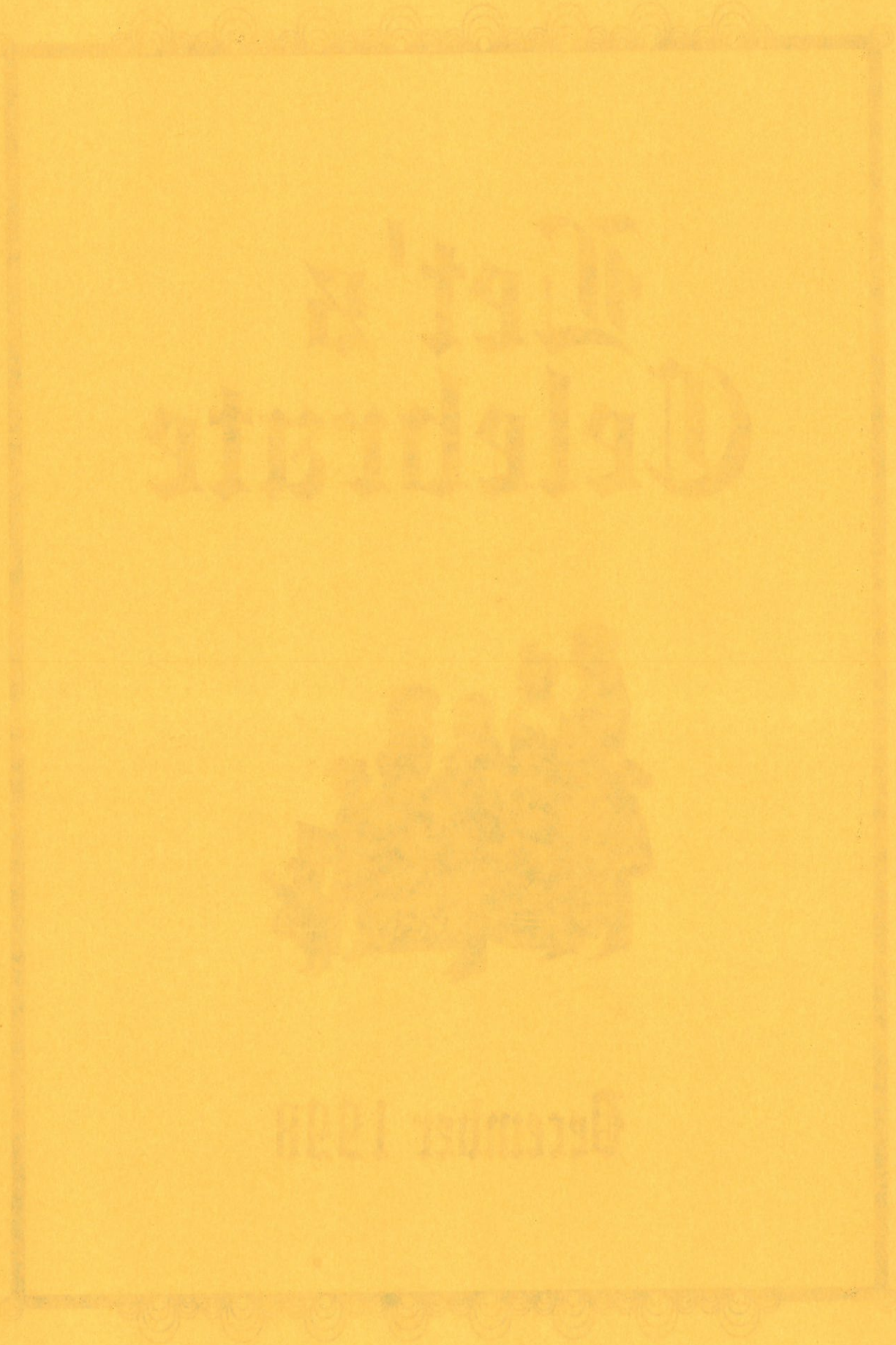


Let's Celebrate



December 1998



LET'S
Celebrate



December 1981



a DAY

What is the gift you will give a boy?

A glamorous game, a tinsel toy?

A whittling knife, a puzzle pack?

A train that runs on a curving track?

A Boy Scout book, a real life pet?

No, there's plenty of time for such things yet.

GIVE HIM A DAY for his very own

Just your boy and you alone.

A walk in the woods, a game in the park.

A fishing trip from dawn to dark;

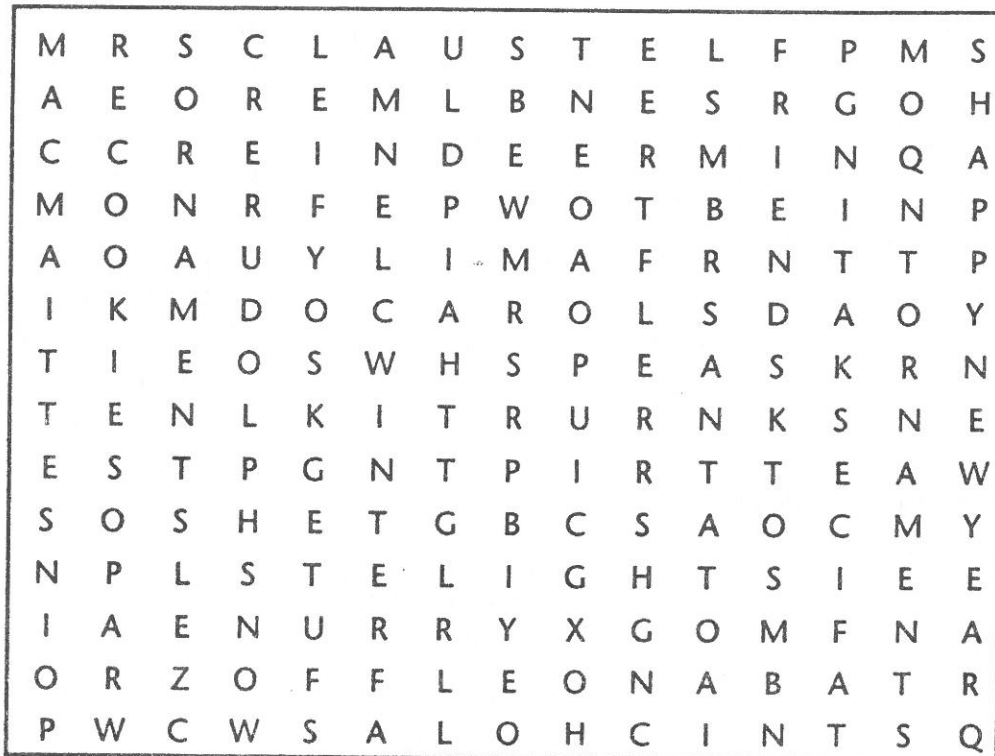
Give him the gift that only you can

Your companionship; hand in hand.

Games are outgrown, and toys decay.

But he'll never forget if you give him a day.

Gathering Activity



Search forwards, backwards, up, down, and diagonally for the words?

CAROLS

COOKIES

ELF

FAMILY

FRIENDS

HAPPY NEW YEAR

ICE SKATING

LIGHTS

MERRY CHRISTMAS

MRS CLAUS

NOEL

ORNAMENTS

POINSETTIA

PRESENTS

REINDEER

RUDOLPH

SANTA

SNOW

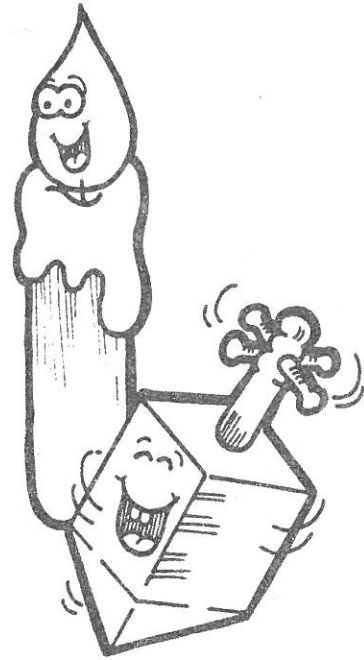
ST NICHOLAS

TREE

WINTER

WRAP

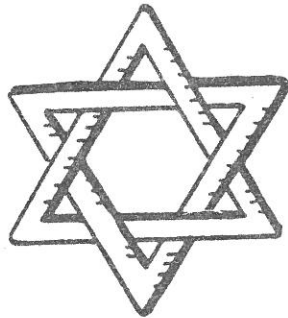
B N M K J H A N U K K A H C B G F D T Y J K
 J W R T Y U I O P K L J M N B G F D S F G Y
 E W D F T G H Y T H Y U J S E R T X Z A I T
 W S F R D R E Y D L S E M S E R F V X F F W
 I E R D S C I G T H Y Y E D F C Y U I O T Q
 S W E R T R G S E Y U I N D Q A T Y U O S M
 H H A S E F H B V C S B O W X N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



Find these Hanukkah words:

MACCABEES
 JEWISH
 HANUKKAH
 CANDLES
 LATKES
 LIGHT
 SHAMMASH

DREIDEL
 MENORAH
 EIGHT
 GIFTS
 FESTIVAL
 FAMILY
 PRAYERS



Match these facts about Hanukkah:

"Festival of Lights"
 Special Jewish candelabra
 The number of candles
 The "Servant" candle
 Four sided top game
 Leader of the Maccabees
 Potato pancakes

Dreidel
 Menorah
 Hanukkah
 Judas Maccabeus
 Latkes
 Shammash
 Eight

Ceremonies

Christmas Customs of Other Countries

- Cub 1: (brings in a tree) No matter where in the world I am, people hang things on me.
Cub 2: (as he adds his decorations) In Lithuania, they hang circles, squares and triangles of straw.
Cub 3: In Germany, they decorate me with lights and candy.
Cub 4: In the Ukraine they decorate me with eggs and chains of paper.
Cub 5: In Japan, they hang tangerines and rice cookies that tell your fortune.
Cub 6: And in the United States and Canada people decorate me with ornaments, tinsel and lights.
Cub 7: Sometimes they top me with a shiny star, I am a Christmas tree!

Christmas Opening Ceremony

Arrangements: Ten boys come on stage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn:

- Cub 1: Secrets! Secrets! In the Air! Merry greetings everywhere! That's Christmas!
Cub 2: Cedar boughs in every nook! Holly! Everywhere you look! That's Christmas!
Cub 3: Christmas trees with baubles bright! Flashing in the candlelight! That's Christmas!
Cub 4: Hearth fires leaping high to show faces in the firelight's glow! That's Christmas!
Cub 5: Spicy smells of things to eat, promising a welcome treat! That's Christmas!
Cub 6: Bundles big and bundles small! And we must not look at all! That's Christmas!
Cub 7: Little whispers all about! But we can't find one thing out! That's Christmas!
Cub 8: Such a lot of things to do! Shopping trips and wrapping too! That's Christmas!
Cub 9: Time for fun and song and play! Just the year's most happy day! That's Christmas!
Cub 10: Joy in all we have to do! Wishing joy for others too! That's Christmas!
ALL: So we gladly join to say, Here's to wish you a merry day – THAT'S CHRISTMAS!



Let's Celebrate Advancement Ideas

Keep ceremonies simple this month because of all the Christmas parties and everyone's busy schedules. Some ideas – Have a small Christmas tree decorated with the awards. Have Santa remove awards and present them to the boys. You can also use a decorated box where the lid can be removed. Awards can be placed inside. For closing ceremony have the pack form a circle and sing a Christmas carol such as Silent Night.

Immediate Recognition Beads Award Ceremony

For: Den Leader (DL) & Den Chief (DC)

DL: We would like to tell you the story behind these wonderful beads. The custom of awarding beads started in the ancient tribe of Webelos. They were to give braves who did their best to help the tribe and others.

DC: Many moons ago, when the animal world was ruled by wolves and bears, the braves of the Webelos tribe feared these strong beasts.

DL: But some braves named (names of boys being recognized) still untried, decided that the best way to live without fear was to learn to understand the animals of the forest.

DC: So they went disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers and called them "Cubs", just as if the braves were their own. This was according to the Law of the Pack.

DL: For their bravery and friendliness to the beasts, they were given a leather thong with colored beads on it. It signified that he knew the ways of the tribe and did his best at everything without worrying if someone else did better. This is the law which the tribe borrowed from the animals and had the "Cubs" learn.

(Ask the den to form a living circle and repeat the law of the Pack. A living circle is formed by each boy putting his left hand in the center of the circle, extending his left thumb, and gripping the left thumb of the boy behind him as his thumb is gripped by the boy in front of him. The boys make the Cub Scout Sign with their right hand.

DC: For doing your best in completing three achievements toward your (Wolf, Bear) badge, I award you (names) this thong and this bead. May you always obey the Law of the Pack.

Cubmaster's Closing Minute

During the past month we have had the opportunity to learn a little bit about the ways that other people celebrate. Whether they celebrate Christmas, or Hanukkah, Kwanzaa, or the Winter Solstice or the New Year, or some other customary time, it seem universal that people everywhere come together at this time of year to celebrate. And so we see that we really have much in common with all of humanity. No matter what their religious backgrounds, people all over the world have the same basic needs, love of family, and need for fun. By learning about others we can better understand ourselves. It is easy to see the differences when we study other cultures, and it is easy to say that we accept them for themselves. But, perhaps it is even more important that we grant the same acceptance to those who are closer to us. Every person who was ever born is unique in abilities and personality. As we have developed tolerance and understanding of other nationalities, let us also value the uniqueness of each individual in our pack. Each boy, each brother or sister and each parent or leader is special in his or her own way. As we venture into a new year together, may our love and understanding of all humanity be extended always to those to whom we are closest.

Closing Vesper

(Tune: Oh, Christmas Tree)

Quietly we now will part,
Pledging ever in our heart,
To strive to do our best each day,
As we travel down life's way.
Happiness we'll try to give,
Till all the world be joined in love,
Living in peace, under skies above.

Parting Vesper

(Tune: Tannenbaum)

Now it's time for us to go,
Taking with us a friendly glow,
From joining together in teamwork,
Our responsibilities ne'er to shirk,
May all of us, soon meet again,
And bring new friends, that we did win.
While we're traveling down life's way,
May our paths cross another day.



Games

The Great Christmas Gift Exchange

If you are exchanging gifts within the den or the pack or even with family members, try this.

Everyone sits in a circle, holding the holiday gift they brought for the "exchange". Someone reads the story below, reading slowly enough for the gifts to be passed. Every time the word RIGHT is read, everybody passes his gift to the right. Every time the word LEFT is read, everybody passes the gift to the left. The gift each person is holding when the story ends is the gift they keep.

Christmas was almost here, and Mother RIGHT was finishing the Christmas baking. Father RIGHT, Sue RIGHT, and Billy RIGHT returned from their last-minute Christmas errands.

"There's not much LEFT to be done", said Father RIGHT as he came into the kitchen.

"Did you leave the basket of food at the church?" asked Mother RIGHT.

"I LEFT it RIGHT where you told me to," said Father RIGHT.

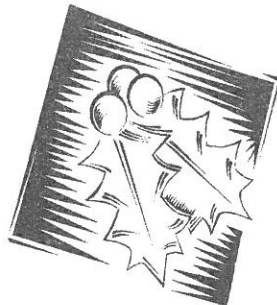
"I'm glad my shopping is done," said Billy RIGHT. "I don't have any money LEFT."

The hall telephone rang, and Susan RIGHT LEFT to answer it. She rushed back and told the family, "Aunt Tillie RIGHT LEFT a package for us RIGHT on Grandmother's front porch. I'll go over there and get it RIGHT now," she said as she LEFT in a rush.

Father RIGHT LEFT the kitchen and brought in the Christmas tree. By the time Susan RIGHT returned, Mother RIGHT, Father RIGHT, and Billy RIGHT had begun trimming the tree. The entire RIGHT family sang carols as they finished the decorating. They LEFT all the presents arranged under the tree and went to bed hoping they had selected the RIGHT gifts for their family.

Now I hope you have the RIGHT present for yourself, because that's all that's LEFT of our story... except to wish you a Merry Christmas... Isn't that RIGHT?

**This could also make a real fun SPARKLER with everyone moving in the said direction



Indoor Snowball Fight

You need a good supply of newspaper and two paper grocery bags. Divide the group into two teams and have each player make two crumpled-paper “snowballs”. Station teams in lines facing each other from a distance of about 4 feet. Two players from each team stand behind their opponents sharing a paper bag between them. Their job is to pick up all the snowballs thrown over the heads of the opposing side by their team-mates and put them into the bag. On signal everyone in the lines begin tossing their snowballs at each other. They may catch as many of the ones coming their way as they can to hurl back at the other side. The game is over when all snowballs have been bagged, or when time is called.

Freeze Game

Choose two “refrigeration units” who can freeze other players solid by tagging them. Tagged players are immediately thawed when two yet unfrozen players join hands around them. Who can work faster – the freezers or the thawers?

Gift Wrapping

In this relay, Den Leader or Den Chiefs face their teams from a short distance away. Give the first player on each team a roll of toilet tissue. On signal, he runs to his leader and begins wrapping from the feet up. When the whistle blows, he races back and the next in line runs up to continue the wrapping job. Players must cover all gaps and repair rips and tears in the wrapping along the way. The winning team will be the one that finishes first without the leader bursting the seams of the wrap job with laughter.

Loading Santa’s Sleigh

Dens line up relay formation. A distance away from each team, place a pile of presents (enough cardboard boxes of different shapes and sizes for every runner in the team). Beside each team place Santa’s sleigh (a chair). The den chief of each team is Santa. On signal, the first Cub in each team runs to the pile, picks up a present, runs back and loads it into Santa’s arms before tagging off the next in line. The next Cub runs for a present to give to Santa and so on. Santa must hold all the presents in his arms until the last one is delivered, when he may load the sleigh (pile them on the chair). First team finished is the winner.



The Elves and the Snow Bear in the Forest

How to play:

1. Divide the Cubs into two teams, one team of elves and one of trees. Select one child to be the Snow Bear.
2. The trees should space themselves on arm's length from all the neighboring trees.
3. When the game begins, the Snow Bear will try to tag the elves as they run away through the trees.
4. Continue the chase until most or all of the elves have been caught.
5. Play the game again. This time the elves become trees and visa versa. Be sure to select a new Snow Bear.

Santa and the Reindeer

How to Play:

1. All Cubs stand on one goal line. Each Cub selects the name of one of Santa's reindeer for himself... Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen or Rudolph.
2. One child is Santa Clause and goes to the center to be IT.
3. When Santa calls the name of a reindeer, all the reindeer with that name must run to help Santa tag the other reindeer.
4. The last reindeer to be tagged is the new Santa.

Pass the Parcel

A small gift is wrapped in masses of paper and string. All players are seated in a circle and the parcel is passed as music plays. When the music stops, the person holding the parcel tries to unwrap it to retrieve the prize. No tearing of paper or ripping is allowed. If the music starts again, the person must pass the parcel around the room again, forfeiting his chance at reaching the gift. The game goes on until one person is able to completely unwrap the parcel and the gift.

Snowball Relay

Players divide into two teams, line up relay style. Each team is given a "snowball" (cotton or styrofoam) and a piece of cardboard. Players move the ball across the floor and back by fanning it with the cardboard. Do not touch with hands or cardboard. Each player in turn repeats the action until all players on one team fan the snowball down to the designated line and back. The first team to complete the course wins.

