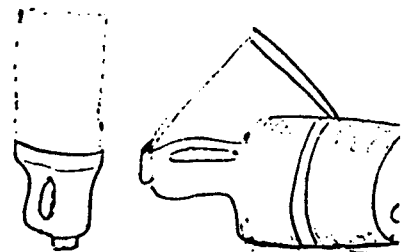


2. Partially fill with water or sand to make the jugs floating targets in hoop-a-jugs games at carnivals.
3. Cut the bottoms of the jugs off evenly about half an inch from the bottom. The resulting discs will make good sailing devices for throwing through hoop or inner-tube targets or just for playing catch with another player.

OTHER USED FOR DETERGENT JUGS

When cut off evenly an inch above the bottom, the flat dish obtained by this method will make a good dish-garden plating tray. If filled with gravel, it may be used as a bulb planting tray. It will make a good overflow dish under a large potted plant.

If cut off just below the handle, a ready-made funnel with a handle is the result. If a hole the size of a quarter is cut carefully in the bottom two inches above the side and a perching stick is glued on the side near the hole with waterproof cement, the jug may be hung in a tree as a wren house. If the cap is taken off, the wren will have a modern plastic house with cross-ventilation.



3. Pull the hanger into a long narrow loop to form a handle. Bend the hook into a right angle and you have a kind of putter which may be used to putt small balls into tin can targets.
4. Pull the coathanger into a long narrow oval. Wedge a clean, smooth-edged #2 tin can into the end opposite from the hook and tape securely with masking tape. Straighten out the hook on the other end and bend back along the looped wire, then tape securely with electrician's tape to form a smooth and substantial handle. Make several of these hanger and can devices. Players hold the device in their left hands and with their right hands toss a small sponge rubber ball to their opponents, who try to catch the ball in the can. With practice, the device may be used for both throwing and catching.

BABY FOOD JARS'

Baby food jars, besides being used in the craft shop for paint and storage jars, make good skill game equipment.

1. Tape a number of jars together with masking tape to form a circular honeycomb target. Place on the floor near a baseboard. Players attempt to bounce ping-pong balls into the jars. Very tricky!
2. Take a small cardboard box with sides no higher than the jars. Pack as many jars into the box as possible. Place on a table or on the floor. Players attempt to bounce golf balls or ping-pong balls into the jars, or toss in poker chips, wooden checker pieces, or buttons.

CLOTHESPINS

Clip either type clothespins around the edge of a small corrugated carton or fruit cake tin. Players attempt to ring the pins with rubber jar rings or embroidery hoops.

Use the regular clothespins as throwing pieces for tossing into tin can targets, nested tin targets, or large paper bags.

In relays, try passing a handful of loose clothespins from player to player. It's not easy if you have to hold one hand behind your back while you do it. Or have players hold hands down the line, and with hands clasped all the while; try to pass three loose clothespins from hand to hand.

Clip three or four clothespins to the back of a chair. Players try to ring jar rubbers or embroidery hoops onto the pins.

INNER TUBE RUBBER BANDS

Cut old damaged tubes into rubber bands with tin snips. These can be used ($\frac{1}{2}$ " wide") at picnics for hobbles for three-legged races, or for individuals in hopping races. They may also be used to hold two or three cans together as targets for pitching games.

PIE PLATES

Pie plates come in various sizes and are made of paper, aluminum, or sheet metal.

PAPER PLATES

1. Can be sailed for distance or accuracy through a suspended and moving hoop target, inflated inner tube, or old tire, or into a stationary one lying on the ground.
2. Can be used for 'spot' on the floor or the ground for games such as Musical Cake Walk.

METAL PIE PLATES

1. Can be placed on the floor near the baseboard. Players toss coins, bottlecaps, or checker pieces into the plates.
2. Can be placed open-side down on the floor in a row as an obstacle over which balls are rolled into a target.
3. Can be placed on the floor against a baseboard. Players attempt to roll balls into the plates.
4. Can be greased on the bottom side and floated in a tub of water as a target into which pennies or bottlecaps are thrown.

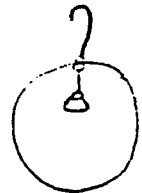
TIN CONTAINERS

Flat metal containers such as those used for fruit cakes or candies come in various shapes, depths, and diameters. Used in combination with smaller sized cans, three cans can be nested together to form a triple target. Metal washers, bottlecaps, or pennies can be used for throwing pieces. Small balls may be bounced into the cans when the cans are on the floor or placed on a table. To make a nest of cans a permanent one, punch a hole through the center of the bottom of each can and bolt together. The nested cans could also be used in combination with the skeeball obstacle described previously.

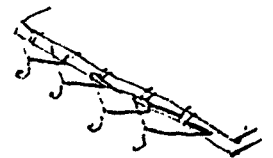
WIRE COAT HANGERS

The ubiquitous wire hanger is invaluable as skill game equipment. Besides being used in combination with cans as mentioned above, it can, by itself, be made to serve many purposes.

1. Make a hoop of a hanger by pulling it into a round shape. Hang a small cowbell or Sarna bell from the hook so that it extends about 2" into the hoop. Hang the hoop in an open spot such as a doorway. Players throw beanbags through the hoop attempting to ring the bell. The hoop can be allowed to swing free or it can be anchored by tying a weighted cord at the bottom to hold it steady.



2. Fasten three or four wire hangers together tandem style, taping the bottoms together with masking tape. Twist the hooks one quarter turn. Hang the contraption on a wall, in a doorway, fasten it to the back of a chair, or place it at the end of a table, hooks out, holding it in place with a heavy book or a brick. Players attempt to ring hooks with rubber jar rings or hoops.



SOAP CARVING

There are many advantages for Cub Scouts to learn soap carving:

1. It's a hobby that can be learned at an early age.
2. It gives Cub Scouts something to do that is fun!
3. Soap carving is the best way for children to learn how to carve (wood is the natural next step).
4. There are practically no cut fingers.
5. It's a wonderful way to train young fingers to use tools.
6. When a child molds something using his fingers and tools, he is actually molding himself.

SAFETY RULES

1. Keep your other hand and fingers out of the way of the knife!
2. Don't walk around with the knife! (Put it down before you get up.)
3. Don't point the knife at anybody. (Hand it to them by the handle.)
4. Always set the sharp knife edge down. (Never up.)
5. Don't carve in your lap. Keep your carving on the table.
6. Don't carve toward yourself.
7. Take small cuts.
8. Don't force the knife.

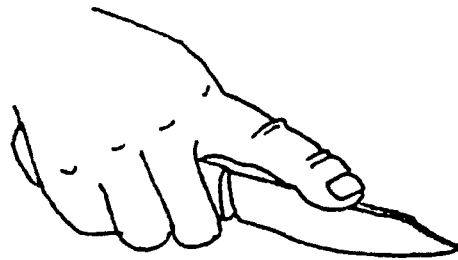
NOTE: An adult should always be in attendance when a boy is using a knife of any kind.

- A. Soap - The best carving soap is a white soap with a smooth even texture - like Ivory. Be sure it is a new bar. (Used bars or old bars tend to split and chip easily.)
- B. Tools - A short bladed paring knife is good, also a pocket knife. The knives do not need to be sharp. A nut pick or an orange (cuticle) stick are helpful for detailing.
- C. Preparing the soap for carving - First smooth the lettering on the sides of the bar so the pattern can be traced on a smooth surface. Trace the pattern on the soap, using thin paper with one side blackened with a soft leaded pencil for "homemade" carbon paper.
- D. Carving the figure - After tracing the pattern of a figure on a bar of soap rough out the form by cutting away unwanted soap. Score or block out important projections. Be sure to leave enough for ears, tail, legs, etc. The scored lines will serve as guides for cutting more soap away. Do this gradually. Turn the carving over frequently to see it from all angles, compare it often with any model there might be. Always leave the carved detail of projections until last. When the major part of a figure is completed, it will be much simpler to carve projections in perfect proportion without breaking off small areas.

- E. The finished surface - To achieve a marble-like, smooth surface on a soap carving, hold the knife blade at right angles to the surface of the soap, and without exerting any pressure on the knife, scrape the surface gently. Brace the thumb in a spot where it can't slip; then scrape very little at a time. There will be uneven surfaces to eliminate, and this will demand patience as well as a delicate touch. There is no easy road to a smooth surface in soap carving - just keep scraping lightly until every rough spot is removed.

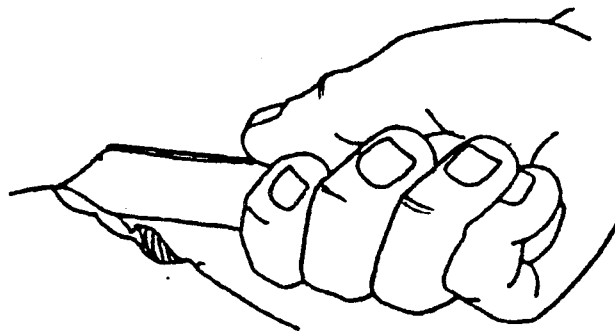
THE BASIC CUT THE SLICE

Hold the knife with all 5 fingers or hold it with 4 fingers and use one finger on top of the knife.
Push down and forward (saw back and forth a little, to help.)



SHAVE

You can use your thumb on the knife. Start on the edge of the soap and make small slices down and outward, shaving the soap away.



Carving tips: "Make a slight outline first - it doesn't have to be precise. Cut slowly and surely - don't take off too much at a time. Be very gentle. Wash your pocket knives before closing. Wash your hands before you get too slippery - dry thoroughly. When you start, picture in your mind the fatter and thinner parts. Imagine what it's going to be like. It will break. It's too small. Don't be afraid to start rounding off."

STEP ONE

After drawing the outline, start shaving away the edges.

STEP TWO

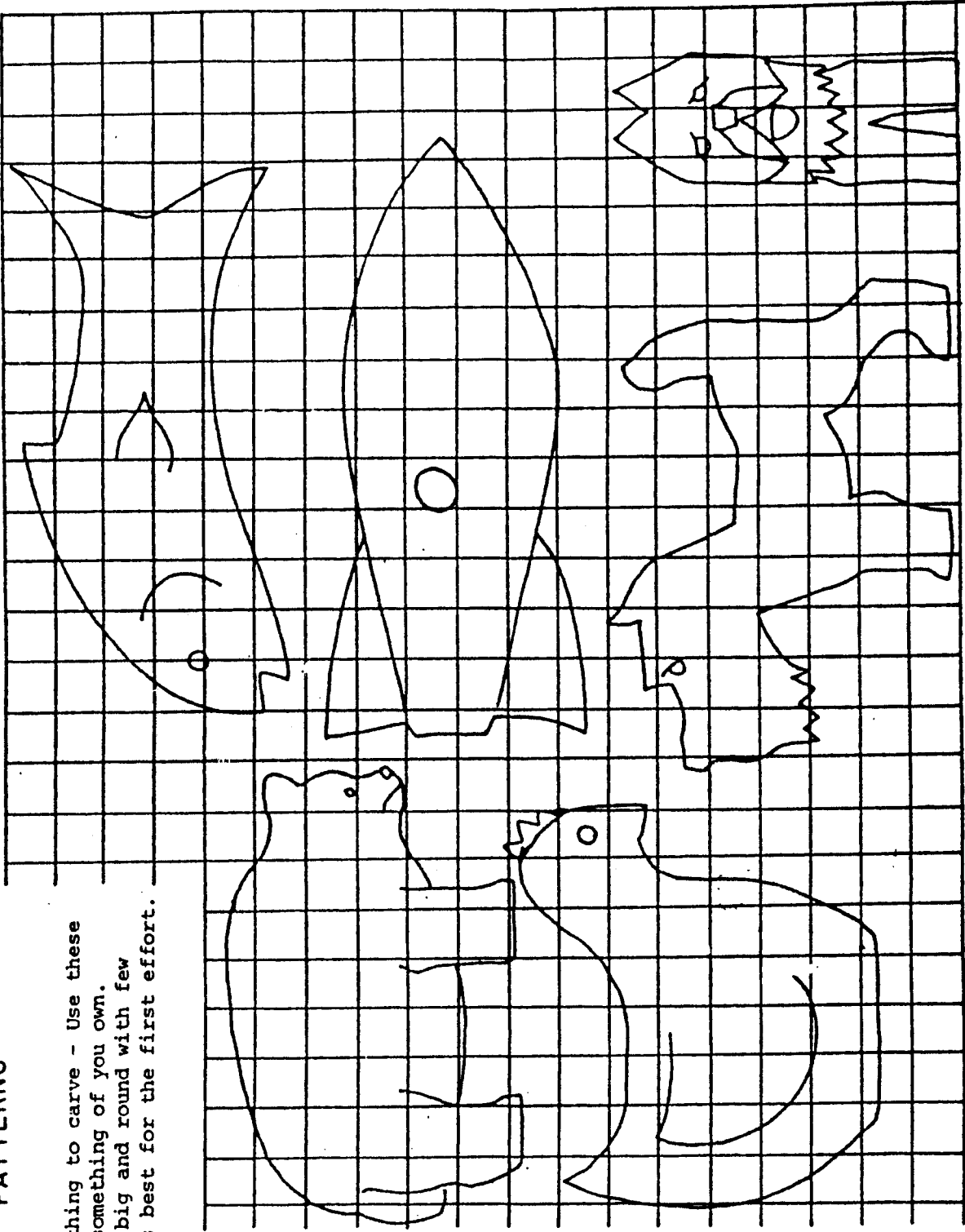
After getting the blocked out shape, start rounding off the edges.

STEP THREE

As you make it round, also make some parts thick and some thin.

PATTERNS

Pick something to carve - Use these ideas or something of your own. Something big and round with few details is best for the first effort.



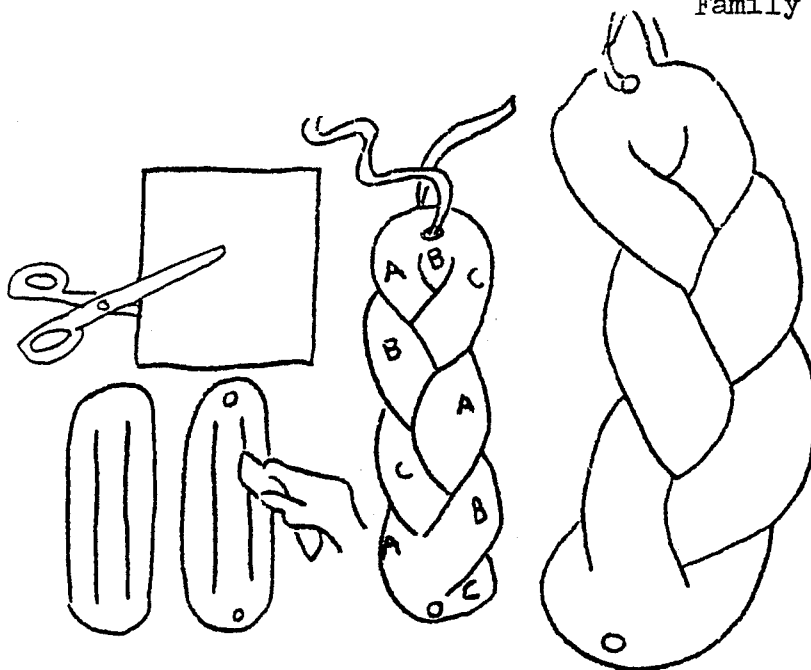
LEATHER CRAFT

BRAIDED LEATHER BRACELET

Materials: Leather, scissors, string, or tape measure, small sharp knife, pen or pencil, ruler.

1. Using scissors, cut all the usable leather from the item in as big a piece as possible.
2. With string or tape measure, measure the circumference of your wrist. Add $\frac{1}{4}$ " to $\frac{1}{2}$ " to that to make up for what you lose in braiding. The width of the bracelet is up to you; a thick piece of leather is easier to braid if it is wide. Thin leather looks better if it is narrow, but it is just as easy to braid if it is wide.
3. Use pencil and ruler to draw 2 lines evenly spaced the length of the leather. For instance, if your bracelet is $1\frac{1}{2}$ " wide, the lines should be $\frac{1}{2}$ " apart.
4. Now, carefully cut along the lines with the knife (adult help here perhaps). Make sure the slits do not go all the way to the ends of the leather or you will end up with three pieces instead of one! Carefully put a hole through the leather with scissors or knife at each end.
5. Read through these directions before you start: FOLLOWING THE DRAWING, BRAID THE LEATHER. Starting from left, label the three strips A, B, and C. Bring A over B...Cover A...B over C...A over B... and C over A. The braid will be on the upper half of the piece. (If the bracelet or headband is long enough, do a second set by starting again with A over B.) Make sure the same (right) sides of the leather strips always face you, but ignore the bottom part of the piece where the strips will become twisted. Now firmly hold the braided portion in place between your right thumb and first finger and concentrate on Strip A. Just below the part you are holding, grasp A with left hand and straighten out A by twisting it until the right side is facing you all the way down. Do not let go of A as you do this. Strips B and C will, with a little effort, untwist as you straighten A. Have patience, if you do not get it the first time, try again and concentrate on A.
6. Cut a very thin strip of leather and put it through the holes at each end as a tie for the bracelet.