Audience Participation

Mouse: "Squeek, Squeek **Santa:** "HO-HO-HO **Night:** "Ho-Hum

'Twas the night...before Christmas, and fast asleep in the house,
Was the wonders of wonders a fat little mouse...
A mouse... sleeping at night...oh what a riot,
But the reason it happened, he was on a diet.
How the mouse's...stomach began to hurt and growl,
But since he was dieting, at night...he shouldn't prowl.
Mom was so thoughtful before she retired that night...
And for dear old Santa... she left a bite.
That night...in his dreams, the mouse's...nose did twitch,
And the smell of the food made him dream of a sandwich.
The more the mouse...lay there and quietly slept,
The more the smell of the food into his nostrils crept!
Soon the poor little mouse...began to claw at his nose
Then he began to quiver from his head to his toes.
Though he was trying to sleep with all of his might,
His sleep had been ruined for the rest of the night...
So up the mouse...got up and with a great big yawn,
He peeked out the window, and there on the lawn,
He saw something there that was, indeed a strange sight,
For there sat Santa... in the cold dark night...
He was holding his bag as if ready to leave,
But great salty tears were bouncing off his sleeve.
The mouse...just stood there as if in fright,
Trying to imagine what was wrong that night...
Then he crept to the door and threw it open wide,
And motioned for Santa... to come and join him inside.
So Santa...came in then and sat down with the mouse...
And confessed that night...he felt like a louse.
He had eaten so much during the holiday season,
He almost got stuck in the chimney and that was the reason.
So Santa...and the mouse...made a contract that night...
That he would help Santa...make Christmas come out right.
So off they went together, Old Santa and that mouse...
To pay the yearly visit to each and every house.
With the fat little mouse...so filled with delight,
As he ate for old Santa...all the snacks left that night...
When the journey was over, the mouse...returned to his home,
With his stomach full of goodies, he no longer wanted to roam.
But he had followed Santa...and helped a Merry Christmas to give,
So he'd just sacrifice, and as a fat mouse live.
When he went fast to sleep with not a worry in him,
Since he'd eaten all night...he would just dream he was slim!

Skits & Run-Ons

Solving a Christmas Problem

As the curtain opens a Cub Scout is seated, head in hands by a Christmas tree, etc.

Seven other Cub Scouts enter and speak to him as follows:

Cub 1: What is really wrong with you?
We've got a lot of work to do.

Cub 2: Come on don't be so down,
Your face looks terrible with that frown.

Cub 3: Tell us why you're so sad,
At Christmas time you should be glad.

Cub 4: Maybe with Christmas so near,
He's worrying about what he's getting this year.

Cub 5: Come on and let us help you out,
Cause helping others is part of being a Cub Scout.

Cub 6: (Jumps up with a big smile on his face and shakes hands
and slaps on back of Cub #5.)
That's it! That's it! Thanks old buddy.
My thinking sure was pretty muddy!

Cub 7: (All look puzzled at each other)
What did he do that made things right!
I guess I'm just not too bright!

Cub 6: (Speaking to everyone with lots of expression and action)
I don't have money to buy mom a gift you see,
But I know I'll give her just helpful me!

Cub 8: Boy I'm glad you've helped us all remember,
The important part of that holiday in December.

(All put arms around each other and walk off stage in happy group.)



Christmas Means

Props: 1 small undecorated tree, tinsel, and ornaments that Cub Scouts have made in den meetings.

Santa: We so often hear that the spirit of Christmas is lost, that everything is so commercial and that all the children care about is presents they receive. But there is so much more to Christmas when you think about it. Let's see if we can think of some reasons why Christmas is a special time of year.

Cub 1: The Christmas carols we sing
with joy.
The smiling faces we see
Means so much more than any toy
And makes Christmas special for
me.

Cub 3: People so nice to one another
The way we should always be.
I don't even fight with my little
brother.
So Christmas is special to me.

Cub 2: Christmas dinners, with families
together
The lights on a Christmas tree
Riding my sled in snowy
weather
Makes Christmas special to me.

Cub 4: A Christmas card from a good
friend
That we don't often get to see
From far away, good wishes they
send
And make Christmas special to
Me.

Run-Ons

Boy 1: What is red and white and red and white and red and white?
Boy 2: A candy cane rolling down hill.

Boy 1: What is red and white and blue?
Boy 2: A sad candy cane.

Boy 1: If an athlete gets athlete's foot, what does an astronaut get?
Boy 2: Missile Toe.

Boy 1: How do you get Santa out of your chimney when he's stuck?
Boy 2: Use Santa Flush.

Mom: Eddie, don't be selfish. Let your brother have the sled half the time.
Joe: I do. I have it going down the hill, and he has it coming up the hill.

Songs

Christmas Song

(Tune: Rudolph the Red Nosed Reindeer)

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

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

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

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

Snowman, Snowman

(Tune: Twinkle, Twinkle, Little Star)

Snowman, snowman where did you go?
I built you yesterday out of snow.
I put on eyes and nose and a hat;
And now you're gone, all melted away.
But it's sunny outside, so I'll go and play.

Stand up and Sing

(Tune: Auld Lang Syne)

Now every child that dwells on Earth,
Stand up, stand up and sing;
The passing night has given birth
Unto the Children's king.
Sing sweet as the slender flute,
Sing clear as the horn,
Sing joy for all the children,
Come early Christmas morn.

Rude Christmas Carols

Jingle Bells

Jingle bells, shotgun shells, rabbits all the way
Oh, what fun it is to ride in Grandma's Chevrolet.

Deck the Halls

Deck the halls with poison ivy,
Fa la la la la, la la la la.
'Tis the season to be scratching
Fa la la la la, la la la la.
Don we now our calamine lotion,
Fa la la la la, la la la la.
Stop the noise and all the motion,
Fa la la la la, la la la la.

Oh, Christmas Tree

Oh, Christmas tree, oh, Christmas tree
Why aren't you where you're 'sposed to be?
When we closed our eyes last night,
You were such a beautiful sight.
Now you are a melted mess,
The lights were 'way to big, I guess.



Crafts & Stuff

(The Good Stuff First!)

Cub Scout Spoon Fudge

1lb. Confectioners sugar
¼ lb. (1 stick) margarine or butter, softened
3 – 4oz. cream cheese, softened
½ cup baking cocoa (more or less to taste)
1 tsp. Vanilla

Place all ingredients in a one-gallon zip-lock plastic bag and seal securely. (This step is important; if you don't seal the bag securely... you'll have a big mess!) Knead, pinch, squeeze and squish contents until it gets to a smooth, even texture (about 15 minutes). Form into a ball and dump onto a plate. Grab a spoon and dig in. Fun for the whole den (serves 8-10 hungry Cub Scouts).

If sometimes you feel like a nut, add ½ cup broken walnuts or pecans. You can also add mini marshmallows or raisins.

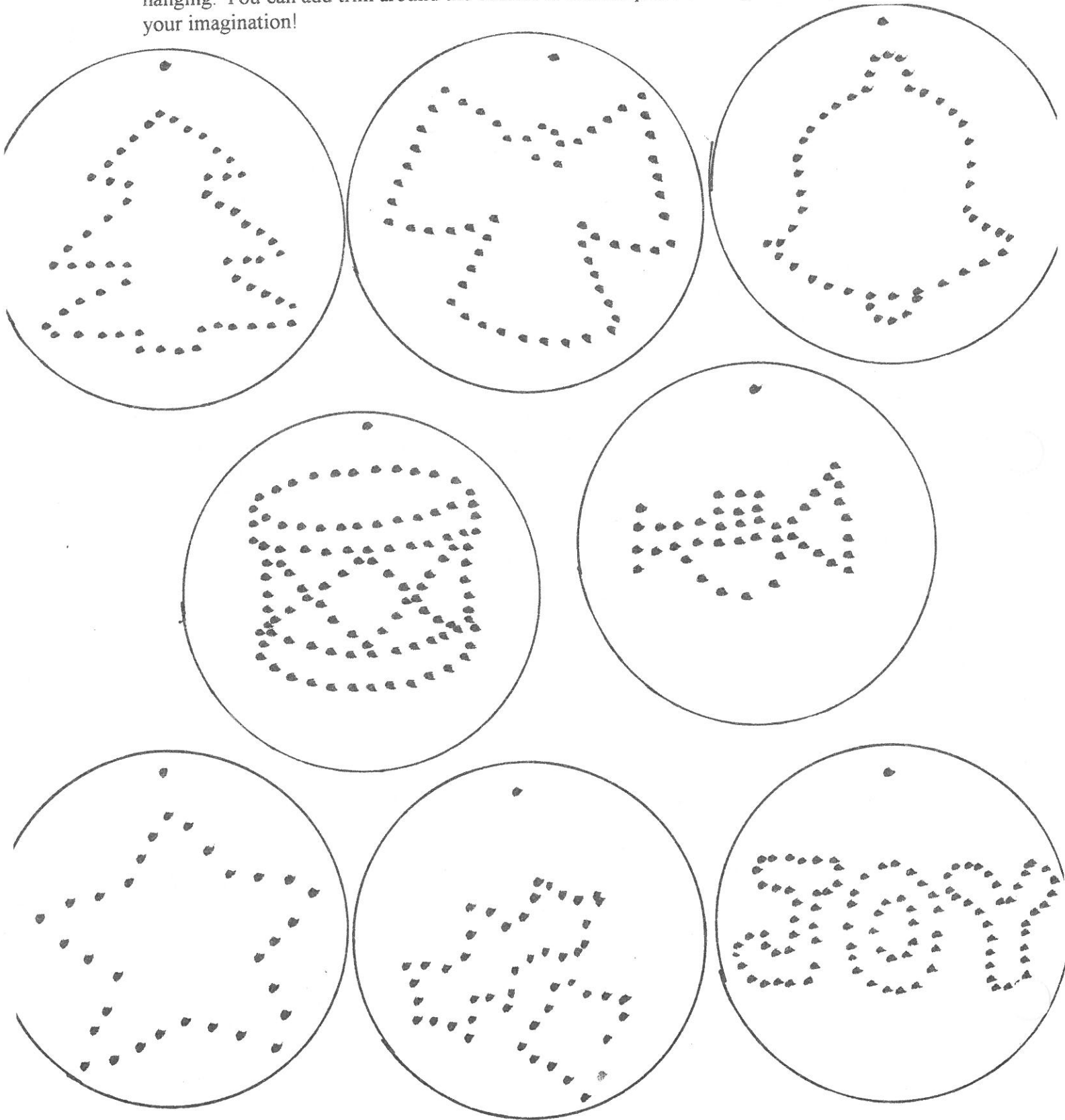
Holiday Craft Ideas

- **Evergreen for Door** – Tie evergreen branches at top and decorate with wide ribbon tied in a bow. Spread branches and tie small tree decorations at intervals. A cranberry string can also be hung from it.
- **Nature Gifts** – Hang on trees outside
 - Mix seeds with peanut butter or suet and spread on pine cone. Tie on tree with string.
 - Using ½ an orange, scoop out the inside, fill with nuts and seeds. Using needle, 2 pieces of string 12" long attach to two sides of orange and tie to tree.
 - Cut 6" square of nylon net. Mix hardened fat with seeds and bread crumbs and put spoonful in each square of net. Bring corners together and tie with string.
 - String popped popcorn, cranberries, apple cubes and hang
- **Christmas Stockings** – Cut 2 pieces of felt or quilted cloth in the shape of a boot. Sew around edges (except at top). Decorate the top with various laces and trims. Glue sequins or embroidered figures or felt letters for a name.
- **Splatter Print Cards** – Fold card in whatever way you wish. Lay a cut out of Santa, star, tree, etc. for stencil on top of the card and splatter with paint from a toothbrush.

Juice Can Lid Ornaments

Have everyone save concentrated juice can lids for you for this fun & easy craft. Photocopy the pattern below – 1 sheet for each boy. Have them cut out the circle(s) that they wish to use. Tape pattern to the top of the juice can lid.

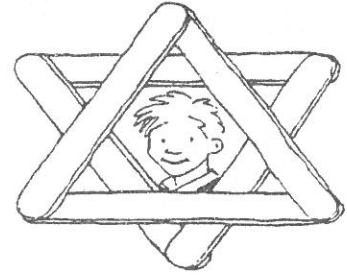
Now with a hammer and nail in hand, pound a hole in the lid at each of the black dots on the pattern. Be sure to have a piece of wood underneath the can lid so there is no damage to the work surface. String a small piece of ribbon or yarn through a hole at the top for hanging. You can add trim around the outside or a small piece of holly at the top. Use your imagination!



Star of David Picture Frame

Materials Needed: Picture, 6 craft sticks, glue.

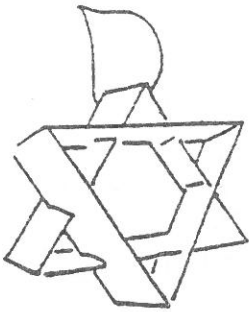
Glue the sticks to make two separate triangles. Glue triangles together and glue the picture in the center.



Star of David

Materials Needed: Construction paper, scissors, ruler

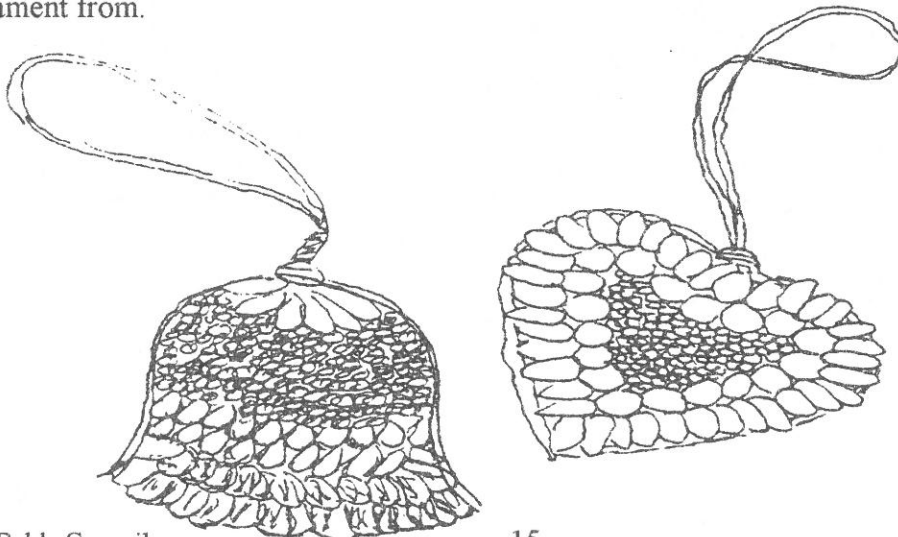
Cut two equal strips of construction paper. Fold each one into fourths. Adjust the creases so that each one faces out. Next fold the two end fourths over each other and form a triangle. Make two slits on each side of the triangle (or both), about a third of the way down. Insert the other triangle into these slits.



Seed Ornaments

Materials Needed: Assorted seeds, glue, cardboard, cord, scissors

Cut out the bell and heart shapes from the cardboard. Draw a thin line of glue on the cardboard where the first line of seed will be placed and begin laying the seeds onto the cardboard. Work from the bottom to the top. Use different seeds to give the ornament a unique look. Glue cord around the sides of the ornament and knot at the top to hang ornament from.



Potpourri Containers

Materials:

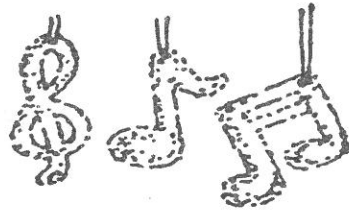
Potpourri
Baby food jar
4" circle of eyelet fabric
Ribbon
Craft glue

Optional materials:

Artificial dried flowers
Pom-poms
Beads
Etc.

Directions:

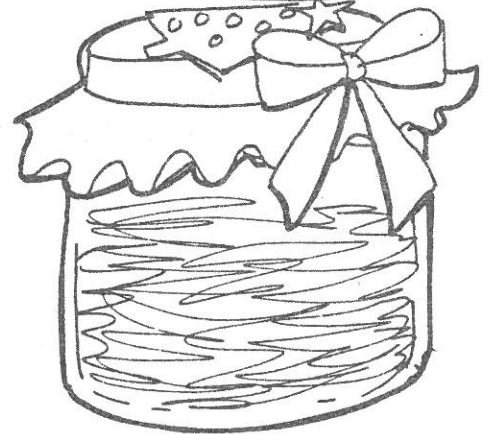
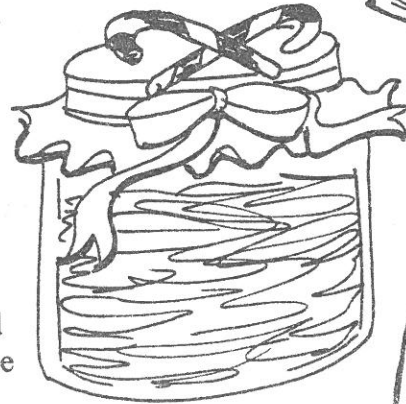
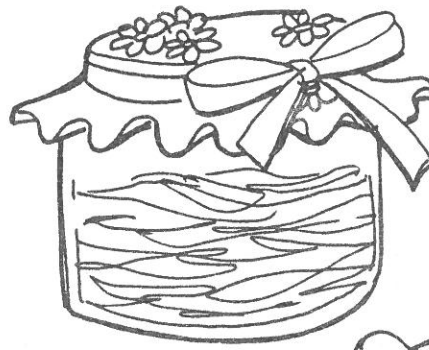
1. Remove the lid and fill jar with desired amount of potpourri.
2. Cut one 4" circle of eyelet fabric for each jar.
3. Apply a line of glue around rim of jar and carefully center fabric circle over it. While holding fabric tightly in place around the mouth of the jar, tie a ribbon and bow around the rim.
4. Decorate the top of the jar by gluing in place flowers, a pom-pom bear, twisted pipe cleaners, candy canes or felt designs.
(see patterns provided)

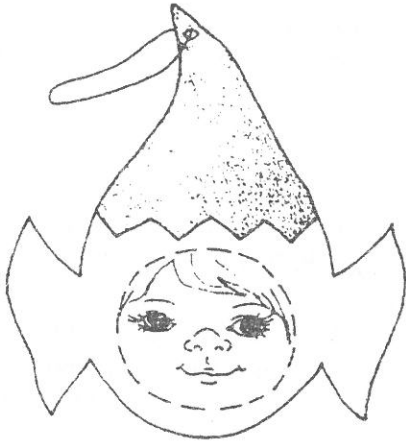


Glitter Notes

Materials Needed: light cardboard, scissors, glue, glitter, string.

Draw musical notes on cardboard and cut out. Cover with glue, sprinkle with glitter and allow to dry. Tie cord to top.





Elf Photo Holder

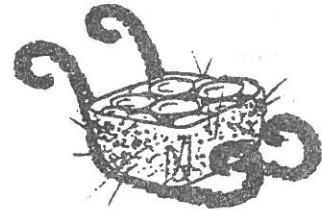
Materials needed: cardboard, green and pink felt
Scissors, glue and yarn

Trace pattern on cardboard and pink felt. Cut out and Cut opening from center of felt. Cut one green felt hat. Glue photo in center of cardboard head, glue pink felt over and glue on hat. Punch a hole in the top of hat and tie on a yarn hanger.

Sleigh

Materials needed: Egg cup, paint, glitter, 2 pipe cleaners, candy

Using one egg cup from a cardboard egg carton, paint it a holiday color. While the paint is wet, sprinkle with glitter. Glue two pipe cleaners to the bottom. Curl ends for runners and handles. Fill with candy.