Family Circle Magazine



Dough Decorations

Here's a neat way to make ornaments for any holiday.

BY BARBARA DEANE

From simple ingredients—flour, water, and salt—you can make attractive, permanent ornaments and decorations for holidays or other special occasions.

Before you start, cover your work table with newspapers. You'll need: white flour (not self-rising); salt; water; a large mixing bowl; a large spoon; a rolling pin; assorted cookie cutters; a table knife; a spatula or pancake turner; and a pointed instrument to make a hole in the dough.

Mix 4 cups of flour and 2 cups of salt, while slowly adding water. Start with less than $\frac{1}{2}$ cup water; keep adding and stirring until you have stiff dough.

"Knead" the dough by squeezing it and pushing down hard with the heel of your hand. Do this for 15 minutes or longer until the dough is workable. It will feel like clay—not too stiff to be shaped, but not squishy either. If it seems too hard, add more water. If it gets sticky, add more flour.

Roll out a hunk of dough with the rolling pin until it's $\frac{1}{4}$ " to $\frac{1}{2}$ " thick. Cut out your flattened dough with the cookie cutters. Use the pointed tool to make a hole at the top of each "cookie" for hanging. Store leftover dough in a plastic bag in the refrigerator.

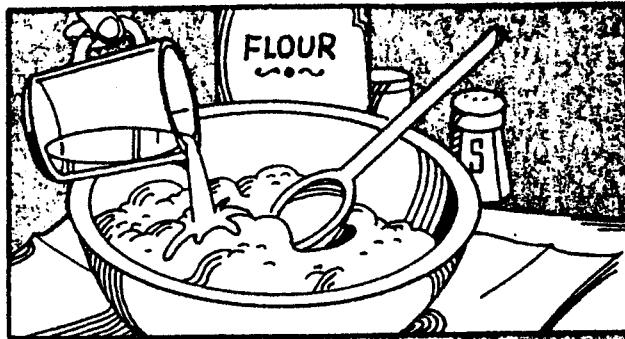
With a pancake turner, place each "cookie" on an ungreased cookie sheet.

Bake them in a preheated 350-degree oven for one-half hour to an hour, depending on thickness ($\frac{1}{4}$ " ornaments will take at least a half hour). They should turn brown and be rock-hard.

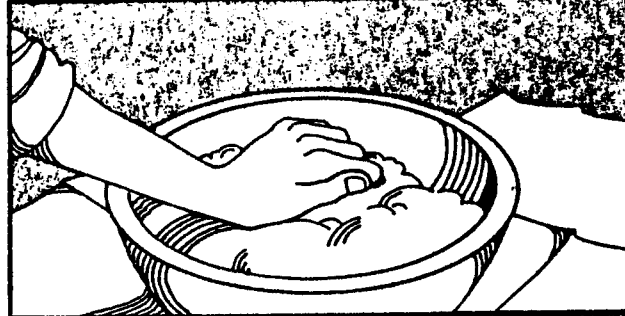
Let them cool completely before decorating. Use acrylic paint or model paint in various colors (do not use water colors or tempera). Add a coat of varnish or shellac. With this protection, your ornaments should last several years.

Tie a piece of string or fishline through the hole in each ornament, and it's ready to hang. Remember, you cannot eat these "cookie" ornaments.

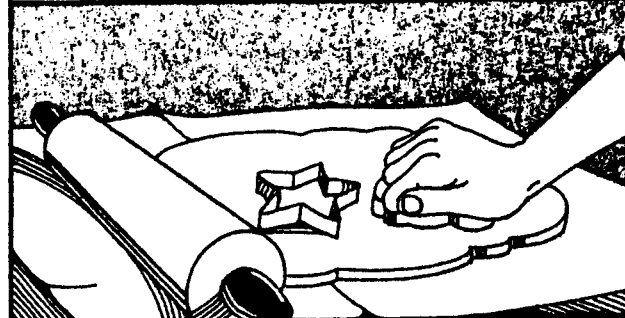
Once you've mastered the techniques, you can craft your own design from the dough without using a cutter. Roll and pinch the dough as if it were modeling clay. ✦



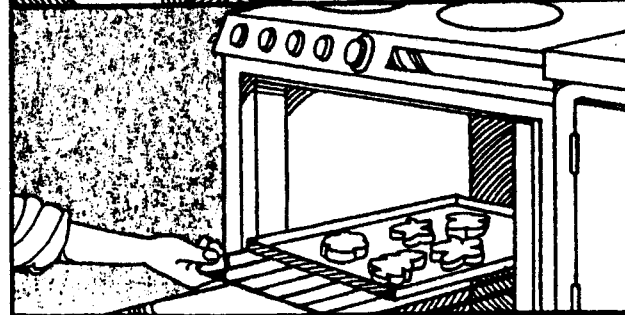
Mix flour, water, and salt in a large bowl.



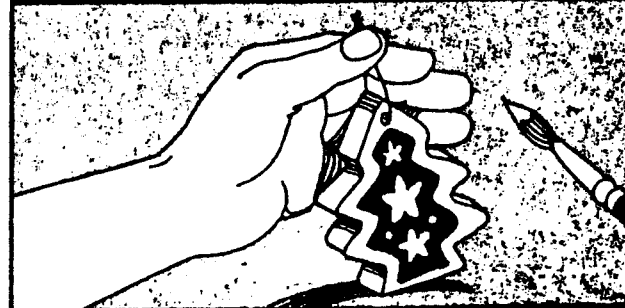
Knead the mixture for 15 minutes until it feels like clay.



Roll out a piece of dough, and cut out cookie shapes.



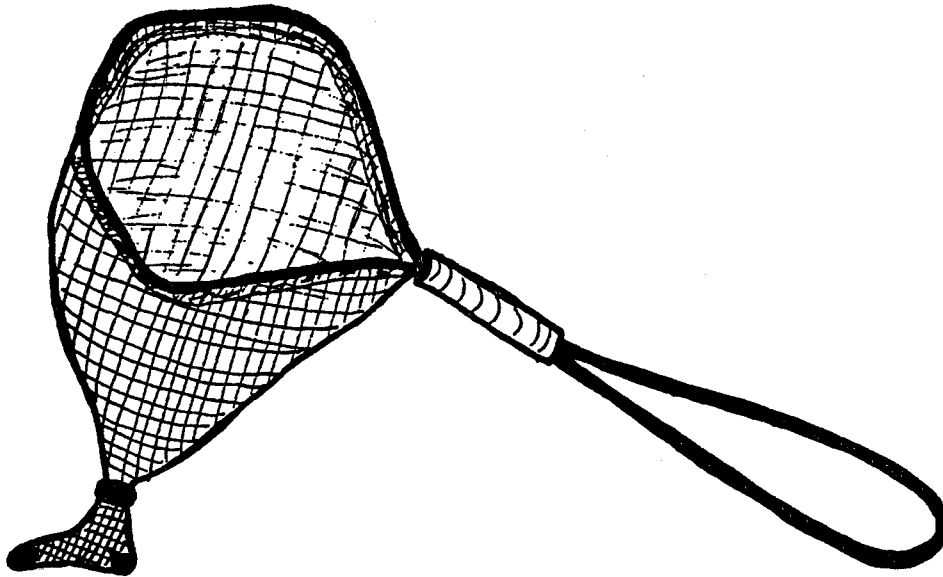
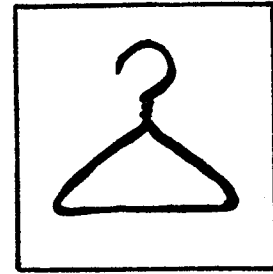
Bake in 350° oven for 30 to 60 minutes on cookie sheet.



Paint finished ornaments with acrylic or model paints.

Butterfly Net

Age Group: School Age



How To Use It:

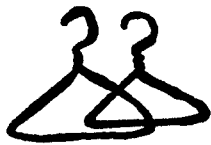
By holding the handle and running, the child may catch flying insects. Insect could then be placed in a "Bug keeper" for a short time. Older children could be encouraged to identify and read about the insect.

What It Does:

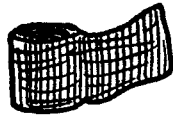
Encourages interest in insects, and can help fear of them. Helps develop an understanding of other living things. May encourage science reading.

(Cognitive & Symbolic Process
Social & Emotional Process)

What You Need To Make It



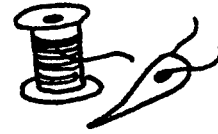
2 wire hangers



adhesive tape



old clean stocking



needle & thread



rubber band



pliers

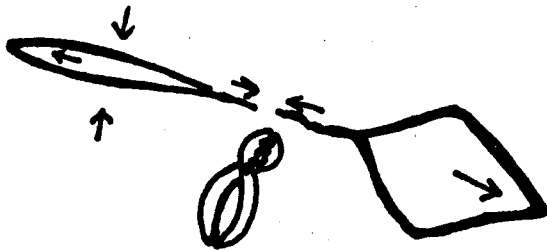


6" stiff piece of hose

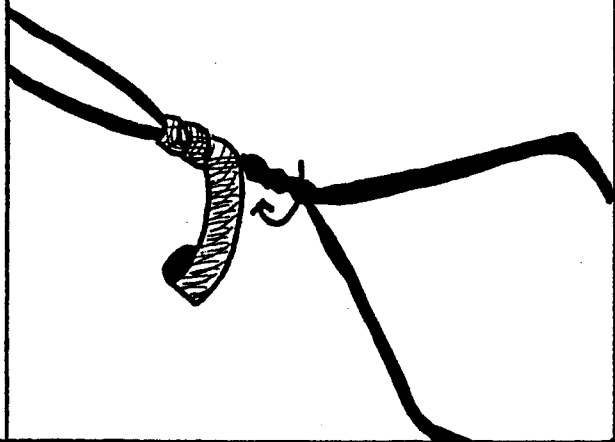
OR: cheesecloth or netting, stapler, electrical tape, thread spools or stiff tubing, etc.

How To Make It

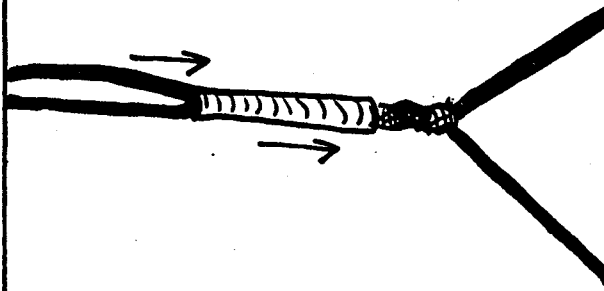
- ① Bend one hanger into a diamond shape and straighten out the handle. Stretch out the second hanger so it is almost straight. Wrap the handles of the 2 hangers together



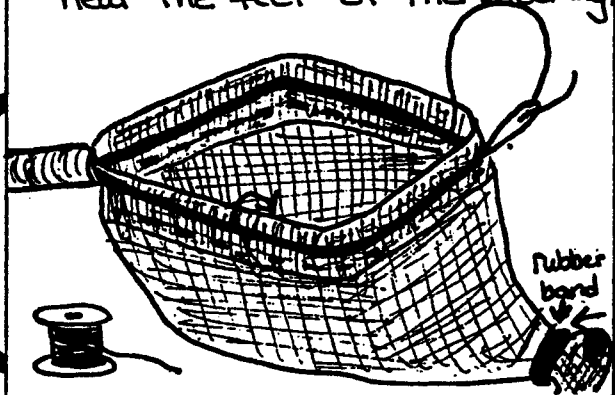
- ② Tape the ends so there are no sharp points.



- ③ Push the stiff piece of hose over the second hanger until it covers the taped part as shown. If necessary, tape it in place.

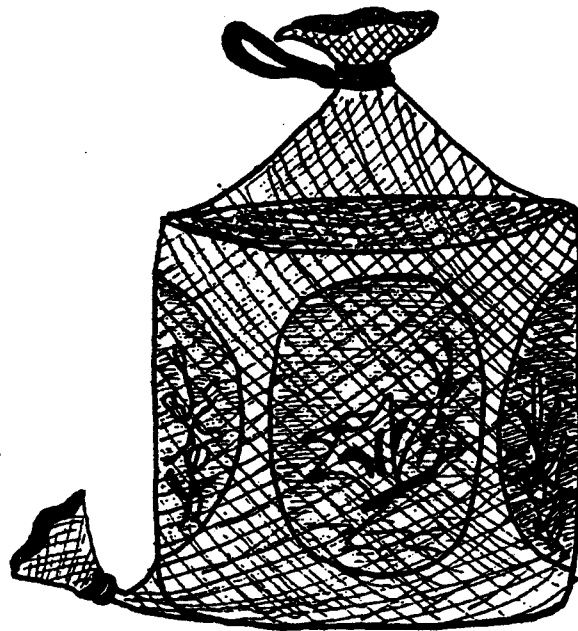


- ④ Stretch the top of the stocking around the diamond shaped hanger and sew it on. Put a rubber band near the feet of the stocking.



Bug Keeper

Age Group: School Age



How To Use It:

Child finds insects and puts insect, plants and food in container. (After a day or two, let the insect free.) Child might be encouraged to find out more about the insect, take responsibility for feeding, and with adult may discuss how insects are the same & different from other living things.

What It Does:

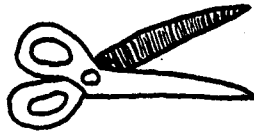
Helps child learn about and respect other living things; may help overcome fear of bugs. May encourage child to use books and/or other people to learn more about interesting things in their environment.

(Cognitive & Symbolic Process, Social & Emotional)

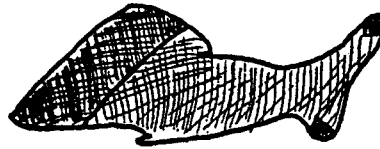
What You Need To Make It



bleach bottle,
washed well



scissors



clean old stocking or
pantyhose



2 sturdy
rubber bands

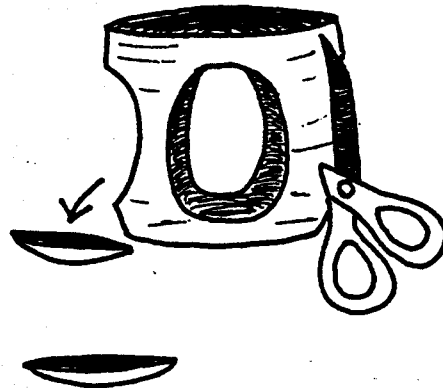
OR: plastic ice cream tub or plastic pail, cardboard oatmeal box with or without lid, elastic or "twistem", etc.

How To Make It

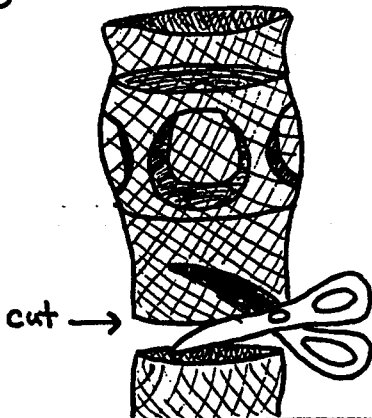
① Cut around the bleach bottle just below the handle. (Save the top for other toy projects!)



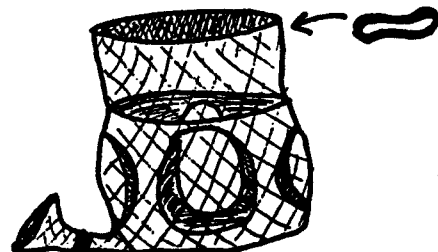
② Cut out 4 "windows" in the sides.



③ Slip the bottle inside the stocking. Cut off the feet of the stocking so both ends are open, leaving at least 6" at each end.



④ Gather the stocking to one side at the bottom, and fasten it securely shut with a rubber band. Fasten the top with a rubber band when a bug is found.



Nature Bookmark

Kids are fond of bringing the outdoors indoors. The Nature Bookmark is one way to preserve those outdoor treasures – excluding frogs, of course.

Materials:

2 X 8 inch piece of construction paper
Two 2 X 8 inch pieces of adhesive clear plastic paper

Hole punch.

12 - inch piece of yarn

Nature's treasures - leaves, berries, nuts, etc.

White glue.

INSTRUCTIONS:

1. Depending on the season, a variety of outdoor materials can be collected for the bookmark - seeds, berries, leaves, flower petals, etc. Select small treasures because they will work better than large ones.

2. To make the bookmark cover one side of the construction paper with plastic adhesive and press firmly together.

3. On the other side of the construction paper place the nature collection in a design of your choice. When you have an arrangement you like, glue the pieces in place.

4. Place the second piece of clear adhesive over the treasures and press together. (You can see why frogs or other live treasures wouldn't work here.)

5. At the top of the bookmark make a small hole with a hole punch. Fold the 12-inch piece of yarn in half and loop through the hole. Tie the yarn ends together.

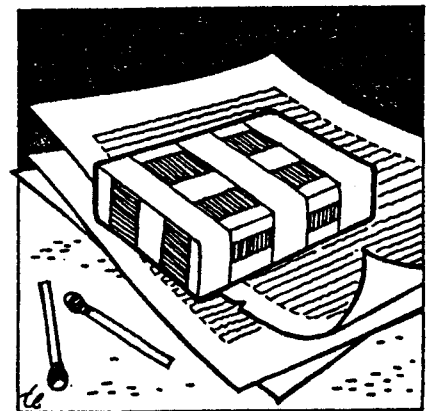
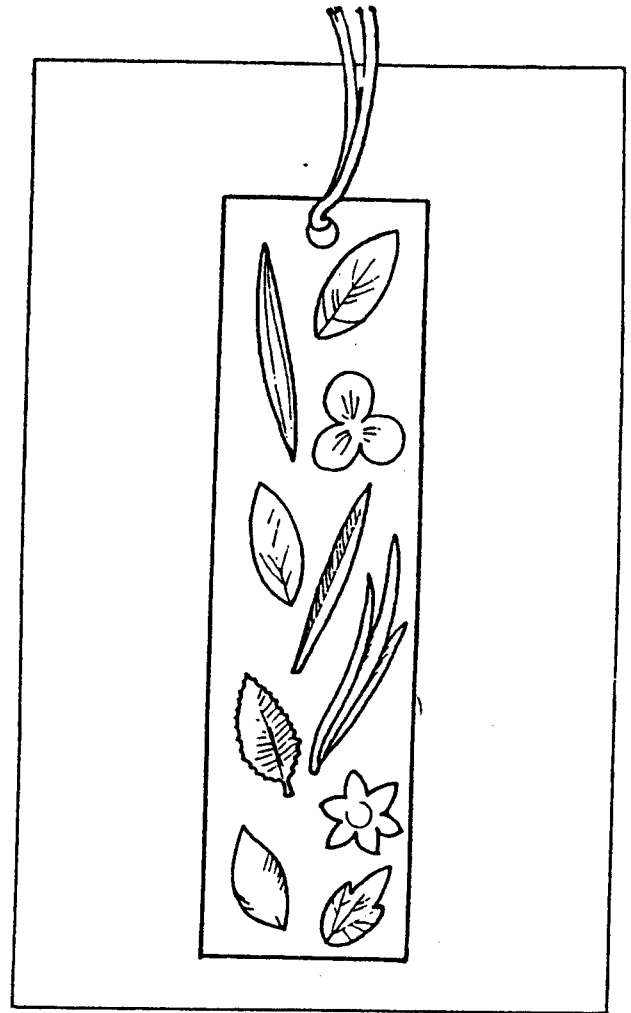
Substitutes:

Rolls of wide clear tape may be used instead of sheets of clear plastic adhesive.

Tips:

The Nature Bookmark is a great weekend project for a group. Organize a Saturday nature hike and let the kids have a free hand in selecting the treasures for their bookmarks. (No poison ivy, please.) Put the treasures in small paper sacks, marked with each child's name, until the next group meeting when the bookmarks will be made.

These bookmarks are easy yet practical. Let each child make two - one to give and one to keep. Who knows, the bookmark may even encourage the kids to read a book!



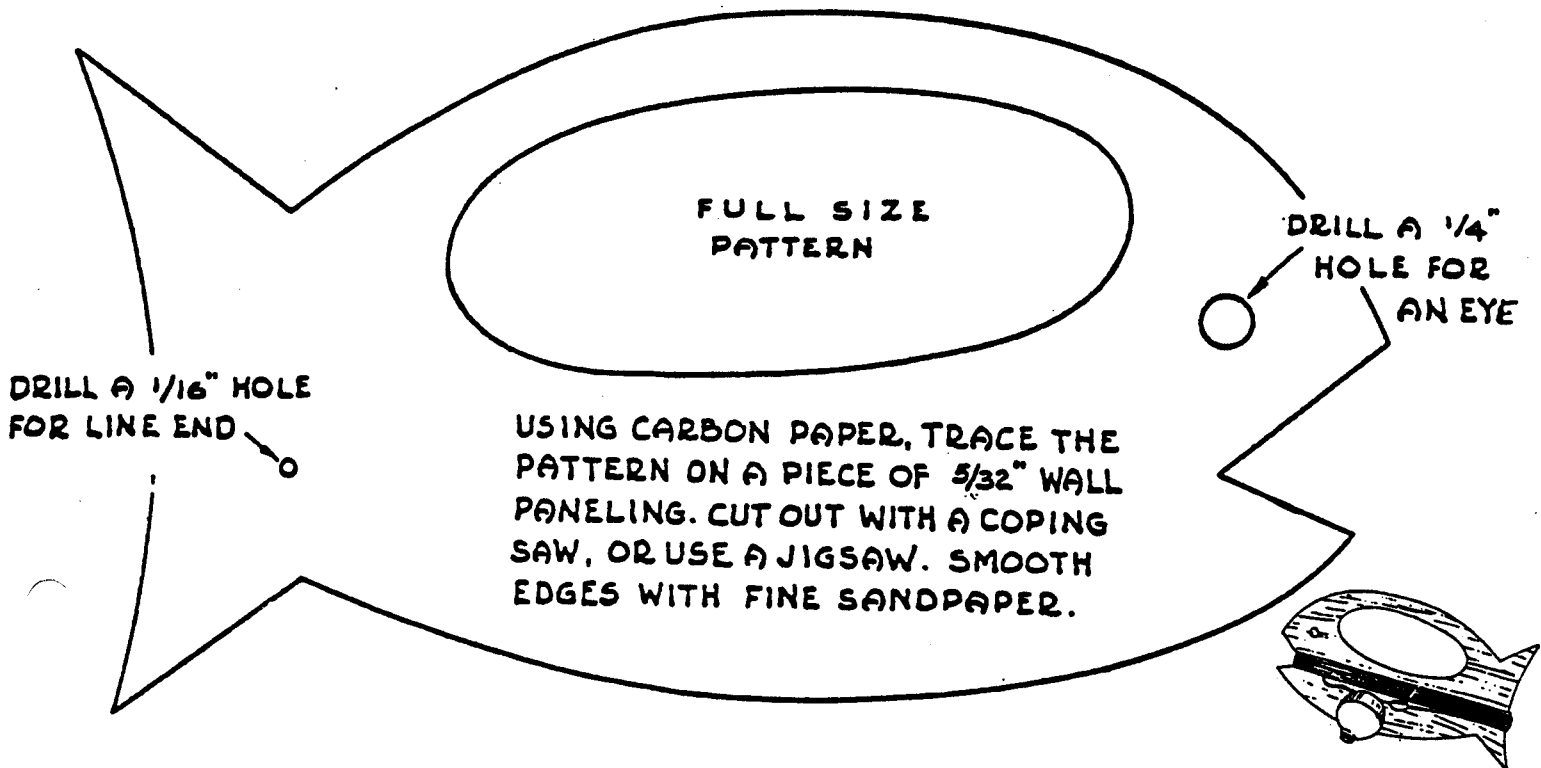
To make a homemade paperweight, fill a small matchbox with sand or dirt. Seal it tightly with strong decorative tape, which you can find in many colors and designs in hardware and craft stores. Then you can also decorate it by gluing on old stamps, photographs or magazine cutouts

BACKPACK FISHING KIT

Materials - 5"x 8" piece of luan board or 5/32" wall paneling, carbon paper, coping saw, sandpaper, hand drill, 1/16" & 1/4" drill bits, 30' fishline, float, weight and hook.

Using carbon paper, trace the pattern on a piece of 5/32" wall paneling or luan board. Cut out with a coping saw or use a jigsaw. Smooth edges with fine sandpaper. Drill holes as indicated.

Wrap it with 30 ft. length of fishline equipped with a float, weight and hook. The open handle makes it easy to hold securely for tossing out line or winding in a catch and it fits neatly into a pocket or backpack.



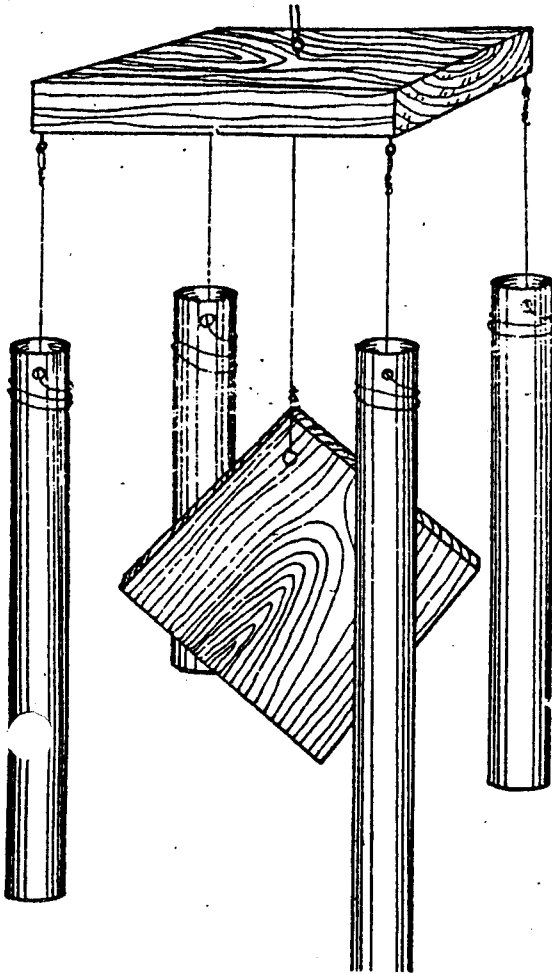
WORM WONDERLAND

Materials - Glass jar with lid, dark-colored construction paper, nail, tape, scissors, newspaper, spray bottle, sand, soil, peat moss, live earthworms, plant seeds and vegetable scraps.

Cover your work area with newspaper. Place a pile of sand, a pile of soil and a pile of peat moss on the papers. Fill the spray bottle with water and moisten each pile. Place a layer of sand in the jar, then a layer of soil, then a layer of peat moss. Plant some seeds at the edge. Place the worms in the jar along with some vegetable scraps for food. Screw on lid. Using a nail, poke some holes in the lid for air.

Keep the jar covered with the dark paper tube (worms like darkness). Remove the tube when you want to watch them dig tunnels. Watch what happens to the layers of soil, and how the plant roots follow the worm tunnels. Do not let the soil dry out or become too soggy.

Time to chime in spring season



At first glance, you may think that making this wind chime would be over the children's heads. Not so! Most kids over the age of about 10 like challenging crafts.

To make one wind chime you'll need the following materials: a block of pine, approximately 5 inches square and 1 inch thick; a piece of soft wood for the clapper (plywood or lattice), about 4 inches square and $\frac{1}{4}$ -inch thick; 5 feet of aluminum electrical conduit tubing, $\frac{3}{4}$ to 1-inch diameter; six screw eyes,

$\frac{1}{4}$ -inch diameter; about 4 feet of picture framing wire; a 14-inch length of macrame cord or light-weight fishing line; and acrylic paints or felt-tipped markers.

The cutting and drilling steps requiring the use of shop power tools can be done by an adult in advance, leaving the kids to do the final assembly. If the kids are old enough to handle the tools, by all means teach them how to do it safely and correctly.

Cut the aluminum tubing into the following lengths: 8, 12, 16, and 20 inches. Drill a $\frac{1}{4}$ -inch diameter hole through both sides, approximately $\frac{1}{2}$ inch from one end of each cut tube.

Insert a screw eye near each bottom corner of the 5-inch block of wood, one in the bottom center, and one in the top center.

Loop one end of a 10-inch length of framing wire through the holes in one tube, pulling it through enough to meet and twist around

itself several times near the top of the tube. The other end of the wire is tied securely to one of the corner screw eyes. Allow approximately 5 inches between the wood block and the tube.

Attach the remaining chimes in the same manner, suspending one from each corner.

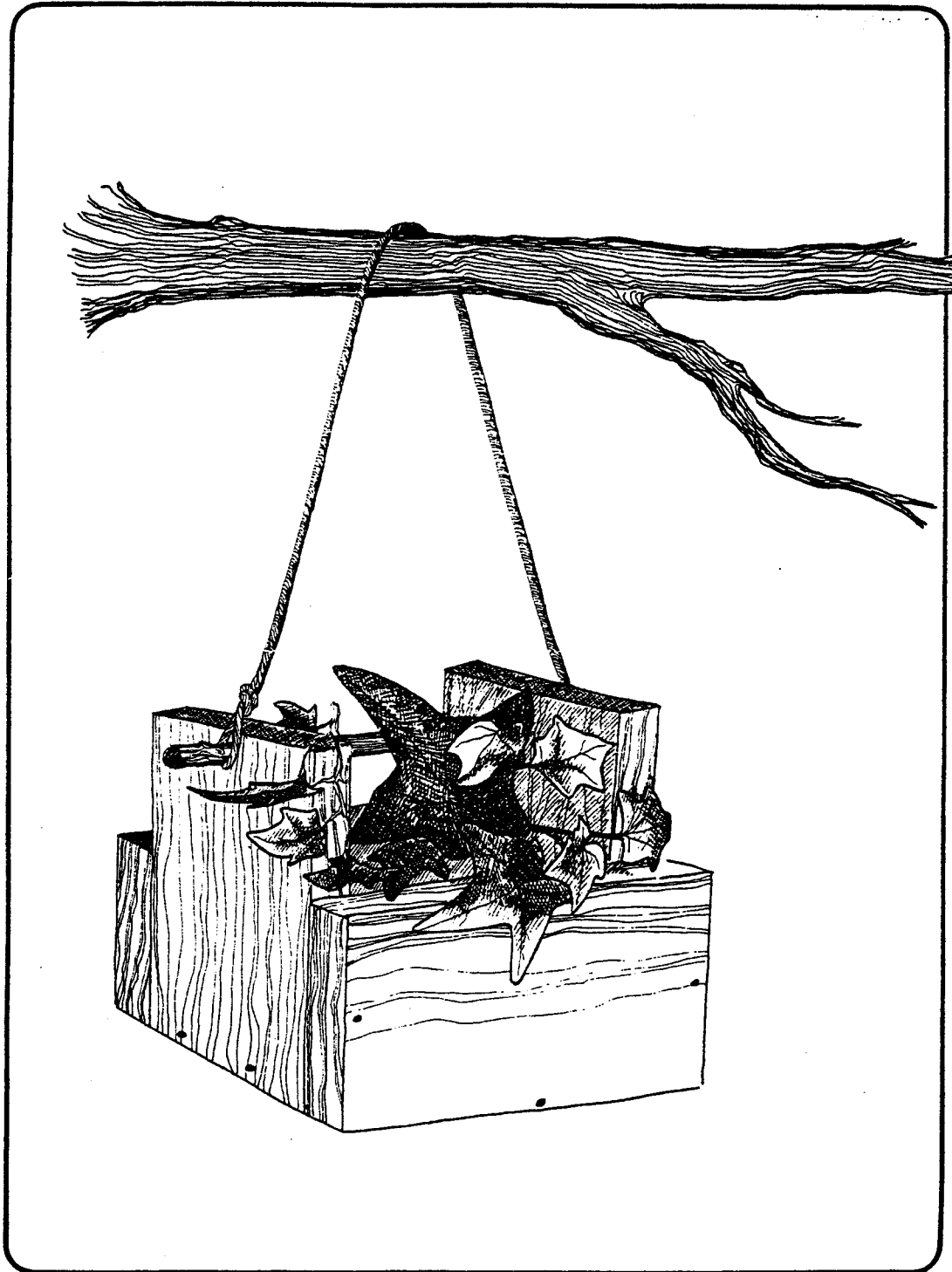
To make the clapper, drill a small hole approximately 1 inch from one edge of the 4-inch square of soft wood. Let the kids use their imagination in decorating the clapper using acrylic paints or felt-tipped markers.

To suspend the clapper, loop one end of the fishing line or macrame cord through the hole and twist around itself several times. Tie the other end securely to the screw eye in the bottom center of the wood block. The clapper should hang approximately 10 inches below the wood block.

The size of the clapper can be adjusted.