Personalized Christmas Balls

Materials needed: plain glass balls, glue, glitter

Spell out a person's name on the ball with glue. Sprinkle glitter on the ball. The glitter will stick to the glue and you'll have an ornament with a person's name on it. Be sure to do this over a piece of newspaper so that glitter does not get all over the floor.

Note: Glitter pens can be used for this project. If you choose to use a glitter pen, the writing is permanent and cannot be redone.

Variation: open the top of the clear ornament and pour in a little bit of blue and gold paint. Swirl ball around to create a neat design. Do Not Use Too Much Paint!!! Replace the top of the ornament. Then add name in glitter to the outside as above.

Theme Related Material

Let's Celebrate!

People all over the world celebrate holidays. Honoring important people, commemorating historical events, welcoming special times of the year, and observing days of religious significance are all different reasons for holiday celebrations.

The month of December is an "around the world festival." All the countries in Europe and North and South America celebrate special December holidays in their unique ways. Celebrations from Advent, which begins four Sundays before Christmas Day to celebrate the coming of Christ, to January 6 which is Epiphany or Twelfth Night, when the magi or Kings first saw the Christ child occur for the Christian world. Hanukkah is a national and religious holiday for those of Jewish descent. It commemorates the victory of Judah Maccabee over the Syrians. And the distinctly Afro-American celebration of Kwanzaa celebrates the Afro-American heritage and community. The shining lights of Christmas, Hanukkah and Kwanzaa brighten our lives and turn on the holiday magic. It's time for giving and receiving gifts and, of course, for having fun.

The Law of the Pack tells us that the "Cub Scout gives goodwill." In this holiday season it's a good time for the Cub Scout to put that phrase into tangible form by making gifts for his family and friends. His den or pack may give a gift to the larger community by doing a Good Turn.

The pack's feature event can be a big holiday party for celebrating the holiday customs from around the world. The United States, having been settled by many nationalities, has a wonderful mixture of many ways to celebrate the joyful season. There are many international customs and traditions represented in the crafts and activities Cub Scouts can be involved in. Each den can learn about those uniqueness we have borrowed and present them in craft displays or snacks for the December pack meeting. Or celebrate the simple joys of the season by having the pack meet for an open ceremony where each den marches in carrying a flag of their adopted country, then recess for caroling. Small packs may want to carol at a healthcare facility. Larger packs can break into dens, and each den may select a few special individuals the den can visit to share their special caroling cheer with. Everyone returns at an appointed time to have hot chocolate, receive achievements and share the closing.



Cubstruction



January 1999

Construction



Journal

A SCOUTER'S GOLDEN OPPORTUNITY

I took a piece of plastic clay
And idly fashioned it one day;
And as I pressed, still
It bent and yielded to my will.

I came again when days were past;
That bit of clay was hard at last.
My early impress still it bore,
And I could change its form no more.

You take a piece of living clay
And gently form it day by day,
Molding with your power and art
A young boy's soft and yielding heart.

You come again when days are gone,
It is a man you look upon.
Your early impress still it bore,
And you could change him never more.

You are dealing with a boy
Who must be guided unaware;
Must be shown, but oh so gently
How to live both true and fair.

Pins and badges aren't our aim.
Character building is our goal.
Do not lose your courage now,
For you are piloting a soul.

Gathering Activity



Mixed Up Tools

(This would be a good game to hand out at a pack meeting to the parents)

Unscramble the following words and fill your toolbox!

- | | | | |
|---------------|--------------|----------------|--------------|
| 1. Life | 8. Wsa | 14. Ridll | 21. Law |
| 2. Aprs | 9. Lurre | 15. Ecrab | 22. Llvee |
| 3. Panel | 10. Scheli | 16. Riples | 23. Pamcl |
| 4. Clenip | 11. Cphun | 17. Crewnh | 24. Ueaqrs |
| 5. Dranes | 12. Crossssi | 18. Ittruecrew | 25. Acetthh |
| 6. Cdrreviews | 13. Siev | 19. Armhem | 26. Nntsspii |
| 7. Tbi | | | |

Answers:

- | | | | |
|----------------|--------------|----------------|--------------|
| 1. File | 8. Saw | 14. Drill | 21. Awl |
| 2. Rasp | 9. Ruler | 15. Brace | 22. Level |
| 3. Plane | 10. Chisel | 16. Pliers | 23. Clamp |
| 4. Pencil | 11. Punch | 17. Wrench | 24. Square |
| 5. Sander | 12. Scissors | 18. Wirecutter | 25. Hatchet |
| 6. Screwdriver | 13. Vise | 19. Hammer | 26. Tinsnips |
| 7. Bit | | | |



Ceremonies

Tools That Build A Better World

Arrangement: Each boy holds a tool as he speaks – hammer, saw, pliers, wrench, ruler, plunger and drill.

Boy 1: We are the future builders of America and the world. And this is how we will shape tomorrow.

Boy 2: (Hammer) I will hammer out justice.

Boy 3: (Saw) I will help cut out crime.

Boy 4: (Pliers) I will pinch out poverty.

Boy 5: (Wrench) I will wrench out discrimination.

Boy 6: (Ruler) I will live by the Golden Rule.

Boy 7: (Plunger) I will plunge out hatred.

Boy 8: (Drill) I will drill love into every heart.

Repair A Cub Scout

A Cub Scout stands in front of the group. His hair messed up, his face dirty, his shirt tail is pulled out in a messy way. He has a pronounced frown on his face and he stands all slouched over. The den leader or den chief comes and stands by him and says: "This Cub Scout is in need of repair and I think I have just the tools to do the job."

A Cub Scout picks up a hammer to which a sign has been attached which says "DO MY BEST" and pretends to hammer on the boy. Boy tucks in shirt and stands a little straighter. Next Cub Scout picks up a screwdriver with sign "DO MY DUTY" and pretends to work on boy. Boy combs hair and stands a little straighter. Next Cub Scout picks up pliers saying "GOD AND COUNTRY." Cub Scout stands at attention and salutes the flag. Next Cub Scout uses saw which has sign "HELPING OTHER PEOPLE" and Cub washes face. Finally the next Cub Scout uses a plane labeled "LAW OF THE PACK" and Cub Scout puts on his biggest smile.

The den leader says "Now this Cub Scout is in really good shape. Please join us in repeating the Cub Scout Promise." Repeat Promise.



Pack Opening Ceremony

Equipment: A long table with a cloth covering the top and front and side; a block of wood, a variety of wood-working tools, a piece of wood carved and finished. (Other equipment for the closing portion of the ceremony is hidden in a box under the table (See Pack Closing Ceremony).

You see this block of wood (holds up block of wood, un-carved) which is much like a boy as he enters the Cub Scouting program. It is just a block of wood. It is plain and does not suspect what it can become.

Now let's look at a piece of wood (hold up the wood that is carved into something beautiful) that has been lovingly shaped, sanded, stained, and finished in every way to become something useful and beautiful. (Turns the object around so all can see). What makes the difference between the difference between the uncut block of wood and this fine (names object)?

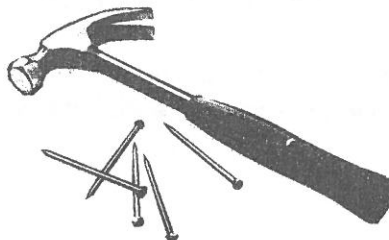
A patient wood worker, using tools that are properly cared for, follows a pattern to shape a block of wood into something of beauty and use. It takes time, it takes patience, it takes a plan. That's what Cub Scouting is all about – a plan to help shape boys into achieving their potential. And that's what we're here to celebrate tonight.

Induction Ceremony

Set up a series of activities dealing with wood. Use as many or as few as you want.

Block of wood with hammer in it
Block of wood with a nail hammered in
Wood with a line drawn on it – saw
Wood with hole to be filled with putty
Hand drill a block of wood

Have the new boy come up and tell him he has two minutes to complete all of the activities. He will not think he can do it. Ask him if he could use some help. Have parents, den leaders, and pack leaders all do one activity at the same time. The Cubmaster can time. When finished, tell the boy that in Cub Scouting he has a lot of people who will be happy to help him be successful. But just as he had to do his part of the activity, he also has to do his part of the Cub Scout work. Welcome him and his parents.



Advancement Ceremony

- Setting: Work table to side of awards table. Candles and rank posters on table. Cubmaster on stage. Another pack leader in work clothes enters carrying tool box.
- CM: Well, hello, who are you?
- Leader: Hello. I'm Woody the carpenter. I have skills but no work.
- CM: Well, let's see (pause) I think I can use your help. There is a worktable for you to set up your tools.
- Leader: (Sets up tools, has a sign "Woody the Carpenter at Work" to hide what he is doing.) I'm ready. What do I do first?
- CM: I need a Bobcat plaque.
- Leader: (starts to saw, hammer, etc. – hands out a rough-cut board with a Bobcat rank on it.
- CM: Woody, that's a fine job. This is just like a Bobcat – it's roughly cut, but there's no question it's a board, not a tree. A Bobcat has also just been cut, his skills and crafts are rough and just starting to develop. But he has taken the first step in Cub Scouting. We can see the difference just as we can see the difference in this board and a tree. (Asks Bobcats receiving awards and parents to come forward).
(Places board by Bobcat poster and lights candle) Parents, I have the honor of giving this rank to you so that you may present it to your sons. Let's see Woody. I guess what I need now is a Wolf plaque.
- Leader: (Starts to saw and hammer, etc. – hands out a clean-cut square board with wolf rank on it.) Will this do?
- CM: That certainly will do Woody. A Wolf is very much like this piece of wood, clean and squarely cut. A symbol of a good clean job, but still basic and has a long way to go beyond the Bobcat. (Calls Wolves and parents forward.)
(Places board by Wolf poster and lights candle) Parents I give you the Wolf badge to present to your sons.
What next? (pause) I know, Woody, I need a Bear plaque.
- Leader: (Saws, drills, hammers etc. – hands out a board squarely cut and edges routed, but not sanded or stained with bear rank on it.) I think this is what you want.

CM: Woody, you've done it again! This is just like the Bear Cub Scout, a lot of effort and accomplishment has gone into this, but it's not quite completed yet. A Bear has accomplished many things on the trail of Cub Scouting; yet he is not at the end and his training is not complete. (Calls Bears and parents forward).

(Places board by Bear poster and lights candle.) Parents, please present the Bear badge, the third rank of Cub Scouting, to your sons.

Woody, I know what I need now. The Webelos plaque.

Leader: (Saws, hammers, paints etc. – hands out a finished plaque with a Webelos rank on it.) This is my best.

CM: Woody, you have certainly done a fine job. This plaque is just like a Webelos Scout. His skills and crafts and accomplishments are essentially completed. His Cub Scout trail only has a few steps remaining. (Calls Webelos and parents forward.)

(Places plaque by Webelos poster and lights candle) Parents, you have the honor of presenting the Webelos rank and the activity badges to your sons. Just as skills and accomplishments were shown on these pieces of wood tonight, the skills and accomplishments of these Cub Scouts were evident as they progressed along the Cub Scout trail.

Carpenter Advancement

Before a carpenter can build something, he has to have a plan. (Have a picture of a simple tower you want to build.) If he follows the plan he will come up with a finished product. (Have each boy getting a badge come up and do one part of the building. It can be done with real wood or cardboard. Just so long as the structure can stack on top of each other easily.)

1. The first block of wood represents the foundation – in Scouting the foundation is Ideals
2. The next block of wood represents the frame. The frame gives strength to the structure – In Scouting the frame is the parent support – they give strength to the pack.
3. The next block represents the roof – the roof shelters the structure and helps hold it all together. In Scouting the roof is the leaders. They are there to help the boy and the family.
4. The last part of the structure are extras that go on to make it individual – in Scouting the extras are the boys own efforts.
5. Depending on how many boys you have you can add outdoor program etc.

Turn the structure around and on the back of it there will be a picture of a boy. (It has been put on each piece before and when the pieces are stacked on each other in proper order, it makes a boy) What we are building in Cub scouting are boys. Not just regular boys, but better boys.

Pack Closing Ceremony

Equipment: Finished cabinet, chair, etc.

As the wood is shaped, assembled, sanded, finished, and adorned with the final details of a fine finished piece, so our Cub Scouts grow through experiencing the many trails Cub Scouting has to offer. And soon, almost before we know it, the boy has developed until he is ready to advance into the Boy Scouting program. Before our eyes, a boy has turned into a well-adjusted young man.

But a boy doesn't become a finished product all by himself. He needs challenge and direction. Our den leaders, assistants and other pack leaders provide this help for our boys. They carve and shape the future of young men. Parents provide vital support to help put the finishing touches on their sons. Thanks so much to all of you who have reached out to help the boys in our pack along the way to becoming all they can be.

Ladder Closing

Equipment: Ladder – cards with underlined words as follows:

Narrator: We think of Cub Scouting as a ladder of good citizenship. Let us show you what we mean.

Boy 1: FRIENDSHIP – We make lots of friends in our school, church, neighborhood, den and pack.

Boy 2: TEAMWORK – We learn how important it is to work with others as members of a team.

Boy 3: DEPENDABILITY – We learn to be places when we promise to do our part.

Boy 4: LEADERSHIP – We learn to lead games and help with other den and pack activities.

Boy 5: HONESTY – We learn to tell the truth, to handle money, and to understand what honesty means.

Boy 6: LOYALTY – We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.

Boy 7: GOODWILL – We like to help our school, church, neighbors and those less fortunate than we. Goodwill projects make us feel good.

Boy 8: RESPONSIBILITY – We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.

Narrator: Through good citizenship, through Cub Scout experiences, boys learn things that help make them better citizens as they grow into manhood.

Songs

Old Akela's Shop

(Tune: Old Mc Donald...)

Old Akela had a shop. E-I-E-I-O
And in his shop he had some tools
E-I-E-I-O
With a tool box here and a tool box there
Here a tool, there a tool
Everywhere a tool box
Old Akela had a shop E-I-E-I-O

Old Akela had a shop. E-I-E-I-O
And in his shop he had a hammer
E-I-E-I-O
With a bang bang here, and a bang bang there
Here a bang there a bang
Everywhere a bang bang
Old Akela had a shop. E-I-E-I-O

Continue with:

Saw – buzz, buzz
Drill – Brrrr, Brrrr
Screwdriver – twist, twist
Pliers – pinch, pinch
Wrench – turn, turn

Dad's Help

(Tune: Twinkle Twinkle Little Star)

I can make a thing of wood
With dad's help it will be good.
We will make it out of pine,
When it's all done it will look fine.
I like to make things with my dad,
He helps me out and I am glad.

Our Den Meeting

(Tune: Clementine)

In the backyard, in a rumpus room
Every ___(day)___ just at four
We all crash in – nearly bash in
(Den leaders name) front door
CHORUS
We like Cubbing, we like Cubbing
Oh you bet your life we do
And we're going to keep on plugging
Just as long as we have you!
We can hammer, we can clammer
We can saw a board or two
We can put it back together
So it looks like something new.
CHORUS

Don't You Like to Saw?

(Tune: I've Been Working on the Railroad)

I've been sawing on this piece of wood
All the live long day
I've been sawing on this piece of wood
Just to pass the time of day

Can you see the sawdust flying?
Rise up so early in the morn?
Can't you hear our leader shouting,
"Not on my wood floor!"

Don't you like to saw?
Don't you like to saw?
Don't you like to saw?
More, more, more, more?
Don't you like to saw?
Don't you like to saw?
Even if it's on the floor?

Skits & Run-Ons

Dad's Workbench

Characters: Narrator, Dad, Mother, Cub Scout, Hammer, Saw, File, Screwdriver.

Narrator: As our scene opens, we find dad looking for his hammer.

Dad: Has anyone seen my hammer?

Mother: No, dear, did you look on your bench?

Dad: It's not there. No one ever puts anything away when they use it.

Hammer: No I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me there.

Dad: It isn't here! No one puts my tools back. Now, where in the world is my saw?

Mother: Look on your workbench, it should be there.

Dad: It isn't there. No one ever puts my tool back where they belong!

Saw: Here we go again! I'm lost because he didn't clean me and put me back after I was used on the garage roof to spread tar, because I was bigger than the putty knife.

Dad: Good grief, now where is my file?

Narrator: Do you suppose the file could answer this?

File: I thought he had forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll find me when I get caught in the lawnmower when he cuts the grass next time!

Dad: I can't find my screwdriver, now I just had it. Did you borrow it son?

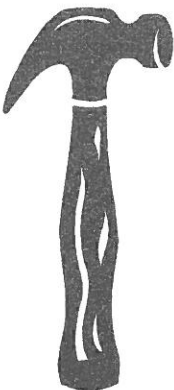
Cub Scout: Yes dad, but I gave it back to you.

Narrator: Now where could that screwdriver be?

Screwdriver: Here I am! Right in his big pocket where he put me.

Why can't people remember to put tool back where they belong?

Skits may be done with puppets or with boys wearing placards depicting the character they represent. Placards should be shirt-size cardboard suspended from neck by cord.



Talking Rings

- Setting: A large cross-section of a tree with a den of boys standing over it looking down at the growth of rings.
- Den Chief: Today we are going to listen to a tree tell us a story. Many events are recorded in the growth rings of a tree.
- Boy: That's silly, trees can't talk. They have no mouth.
- Den Chief: Oh, but they can, You just listen. See this ring here, about two inches into the bark? (den chief points to ring on log).
- Speaker: (off stage) I remember it as if it were yesterday. I was nearly burned by a forest fire that a careless camper started. What a fire! (Boys look closer with great surprise).
- Boy: I wonder what happened this year? (Points to a place on the stump)
- Speaker: That year was sad for all America. J.F. Kennedy was shot...and all the country was in mourning.

(Each den member can pick a point of the talking tree until all have had a turn. Use events important to your pack, town, area, or state. Use all important, historic, funny, sad, or mix the types of events,

Run -Ons

- Boy 1: Will you go out and chop some wood?
Boy 2: (Lays down and starts to snore)
Boy 1: What are you doing?
Boy 2: Oh, just sawing some logs.
- Boy: (Enters with a large board, and throws it down)
CM: What are you doing?
Boy: I don't know, I'm just bored.
- Carpenter: You hammer nails like lightning.
Helper: You mean I'm fast?
Carpenter: No, you never strike in the same place twice.
- Boy 1: What nail should you never hit with a hammer?
Boy 2: Your fingernail.

Mixed Up Nails

Two carpenters are taking nails out of a box. One of them keeps throwing the nails away.

Carpenter 1: Why are you throwing those nails away They're perfectly good nails.

Carpenter 2: The heads are on the wrong end.

Carpenter 1: Silly, those are for the other end of the house!

Applause/Cheers

Hammer Applause – Hold nail and play you are hammering nail. Pretend you miss and hit your finger, say “Ouch, ouch, ouch!” Hold it like you're in pain.

Hammer Applause 2 – Do all of the above motions then say “We're not very good carpenters” as if in great pain.

Handyman Applause – So actions while saying “Saw, saw, hammer, hammer, paint, paint, Ahhh beautiful!”

Doorway Applause – Pretend to open door, make a squeaking sound, then pretend to oil the squeak, then try to open the door, no sound, then smile!

Two-Hand Saw Cheer – Pair off in two's. Everyone stick their hands out, thumbs up. Alternately grab the other person's thumb until all four hands are together, each holding a thumb. Make a back and forth motion as if sawing.