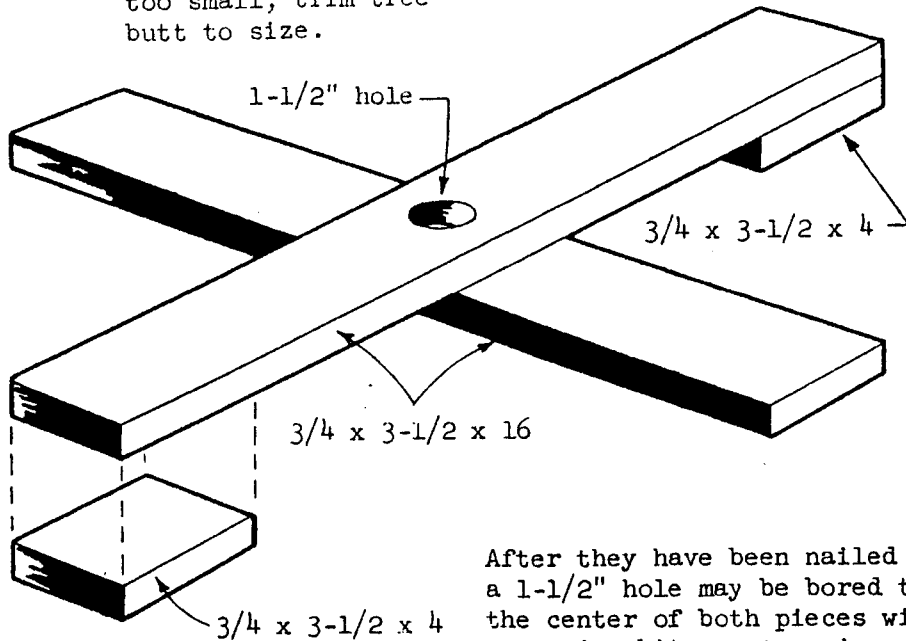
A Flower Pot Holder Made From Five Pieces Of Wood

This is a beautiful project, easier to
make than it looks.



CHRISTMAS TREE STAND

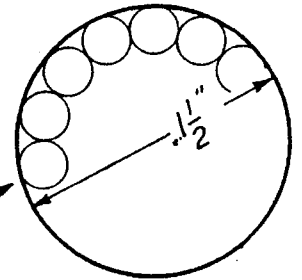
If hole is too large for tree butt, drive wedges around it. If too small, trim tree butt to size.



MATERIAL REQUIRED

2 - 3/4 x 3-1/2 x 16
2 - 3/4 x 3-1/2 x 4

After they have been nailed together, a 1-1/2" hole may be bored through the center of both pieces with an expansion bit, or a series of small holes may be drilled and finished smooth with a half round file.



Paint the stand green.

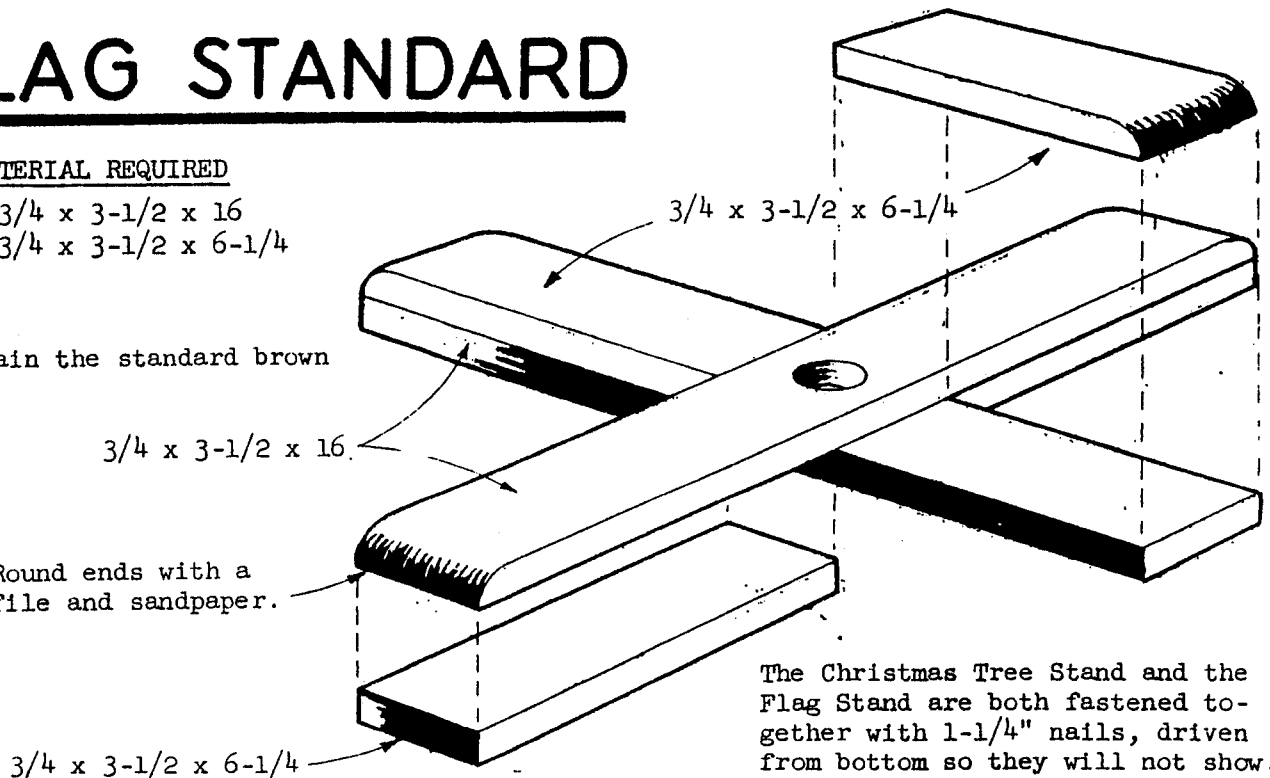
FLAG STANDARD

MATERIAL REQUIRED

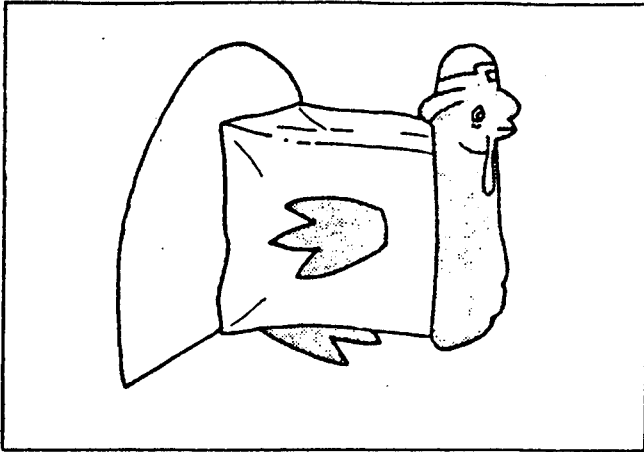
2 - 3/4 x 3-1/2 x 16
4 - 3/4 x 3-1/2 x 6-1/4

Stain the standard brown

Round ends with a file and sandpaper.



The Christmas Tree Stand and the Flag Stand are both fastened together with 1-1/4" nails, driven from bottom so they will not show.



Paper Bag Turkey

Here's one Thanksgiving turkey you'll be glad to have left over year after year. And it's so easy to make even a turkey could do it.

Figure A

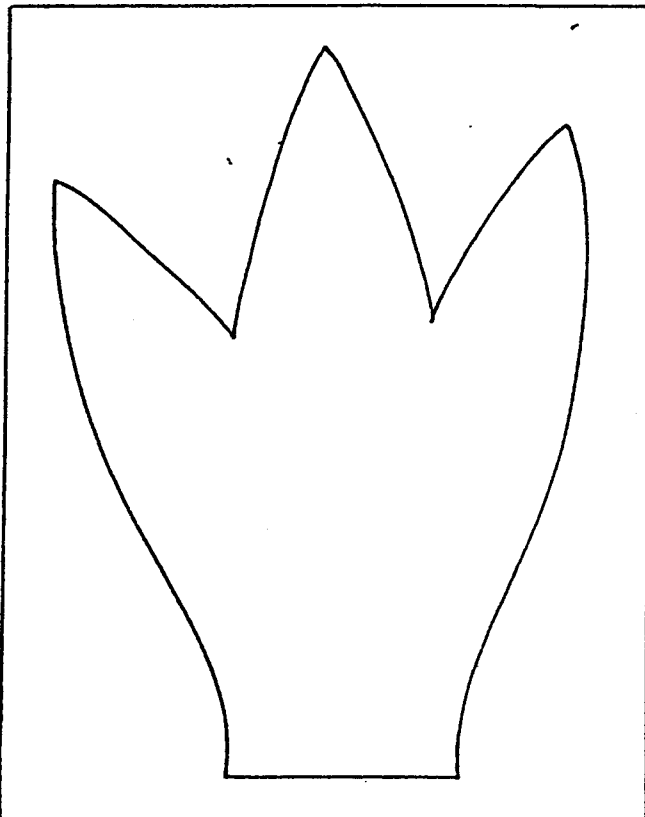


Figure A

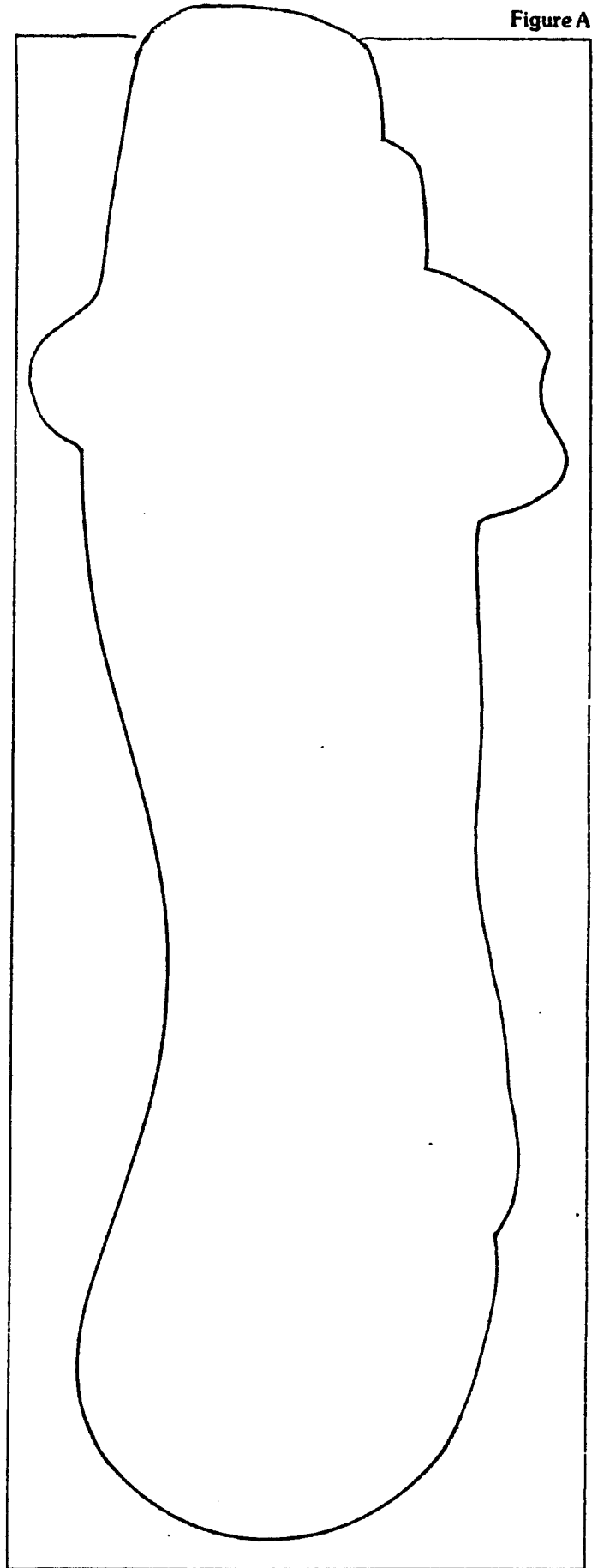
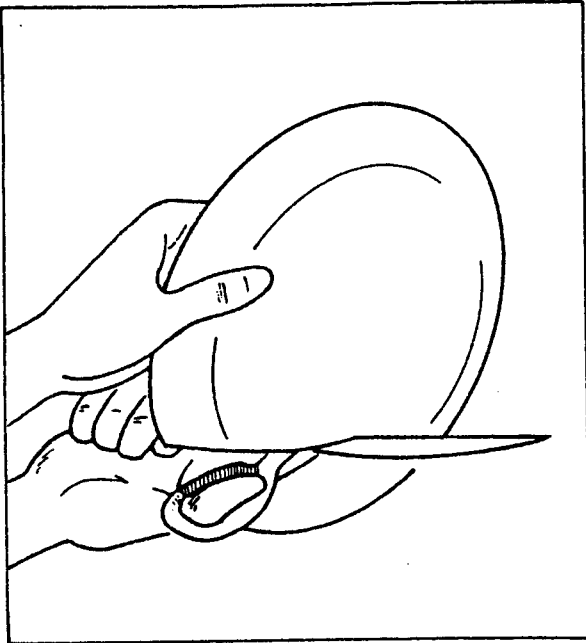


Figure B



Materials:

Lunch-size sack.
Three double-prong brass brads.
8-inch paper plate.
Red construction paper.
Crayons.
Scissors.
Glue.
Thin paper or newspaper.

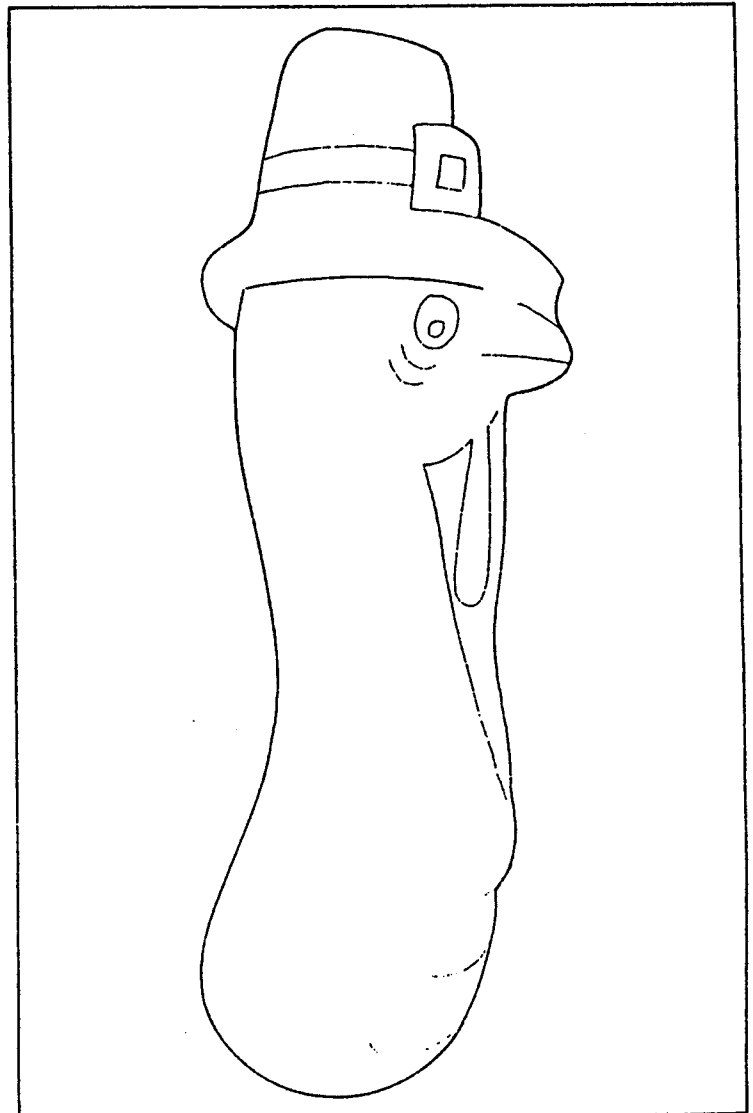
Instructions:

1. Enlarge the scale drawings given in Figure A to full-size paper patterns. Use these paper patterns to cut out two heads, two wings, and two feet from red construction paper.
2. Cut off a section of the paper plate so it will stand flat (Figure B). Use your crayons to draw feathers on the plate in a semicircular pattern. Make it as colorful as a peacock (he's much prettier than a turkey).
3. Attach the paper plate (feathers facing inward) to the bottom of the sack, using a brass brad.
4. Use crayons to draw an appropriate happy face on the head (Figure C).
5. Blow some air into the paper sack to give your turkey a little meat on his bones. Fold the open end over twice and place one head over each side of the folded portion. Insert a brad through all layers near the top and another one near the bottom of the head.
6. Glue the wings to the sides of the sack and the feet to the bottom. (Be sure not to get these reversed. He looks silly enough as is.)