Great Job Applause – Group stands and says “Great Job, Great Job, Great Job!” Getting louder each time.

Saw Applause – Pretend to get a piece of lumber, measure it, pretend to draw a line, place the pencil behind your ear, pick up your pretend saw and begin to saw holding your lumber with one hand, sawing with the other, while making your best sawing noise impression.



Games

Hammer Throw

Blow a brown paper sack and tie with a yard of string. Have boys whirl the "hammer" around their heads and see how far they can throw it.

Screwdriver Race

(Pack Meeting Game)

Divide boys into two teams of ten each. Place a board with five screws in it 6" from the starting line. On signal, boy #1 takes a screwdriver and removes one screw from the board. He then gives the screwdriver to boy #2 who removes the next screw and so on until all of the screws are removed. The last five boys on the team must each put one screw back into the board. The first team done wins. All screws must be screwed all the way back into the board.

Stilts – Boys walk on stilts. Count the number of steps each is able to take before falling. (See Craft section for stilt pattern)

Board Run – Carry a ball across the room on a 3' board. Drop the ball into a basket. First boy or team finished wins.

Tool Box Sort Out – Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws, etc. to be sorted. The first boy to sort by size in the proper places in the tool box wins.

Nail Driving Contest – Give each boy a hammer and 5 nails. On the word GO, they are to nail all five nails completely into a round log 4" in diameter. First one finished is the winner.

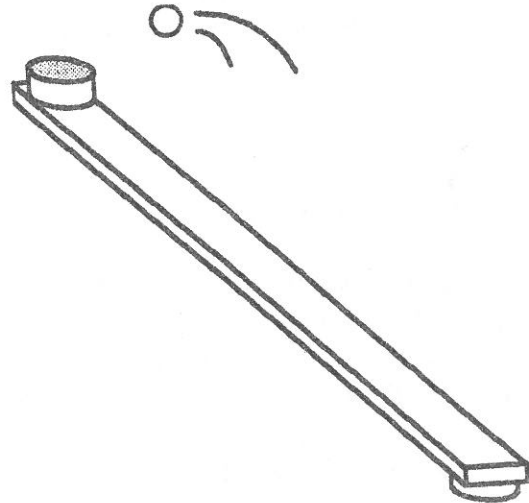
Board Sawing Contest – Give each boy a small hand saw and a 2"x 4" board. On the word GO each boy is to saw the board in half.

Twenty Questions – Each boy has five minutes to write down twenty things it takes to build a house. Not what is in the house, but what it takes to build it. First one to get twenty items wins.

Flip Flop Game

Materials: (for each game)
2 small tuna fish or cat food cans
1 piece of baseboard, approx. 2' long
4 small screws
ping pong ball
nail, hammer, screwdriver

Set the cans on a block of scrap wood; use the nail and hammer to start holes in the bottom of the cans. Place one can on the end of the baseboard and fasten it to the board with two screws. Turn over and repeat with the other can. Note that the cans should be on opposite sides of the board. (See diagram)

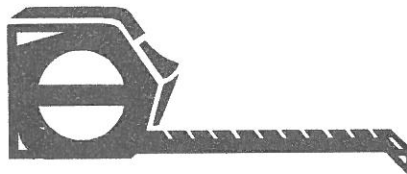


Play the game by holding the wood in the center; place the ball in the can facing up. Flip the ball up in the air, flop the stick over, and catch the ball in the other can. See how fast you can do this.

Pass It Along

Materials: A collection of objects, as varied as possible (a bb pellet, a hairpin, a rubber band, an ice cube, etc.) Duplicates of each object should be gathered so that a complete collection is available to each team. Boys may be divided into teams for competition, or just conduct the games for fun.

Seat the boys in chairs or on the floor in a line, front to back. On GO, first boy picks up the first object and passes it over his back to the second boy, who passes it on to the third boy and so on. At the end, the last boy passes it back to the boy in the front, until it is back to the first boy. The first boy then passes the second object back, continuing until all objects are passed back and forth.

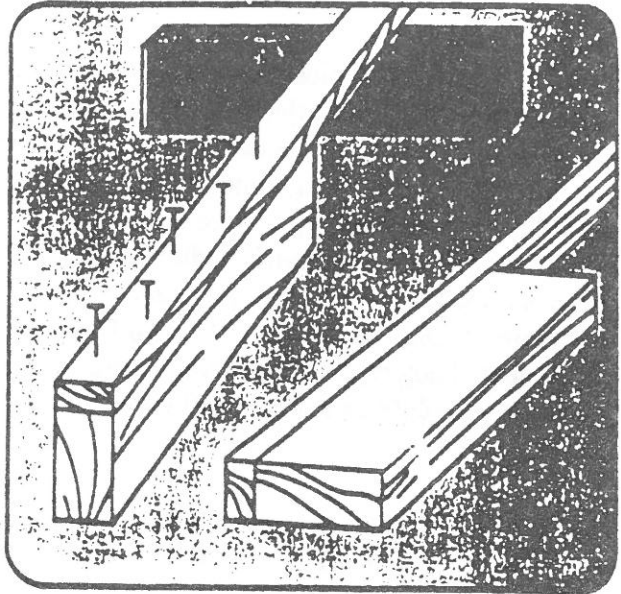


Crafts

Walking Tall Stilts

Materials:

- Common nails (10, 8D)
- Crosscut saw
- Hammer
- Lumber (10-12 foot length of 1x2; two 12 inch lengths of scrap 2x4)
- Pencil, ruler, and sandpaper



Directions:

1. To make the poles, saw the 1x2 into two lengths. Each piece should stand about 2 inches above your shoulders.
2. For the footrests, use two scrap pieces of 2x4. The length of the footrest will be the distance you'll stand from the ground. If you've never used stilts before, it's a good idea to make the footrests no more than 12 inches long.
3. Sand the poles and footrests.
4. To nail on the footrests, prop the poles with 2x4 scrap. Make sure the bottom of the pole is flush, or even with the bottom of the footrest. Hammer 5 nails through each pole and into the footrest.
5. Lean against a wall or ask a friend to hold the stilts until you get your balance. Grip the poles so that they are behind your shoulders. To walk, pull the stilts up against your feet as you shift your weight from one leg to the other.



Peas and Toothpick Building

This is so cool. Toothpick rods and pea connectors let you build the most incredible structures and abstract versions of anything – flat patterns, domes, geometric forms, or the Empire State Building. There is no right way to do Pea and Toothpick Building, so there is no wrong way either. It's very inexpensive, and the structures you build are permanent. They stay attached to be used as ornaments, mobiles, toys or whatever.

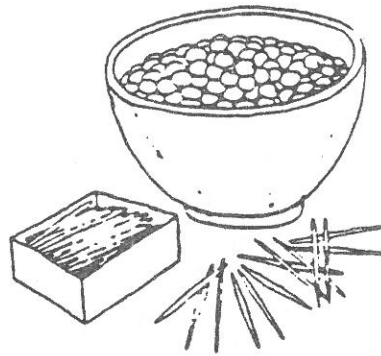


Figure #1

Materials

Dried Peas
Toothpicks
Water

Tools

Large Bowl

1. The peas must be prepared ahead of time. Pour a package of dried peas into a large bowl of water, making sure the water completely covers the peas by at least an inch. (Figure 1)
2. Let the peas soak at least six to nine hours. It's sometimes best to do the pea preparation just before you go to bed, so the peas will soak overnight. The soaking will soften the peas just enough, but there's little problem of over soaking.
3. Gather a box of toothpicks. The round ones work best, but if all you have are flat ones, that's OK too.
4. Building is done by using the peas as connectors and sticking the toothpicks into them. (Figure 2). The smaller peas hold best.
5. Constructions can be as simple or as complex as you want, but you should complete whatever you build at one time and then put the construction aside to dry.
6. In about a day, the peas will dry out and shrink, making a strong joint.

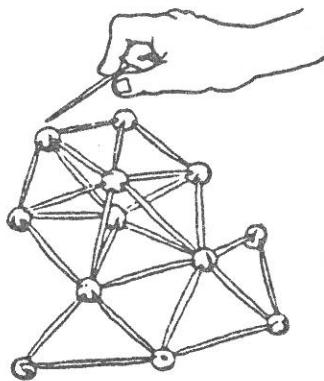
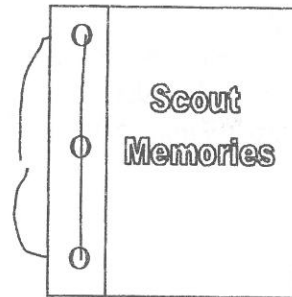
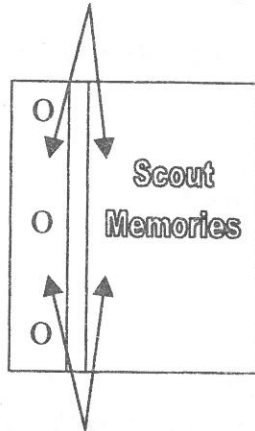
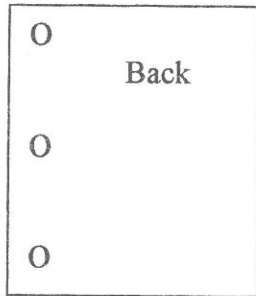


Figure # 2

Cub Scout Memories Book

Materials: 2 sheets of paneling about 9"x 12", about a yard of leather lacing, 2 metal hinges, paper for inside, wood burner or knife for engraving and dark stain.

Cut one piece 9"x 12" for back drill 3 holes in it, size of paper

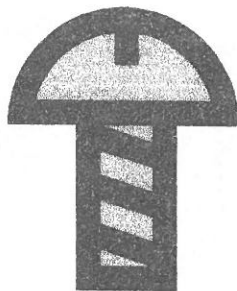


Do front the same as the back only cut the paneling about 2 1/4" from edge, then hinge together as in illustration.

Take leather and put through the two holes on each end of top, then bring up through the hole in center of back, into the hole in front, and tie a knot.

Cubstruction Kit

Anything goes with this craft activity. Gather up a small piece of wood and a bunch of little things that a boy can "build" with, and put it in a paper bag. At your meeting, hand out the bags and watch them go. Ideas for little stuff might be...nails, wire, rubber bands, nuts, washers...anything like that...use your imagination...check that junk drawer...don't forget a hammer You will be surprised at what your Cub Scouts will come up with. There is no wrong way to do this activity.



Theme Related Material

Watch Construction

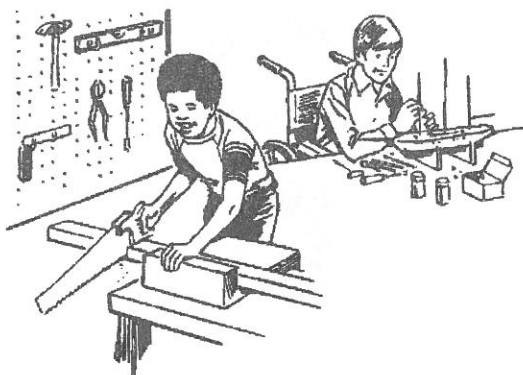
1. What do you see when you walk by a construction site?
2. What do you hear?
3. What are the workers doing?
4. What tools do they use?
5. What things go into making a building?

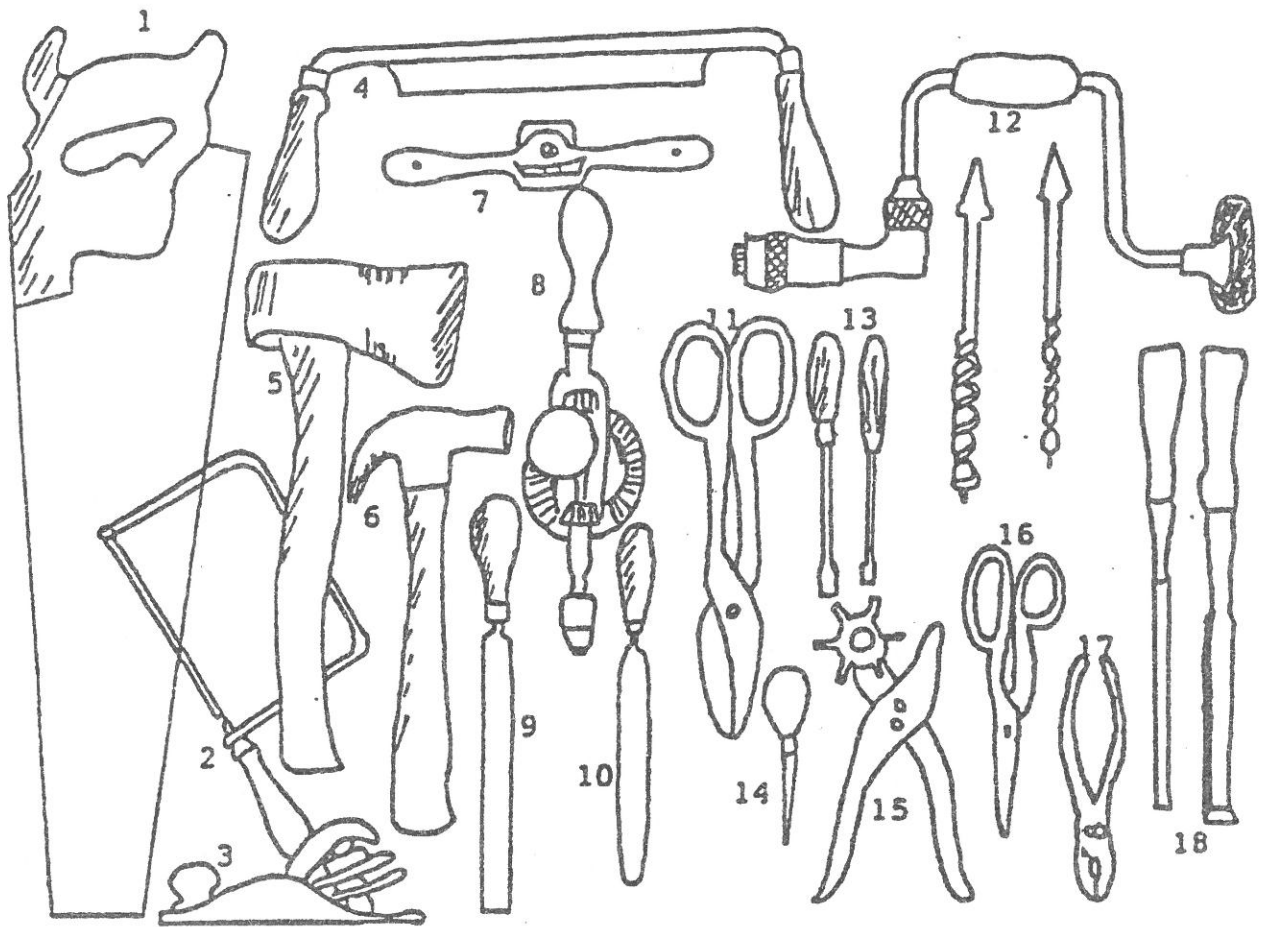
Field Trips

Field trips can be some of the most fun times for the Cubs in your den! Planning is a "must," and should be done well in advance, so that all of your necessary paperwork can be done properly, and the facility you plan to visit will be prepared for your arrival!

Use your own imagination to come up with exciting places to go and see. Here are a few suggestions that work well with "Cubstruction."

1. Visit your local lumberyard – They can be a great resource. They will give Cubs a tour of their facility, teach them about tools, and their uses, often provide wood for projects at no cost, and provide training to both leaders and boys for specific projects.
2. Visit the nearest Forest Service Station - These rangers have a vast knowledge about all aspects of wood. From the very beginnings of trees to final wood products. They are also a great resource for maintaining our forests and teaching conservation to your dens.
3. Visit a sawmill – Here the Cubs can learn about wood from the "felling" of trees to the final delivery to the lumberyards. These are the true "lumberjacks" and loggers at work! Have a guest speaker who has a history of sawmill ownership in the family also would be intriguing to the Scouts, especially if they provide pictures or slides to go along with their narration.





BASIC TOOLS

Pictured above are some of the basic tools Scouts may use when working with wood, leather or tin. See how many they can name.

- | | | |
|----------------|---------------------|-------------------|
| 1. Saw | 7. Spoke Shave | 13. Screwdrivers |
| 2. Coping Saw | 8. Hand Drill | 14. Awl |
| 3. Plane | 9. Files | 15. Leather Punch |
| 4. Drawknife | 10. Half-round File | 16. Shears |
| 5. Hand Ax | 11. Tin Snips | 17. Pliers |
| 6. Claw Hammer | 12. Brace and Bits | 18. Chisels |

Baloo & Gold



February 1999

Baldwin & Co
1039



February 1938

A TOAST TO THE BOYS

Here's to the membership,
Here's to the boys,
Creators of havoc and
Makers of noise;
They scream and they holler
And batter our ears;
They run and they tumble
And drive us to tears;
But still, in the end,
They grow and they learn;
They show off the skills
And the badges they earn;
We guide them and teach them
Because, in the end,
They're what it's all for –
We do it for them.
To the boys! – *Greybeard*

Gathering Activities

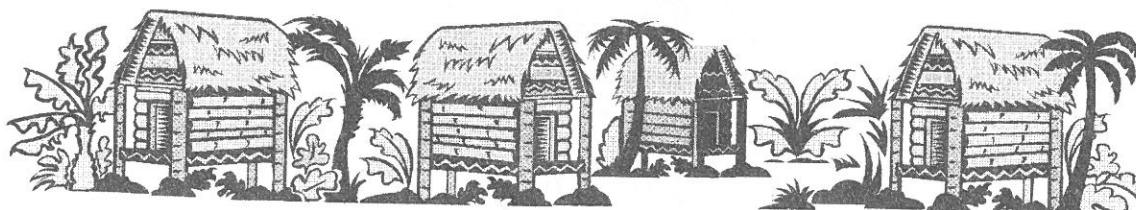
BALOO AND GOLD WORD SEARCH

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

BALOO
BAGHEERA
KAA
BANDERLOG
KIPLING
MOWGLI
CUB SCOUT
GOLD
BLUE

AKELA
AWARDS
WOLF
BEAR
WEBELOS
TABAQUI
SHERE KHAN
FEBRUARY
TIGER

DEN LEADER
DEN CHIEF
ELEPHANT
SNAKE
LION
RANK
DINNER
INDIAN
JUNGLE



THE JUNGLE BOOK MATCHING GAME

Cub Scouting started in 1930 based on the story by Kipling, The Jungle Book. When Cub Scouting came to America from England, the theme was changed to a Native American theme. American Indians were easier for young American boys to identify with.

Let's test your knowledge of the East Indian story, The Jungle Book. Match the names of the following characters with their descriptions.