Substitutes:

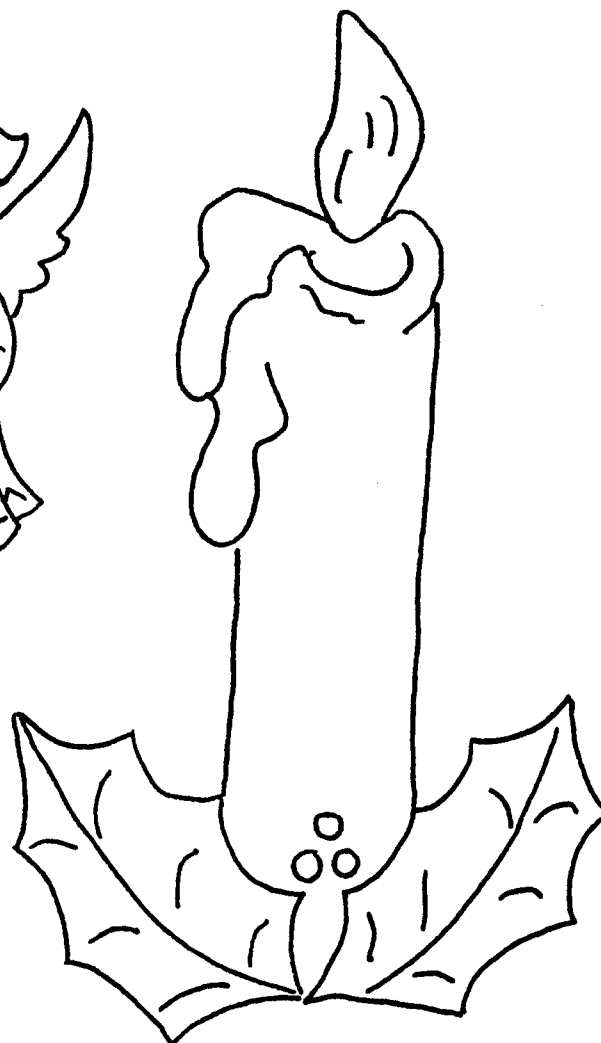
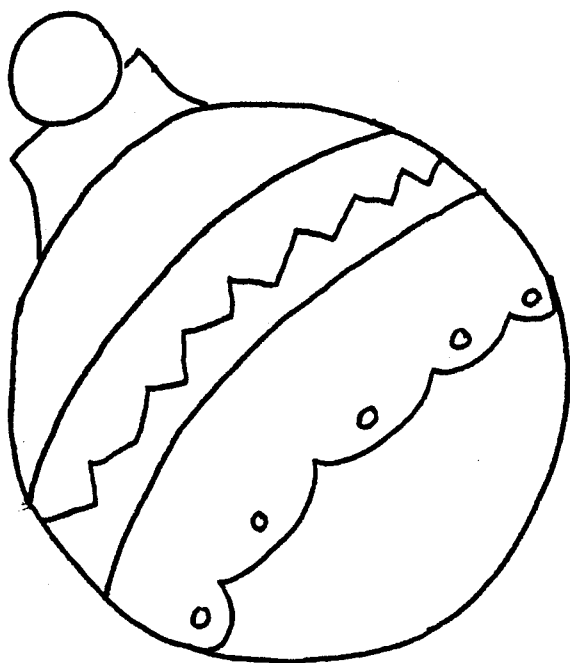
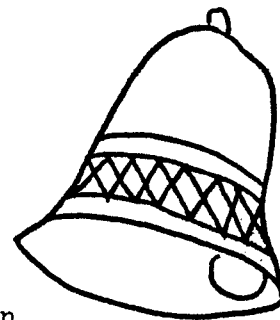
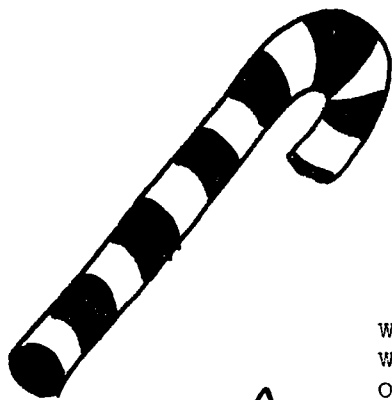
1. Feel free to draw your own turkey patterns. You might possibly know a better looking turkey than the one we used as our model.
2. The Paper Bag Turkey can be made any size depending on the dimensions of the paper bag. Adjust the size of the other materials accordingly.

Figure C



CHRISTMAS ORNAMENTS

Cut the shapes desired out of styrofoam meat trays or egg carton lids. Punch a small hole for hanging near the top. Paint, and while the paint is still wet, sprinkle with glitter or place a cut out decoration onto it. After it has dried, turn over and do the other side. Insert string through the hole and hang.



SONGS
&
GAMES

A WORD ON.....

Den Games

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activity. Den games can be relays or can be played with each boy playing as an individual.

An active Den game is a helpful start at Den Meeting to help "Get the Kinks Out". Remember, most Den meetings are held immediately after school, when boys have been cooped up for several hours. A Den game can thusly provide an outlet for "Letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem boy who is not as well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to select team members.

Remember.....Games may be intended to teach fair play, promote sportsmanship and build character but most of all, they should be FUN!

Pack Games

Pack games are played with large groups of boys and adults at monthly Pack Meetings. As a general rule of thumb, relay games seem to work best for groups of this size, but there are other games that will also work well....Hunter, Gun, Rabbit, Cooperative Spelling ... etc.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (suckers, bubble gum) is a nice gesture that can be given for the whole Den.

Involve parents and leaders in Pack games, when possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. (better to be safe than sorry).....

Then...lean back, watch or participate, but have fun!

GAMES

Games can be used in many ways:

- ...to make friends,
- ...complete achievements,
- ...settle a group down,
- ...add excitement,
- ...or learn new skills.

There is one basic rule to follow in making up a game:

K I S M I F

Keep It simple - Make It Fun

There are several things that a leader should remember when trying a new game.

- Know the game thoroughly - what you are going to do and how you are going to do it.
- Make sure you have all the equipment for the game ready.
- Have full attention and then explain the rules simply but completely. Make sure everyone understands.
- Have group go through procedures before playing for 'real'.
- Be sure the rules are followed by everyone.
The boys will respect your word if they know you will be fair and impartial.

INSECT RELAY RACE

In this relay race, children get a chance to move like bugs. Before beginning, have scouts create a list of common insects whose movements they have observed and can demonstrate. For example:

- Beetle (scurries along the ground)
- Bumblebee (flies fast with arms tucked under to simulate wings)
- Butterfly (flutters arms and runs on tiptoes)
- Flea (jumps up high)
- Grasshopper (hops with knees bent)
- Caterpillar (lays on ground and wriggles forward)

How To Play:

Divide the class into two teams. Line the team members up one behind the other at the race's starting line. Assign each child on each team the role of one insect on your list. (If the teams include more members than the insects on your list, return to the top of the insect list and begin assigning again.) For each team, place one marker (such as a plastic cone or hoop) on a tagline some distance from the starting line. At the start of the game, the "insects" on both teams take turns moving in the agreed upon fashion toward and then around the marker until they return to the head of the line. The players tag the next "insects" who then move toward the marker. Play continues until all the "insects" have had a chance to move. The first team to have all its insects finish moving wins.

FROG RACE

This is a funny jumping game in which players imitate frogs jumping, while trying to keep their balance and remember the goals of the game. This classic game comes from the Northwest Coast, where young Native American athletes enjoyed competing in games of skill and chance.

1. The leader in charge of this activity marks a long, straight line on the ground (starting line) and another, parallel line 30 to 50 feet away (finish line).
2. All the players line up at the starting line, a good space apart, and squat down facing the finish line. They wrap their arms around their legs, clasping their hands just above the ankles. The object of the game is not to let go and to try to keep your balance without standing up.
3. When the leader shouts, "Ready!, Jump!" the players begin to hop, froglike, across the ground to the finish line. If a player loses his balance and falls over, he is not disqualified unless he loses his grip around his legs. If he can right himself without letting go, he can continue the race. The first frog to reach the finish line counts coup and wins. As the frogs get better at this sport, the game can be extended to jumping back across the starting line.

BALLOON MAN

1. Blow up balloon and add features with a magic marker.

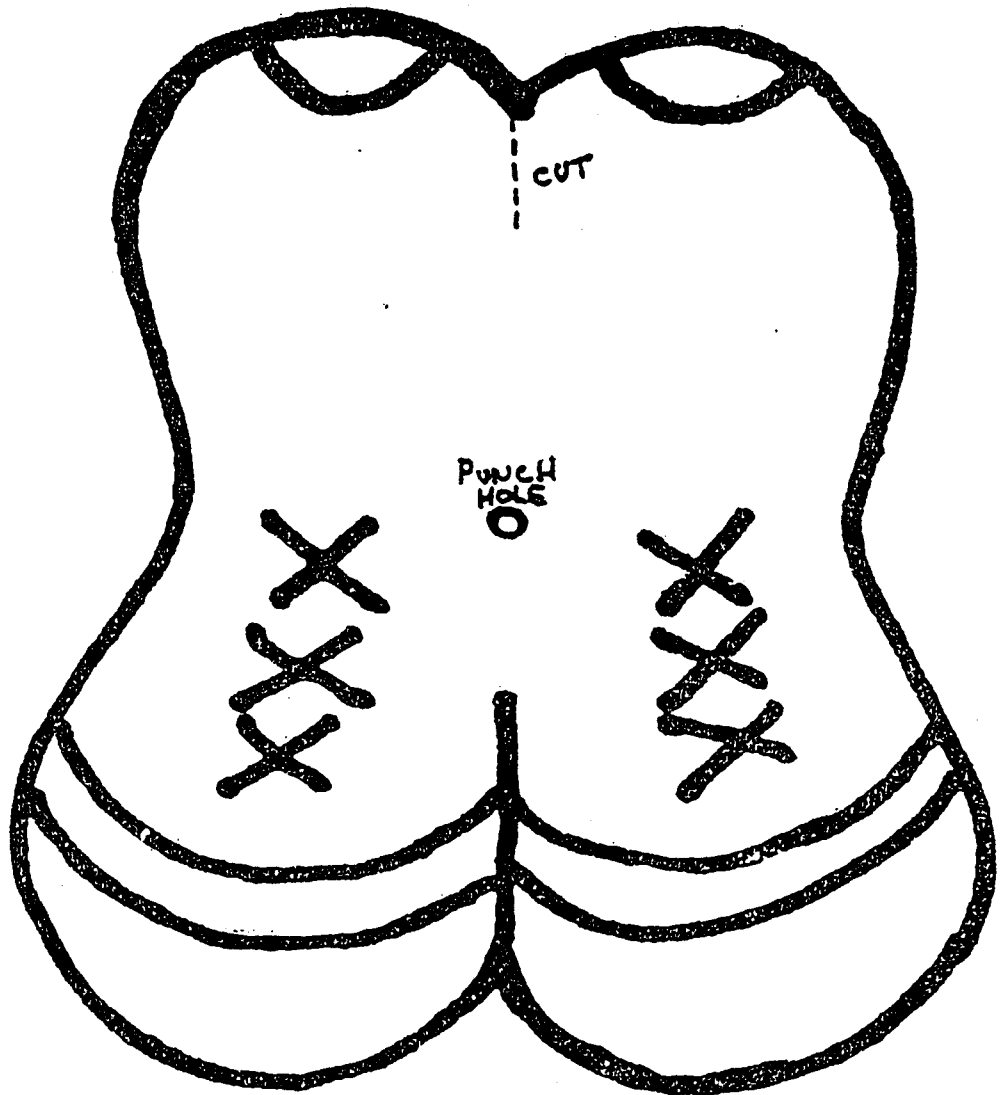
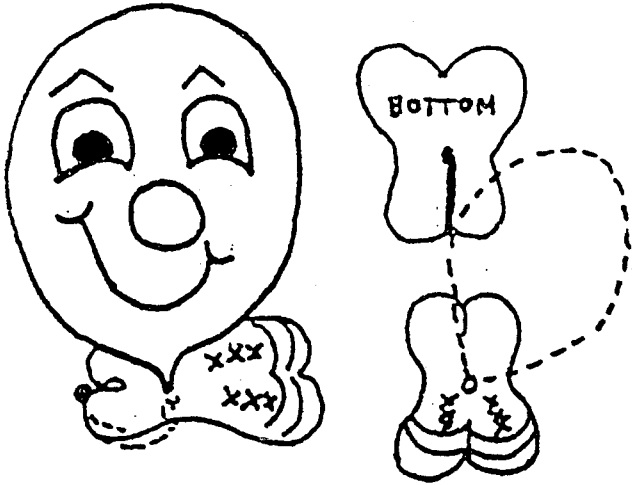
2. Cut feet from heavy cardboard.

3. Insert balloon through the hole knot, and pull through back cut.

4. Make a circle with rope 2 feet wide.

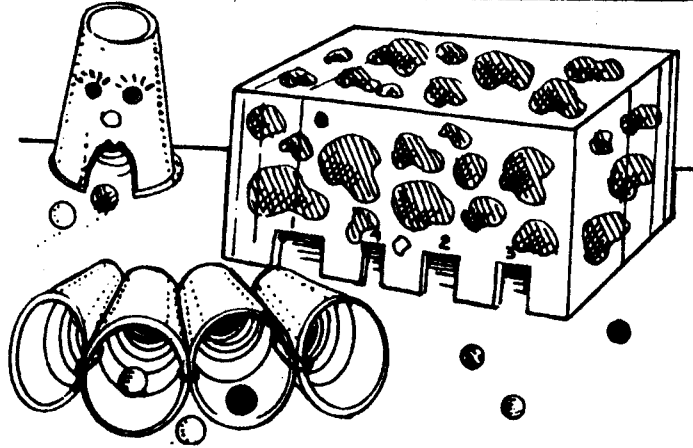
5. From about 10 feet away, have the Cubs try to throw his man into the circle.

6. Adjust the starting line as needed for the age of the boy.



Children's Crafts

Phyllis Fiarotta



IT'S WIN OR LOSE ALL YOUR MARBLES

Kids all over the world play with that simplest of toys — the marble. The first marbles were round beach stones and carved, polished stones. Eventually they were made of glass, very similar to the varieties you play with today. Here are three marble games you can make for hours of fun. Try not to lose all your marbles!

Dungeon Roll

1. Paint the bottom of a shoe box with white paint.
2. Paint a stone design on the sides and top of the box.
3. Cut out four or five different-sized rectangles along one long side of the box.
4. Write a number over each opening. The smaller the opening the larger the number.
5. To play the game everyone tries to roll five marbles into the box. The openings are touching the ground. If a marble goes into a hole, the player wins the amount of marbles written above it. If a marble does not go into the hole it goes into the pot in the box.

A Big Mouth

1. Wrap paper around a paper cup. Tape it in place.
2. Trim away the excess paper from the top and bottom.
3. Draw a face with a big open mouth at the open end.
4. Cut out the mouth.
5. Try to roll marbles into the mouth.

Angled Cups

1. Attach four cups together with paper clips.
2. With the center cups facing you, try to roll marbles into the side cups which are at a slight angle.

Spud

Equipment: A large foam ball.

Playing the Game: Each child is assigned a specific number: one, two, three, etc. Players form a circle around one person, who throws the ball into the air and calls out a number.

The child whose number is called gets the ball while all the other players run away. As soon as he catches the ball, he calls out "Spud!" and everyone freezes.

The child with the ball takes three giant steps toward a player and tries to "tag" her, either by touching her with the ball or by throwing or rolling the ball at her.

If that player is tagged, she is assigned the letter "S" and becomes the one to toss up the ball in the next round. If a player misses a target, she is assigned the letter "S" and tosses the ball again.

The second, third, and fourth time a player gets tagged or misses tagging anyone, she is assigned the letters "P," "U," and "D" respectively (spelling the word SPUD) and is out of the game.

Adopt a Tree

Equipment: Blindfolds for half the number of players.

Playing the Game: The group begins at a starting point. Players pair up; one partner in each pair is blindfolded.

Blindfolded players are led by their partners to a tree. They then "get to know" the tree by smelling it, touching it, measuring it with their arms, etc.

Then the blindfolded players are led back to the starting point. The blindfolds are removed and the players try to identify which tree is theirs.

The players switch roles with their partners and play the game again using a different tree.

E.T., Phone Home

Equipment: A balloon or foam ball.

Playing the Game: Select one or more players to be NASA agents; the other players are E.T.s (and should outnumber the NASA agents).

The NASA agents must try to tag the E.T.s with a "laser dot" (the bal-

loon or foam ball). When they succeed, the E.T. is "frozen" in a "time warp"; that is, he must remain in a frozen position.

A frozen E.T. can be freed if two other E.T.s simultaneously touch him and say, "E.T., phone home." Freed E.T.s may resume play.

The game ends when all E.T.s are frozen.

Octopus

Equipment: None.

Playing the Game: One player is the "Octopus"; the rest are "fish."