CHARACTERS

Bagheera

Baloo

Kaa

Shere Khan

Mowgli

Rama

Akela

Colonel Hathi

Bander-Log

DESCRIPTIONS

A. monkeys

B. old wolf/leader of the pack

C. tiger/lord of the jungle

D. old leader of the elephants

E. black panther

F. small boy - man cub

G. bear

H. sly python

I. wolf father

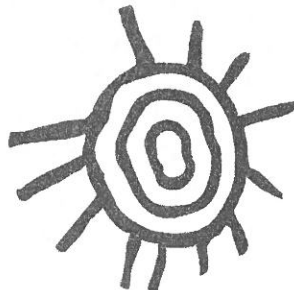


Ceremonies

STORY OF THE BLUE AND GOLD

(Opening or Closing)

- Personnel: 8 Cub Scouts
- Equipment: Blue flannel board, cards for flannel board (TRUTH, STEADFAST LOYALTY, SPIRITUALITY, WARM SUNLIGHT, GOOD CHEER, HAPPINESS), yellow sun for flannel board.
- 1st Cub: Back in the good old days the waving of school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.
- 2nd Cub (pointing to blue flannel board): The blue reminds us of the sky above. It stands for truth, spirituality and steadfast loyalty.
- 3rd Cub (placing TRUTH card in upper left corner of the board): Truth means we must always be honest.
- 4th Cub (placing SPIRITUALITY card in the upper right corner): Spirituality means a belief and faith in God.
- 5th Cub (placing STEADFAST LOYALTY card across bottom): Steadfast loyalty means being faithful and loyal to God, country, and your fellow man.
- 6th Cub (placing sun in center of board): The gold stands for the warm sunlight. (Places WARM SUNLIGHT card across top of sun.)
- 7th Cub: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (Places GOOD CHEER and HAPPINESS cards on each side of sun.)
- 8th Cub: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make up remember our Cub Scout ideals, the Cub Scout Promise, and the Law of the Pack.

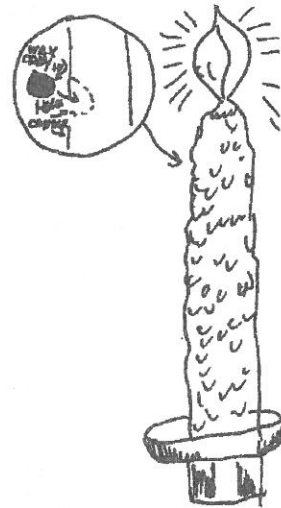


MAGIC CANDLE OPENING CEREMONY

Arrangement: On head table are arranged magic candles (instructions below) which should be lighted as the ceremony begins.

Narrator: Our candle stands tall, straight and white. It burns and gives forth inspiring light. As its light shines forth, you will see our colors blue and gold are real as can be. As the blue appears, think of truth and loyalty, the sky so blue, steadfastness and spirituality. When the gold shines forth, be of good cheer and think of happiness and sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and tall and be inspired to give to God and our country, our all.

Candles: Use a tall white candle. Drill 1/4" diameter holes every 2" down opposite sides of the candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip with eggbeater. Cover the candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns, it will drip blue and gold decorating down the side of the candle.



A Boy in Blue (closing ceremony)

Blue and Gold are the colors tonight,
Boys in uniform shiny and bright;
With smiling faces to the left and right,
We pay homage to our Cub Scouts tonight.
A Cubmaster who is loyal and true,
Who works with parents and the boys in blue;
In hopes that these boys will grow up to be
Better citizens than you and me.
Den mothers, too, in uniforms blue,
Teaching Cub Scouts the need to be true,
And working, singing, and playing with them;
Striving real hard to make better men.
So all you Cub Scouts in gold and blue
The door to Scouting has been opened to you.

JUNGLE BOOK ADVANCEMENT CEREMONY

Setting: The pack is seated in a council circle, adults toward the back and the boys in front on the floor. As each group comes forward, they stand in the middle of the circle to be seen by all.

Cubmaster (dressed as Akela, leader of the Wolf Pack, howls like a wolf): The time has come to look at the new cubs of the Pack in order to determine if they are worthy to belong. Then when the rest of the Pack sees them in the jungle they will know them and protect them. Let us start with the youngest of the cubs. Who will speak for the Bobcats?

Bagheera: As a member of the cat family, I Bagheera, will speak for the Bobcats. (Calls forward new bobcats and their parents.) These are the young ones, but still they have already begun to show their skills. Great Akela, I present these to the Pack. (Akela awards Bobcat badges to parents who give them to the boys. He then congratulates them and they are seating with the rest of the Pack.)

Cubmaster: Now it is time for the Wolves. Who speaks for the wolves?

Mother Wolf: Great Akela, I, Mother Wolf, speak for the wolf cubs. I have nurtured them and watched them grow as they learn the skills of the wolf. These young ones are ready to be recognized. (Calls forward new Wolves and their parents. Akela looks them over, accepts them into the pack, and gives awards to parents to give to boys.)

Cubmaster: Next we are ready for the Bears. Who speaks for the Bears?

Baloo: I, Baloo, will speak for the Bears. I have taught them well the Law of the Pack. They have come far and are ready to be recognized by the Pack. (Calls the new Bears and their parents forward. Looks them over, smells them and presents them to Akela. He awards badges to parents to give to the boys.)

Cubmaster: Now we are ready for the most mature members of the Pack to be recognized for their achievements. Who speaks for the Webelos?

Webelos Leader: I speak for the Webelos, oh great Akela. Truly they are the most experienced in the Pack. Let me tell you a their great accomplishments. (Calls Webelos forward and presents Webelos awards.)

Cubmaster: I have looked over the members of the Pack and I am proud to be their leader. Come, all Pack members, join me in a Grand Howl. (All boys come forward and participate in the Grand Howl.)

Songs

Jungle Book Song

(Tune: Quartermaster's Store)

There's Mowgli, Mowgli, Mowgli,
Our little man cub
In the jungle, in the jungle.
There's Mowgli, Mowgli, Mowgli,
Our little man cub
In the Jungle Book story.

CHORUS (repeat after each verse)

We're here to learn
New things today
It's lots of fun
The Cub Scout way!

There's Bagheera, gheera, gheera,
Protecting Mowgli
In the jungle, in the jungle,
There's Bagheera, gheera, gheera
Protecting Mowgli
In the Jungle Book story.

There's Kaa, Kaa, Kaa,
Slithering through the trees
In the jungle, in the jungle
There's Kaa, Kaa, Kaa
Slithering through the trees
In the Jungle Book story.

There's Baloo, Baloo, Baloo
Playing like bears do
In the jungle, in the jungle
There's Baloo, Baloo, Baloo
Playing like bears do
In the Jungle Book story.

There's Shere Khan, Khan, Khan
With stripes of orange and black
In the jungle, in the jungle.
There's Shere Khan, Khan, Kahn
With stripes of orange and black
In the Jungle Book story.

There's Akela, Akela, Akela
Leader of the Wolf Pack
In the jungle, in the jungle.
There's Akela, Akela, Akela
Leader of the Wolf Pack
In the Jungle Book story.

Blue and Gold the Beautiful

(Tune: America the Beautiful)

Oh beautiful for blue and Gold
And what the colors mean
For spirituality, we're told,
And truth in thought and deeds.

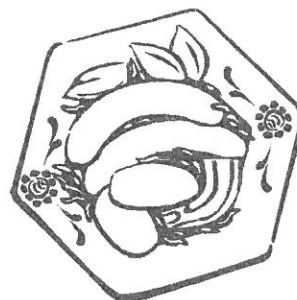
The Blue & Gold!
The Blue & Gold!
For loyalty steadfast.
And sunlight warm
To give good cheer,
Brings happiness to last!

The Food's All Gone

(Tune: Hail, Hail, the Gang's All Here)

Hail, hail, the meat's all gone,
What'll be the next course?
What'll be the next course"
Hail, hail, the meat's all gone,
What'll be the next course now?

Hail, hail, the drink's all gone,
(continue with as many food items as you wish)



Think Blue
(Tune: My Bonnie)

Think blue and you're thinking of Cub
Scouts,
Think blue and you're thinking of boys.
Think blue and you're thinking of families,
Of outings and picnics and joys.

CHORUS

Think blue, think blue,
Think blue of our Bobcats and Wolves
And Bears,
Think blue, think blue,
First Webelos, then Scout badge we'll
wear.

Think blue and you're thinking of
friendship,
Think blue and you're thinking of fun.
Think blue and you're thinking of good
times,
For Cub families and their sons.
(Chorus)



Baden-Powell
(Tune: Found a Peanut)

Found a good man,
Found an honest man,
Baden-Powell was his name.
Starting Scouting back in England.
Which quickly led to worldwide fame.

First came Boy Scouts
Then came Cub Scouts
They were loyal to the call.
It spread to other countries
And now there are millions of us all!

The day he died was
Such a sad time.
The world has lost a mighty man.
But his teachings have inspired us.
To go and do the BEST WE CAN!

Blue and Gold Traditions
(Tune: Jingle Bells)

While dashing all around
To prepare for Blue and Gold
The boys make napkin rings
And placemats to behold.
The nutcups, they were near
The nametags were just right
What fun it is to have
A Blue and Gold tonight.

CHORUS

Blue and Gold
Blue and Gold
Banquet time again
Families gathered all around
Ready to pitch in.
(Repeat)

Fried chicken and baked beans
Potato salad too
A piece of birthday cake
Enough for me and you.
Some people ate too much
But we all enjoyed the meal.
The friendship that was there
Was warm and true and real.
(Chorus)

All You Et-A
(Tune: Alouette)

All you et-a, think of all you et-a,
All you et-a, think of all you et.
Think of all the soup you et,
Think of all the soup you et,
Soup you et, soup you et,
Oh-h-h-h-h.
All you et-a, think of all you et-a
All you et-a, think of all you et.

(Continue with hot dogs, potatoes, drinks,
etc.)

Graces

Johnny Appleseed Grace

O the Lord is good to me,
And so I thank the Lord
For giving me the things I need
The sun and the rain and the appleseed
The Lord is good to me.

A Prayer for All Living Creatures

O Heavenly Father,
Protect and Bless all things that have
breath;
Guard them from all evil
And let them sleep in peace.

--Albert Schweitzer

Singing Grace

(Tune: Michael, Row the Boat Ashore)

God is great, God is good, Alleluia
Let us thank Him for our food, Alleluia
By His hand we all are fed, Alleluia
Thank you Lord, for daily bread,
Alleluia.

Singing Grace

(Tune: Edelweiss)

Bless our friends, Bless our food,
Come oh Lord, and be with us
May our words glow with peace
May your love surround us.
Friendship and love,
May it bloom and grow,
Bloom and grow forever.
Bless our friends, Bless our food
Come oh Lord, and be with us.

Philmont Grace

For Food, For Raiment,
For Life, For Opportunity,
For Friendship, and Fellowship,
We thank Thee, O Lord.
Amen.

Cub Scout Prayer

Oh 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 my Mother and Father,
And to obey the Cub Scout Law, too.
This I ask that I may be
A loyal Cub Scout true.
Amen.

O Lord, we ask your blessing on the families in our Cub Scout Pack. We ask a special blessing on each Tiger Cub, Cub Scout and Webelos Scout as they give service to other people. Guide their steps as they grow into men, and to help them as they do their duty to You and our country. Bless our food and those who have prepared it.



Skits

HOW MOWGLI GREW UP
Or
ADVENTURES IN THE JUNGLE
By D. Howell

CHARACTERS

Mowgli, the boy
Akela, the Wolf
Baloo, the Bear
Bander-Log, the Monkey
Kaa, the Snake
Webelos, the Indian
Shere Khan, the Tiger

SET-UP

Have boys acting out the play while the Den Leader or Den Chief narrates

A big storybook makes a good prop.

NARRATION

A long time ago, in a jungle in India, a small boy was separated from his parents when a fierce tiger named Shere Khan raided their village. A mother and father wolf found him and raised him as their own cub. They called him Mowgli, the frog, because his skin was smooth, without hair, like a frog. At the monthly meeting of the pack, Akela asked who would teach the man cub the law of the pack. Baloo, the wise brown bear, stood tall on his hind feet and growled, "I will teach him; he can learn from me." Shere Khan snarled in rage and sulked back into the deep, dark jungle. This is how Mowgli came to live with the wolves and to join their pack.

As he grew older, Baloo taught him many things. Like doing one's best at all times and helping them. He taught him the Law of the Pack, which is to follow his leaders and to be thankful for everything. Baloo also taught Mowgli to talk to the animals. That is, all except Bander-Log, the monkey. The monkeys did not obey the Law of the Pack. They were silly and no one paid much attention to them. Bander-Log wanted to take Mowgli away from the pack and have him be the leader of the monkeys.

One day, the Bander-Log kidnapped Mowgli and carried him high into the trees. Baloo and Akela were very upset. They decided to ask Kaa, the snake, to help them rescue the boy. Now, Kaa was very cunning. He helped Baloo and Akela because he was very hungry and thought he would have them all for dinner, too. After the three of them saved Mowgli from the monkeys, Kaa hypnotized Baloo and Akela. Just before they fell under the snake's spell, Mowgli shook his friends very hard, and they woke up and escaped to safety.

Mowgli learned to live as a Wolf cub and now had the wisdom of the Bear. He now needed to move on to learn other things, so he left his animal friends and joined an Indian tribe. As Mowgli grew older he became wiser. He changed his boy clothes for that of a

mighty warrior. As he traveled the Webelos path on his way to the Arrow of Light, he worked very hard. The seven rays of the sun reminded him to do his best every day.

And so we close our story about Mowgli, the man cub who learned from the Wolf, Bear and the Indians about the Law of the Pack.

Jungle Skit Ideas

1. Present a style show of the latest jungle wear, including "millinery" and accessories. Have the models parade to the best of your jungle drums while the announcer describes each outfit. Let some of the group make up an enthusiastic native audience. As a climax, you can present "Mr. Jungle of 1999."
2. Have two boys, dressed as big game hunters, meet a group of natives with their chief. A conversation through an interpreter follows in which the hunters explain that they have wandered from their guides and are hopelessly lost in the jungle. The chief cordially invites them home for dinner. As they exit, lights go out and a shadow scene appears behind a sheet, showing two natives busily stirring the contents of a huge pot.
3. Have your group present various jungle dances. Try to make these as authentic as possible. If you are unable to find information, make up some of your own. For an amusing ending, provide a record player off stage and let some one turn on one of the popular dance records. While the dance drums still beat out the native dances, the dancers become aware of the record and gradually change over to the modern teen dances. (There's a difference!?)
4. Present a skit based on a "Jungle Telegraph" with messages sent by a drummer on stage and answered by a drummer off stage or hidden by a screen. Be sure the answering drumbeats are muffled as from a great distance. Let various native bystanders give all sorts of questions and messages to the drummer. When the answering drum is heard, the onstage drummer can give the answers making them as humorous as possible. At the end, a third very faint drum can be heard; the drummer remarks, "I seem to be getting interference from some unknown tribe that calls themselves the 'Dixieland Jazz Band.'"



The Singing Den Leaders

- Cast: All den leaders in the pack.
- Staging: The den leaders stand in a semi-circle around the microphone. They can start each stanza in union, with the appropriately attired den leader merely stepping forward, or that den leader can start the stanza with the others joining in after the first line.
- Song: "I've Got That Cub Scout Spirit" from the Cub Scout Songbook
- Props: An ace bandage
A phony arrow or a cardboard arrow and tape
Crutches
A paintbrush and some old clothes with paint splotches

FIRST DEN LEADER steps forward, her (or his) head wrapped in an Ace bandage. She sings, "I've got that Cub Scout spirit up in my head," and is then joined by the other den leaders to finish the stanza.

SECOND DEN LEADER steps forward with the phony arrow "through her heart" (or the cardboard arrow taped at a 90 degree angle to her heart). She sings "I've got that Cub Scout spirit deep in my heart," and the others join to finish the stanza.

THIRD DEN LEADER steps forward. He is on crutches. He sings, "I've got that Cub Scout spirit down in my feet," and is joined by the others.

FOURTH DEN LEADER steps forward. His clothes are covered with paint and he carries a paint brush. He sings, "I've got that Cub Scout spirit all over me," and is joined by the others.



Games

Bander-log Relay: The Bander-log are silly monkeys in The Jungle Book. Divide the den into teams and line them up relay fashion. On signal, the first player on each team puts his cap on upside down, and gets down on all fours. On "GO!" he scampers on all fours like a silly monkey to a turning line and back. The next player repeats the action, and so on until all have run. First team squatting at the start with caps in place wins.

Shere Khan and Mowgli: One player is Shere Khan the tiger. All others are wolves in the pack. The wolves form a line with hands on each other's waists; last in line is Mowgli, the smallest, who has a dangling tail tucked into his belt. Shere Khan tries to catch Mowgli by pulling out his tail, but the wolves scramble to keep Mowgli safe. If Shere Khan catches Mowgli within three minutes, he wins. If not, the wolves do.

Lost in the Jungle: On slips of paper, write the names of jungle animals (more than the number of boys in the den). Hide the slips around the play area. Akela tells the boys that many jungle animals have lost their memories and are wandering in the jungle. The boys scatter to find them. At Akela's call, the den returns. In turn each boy describes the animal he has found without saying its name and the others try to guess what it is.

Bagheera's Game: This is an observation game. Divide the den into two equal teams. Give each team a dozen or more common articles -- pencil, ball, card, toy truck, Cub Scout book, paper clip, Cub Scout rank badge, etc. Ask each team to go to one side of the room and arrange their articles on the floor any way they want, with six to twelve inches between the articles. Each team then goes to the other team's arrangement and looks at it for one minute. The team then gathers up all the articles, goes to its original position and places the articles in the same positions they found them. The team with the most articles correctly placed wins.

Akela, Leader of the Wolves: Make a four-foot diameter circle on the ground or floor. Akela stands in the center and, one by one, the "wolves" (all the Cub Scouts) try to push or pull him completely out of the circle. The first wolf who succeeds becomes the new Akela.

Skin the Snake: Line the boys up single file. Have each boy stoop over and place their right hand between their legs and, with their left hand, grab the right hand of the boy in front of him. When all are ready, the last boy in the line should lie on his back while the line moves back over him. The next boy lies down and so on until every boy lies down. (Don't let go of the hands!) The last one to lie down then rises to his feet, then strides forward -- each boy following in turn until all are in their original positions.

Backyard Jungle Race:

This is an obstacle course race through imaginary jungles, reminiscent of Kipling's "Jungle Tales." The object is to see who can complete the course in the shortest time. Each stunt along the way must be done in turn, and must be done right or done over. If, for instance, any part of the obstacles course is knocked down, the runner must replace it and do that stunt again before going on to the next obstacle. Since this is a race against time, you will need an official timekeeper (preferably an adult). There are no "time outs" allowed, once the timekeeper shouts "GO" and the player starts the race. Time is counted until finish line is reached. Perhaps you will want to change some of the obstacles and use other ideas.

Obstacle #1:

Contestants start through the ELEPHANT WALK. For this use several good-sized pails or buckets. Runner must step into each bucket.

Obstacle #2:

Next, they climb the SEEONEE HILL. For these hills, arrange sawhorses across the path. Use several of them if available.

Obstacle #3:

On this stunt, they will SWING ACROSS THE CANYON. For this tie a length of strong rope securely to a tree branch or bar. The further forward each runner can swing himself, the better for his time record. (If you have no place to tie a rope, substitute a broad jump.)

Obstacle #4:

Going through the COLD LAIRS, entails crawling through a tunnel made of two or more large cartons.

Obstacle #5:

To CROSS THE WAINGUNGA RIVER, you will need a ladder placed flat on the ground. Each contestant must step on every rung of the ladder.

Obstacle #6:

At this obstacle, runner encounters the WHIRLPOOL made with low garden fence or stakes in the ground. Place fence in a spiral for runner to follow in and then out again.

Obstacle #7:

Here runner must go UNDER THE FALLS. Drape a lightly spraying hose over a bush, tree branch, or other support. Each contest must be sure to pass beneath the spray in order to complete this obstacle.

JUST FOR FUN, as each runner nears the finish line, have him step onto an inverted wooden box and give his idea of Mowgli's jungle yell.