The Octopus swims in the "ocean"; with rocks or sticks, designate outer boundaries of a playing area, as well as a shore or "goal" at either end. The fish stand behind one of the goals until the Octopus calls out, "Fish, Fish, swim in my ocean!"

At this command, the fish swim across the ocean to the opposite shore. If the Octopus tags a fish, that player turns into "poisonous seaweed" and must remain rooted to the spot.

The Octopus repeats the invitation to the fish who made it to the other shore. This time, the fish can be tagged by the Octopus and the seaweed.

The game ends when all the fish have been tagged.

Dodgeball

Equipment: A large, fairly elastic ball. (Older kids can use a soccer ball; younger ones a foam ball.)

Playing the Game: Pick two teams; designate outer boundaries of playing area with rocks or sticks and mark a line to divide the playing area in half.

Teams stand on opposite sides of the line. The members of each team try to get members of the other team out by throwing the ball at them. For a player to be out, the ball must hit him before it touches the ground.

If a player catches the ball, the thrower is out. The first team to get all the opposing team members out wins the game.

Sensory Scavenger Hunt

Equipment: All you need to play this game is a list of items for players to find. These items should include objects commonly found in nature. Use the following list or make up your own.

Sensory Scavenger Hunt List:

- a leaf the size of your hand
- a triangular object
- two rocks that fit together like pieces of a puzzle
- a circular object
- an object that smells
- a household item
- a red, purple, yellow, or blue item
- something that makes noise
- a round rock
- something beautiful

Playing the Game: Divide the players into pairs; give each pair a copy of the list and a time limit in which to find the objects.

The objective of the scavenger hunt is to find all the items on the list (or the most items) during the given time period.

Capture the Flag

Equipment: Two large (at least one foot-square) cloth "flags" in different colors, one for each team; a smaller flag for each player in his team's color.

Playing the Game: Pick two teams; with rocks or sticks, designate outer boundaries of playing area. Include a line to divide field in half, as well as small areas in each territory for "jail." Every player receives a small flag in the team's color, which is tucked (not tied) into pants or belt. Each team's large flag is hidden somewhere in its opponent's area.

The object of the game is to be the first team to bring its flag "home."

Players must enter the other team's territory to look for their flag. While they're looking, their opponents can steal their small flags.

When a player's flag is stolen, he goes to "jail," where the small flag is returned. A player can free jailed teammates by sneaking into the jail area (without losing his small flag) and calling "Jailbreak!"

HOW TO LEAD SONGS

Did you know you can become a song leader? Well, follow these tips and see how much fun you can have. You see, Cub Scouts have a fundamental rhythm urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying the body to a lively tune or the beating of a drum. The advice in the Cub Scout Songbook will help you become a good song leader.

Here are some tips for a song leader:

- ... Be convinced that singing builds and produces group participation.
- ... Select songs that fit the occasion.
- ... Establish pitch by trying it softly to yourself, then aloud so all can get it. If you're too high or too low, stop and start over again.
- ... Be sure the whole group knows the song. If they don't, teach them.
- ... Don't ask what they want to sing. Tell them.
- ... Use easy-to-follow motions to set the tempo. Start everyone at the same time.
- ... Start with lively, action songs. Encourage pep and enthusiasm by your example.
- ... End with inspirational songs.
- ... Help the group relax and enjoy themselves. Singing is fun. As the group gets used to singing together, there won't be any need for 'ice-breaking'.

THERE AIN'T NO FLIES ON US
(tune: Farmer in The Dell)

There ain't no flies on us,
There ain't no flies on us,
There may be flies on some of
 you guys,
But there ain't no flies on us.

O CHESTER
(tune: Yankee Doodle)

O Chester, did you 'ear about
 Harry?
(strike chest, touch ears, pat
 head)
He 'chest got back from the
 army.
(strike chest and back, fold
 arms)
I 'ear he knows how to wear a
 rose,
(touch ear, nose and lapel)
Hip, hip, hooray for the army.
(swing hips and raise fist for
 cheers, fold arms)

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
directions,
I'd have the best race car in
 town.

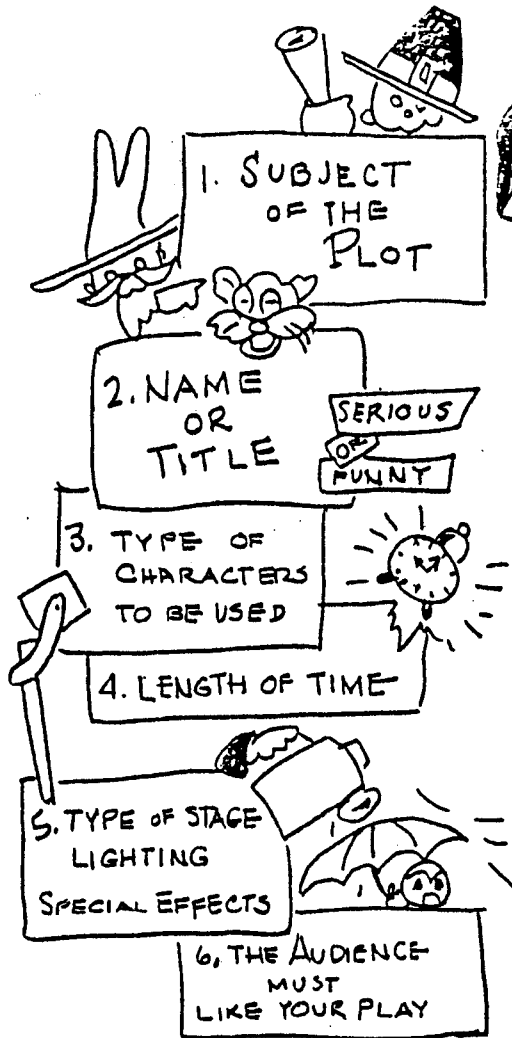
Bring back, bring back,
Oh, bring back my pinewood to
 me, again,
Bring back, bring back,
The race, cause next time I
 will win.

TRAVELIN' SONG
(tune: Home on the Range)

Oh, give us a train, or 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 every day.
Relax on the trail, float over
 the waves all the day,
Or glide through the clouds,
 far over the crowds,
But be home by five every day!
On a broomstick we'll ride, in
 a rowboat we'll glide,
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 explore,
For as Cub Scouts, we'll always
 have fun.

SKITS
&
PUPPETS

HOW TO WRITE A SKIT



Been wondering how to put your ideas into skit form? Where to start? What to do?

The steps and suggestions below aren't a cut and dried cure-all. To get off to a good start you should know your facilities, your subject, how many boys you have in your den and what parts they will play.

Jot it down:

1. The subject of the plot.
2. The title, whether serious or funny.
3. The kind of actors you'll use - puppets or live Cubs.
4. How much time will you have? Write a skit timed for twenty minutes. Boil it down to five, saving only the best lines.
5. Your stage: Is it an open floor, a platform at one end of the room, or a real stage? Know the kind of lighting you will have, what special effects you can use.
6. Remember - the crowd must like your play, so write it to fit them. Keep the scene changing to a minimum.

HINTS

In writing your skit, use stage directions liberally. Tell who goes where and who does what.

Stimulate interest and surprises as you go along. A "walk-on" in each scene will spark interest. A "walk-on" is a character hunting a rabbit or bird, blowing up a balloon, or engaging in some other nonsense.

If you have more actors than the story calls for, sandwich in musical numbers, dances, songs, or magic between acts. Such extra material, including "walk-ons", should relate to the play for continuity's sake.

Create a mood with scenery, paint in grays if spooky or sad; colors if gay.

Avoid long speeches!! Use gestures and pantomime freely, with exaggeration.

SCENERY FOR CUB SCOUT SKITS

The Black Knight gallops across the stage ... in the background the castle of King Arthur can be seen ... two cowboys saunter past a corral ... a scarecrow peeks out from behind a cornfield. Look exciting? Of course it does ... and Den 3 did it themselves ... with a refrigerator carton, some latex paint, lots of imagination and the able assistance of you, their den leader.

Scenery for Cub Scout skits is simple to make, fun for the boys and adds greatly to the realism of your skit.

A few simple guidelines will help you and your den make colorful and imaginative scenery for practically any skit you choose!

1. Locate cardboard by scouting the local furniture, appliance stores or warehouses in your area. Use large pieces of cardboard from refrigerator, appliance or mattress cartons.
2. Score cardboard with a sharp knife when necessary to cut and/or bend to shape.
3. Use a craft knife, shears or kitchen scissors to cut cartons. (Cutting will usually be the job of the den leader)
4. Mark guidelines for cutting and painting with a heavy pencil or marking pens. (Sometimes a simple drawing of the desired finished product is helpful)
5. Nail wooden lathes to back of heavy scenery when more support is needed.
6. Paint on blank or unpainted side of cardboard whenever possible. (Sometimes the lettering will bleed through your paint)
7. Use latex to cover large areas and apply with roller. (Latex is cheap - often the boys can bring left-over latex from home; and it washes off hands and clothes easily)
8. Tempera can be used to tint latex when desired shade cannot be found. Also use tempera for trim and detail work on top of latex.
9. Don old clothes or Dad's old shirt for painting smocks; stand back and let the boys do the work!
10. Keep your scenery simple, so it will be fun for the boys and you.
KISMIF.

QUICK SKITS

1st Cub: Why did the monkey run around with a hatchet in his hand?

2nd Cub: I don't know; why did the monkey run around with a hatchet in his hand?

1st Cub: Because he wanted a banana split.

1st Cub: Have you heard about my uncle who broke his arm raking leaves?

2nd Cub: How'd he do that?

1st Cub: He fell out of a tree.

1st Cub: Everytime I'm down in the dumps, I get a new hat.

2nd Cub: I wondered where you got your hats.

1st Cub: Knock, knock.

2nd Cub: Who's there?

1st Cub: Cadillac

2nd Cub: Cadillac who?

1st Cub: A cadillac crazy if you pull his tail.

1st Cub: How many Cub Scouts does it take to make popcorn?

2nd Cub: How many?

1st Cub: Twenty. One to hold the pan and 19 to shake the stove.

1st Cub: While Abdul was at Camp Norse last summer, he decided to put up a clothesline. His line was only 10 feet long and the nearest tree to his cabin was 20 feet away.

Everyone: What did Adbul do?

1st Cub: He moved the cabin.

1st Cub: What's black and dangerous and lives in a tree?

2nd Cub: I don't know; what's black and dangerous and lives in a tree?

1st Cub: A crow with a machine gun.

1st Cub: What goes Ha, Ha, Ha, thump?

2nd Cub: A man laughing his head off.

1st Cub: My mother has the worst memory of anyone I know.

2nd Cub: Forgets everything, eh?

1st Cub: No, remembers everything.

MORE QUICK SKITS

CUB SCOUT: (Comes on stage with a clock painted on a cardboard circle or a play watch or one drawn on a plastic lid. He keeps throwing it, too.)

CUBMASTER: What in the world is going on here?

CUB SCOUT: Oh, I'm just watching time fly.

CUB SCOUT: (Comes on stage with a stick in his hand. He puts the point of the stick on the floor, picks it up, puts it down in another place.)

CUBMASTER: What are you doing?

CUB SCOUT: Oh, I'm just sticking around.

CUB SCOUT: (Comes on stage and has a large leaf. He puts the leaf down on the floor, turns it over, picks it up and puts it down in another place, turning it over, etc.)

CUBMASTER: What in the world are you doing?

CUB SCOUT: Oh, I'm turning over a new leaf.

CUB SCOUT: (Comes on stage with a folded towel or blanket. He puts the blanket down on the ground, picks it up and puts it down again in another place, picks it up, etc.)

CUBMASTER: What are you doing?

CUB SCOUT: I'm just covering ground.

CUB SCOUT: (runs on stage with his hands grasping his waist. He yells "Help! It's all around me; it's all around me. Help!")

CUBMASTER: What's all around you?

CUB SCOUT: My belt! (or The air!)

CUB SCOUT: (Comes on stage carrying a wooden case.)

CUBMASTER: What are you doing now?

CUB SCOUT: I'm taking my case to court.

CUB SCOUT: (Returns on stage later in the program. This time he's carrying the case on top of his head.)

CUBMASTER: What are you doing now?

CUB SCOUT: I'm taking my case to a higher court.

CUB SCOUT: (Comes on stage swinging a loaf of bread.)

CUBMASTER: What's going on? What are you doing?

CUB SCOUT: I'm just loafin' around.

STILL MORE QUICK SKITS

CUB SCOUT: (Comes on stage swinging a wire coat hanger round and round.)

CUBMASTER: What are you doing with that?

CUB SCOUT: Oh, I'm just hanging around.

CUB SCOUT: (Comes on stage with a stick or toy gun and a play or old watch or large cardboard one and lays it down and starts hitting it.)

CUBMASTER: Hey, what do you think you are doing?

CUB SCOUT: Oh, I'm just killing time.

MR. CUB: Mr. Scout, did you know that I found four horseshoes?
Do you know what that means?

MR. SCOUT: Why sure, It means that some poor horse is running around barefoot.

MR. SCOUT TO MR. CUB: Sat there, Mr. Cub, would you like to try on that suit
in the window?

MR. CUB ANSWERS SLOWLY: It's all the same to you, I'd rather use the dressing
room.

NUDNIK: Doctor, I get a sharp pain in my eye every time I drink hot chocolate.
What should I do?

DOCTOR: Try taking the spoon out of your cup.

SAM: I was offered a job at the Eagle Car Wash, but I turned it down.

PAM: Why?

SAM: I don't know anything about washing eagles.

LARRY: I sure did get in trouble in school today.

BARRY: What happened?

LARRY: I told the teacher her stockings were wrinkled, but she didn't
have any on.

MEHITABEL: Did you hear about the cat who joined the Red Cross?

ARCHIE: No.

MEHITABEL: She wanted to be a first aid kit.

CAPTAIN NEMO: Why didn't Cinderelly Shark go to the ball?

GOOD FAIRY: Because she couldn't find her glass flippers.

BROTHER: What is round and purple, travels in along black limousine, and
carries a machine gun?

SISTER: Al CaPlum.

MOTHER: Put on a clean pair of socks every day.

BOY: Okay.

BOY: (later that week): Mom, I did what you said, but now I can't get my
shoes on.

AND STILL MORE QUICK SKITS. . . .

- JOE: What do you get when you cross a porcupine with a mole?
MOE: A tunnel that leaks.
- SON: Father, will you give me a quarter if I show you how I saved you a dollar?
FATHER: Sure, son.
SON: Well, you promised me a dollar if I'd get a perfect report card.
FATHER: That I did son.
SON: Well, I didn't, so I'm saving you a dollar! Ha, ha, ha!
Give me a quarter.
- FATHER: For what was George Washington famous?
SON: For his memory.
FATHER: Why do you say that?
SON: They built monuments to his memory all over the country.
- SON: Pop, I got a hundred in school today.
FATHER: Wonderful, son! In what subject?
SON: In two - forty in spelling and sixty in arithmetic.

THE TUMMY ACHE

- Boy is slumped in a chair groning. The doctor comes on stage carrying his black bag. He examines the patient and patient continues to groan.
- DOCTOR: When did you first notice this discomfort?
PATIENT: Around the ninth candy bar.

DRAWING

- Setting is a boy sitting on the beach looking at the ocean and drawing. Boys come in one at a time and say, "What are you doing?" The boy answers, "Drawing." When all the boys are standing around after asking the boy what he is doing, the first boy asks, "What are you drawing?" The boy answers, "Drawing a crowd."

STIFF NECK SKIT

- First person enters and stands looking up at ceiling. Second person walks up and looks at ceiling also. Third person walks up and keeps looking at the ceiling. Fourth person walks up and looks up at the ceiling and then asks the third person, "What are you looking at?" Third person replies, "I don't know." Then he asks second person, "What are you looking at?" Second also replies, "I don't know." He asks the first person, "What are you looking at?" First person replies, "I don't know what you guys are looking at, but I've got a stiff neck."

MOWGLI JOINS THE JUNGLE PACK

Here is a short skit based on Rudyard Kipling's The Jungle book. If desired, participants may wear wolf, bear, lion masks, etc.

PERSONNEL: AKELA on stage in kneeling position; MOTHER WOLF kneeling on AKELA'S right; MOWGLI sitting with crossed legs facing AKELA; SHERE KAHN, the tiger; BALOO, the bear; BAGHEERA, the panther; NARRATOR, Cub Scouts may form pack council in circle around AKELA.

NARRATOR: Kipling's jungle stories, as adapted by Lord Baden-Powell of England, who started the Scout movement, have been made the basis of the Cub Scout program in 65 different countries. We have taken our skit from Rudyard Kipling's The jungle book. As our scene opens, MOWGLI, the man cub, has been brought before the pack council. SHERE KAHN, the vicious tiger, wants to kill the cub, but MOTHER WOLF wants to keep the cub as her own. AKELA, the great lone wolf who leads the pack, arises from his rock.