Crafts

In preparing for your Baloo and Gold banquet, you'll want to have the Cub Scouts make such items as placemats, nametags, and decorations. The Cub Scout Leader How-to Book is a great resource for patterns. On the next two pages is some clip art of the characters from The Jungle Book and the Cub Scout ranks.





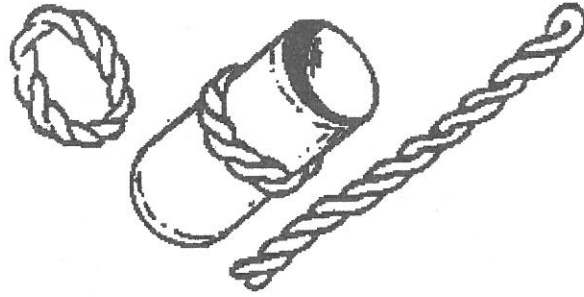
Tiger Cubs, BSA



Twisted Napkin Rings

To make these usable gadgets, do the following

1. Cover a cardboard roll with foil.
2. Roll pieces of modeling dough into ropes, each about 1/4" inch thick and 12 inches long. Fold each rope in half and twist.
3. Wrap the twist around the foil-covered tube, dab the ends of the twisted ring with water and press to seal.
4. Bake or let dry, depending on type of clay used.
5. When dry, slip rings off tube. Give napkin rings a coat of clear shellac or varnish or paint a bright color.



Nut Cups

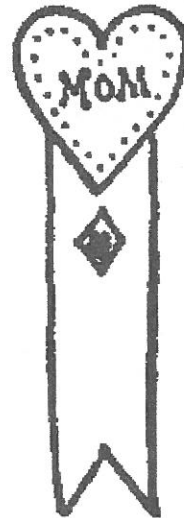
Hat: Cut a 2" styrofoam ball in half. Glue on cardboard brim. Paint blue. Scoop out top of styrofoam ball so a regular nut cup will sit inside.

Neckerchief: Cut a triangle from yellow construction paper with a base 8 1/2" across and sides 6" long. Add detail with felt-tip marker or paint. Roll over 1/4" on long edge, as you roll a real neckerchief. Bring two ends together at point where the slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nut cup inside.

Mother's Ribbon

Materials: Wooden heart (1" diameter)
5" blue ribbon
Craft pin
Hot glue gun
Acrylic paint

Paint the wooden heart with yellow acrylic paint. Let dry. Accept with blue paint. Glue graft pin and ribbon to the back of the wooden heaert with the hot glue gun.



Theme Related Material

A BALOO AND GOLD SAFARI

Ways to Incorporate the Theme at Your "Baloo" and Gold Banquet

To plan an interesting banquet around this theme, you could incorporate some of the following ideas:

Invitations: Have the boys make invitations using the characters from The Jungle Book. You can use the clip art included in this section or other pictures drawn by the boys.

Decorations: Have each den choose one of the characters and decorate their table accordingly. Some ideas --

Baloo: Bear in the middle. Placemats with picture of Baloo or made of brown fur.

Shere Khan: Tiger in the middle. Placemats with tiger picture or striped fur.

Bagheera: Panther in the middle. Placemats with panther picture or black fur.

Bander-log: Monkey in the middle. Placemats with monkey picture or brown fur.

Kaa: Snake in the middle, can be made from rolled clay. Rubber snakes are readily available. Naugahyde placemats.

Akela: Wolf in the middle. Placemats with wolf picture or gray fur.

The room can be decorated with potted plants to simulate a jungle atmosphere. Large backdrops can be made by having boys paint refrigerator boxes to look like jungle scenes. Background music of jungle drums would add to the ambiance.

Costuming: The Cubmaster can dress up with a pith helmet as if going on a safari, or he could dress like Akela. Boys can use brown paper bags to make costumes or masks to represent their chosen animal.

Dinner: Adapt the menu to carry out the theme. Here are some tasty examples:

Spaghetti and meatballs = Jungle Grass with Snake Eggs

Turkey dinner = Ostrich

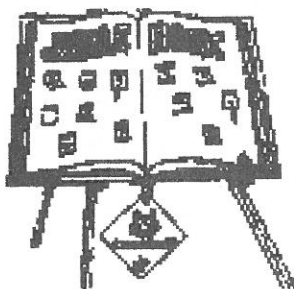
Potluck = Native Surprise

Fruit, especially bananas = Monkey Delight

Guest Speaker: Invite a good storyteller to tell of jungle adventures and then relate it to today and the challenges faced by the boys in our modern "jungle."

"BALOO" AND GOLD RECOGNITION IDEAS

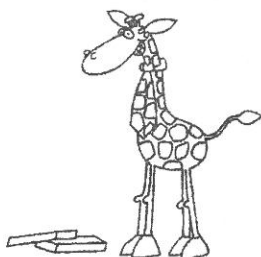
Your "Baloo" and Gold Banquet is one of the best places to give awards to adults and leaders as well as to the boys. Following are some ideas that fit with the "Baloo" and Gold theme.



For the boys' awards: Try creating a large storybook as pictured. The awards can be arranged in rows across the page.. If there are a great many awards extra pages may be needed.

Adult Recognition:

"Peppy Pachyderm" Award: For the parents who provide transportation. Can be a cut out of an elephant with "THANKS" written across it or a certificate with a picture of an elephant on it.



"Jolly Giraffe" Award: For parents who "stick their necks out" to help the Pack. Can be a cut out of a giraffe or a certificate with a picture of a giraffe on it.

"Jungle Journey" Award: For the adult who continues to help out even when the underbrush gets thick. Can be a potted plant with "THANKS" written on the pot.

"Jungle Jingle" Awards: For the person in charge of making all the phone calls. Maybe a potted plant with jingle bells added and "THANKS" written on the pot.

"India Ink" Award: For the person who writes the pack newsletter. Large India Ink pen with "THANKS" written across it with a metallic paint marker.



"BALOO" AND GOLD
The Jungle Book Theme and Cub Scouting

It was no accident that Lord Baden-Powell chose The Jungle Book as the basis for the background and structure of the Cub Scout program. The Jungle Book is a legend that contains an entire social philosophy.

The symbol of the jungle conjures up thoughts of adventure, excitement and danger, as well as abundant resources and riches. The jungle brings together thoughts and ideas of good and evil and of safety and the dangerous.

It is into this environment that the boy, Mowgli, wanders and is taken in by the mother wolf and her family.

The jungle characters, too, are a part of the legend and are representative of other personalities, characters and attributes.

In the story, the cubs live in a group -- a "pack" --and they live in accordance with the "law" of the pack. The pack is a group living together who puts the interests of community ahead of any personal interest.

When a Cub Scout joins the pack, he, too, promises to obey the Law of the Pack, and in doing so identifies himself as a member of that group. In the book it is Akela who is always the leader and the father to the pack. It is he who demands respect and obedience of all the cubs. He shares with them his experience, strength and wisdom. "A Cub Scout follows Akela..."

The animals of The Jungle Book think and speak and have characters all their own. They are a combination of human characteristics. They, too, represent the good and the bad -- the friends and the enemies of Mowgli.

First of the friendly jungle characters is Baloo, the friendly bear and teacher. He is large, yet friendly, usually playful and happy. It is Baloo who agrees to teach Mowgli the ways of the jungle. Baloo is not always in the forefront of the story but he appears when there is some need for him. He is moved to action only by things that seem to be most important. Other characters seek Baloo out for his advice and good judgment.

Bagheera, the sleek, black panther, offers a ransom to the jungle animals for Mowgli's entry into the pack. Bagheera is the antithesis of Baloo. He is the essence of speed and cunning. Cunning is foresight used as a basis of knowledge. Bagheera is an expression of intelligence.

It is interesting that a snake be among the friends of Mowgli because we tend to associate evil with reptiles. Kaa is a python. He is not a venomous or deadly snake. He is non-aggressive and not easily aroused. However, he is most effective when moved to action.

It is Kaa who saves Mowgli from the Bander-log. Kaa moves at a slower pace from the rest of the animals in the jungle. He is different. He is that in each of us who wants to follow different paths.

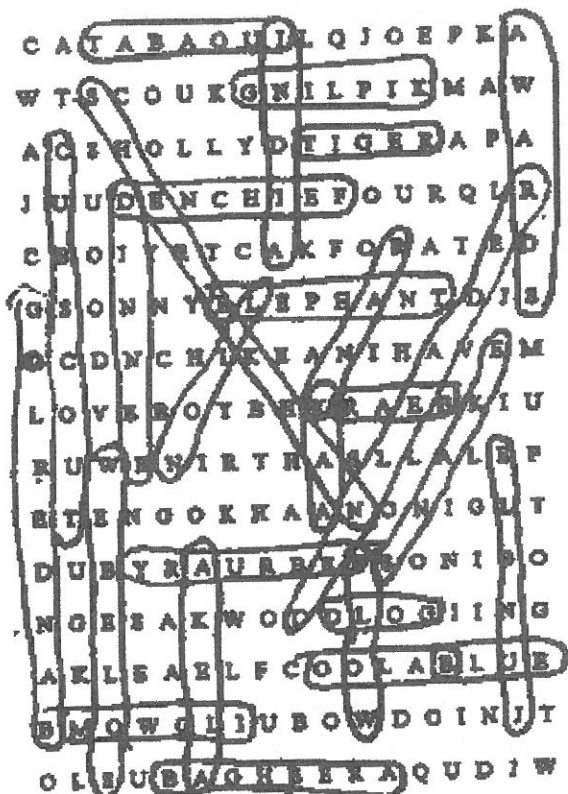
Shere Khan and Tabaqui represent Mowgli's only two enemies in the book.

Shere Khan, the most ferocious tiger, is perhaps the most feared of all the jungle animals. The chilling roar of the tiger conceals that which he really is -- an old and nearly toothless tiger. He is weak and only a shell of what he had once been. Shere Khan represents personal deceptiveness and vanity.

Tabaqui, the jackal, always is close company of Shere Khan. Tabaqui is the embodiment of inner weakness and insecurity. He is unable to integrate into the society of the other animals.

The wolf and the wolf pack are the symbols in The Jungle Book to be imitated by every boy in Cub Scouts. Each wolf is a potential leader. Akela, leader of the pack, is a symbol of integrity and courage -- he knows himself and does not try to escape from himself.

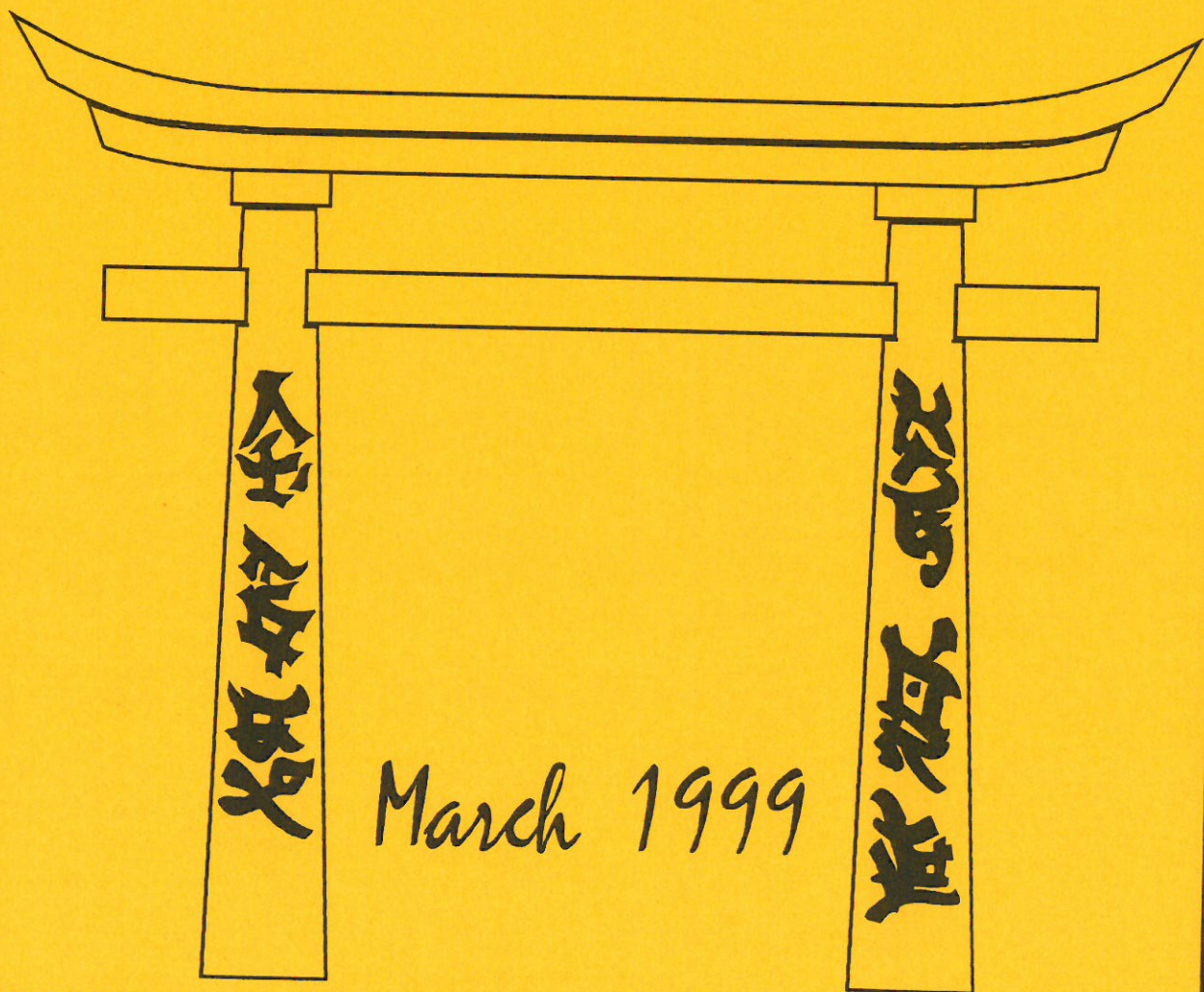
BALOO AND GOLD WORD SEARCH



JUNGLE BOOK MATCHING GAME

- Bagheera - E
- Baloo - G
- Kaa - H
- Shere Khan - C
- Mowgli - F
- Rama - I
- Akela - B
- Colonel Hathi - D
- Bander-log - A

Gateway to the Orient



Gateway to
the Orient



1911

March 1911

1911

LESSONS FROM GEESE

By Milton Olson

As each bird flaps its' wings, it creates an "uplift" for the bird following. By flying in the "V" formation, the whole flock adds 71% greater flying range than if the bird flew alone.

LESSON: People who share a common direction and sense of community can get where they are going quicker and easier because they are traveling on the thrust of one another.

Whenever a goose falls out of formation, it suddenly feels the drag and resistance of trying to fly alone, and quickly gets back into formation to take advantage of the "lifting power" of the bird immediately in front.

LESSON: If we have as much sense as a goose, we will stay in formation with those who are headed where we want to go (and be willing to accept their help as well as give ours to the others).

When the lead goose gets too tired, it rotates back into the formation and another goose flies at the point position.

LESSON: It pays to take turns doing the hard tasks, and sharing leadership — with people, as with geese, we are interdependent on each other.

The geese in formation honk from behind to encourage those up front to keep up their speed.

LESSON: We need to make sure that our honking from behind is encouraging — and not something else.

When a goose gets sick or wounded or shot down, two geese drop out of the formation and follow it down to help and protect it. They stay with it until it is able to fly again or dies. Then they launch out on their own, with another formation, or catch up with the flock.

LESSON: If we have as much sense as geese we too will stand by each other in difficult times as well as when we are strong.

Gathering Activity

On the Orient Express

As you travel on the Orient Express, find these exotic and faraway places:

Bangladesh
Cambodia
China
Hong Kong
India
Indonesia
Japan
Laos
Malaysia
Mongolia

Myanmar
Nepal
North Korea
Phillipines
Singapore
South Korea
Sri Lanka
Taiwan
Thailand
Vietnam

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

Gateway to the Orient Opening

Those people are very perplexing,
Those strangers from faraway lands.
They wear different clothes,
They speak different tongues,
They have customs I don't understand.

I wonder if they feel as I do,
Those people from far, far away.
Do they love their homes?
Do they like to laugh?
Do boys and girls there love to play?

I guess they are not so perplexing,
Those people with strange-sounding names.
Perhaps under the skin,
Way down deep within,
All the people on earth are the same.

Cub Scouts in Japan Opening

Narrator: This month we've learned that Cub Scouts in Japan are not so very different from Cub Scouts in the United States. They also have a motto:

Cub #1: Always, Be in High Spirits

Narrator: And a promise:

Cub #2: I promise to behave honestly and steadily,
Cub #3: and to follow the Pack Laws.

Narrator: And a set of laws for the pack:

Cub #4: Cub Scouts obey
Cub #5: Cub Scouts look after themselves
Cub #6: Cub Scouts work together
Cub #7: Cub Scouts help younger ones
Cub #8: Cub Scouts do good deeds.

Narrator: Please join us now in repeating the promise of the Cub Scouts in America and the Pledge of Allegiance to our flag.



Japanese Cub Scout Rank Advancement Ceremony

Cubmaster: Cub Scouts in Japan earn badges the same way Cub Scouts in America earn badges -- by learning and doing the very best they can. The ranks they earn are very similar, but they are named after different animals than our Cub Scout ranks.

Awards Chairman:

The first rank a Japanese Cub Scout earns is the Risu (Squirrel) Badge. This is the same as the Bobcat rank.

Cubmaster: Would the following boys who have earned their Bobcat rank please come forward (read names and present awards).

Awards Chairman:

The next rank in Japan is the Usagi (Hare, or rabbit) Badge. Boys in the United States earn the Wolf rank.

Cubmaster: Would the following boys who have earned their Wolf rank please come forward (read names and present awards).

Awards Chairman:

The next rank in Japan is the Shika (Deer) Badge. Here Cub Scouts earn the Bear rank.

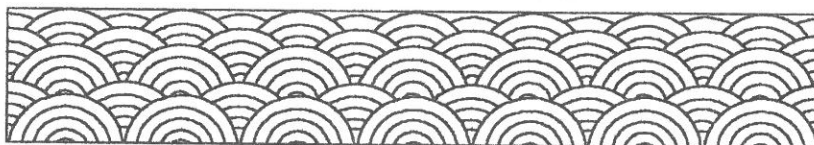
Cubmaster: Would the following boys who have earned their Bear rank please come forward (read names and present awards).

Awards Chairman:

Finally Japanese Cub Scouts earn the Kuma (Bear) Badge. Although it has the same name as our Bear rank, this is the Webelos rank for Japanese Cub Scouts.

Cubmaster: Would the following boys who have earned their Webelos rank please come forward (read names and present awards).

Cubmaster: Congratulations to all of you. I know that you will continue to work toward the next rank in Cub Scouting by doing your best. And, as you are doing that, I hope that you will remember the brotherhood of Scouting which extends around the world.



Closing

Props: World globe.



Leader: Tonight we're holding our pack meeting here (point to your location on the globe). But in many countries around the world (spin globe), Cub Scouts just like you are taking part in Scouting activities. We've learned this month that Cub Scouts in other parts of the world are a lot like us. Their ideals, promise, and activities are similar to ours. So let's think of our World Brotherhood of Scouting as we join hands and repeat the Scout Benediction:

And now, may the Great Master of all Scouts be with you till we meet again.

Taps (in Japanese) Closing

(If you plan to use this closing, it would be a good idea to have the words on a poster so everyone can see them! Instructions on pronunciation are below.)