AKELA: Ye know the law - ye know the law. Look well, oh wolves.

MOTHER WOLF: Look, look well, oh wolves. (Enter SHERE KAHN from right).

SHERE KAHN: He is mine! Give him to me!

NARRATOR: Now the law of the jungle lays down that, if there is any dispute as to the right of a cub to be accepted by the pack, he must be spoken for by at least two members of the pack, neither of whom is his mother or father.

AKELA: Who speaks for this cub?

NARRATOR: The only outside creature who is allowed as the wolf pack council is BALOO, the brown bear, who teaches wolf cubs the law of the jungle. (Enter BALOO from left.)

BALOO: I speak for the man cub. There is no harm in him. Let him run with the pack. I myself will teach him.

AKELA: BALOO has spoken and he is our teacher of the young cubs. Who speaks beside BALOO?

NARRATOR: A shadow drops into the circle. It is BAGHEERA, the king of the jungle, and nobody cares to cross his path. (Enter BAGHEERA from left.)

BAGHEERA: To kill a small cub is shame! To BALOO's words I shall add my strength and help this small cub.

NARRATOR: And that is how MOWGLI joined the Seeonee Wolf Pack.

MOWGLI'S ADVENTURE WITH THE BUNDERLOG

One day the Bunderlog got hold of Mowgli. They had watched him through the trees while he was building a little house for himself out of branches and creepers, and they thought what a fine thing it would be to get him to teach them to make their own houses.

So one day, when he was sleeping, they crept down and seized him, and two of the strongest of them, grasping him by the arms, dashed up into the tree-tops with him, and then rushed him along between them for miles, leaping from tree to tree, and taking him away from his friends.

As he went he gave the jungle call to the other animals for help, and high up in the sky above him, the kite Rann saw what was going on and watched where the monkeys took him and told it to Baloo and Bagheera.

As these two struggled through the forest they came across Kaa, the great serpent. Old Kaa was not easily aroused, but this disrespect made him very angry.

Baloo and Bagheera saw the monkeys gathered around Mowgli and boldly attacked them. There were thousands of them, and Bagheera and Baloo were getting the worst of it in the battle when old Kaa appeared. Gathering all his strength, he rushed for the crowd of monkeys, knocking them right and left and frightening them still more with his hiss. Finally in terror they turned and fled.

Then Kaa commenced a curious twisting and turning and hissed to the monkeys who were crowding in the trees that he was going to dance the Hunger Dance. And as he twisted and turned himself about, the monkeys could not resist watching him, until they could no longer control themselves - and he called to them to come to him, and they gradually came nearer and nearer, until he was able to seize those that he wanted, and to crush them up in the folds of his body, and then to swallow them down, one after another, until he had a full meal of them.

And that was the end of Mowgli's adventure with the Bunderlog.

JUNGLE DANCES

The jungle dances are really plays of the jungle. Through them Baden-Powell thought to provide a means of expression for the boy's imagination and love of playacting, at the same time affording a means of teaching valuable lessons on character and moral behavior.

To make the stories more interesting to the boys, teach them the jungle names, their meanings, and pronunciation.

Akela	Ah-kay-lah	The wise leader
Baloo	Bah-loo	Wise old bear
Bagheera	Bah-gear-ah	Cunning black panther
Mowgli	Mou (as in now) gly	Man child
Kaa	Kah	The great python
Shere Kahn	Share-Kahn	The bullying tiger
Bunderlog	Bun-der-loag	Silly monkey folk
Tabaqui	Tab-ah-ki	Sneaking jackal

TEACHING THE DANCES

Don't try to teach more than one dance at a single sitting and give at least 15 minutes to each. Start by telling a story about the animals in the dance, taking particular care to emphasize their special characteristics. Whenever possible, illustrate with actual incidents from the Jungle book. This will give the Cub Scouts a clear idea of the animal they are portraying. Go through each part carefully, demonstrating the part if necessary. Then have the boys rehearse.

THE STORY AND DANCE OF BALOO

Baloo the bear was the animal in The jungle book who taught the law to Mowgli. He was the wise, good-natured, burly old fellow, very much like a big policeman.

For this dance we form a circle and, when the order "Baloo" is given, every Cub Scout follows the leader, marching very slowly and stiffly, with his stomach forward and his elbows stuck out, chin in the air, looking left and right in a stern way.

As the leader walks along, he recites the Law of the Pack in a loud voice so that everyone shall know it. The Cub Scouts repeat each line of the Law as he gives it. "The Cub Scout follows Akela - the Cub Scout helps the pack go - the pack helps the Cub Scout grow - the Cub Scout gives good will."

When Akela gives the signal, all stand at attention. Akela says, "Do Your Best." Cubs yell back "We'll do our best" and go to their places.

A musical background such as "The Teddy Bear Picnic" or the "Policeman's Chorus" from the Pirates of Penzance will help create the right atmosphere.

THE STORY AND DANCE OF BAGHEERA

Bagheera was the black panther who could climb trees or creep silently, quite unseen, in the shadows of the night. He was a crafty, skilful, and brave hunter. Although he could be fierce and terrible when he liked, he had a fine heart and he taught Mowgli how to hunt and get his food.

For the Bagheera dance, each Cub Scout becomes a panther. In a parade circle, all move along in a crouching position looking to the right and the left for game to hunt. Suddenly the game is in sight. Every Cub Scout squats down, turns his head, and gazes toward the center of the circle where he imagines there is a deer feeding.

In order not to be seen, each Cub Scout quietly gets down on all fours and turns toward the center. He then crawls backward a few paces to get a little further from the deer so as not to frighten him. Then, very slowly, every Cub Scout begins to crawl toward the center. As they get nearer the center, all creep more slowly and closer to the ground. When they get near the deer, all lie flat until the leader says "now". Then they spring forward onto the imaginary deer with a yell, "Seize him and tear him to pieces." Then each falls back to his place in the great circle while biting at an imaginary lump of deer meat.

Every Cub Scout must watch the leader and do exactly as he does.

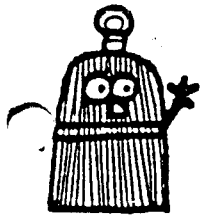
THE HUNGER DANCE OF KAA THE PYTHON

Kaa commences twisting and turning. He hisses to the monkeys crowding in the trees. They cannot resist watching him and finally, spellbound, come to him when he calls. A dependable Cub Scout and his den is Kaa's head and the rest of the pack form the body, each holding the belt of the boy ahead. The "head" boy glides along leading the others through the familiar snake dance formation, winding his tail up into a smaller and smaller circle and then working out of his "spiral". Cub Scouts keep hissing and shuffling along to give a rustling sound.

When Kaa has coiled and uncoiled himself the leader gives the command "Bunderlog" and at once the Cub Scouts who are imitating monkeys run about giving their call, "Goorrukk, goorukk, how, how, goorukk!"

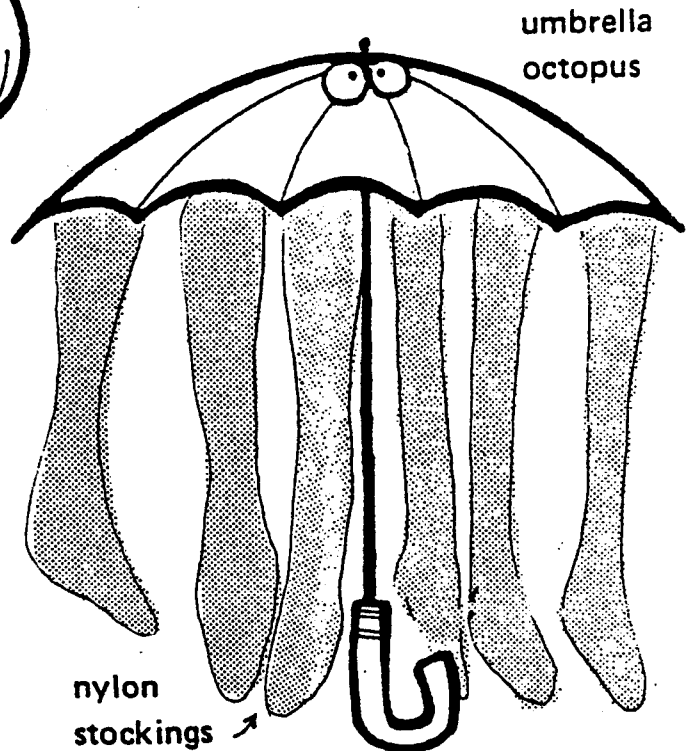
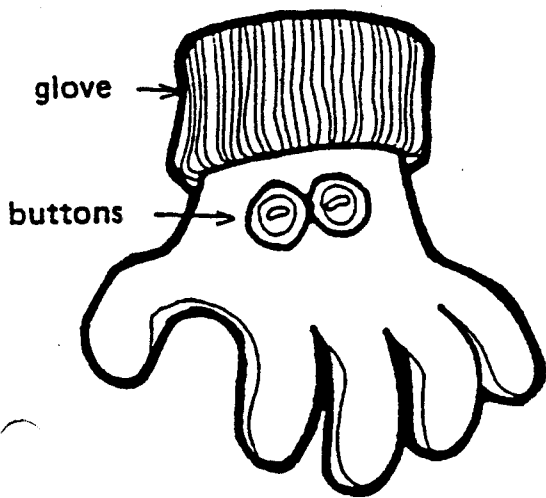
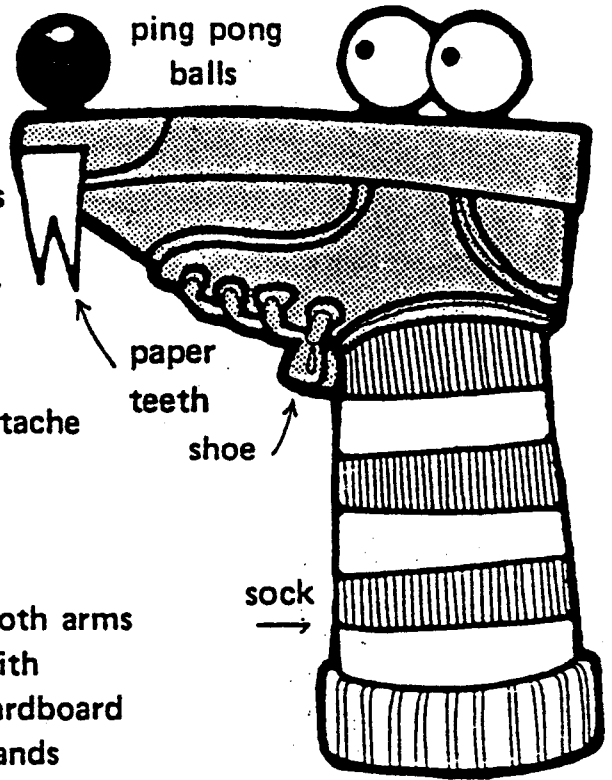
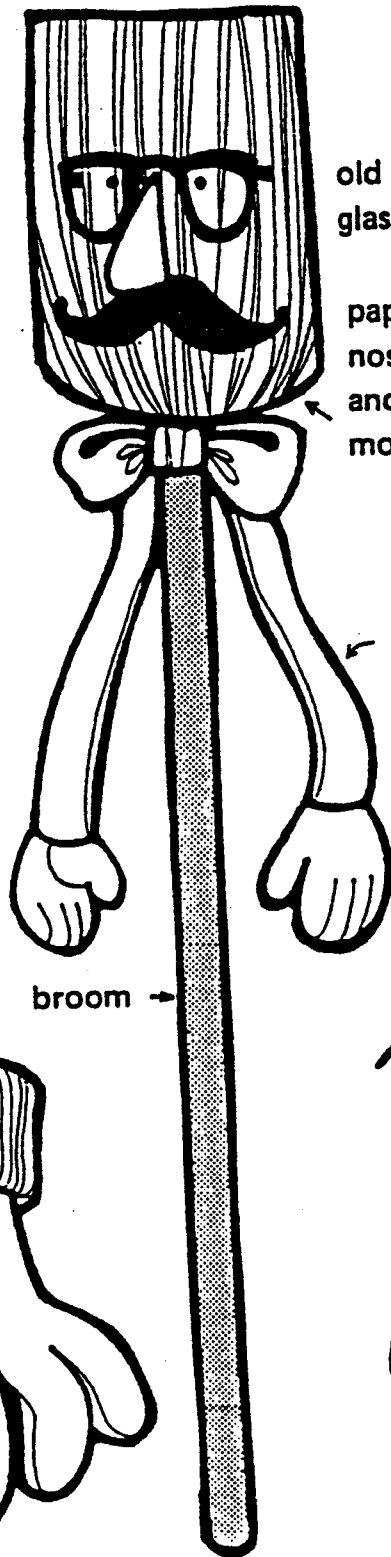
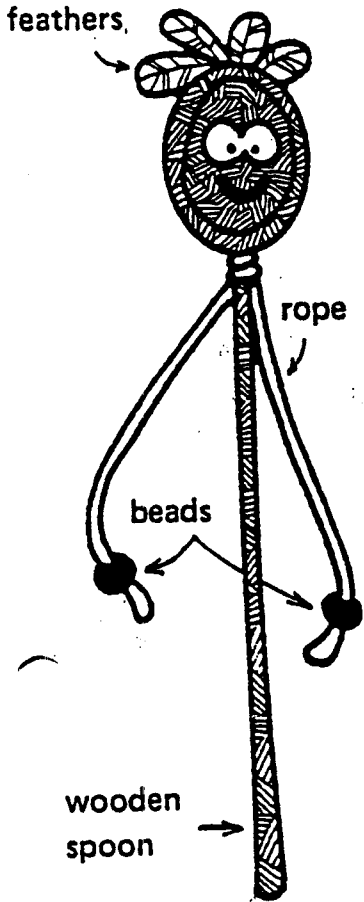
Suddenly the leader shouts "Kaa!" The monkeys freeze with horror. The "head" now stands erect with arms outstretched, head down, and slowly swings bodily to and fro. He hisses once, and all monkeys take an unwilling step forward. He points to one monkey, and the frightened victim crawls forward between his legs and is swallowed immediately, becoming a part of the snake's body by "hooking on" at the end.

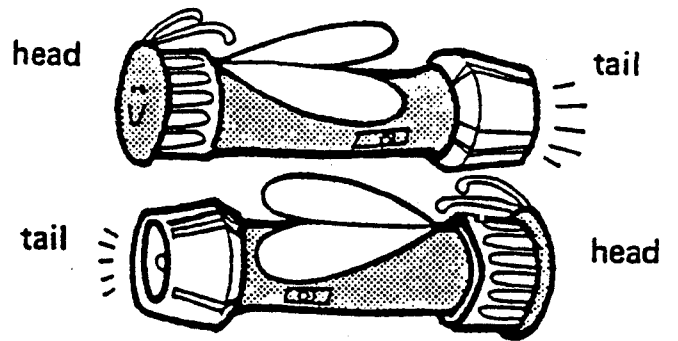
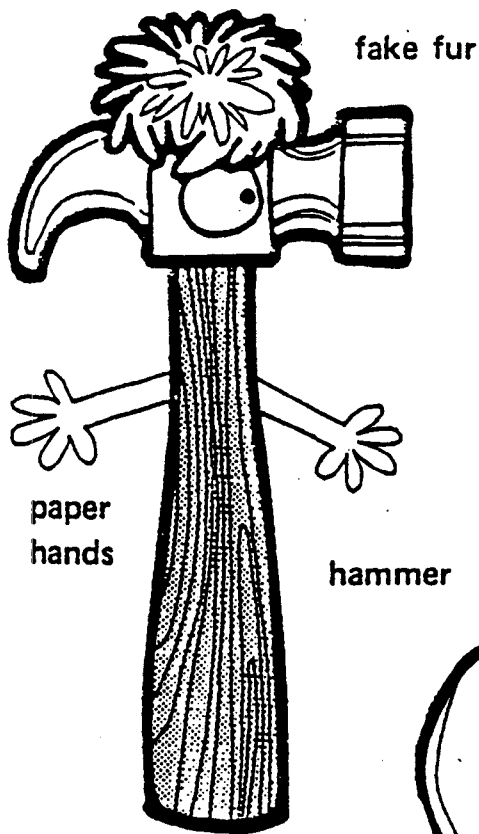
After his meal Kaa lies down and sleeps until the leader cries "grand howl" and everyone forms the parade circle.



INSTANT PUPPETS

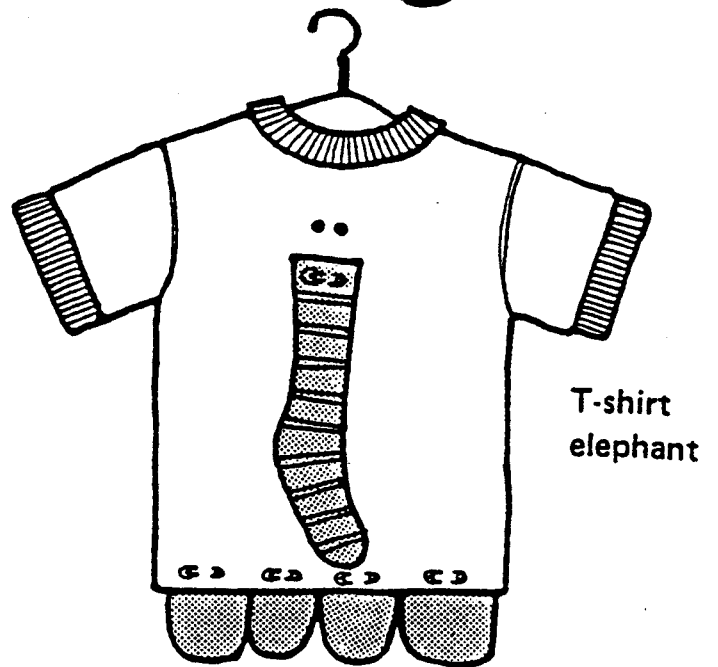
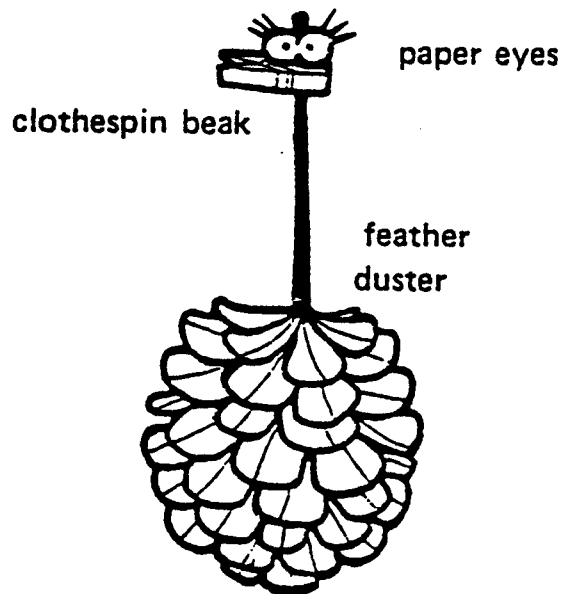
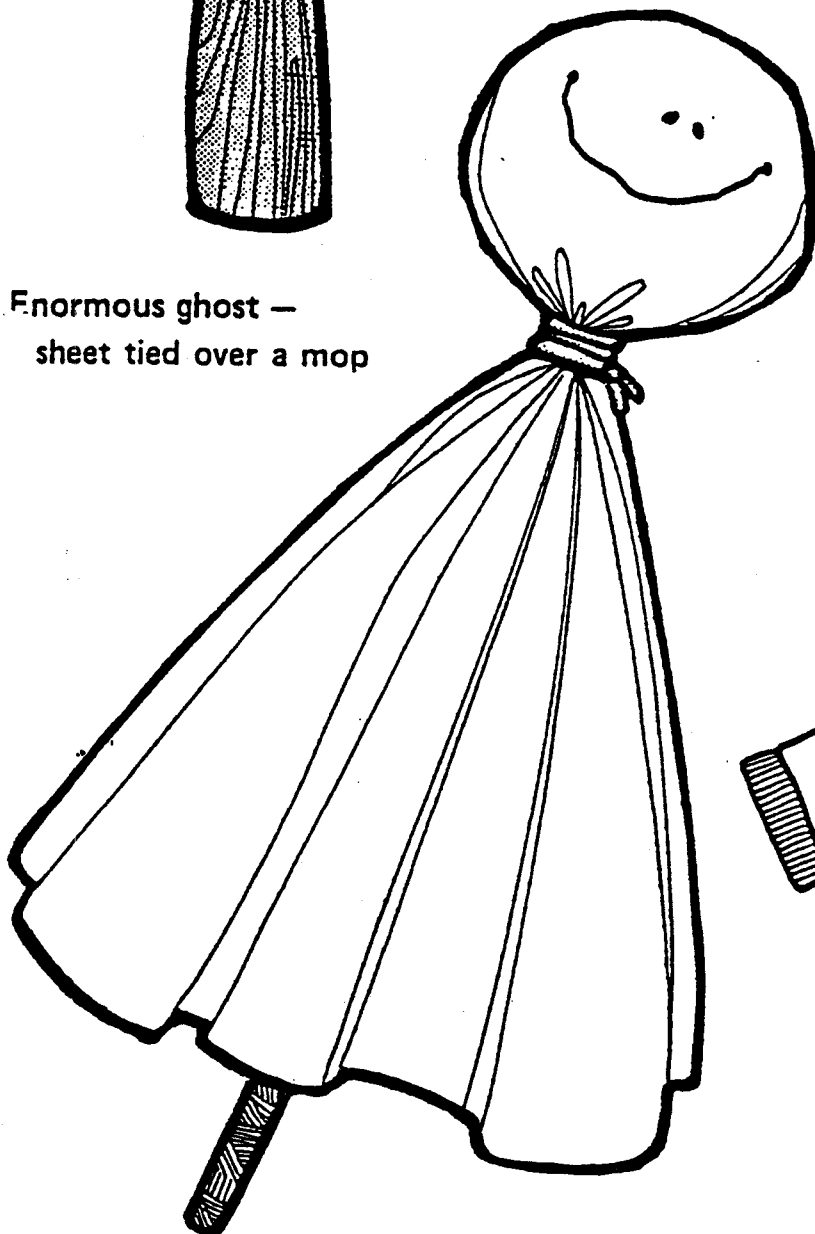
The world is full of things that can be made into puppets. Just add eyes, tails, legs, hats, hair, and your imagination!





Flashlight firefly — Tape a paper face to the handle end of a flashlight. Add pipe cleaner feelers and tissue paper wings.

Enormous ghost — sheet tied over a mop



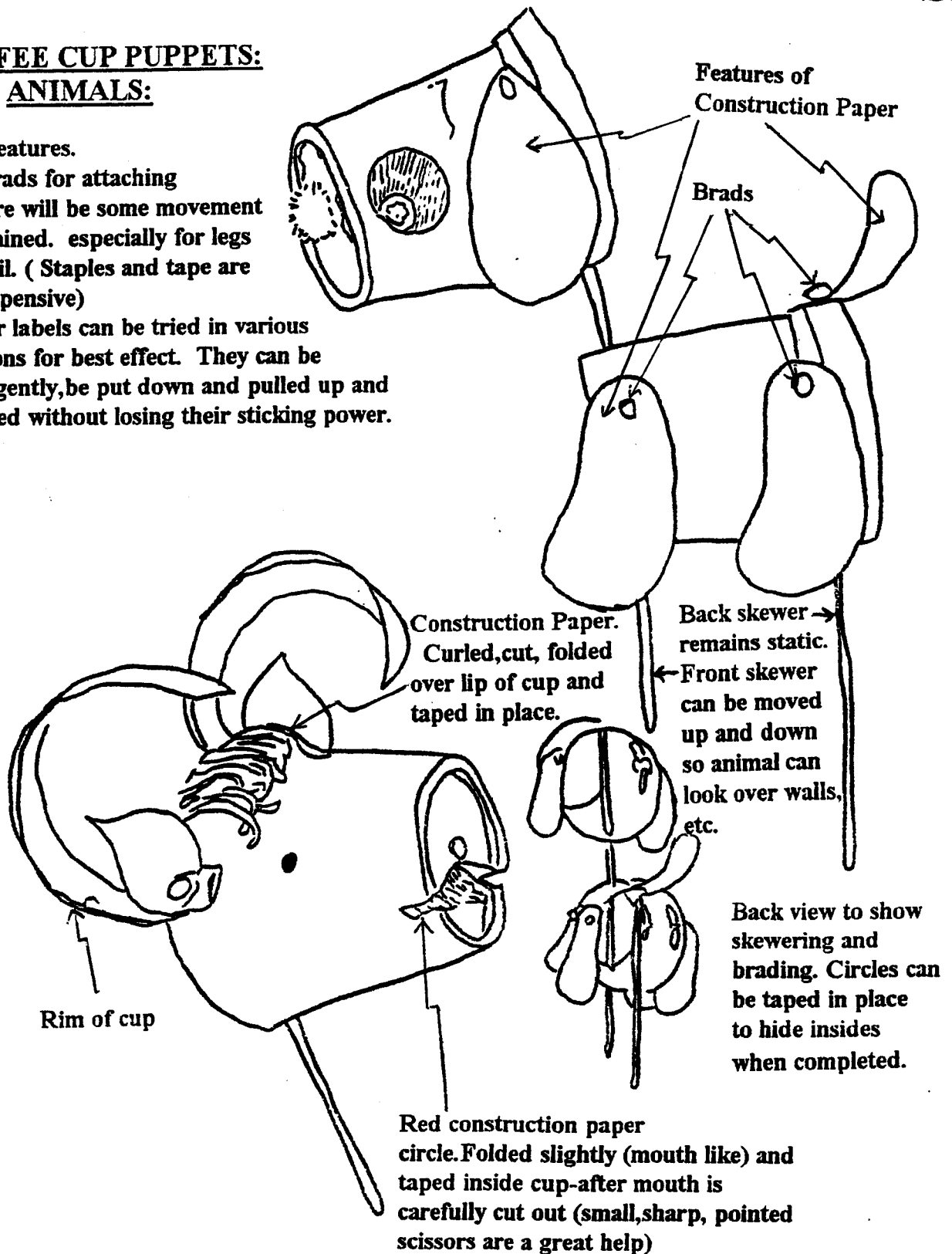
SIMPLE STYROFOAMS...

COFFEE CUP PUPPETS: ANIMALS:

Face features.

Use brads for attaching so there will be some movement maintained. especially for legs and tail. (Staples and tape are less expensive)

Sticker labels can be tried in various positions for best effect. They can be again gently, be put down and pulled up and replaced without losing their sticking power.



Red construction paper circle. Folded slightly (mouth like) and taped inside cup - after mouth is carefully cut out (small, sharp, pointed scissors are a great help)

WEBELOS

THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, its chieftain.

"Whooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked his help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

Now with the 'boom' of the great drum, all was quiet. The night was very still. The great ceremonial fire, when it was lit, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

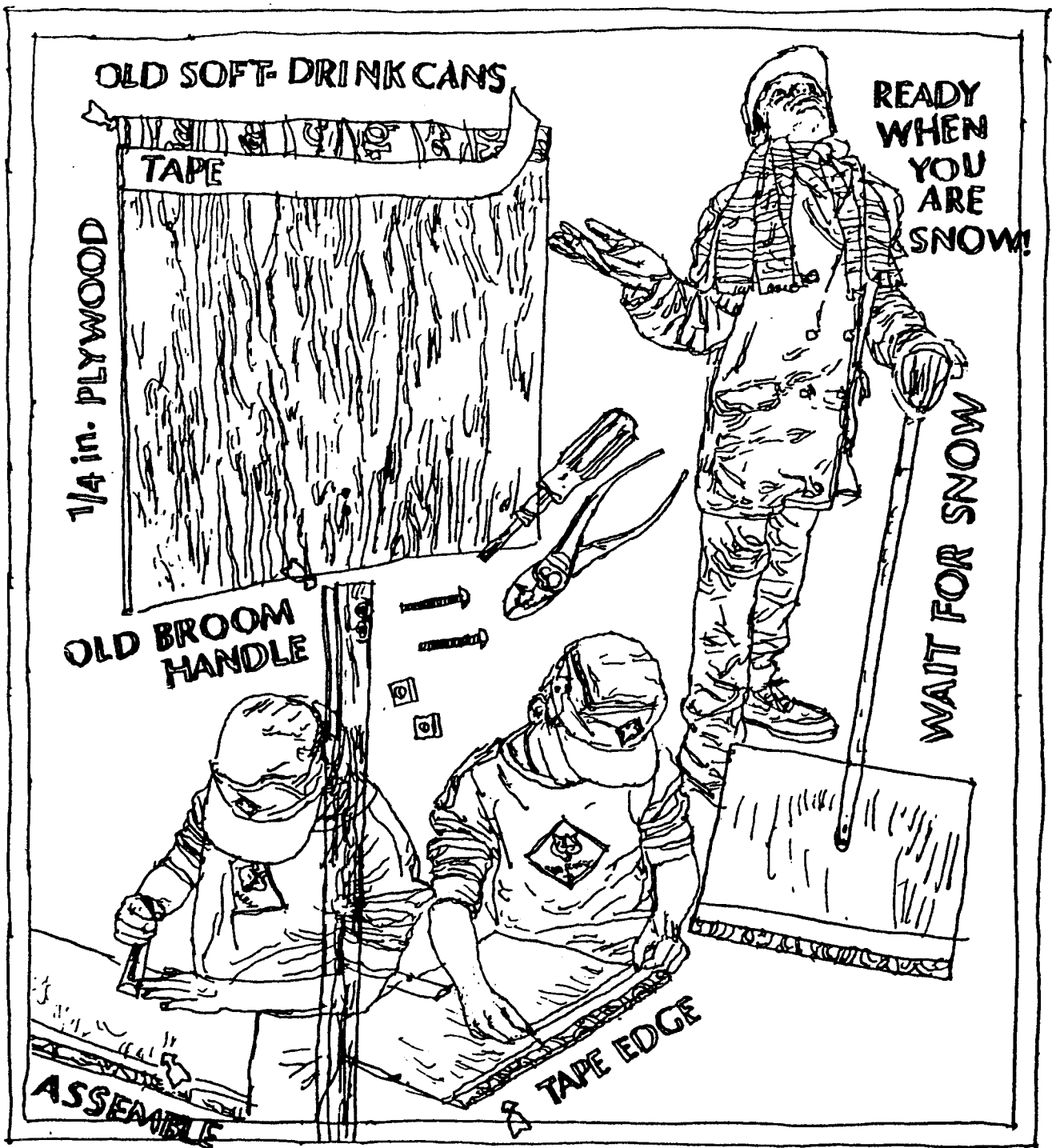
The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild like, of the ground, of the tracks, and ways to find food. Through dance and gesture he told how he next faced Bear and learned the meaning of courage. And then he became a young scout of the trail.

Akela, the wise, closed his dance. By sign and gesture he told how the tribe can be strong only when the boys of the tribe are strong. He said this; "The future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud guttural "How". The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands towards heaven. A Living Circle was formed with their left. The Webelos tribe pledge was given.. "To live and help live"...was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.





Webelos Activity:

CRAFTSMAN

EASY- TO-MAKE SNOW SHOVEL

Be ready to help dig out this winter. Make a snow shovel that fits your own body and strength. Find scrap materials. For the handle, try an old but strong rake or broom handle. Use 1/4-inch plywood for the shovel. With

a jigsaw, cut a slot in the handle. Center slot on plywood. Then drill two holes through handle and shovel. Insert stove bolts through holes. Tighten. Sandpaper rough edges. Paint any color but white. Wait for snow. ✦

Build a Solar Oven

BY JESSE SLOME

Open the family car door on a sunny summer day and you feel a blast of escaping hot air. Heat from sunlight striking the car has been stored inside. Like an oven, isn't it?

With the same principle, you can build a solar oven using the sun's energy to prepare an entire dinner.

A solar oven, like a car or a greenhouse, allows light to enter easily through glass windows. Once inside, the sun's rays strike a dark surface and become heat. They cannot easily bounce back through the glass. Thick walls help to hold the heat inside.

Construct two plywood boxes so that one fits inside the other leaving a 1½" space between the two on all sides and bottoms (see diagram). The inner box (¼" plywood) should be large enough (10" x 18") to hold one or two medium-sized baking dishes.

Cover the floor of the outer box (½" plywood) and the space between the side walls of both boxes with fiberglass insulation material. Seal

the opening between the two boxes with strips of plywood, in such a way that a sheet of window glass will fit snugly in place as a cover. Fill all cracks where hot air might escape. Paint the interior walls with a non-lead, flat, black paint.

If you use four shiny aluminum reflector panels, you will help direct heat into the oven. To increase the amount of heat produced and stored, use a double sheet of glass with an air space in between.

To check the temperature, attach a thermometer against one of the inside walls. Your oven should reach over 200° F. (93° C)—hot enough to cook a meat loaf or bake breads in several hours.

To cook, place your pots inside and set the oven where the most sunlight will strike the floor. If you raise one side slightly with a rock, be sure your foods don't spill. As the sun changes, rearrange your oven every so often to keep getting the most heat. When the food is cooked, cover the glass with the aluminum reflectors. Your dinner will stay warm until chow time.

For instructions for a more advanced solar oven which can reach 350° F., check your local library or bookstore for *Experiments with Solar Energy* (Grosset & Dunlap) by D. S. Halacy, Jr. ♣