Narrator: One of the favorite closing songs in Scouting around the world is "Taps." Please join us in singing Taps in Japanese -- it's very easy to learn. We'll review the words so you understand the pronunciation. Then we'll sing it together.

Hi wa
Ochi nu
Umi mo
Yama mo
Soro mo
Kami mi
Moto ni
Yasushi

Pronunciation Guide: Japanese vowels are pronounced as in Spanish:

A = ah	O = oh
E = eh	U = oo
I = ee	

Hi means day and is pronounced "hee." However, there is a Japanese word, hai, pronounced "ha-ee," which means "yes." Pronounced quickly it sounds like "Hi!"

The Japanese word for Japanese is "Nihongo." Nihon means Japan, and -go means language.

[Japanese translation of Taps by Carolyn Akers; pronunciation information by Charlotte M. Meyer, Mississippi Valley Girl Scout Council.]

Songs

My Aunt Came Back

(Tune: Sippin Cider)

(Sing this song the same as "The Bear", but add the actions. Once the action is begun, it is continued throughout the song.)

My aunt came back, from old Japan,
She brought to me, an old silk fan.
(Fan with one hand)

My aunt came back, from old Algiers,
She brought to me, a pair of shears.
(Cut with fingers of other hand)

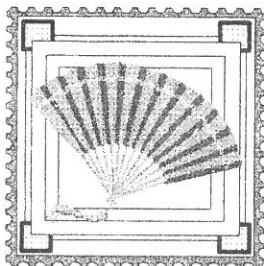
My aunt came back, from Holland too,
She brought to me, a wooden shoe.
(Stamp one foot repeatedly)

My aunt came back, from old Hong Kong,
She brought to me, the game Ping Pong.
(Move head from side to side)

My aunt came back, from the New York
fair,
She brought to me, a rocking chair.
(Rock back and forth)

My aunt came back, from Kalamazoo,
She brought to me, some gum to chew.
(Chew)

My aunt came back, from Timbuktu,
She brought to me, some nuts like you!
(Leader points to the group)



Oni Woni

Oni Woni Woni, Wah Wah
Oni Woni Woni, Wah Wah
Eye Eye Eye yippee Eye Eye
Eye Eye Eye yippee Eye Eye
Eye Eye
Eye Eye

For the next round (same words always), you tap your own knees, then the knees of the guy to your right, then your own, then those of the guy to your left, and so on. This is easy. For your 'brown belt' of Oni Woni, you fold your arms - one forearm just lying on top of the other. Now try to follow me on this one - it's tricky. An arm moves in line with the beat of the chant, bending only at the elbow, so only the forearm moves, thus:

Start both folded.
Right arm out (pointing forwards)
Left arm out
Right arm in
Left arm in
Right arm up (pointing up)
Left arm up
Right arm down
left arm down
now back to right arm out again, etc.

For the black belt of Oni Woni, you grip your right ear with your left hand, and your middle nose with the other hand. Then swap, completely over: Left ear with right hand, nose with left hand. Try it a few times. It's tricky. Then repeat with the chant. Hope everyone's laughing by now! With a bit of practice, you can move swiftly on from one movement to the next.

-- Thanks to Chris Boardman, Cub Scout
Leader, 1st Bournville Panther Cub
Scouts, Birmingham UK

Make New Friends

(can be sung as a round:
music below)

Make new friends but keep the old
One is silver but the other gold.

A circle is round, it has no end
That's how long I want to be your friend.

I have a hand, and you have another
Put them together and we have each other.

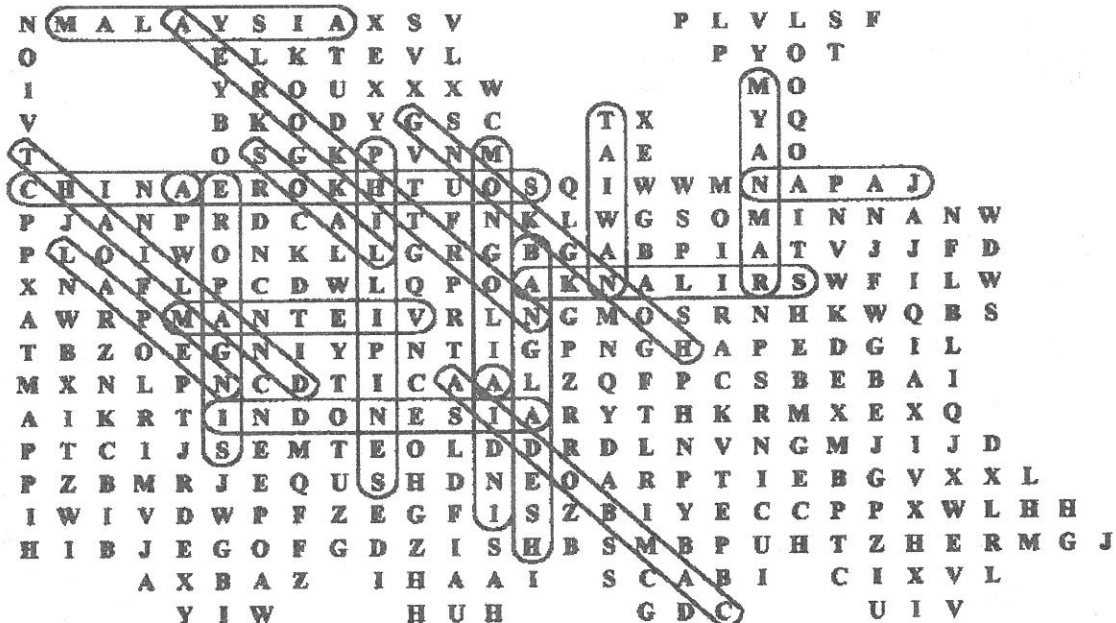
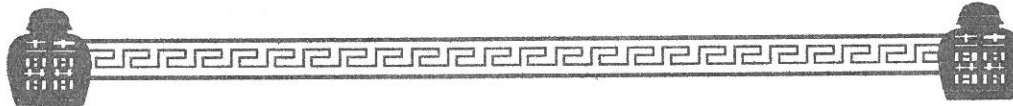


Cub Scout Harmony

(Tune: The Coke Song)

I'd like to teach the world to sing
In Cub Scout harmony.
The blue and gold would be the thing
That everyone would see.
Each Wolf and Bear and Webelos,
Is doing all he can,
To "Do His Best" with all the rest
Of Cub Scouts in the land.

We're the real thing (Cub Scouts)
Why not join us? You'll see
What fun really can be (Oh, yeah)
We're the real thing.



Skits

Around the World

The following poem, written by Annie Komorny, can be adapted to a den skit with just a few props and a little imagination.

I'm off to Rangoon on a red balloon,
And I hope that I'll get there before the monsoon!
I've packed my bag with important things--
Marbles and bubble gum, pencils and strings.
I had to get ready in such a rush
That I almost forgot my comb and toothbrush.
I'm off to Rangoon, and I'm taking my kite;
I don't think I'll be back before Saturday night.

I may stop in France, but I really don't know
You can't always tell a balloon where to go.
As I pass over London, I'll wave to the Queen,
And I'll listen for bagpipes above Aberdeen.
I must stop in Holland to get wooden shoes.
(They'd be very handy -- no shoestrings to lose.)
I'll see if the Black Sea really is black;
I'll tell you about it when I get back.

I'm off to Rangoon! I'll have lunch in Japan.
(It's hard to use chopsticks, but maybe I can.)
In Egypt I'll go on a long camel ride.
(I'm sure a greased pyramid makes a fine slide!)
In China I'll sail on a sampan or junk;
In India I'll measure an elephant's trunk.
I'm off to Rangoon, and I'm holding on tight,
And I'm not coming back until Saturday night!

Second Language

One den member wears a sign reading MOTHER MOSUE. Another has a sign reading CAT. All others wear signs indicating that they are MOUSE CHILDREN. MOTHER MOUSE is taking her children for a walk when suddenly the CAT appears in their path.

Mother Mouse: (in a loud voice) Bow wow wow! Bow wow wow!
Cat: (turns around and runs away in obvious fear)
Mouse Children: Oh, mother, we were so scared! We thought that the cat would eat us!
Mother Mouse: Let that be a lesson to you, children. It pays to learn a second language.

Games

Catch the Dragon's Tail

Two dens are in each dragon line. The Cubs line up in a single line formation with both hands on the shoulders of the person in front of him. Until the signal "GO" is given, the dragon must be in a straight line. The starter begins the countdown: "EM - ER - SAN - KO!" or "1 - 2 - 3 - GO!"

On the signal of "GO," The head runs toward the tail and tries to catch the last man. The whole dragon body must remain unbroken. If anyone lets go, the dragon's body is broken and the dragon dies. A new dragon must be formed. If the head player touches the tail, he may continue to be the head. If the body breaks before he touches the tail, the head becomes the tail and the next in line becomes the head, until each has had a turn at being the "fiery head" or the "lashing tail."

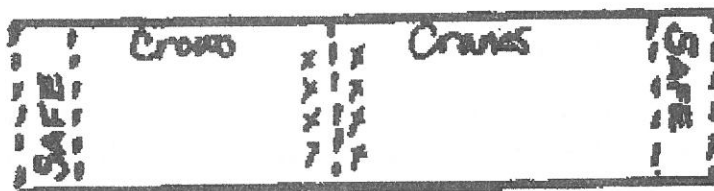
International Shopping

Divide the den into teams and have them gather at opposite ends of the room. One boy from each team is selected to be the "Shopper." The leader (or den chief) whispers to each Shopper what he wants to buy. Each boy then returns to his team (the "shop") and must act out what he wants to buy -- the "shopkeepers" don't understand English. The first team to guess correctly wins, and new "shoppers" are selected. Here are some ideas for the shopping "list": umbrella, kite, dragon, chopsticks, fortune cookies.

Crows and Cranes

This game can be played indoors, but it's better outside. It is a chase game that uses "safe" areas, like Home, but adds a feature that keeps the players on their toes.

To play, choose someone with a strong voice to be the "caller." Then divide the rest of the boys into two equal teams. Mark off the playing area in halves, separated by a line, and two safe areas, one at the back of each half.



The Caller designates one team as the Crows and the other as the Cranes. The teams face each other across the center line. The Caller stands apart from the game and calls "Crows" or "Cranes" at his discretion. The object of the game is to avoid being tagged by the other side. The trick of the game is to anticipate which direction to run -- will you chase or be chased? So if the Caller calls "Crows," that signals the Cranes to cross over the center line and chase

the Crows in hope of tagging some of them. Once tagged, the Crow becomes a Crane. Once the Crows cross their safe line, the Cranes return to their positions at the center line.

If the Caller calls "Cranes," the Crows chase and tag the Cranes in the same manner.

The Caller can switch the call in the middle of the run to reverse the action. This can add confusion and fun to the game. The game continues until one team tags everyone on the other side or the players wear themselves out!

Hobble Race

Select a goal line for the race. Choose a halfway point and place a 6" x 36" strip of cloth there for each contestant. Contestants run to the halfway point, tie the cloth strip around their ankles, and then HOP to the finish line.

Japanese Tag

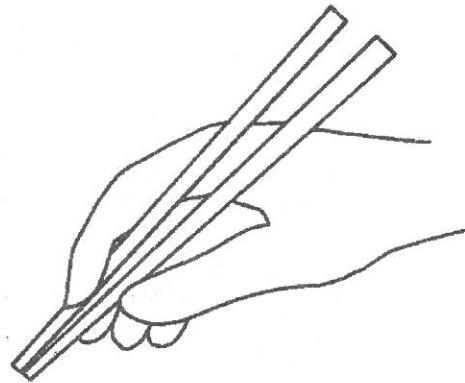
The boy who has been tagged must place his right hand on the spot where he was touched (his arm, chest, back, ankle, etc.) and, in this position, he must chase the other players until he has tagged one of them.

The Chopsticks Game

Hashi, or chopsticks, are used to eat Japanese food. There is a proper way to use chopsticks. Use this game to help Cub Scouts learn how to use chopsticks.

Materials: Chopsticks
Different items of varying sizes to pick up, such as

- Cotton balls
- Dried beans
- Uncooked macaroni
- Pencil erasers
- Small wads of paper
- Rubber bands



Directions: Spread out the selected items on a long table. Give each player a set of chopsticks. Give everyone a chance to practice holding and handling the chopsticks. Instruct each player to hold one chopstick like a pencil, slightly toward the thick end. Next, slide the second chopstick between the thumb and second finger so it rests on the middle finger. Hold the lower chopstick steady, and practice moving the upper chopstick only. Choose four players for the game. On the shout of "*hashi*" the game begins! The first player to pick up one of each item is the winner!

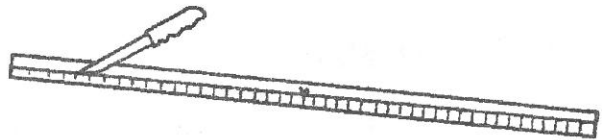
Crafts

Cuttlefish Kite

There are many legends about kites in Japanese lore as they have been flown there for centuries. One story tells of a warrior who made a large kite which he flew over the enemy's castle before going into battle. Another legend tells of a robber who used a kite to steal gold from the Golden Fish. Different parts of Japan have kite festivals at various times throughout the year. Be careful you don't lose your kite on festival day. According to some legends, it will bring you bad luck. Kites are created in many shapes and designs -- some look like octopus with long waving tentacles.

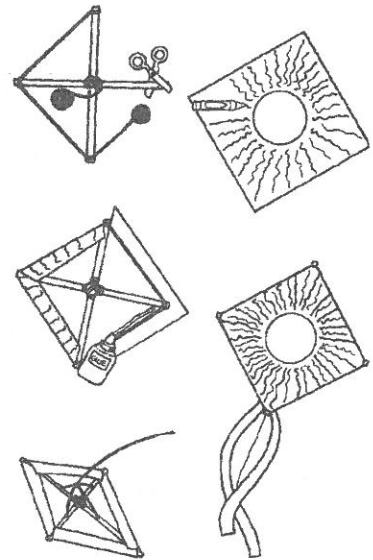
Make a Japanese-style *ika-bata*, or cuttlefish kite.

Materials: One thin wooden stick, about a yard long
Butcher paper cut into a 25-inch square
Glue
Scissors
Markers or crayons
String
Sandpaper



Directions:

1. With a sharp knife score a line down the center length of the stick. Snap the stick in half over a table edge. Break one length at the 30" mark. Sand edges.
2. Use scissors to make two notches on the end of each slat. Cross the slats, make an X and lash the intersection tightly with string. To make the frame, connect the slats by running the string through the notches, making sure the string is pulled snug.
3. Decorate the paper using crayons or markers. Pictures of storks and tortoises are traditional, as are bands of red, light blue and white.
4. Lay the frame on the back of the paper, fold over the edges and glue.
5. Make a tail by cutting white butcher paper into 1' x 36" strips and gluing several to the bottom point of the kite. This tail is what makes the kite look like a cuttlefish.
6. Add string as illustrated. Kite string works best.



The Chinese claim that one of their generals, Han Sin, invented the kite in 206 BC for use in war. As kites became used for recreation they became a form of artistic expression. Lanterns, insects, storks, flowerpots and people are but some of the unusual shapes. Some kites have clappers and gongs which create music when flown. All are elaborately decorated. Those with lunar designs are used in festivals.

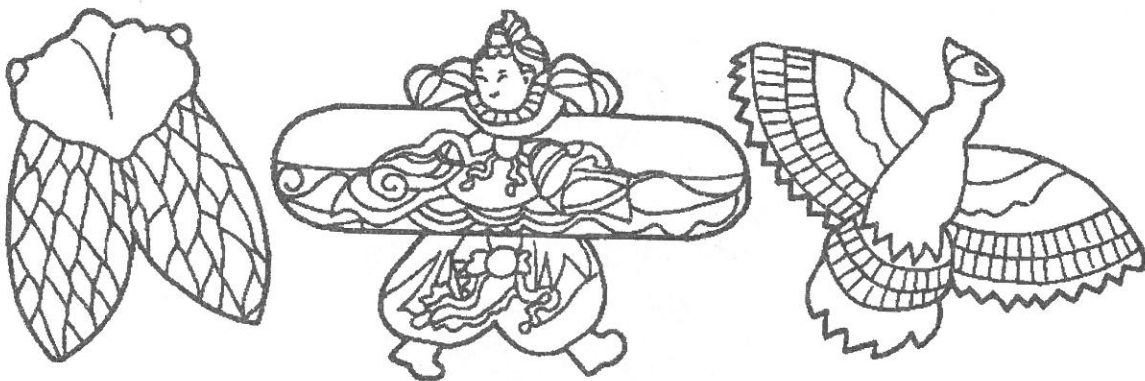
The ninth day of the ninth month is set aside as Kites' Day in China. A legend tells that hundreds of years ago a man dreamed that misfortune would strike his household. He took his family and flew kites for the day. Upon return, they found their home in ruins. The thousands of kites flown on Kites' Day celebrate this event and are supposed to float away evil spirits.

Construct an unusually shaped and decorated Chinese kite.

Materials: Tissue paper in various colors
Scissors
String
Marking pens

Directions:

1. Provide some basic guidelines for creating the kite.
 - Cub Scouts may work alone or cooperatively.
 - Create a frame using cardboard strips and strings. Bend the strips and tie them with string to create the designed shape.
 - Be sure the cardboard crosses in the center so that string can be attached for flying.
 - Decorate the tissue paper with marking pens after the kite is completed. Don't overdo it!
2. Brainstorm a list of possible kite shapes.
3. Provide the materials. Encourage experimentation with different shapes and tissue paper arrangement. Their kite may not fly but remember: Chinese kites are also an art form!



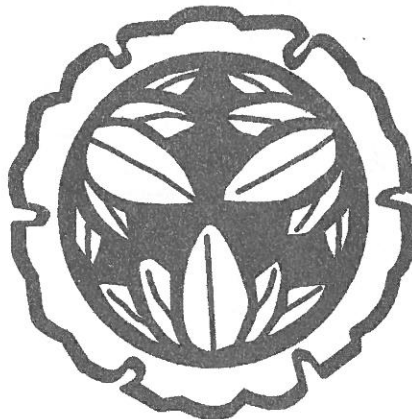
Woodblock Prints

Once paper became available, the Chinese invented printing methods. At first, bronze and stone seals were engraved with the names of important people. Ink was applied to the seal and the name could be stamped onto paper. Eventually less costly woodblock printing developed. As a result, books could be printed rather than copied by hand. Creating a woodblock involved several steps. Characters were brushed onto paper and, while wet, were pressed on top of a woodblock covered with rice paper. When the paper was removed a stain remained. An engraving knife was used to cut around the stain. The protruding shapes were brushed with ink. The printer smoothed paper on the inked characters to transfer the print to the paper. Make a personalized name stamp using the Chinese woodcut printing technique.

Materials: Foam plate or grocery meat tray
 Wide-bristle paint brush
 Black tempera paint
 Lightweight paper
 Glue
 Cardboard
 Scissors

Directions:

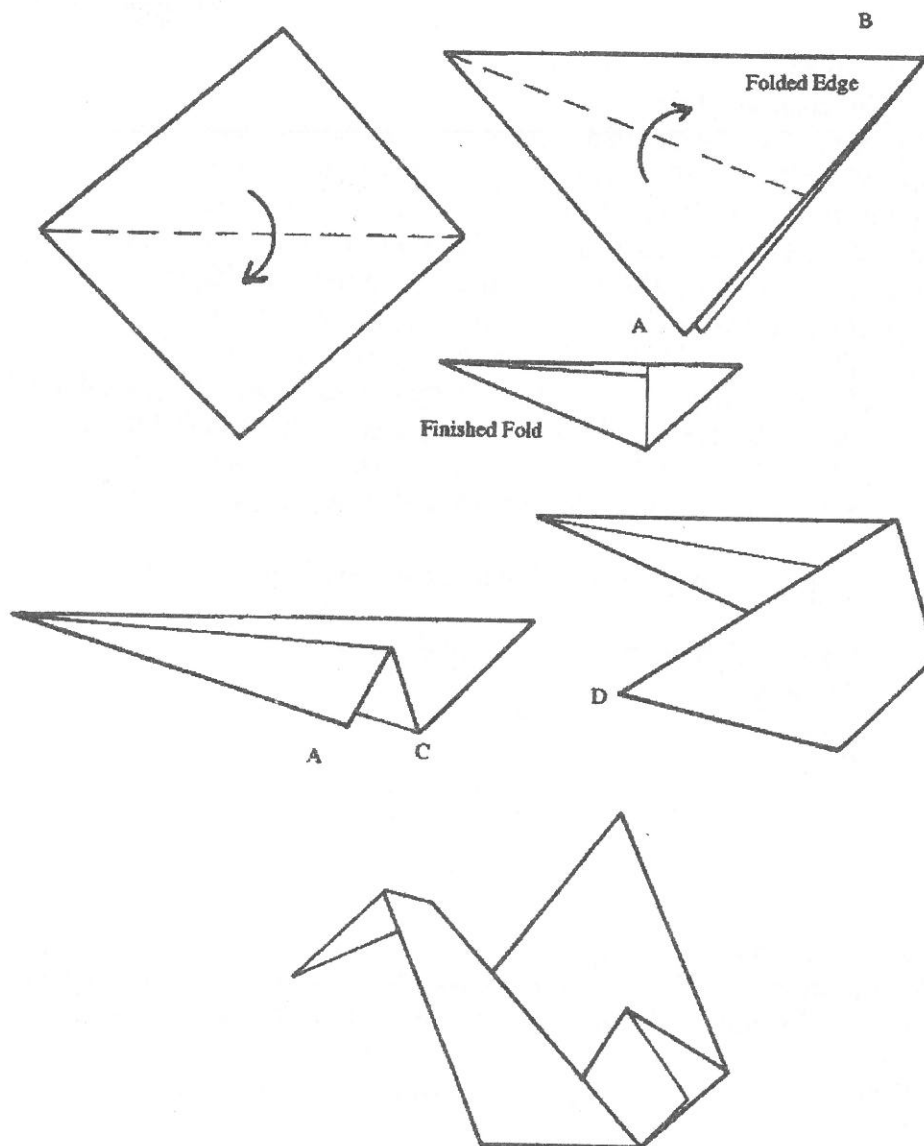
1. Paint name in block letters on the paper.
2. Gently press the inverted plate or tray on the painted name.
3. Lift the plate and allow the paint to dry.
4. Cut around each letter.
5. Cut cardboard large enough to fit the cut letters. Glue the letters in order on the cardboard. Allow the glue to dry.
6. To make a final print brush the raised letters with paint and press a piece of paper on the painted letters.



Origami

Origami is the Japanese word for paper folding. It originated about 1,000 years ago and was used to create packaging, paper dolls, and *noshis* (ceremonial tokens). There is a Japanese legend that if one can fold 1,000 paper cranes, their special wish will be granted.

To fold an origami crane you will need a piece of origami paper or wrapping paper 6" square. Fold the paper in half from point to point. With the folded edge at the top, fold point A, up to meet point B. make sure your folds are precise and well creased. Fold point A down to point C. Fold point D forward at a diagonal slant. Turn the paper over. Fold back the tip of the narrow triangle to make the head.



Chinese Zodiac

The Chinese zodiac moves in a cycle of 12 years, each named for an animal. Legend has it that Buddha once summoned all the animals of the kingdom to his bedside. Only 12 came and, in order of their appearance, he dedicated a year to each. The rat was the first followed by the ox, tiger, hare, dragon, snake, horse, sheep, monkey, rooster, dog and pig. The people born during the year of a particular animal are said to possess certain characteristics.



Year 1 - Year of the Rat - 1972, 1984 --
charming, bright, creative, thrifty

Year 2 - Year of the Ox - 1973, 1985 -- steadfast, methodical, dependable

Year 3 - Year of the Tiger - 1974, 1986 -- dynamic, warm, sincere, a leader

Year 4 - Year of the Hare - 1975, 1987 -- humble, artistic, clear-sighted

Year 5 - Year of the Dragon - 1976, 1988 -- flamboyant, imaginative, lucky

Year 6 - Year of the Snake - 1977, 1989 -- discreet, refined, intelligent

Year 7 - Year of the Horse - 1978, 1990 -- sociable, competitive, stubborn

Year 8 - Year of the Sheep - 1979, 1991 -- artistic, fastidious, indecisive

Year 9 - Year of the Monkey - 1980, 1992 -- witty popular, versatile, good-humored

Year 10 - Year of the Rooster - 1981, 1993 -- aggressive, alert, perfectionist

Year 11 - Year of the Dog - 1982, 1994 - honest, conservative, sympathetic

Year 12 - Year of the Pig - 1983, 1995 -- caring, industrious, home-loving

Create a paper project that depicts the 12 animals in the Chinese zodiac.

Materials: Construction paper circle, 12" in diameter
Scissors
Glue
Crayons
Animal patterns, a set for each Cub Scout

Directions:

1. Color and cut out the animal patterns.
2. Glue the animals to the outer edge of the paper circle. Begin with the rat in the 12:00 position and continue clockwise the animals in the order shown in the illustration.
3. Decorate the center of the paper circle with oriental designs.

ZODIAC ANIMAL PATTERNS

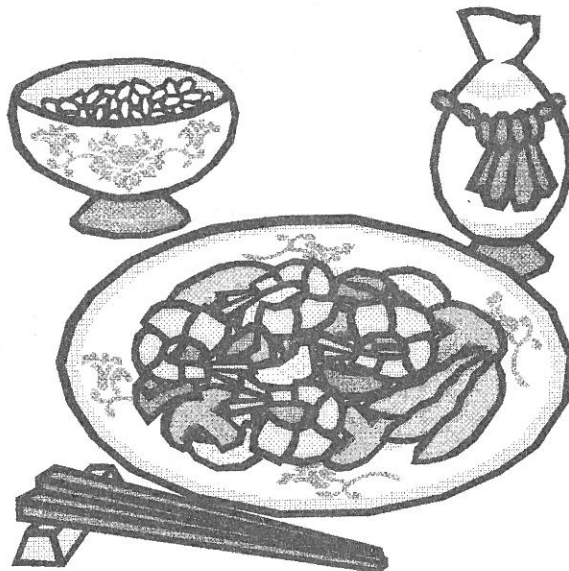


Audience Participation

Chinese Dinner

Before the pack meeting, have everyone make a list of adjectives and nouns to be used in the story. You'll need 4 nouns, 6 adjectives, 3 kinds of food, and the name of 1 celebrity. For the boys you may need to review that a noun is a person, place or thing [nurse, schoolroom, helicopter]; and an adjective describes something or somebody [skinny, funny, green]. As you read the story, have someone insert the appropriate word from their list.

I recently had dinner at a new Chinese restaurant. The cooking is (**adjective**) and the service is (**adjective**). The owner of the restaurant, (**name of celebrity**), suggested that for my first course I have sweet and (**adjective**) spare ribs, which is a specialty of the (**noun**). They were (**adjective**). For the next course, I was served a (**adjective**) (**noun**) soup. The main course consisted of Egg Foo (**noun**) lobster in (**food**) sauce and pressed (**food**). For dessert I ordered those famous Chinese (**noun**) cookies with sliced (**food**). But whenever I eat Chinese food, an hour later I feel (**adjective**) again.



Theme Related Material

IF ONLY ... (a Chinese fable)

Won Lee was a stone cutter who lived in ancient China. He cut large stones and he cut small stones. He made them into ornaments for gardens. Some he cut to build houses. He was proud of his work, but sometimes he would think, "If only I had more money" or "If only I had less work."

One day, Won Lee was walking home from work. The sun was very hot and he was tired, so he sat down at the side of the road. He felt the heat of the sun and thought, "It's the sun that gives us the daylight, the warmth to grow our crops. Surely the sun must be the most powerful of all things."

Won Lee said quietly to himself, "God, if only I could be the sun. I would love to feel what it is like to be the most powerful, the greatest of all things."

God answered Won Lee. "You may become the sun." He said. And Won Lee became the sun. He felt wonderful; so strong and powerful. He shone down on the world far below.

After a few days, a puffy white cloud appeared in the sky. It drifted about and, when it came near Won Lee, it blotted out his rays and cast a shadow on the world. Won Lee was sad. Surely this cloud was more powerful than he? "If only I were the cloud. That would make me the greatest of all things," he said.

God heard, and again He answered: "Won Lee, you may become the cloud." So Won Lee floated about the sky feeling very grand.

One day, Won Lee saw a great black cloud coming his way. Soon it surrounded him, and he saw the black cloud dripping droplets of water. The drops fell on the earth and made a mighty river.

Won Lee thought that this black cloud must be very powerful to swallow up a cloud and turn itself into a river, so he said, "If only I were the river. How mighty I would be. Then I would be truly happy."

Again God heard and answered: "Okay. You may be the river."

So Won Lee flowed along, feeling the mighty rush of water. Then he came to a bend in the river. There was a great boulder jutting out into the river. The great boulder held the river, swirling it back on itself.

Won Lee thought, "The rock! The rock! At last I have found the mightiest of all things. If this rock can hold back the raging river, then it is the greatest. If only I were this great big rock, I would be happy."

So God made Won Lee into the boulder and he stood there, holding back the water and feeling very great and happy. Then, one day, along came a man who cut a large piece off the boulder. Won Lee was sad. No longer was he the greatest if this man could come along and cut him up.

"If only I could be the man who cut up the stone, I would surely be the greatest," Won Lee thought.

And God said to Won Lee: "But you are the Stone Cutter!"

--Australian Scout magazine

Hand Counting

The Chinese often go to an outdoor marketplace to purchase the food and goods they need. The marketplace is a busy, noisy hub of activity. The Chinese have a way to indicate the numbers 1-10 with the fingers of one hand. This is very useful where signing may be more effective than shouting the number of items one wants to buy. Learn to count to ten in the Chinese way by using the fingers on one hand.



One



Two



Three



Four



Five



Six



Seven



Eight

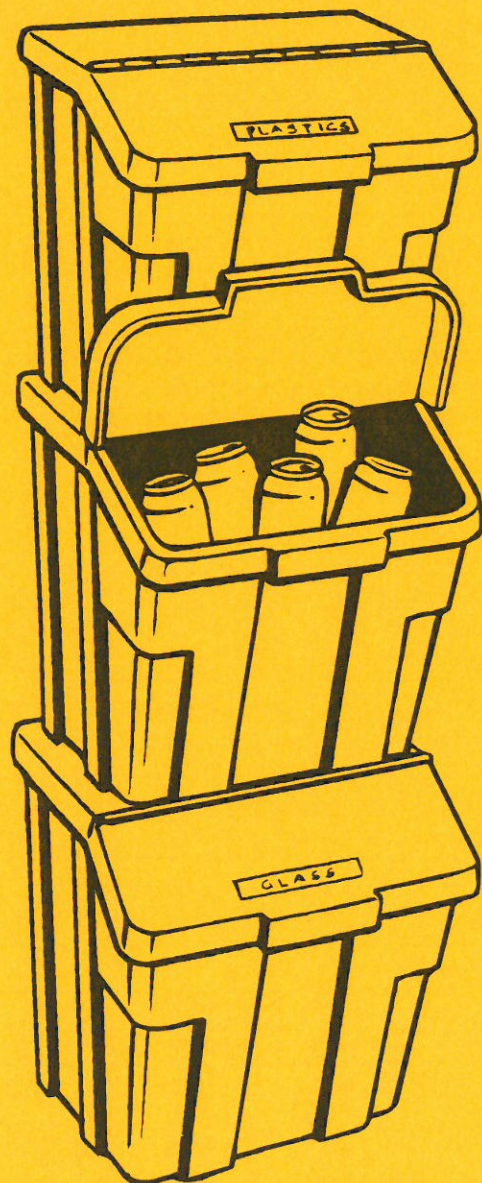


Nine



Ten

Pollution Solution



April 1999

Pollution Solutions



April 1999

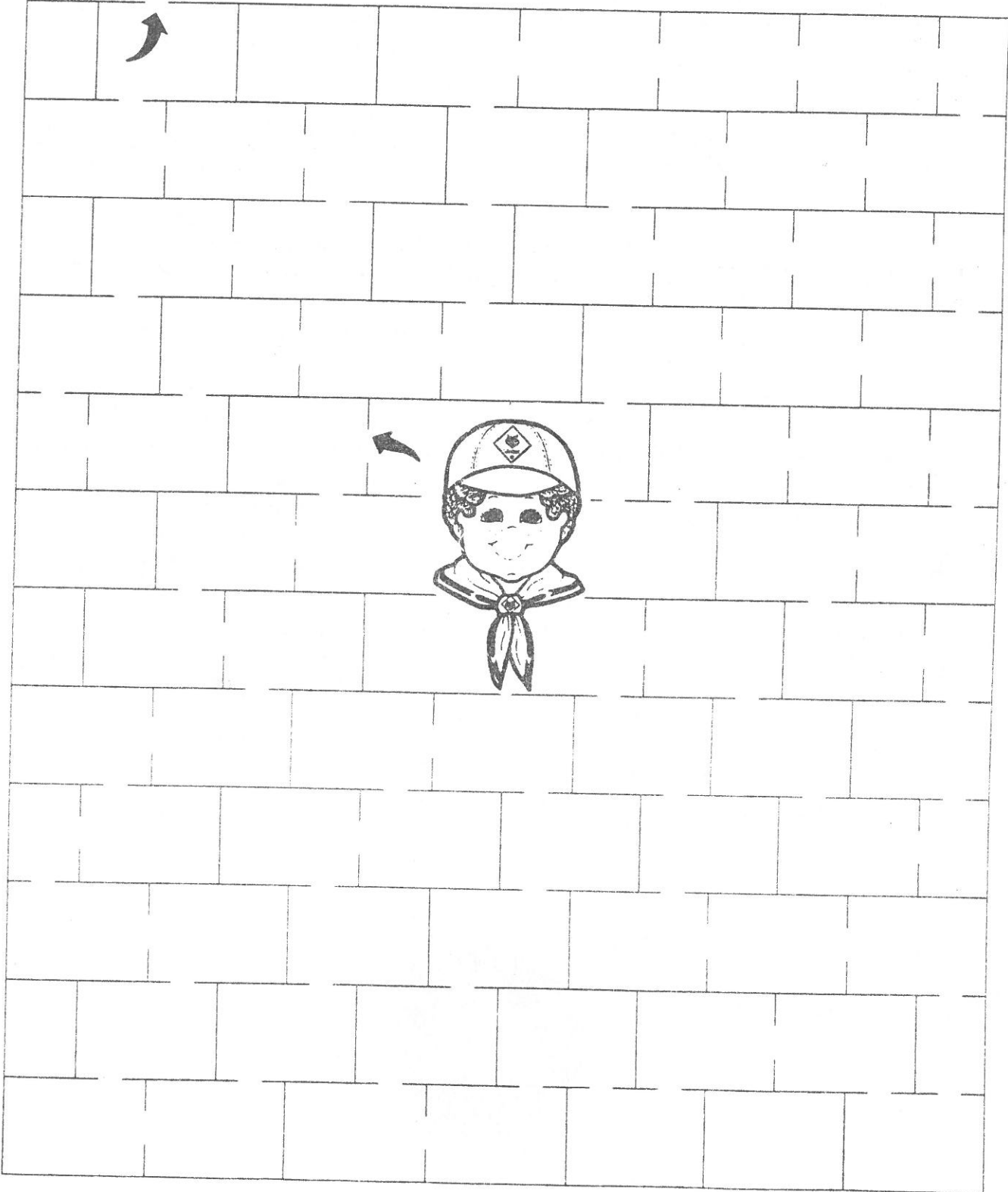
HOW DO'S

1. How do you feel when, with your family and friends watching, someone stands up to say what a great person you are? That's how a boy feels, too, when he's honored at a pack meeting.
2. How do you feel when you really do try to do your best, and somebody tells you that's not quite good enough. That's how a boy feels, too, when his den leader thinks, "do your best," means, "be perfect."
3. How do you feel when you make a mistake, and someone has to announce it to the whole world? That's how a boy feels, too, when he is criticized in public.
4. How do you feel when you want to give up, but somebody says, "Keep trying - I know you can do it"? That's how a boy feels, too, when he gets the encouragement he needs.
5. How do you feel when you work hard to do something, and you finally do it, but you're not sure anybody notices or cares? That's how a boy feels, too, when he doesn't get the recognition he deserves.
6. How do you feel when you do something and everybody says, "Good job"? That's how a boy feels, too, when he gets the praise he earns.
7. How do you feel when you have an idea, but somebody important says, "No, that won't work"? That's how a boy feels, too, when leaders forget what's really important about Cub Scouting.
8. How do you feel when somebody says, "I trust you. You can handle it"? That's how a boy feels, too, when he's given a chance to demonstrate responsibility.
9. How do you feel when somebody says, "Why can't you be as good as so and so"? That's how a boy feels, too, when he's unfairly compared to another boy.
10. How do you feel when somebody you respect gives you a hug and says "I sure like you - you're a neat person"? That's how a boy feels, too, when his den leader takes the time to let him know he's special.

Gathering Activities

Help The Cub Scout

Can you get this Cub Scout out of the maze?



Pre-Opening Game

As people arrive at the pack meeting hand out a copy of the games shown below. Each person must find someone in the group whose name either first, middle or last begins with that letter. Have that person sign his/her name on that line. Also each participant must list the name of something recyclable on the second half of the line. You can get this from anyone in the room but must have the person's name who thought of the answer next to it.

Example: B Bob Bottles - Sue

The winner is the one with the most blanks filled in. If there is a tie, break the tie by seeing how many of the people who signed his sheet each winner can identify.

P	_____	_____
O	_____	_____
L	_____	_____
L	_____	_____
U	_____	_____
T	_____	_____
I	_____	_____
O	_____	_____
N	_____	_____



Ceremonies

Simple Opening Ceremonies

- “I give my pledge, as an American, to save and faithfully defend from waste the natural resources of my country. Its soil and minerals, its forests, waters and wildlife”
- Denner presents colors and leads the Pledge of Allegiance. All sing “God Bless America.”
- Form den in horseshoe formation. Assistant denner presents colors at open end – denner leads Pledge of Allegiance.
- Assistant denner presents colors. Denner leads Pledge of Allegiance. Sing “Head and Shoulders, Knees and Toes.” (Cub Scout Songbook)
- Den Chief conducts an informal uniform inspection. Denner leads Grand Howl in his honor.
- Boys working on Wolf flag achievement conduct opening flag ceremony.
- Boys respond to roll call by giving one example of a person who is Akela. Den Chief leads Grand Howl.
- Open the meeting by reciting the Cub Scout Promise or the Law of the Pack.



Cub Scouting is Many Things – Opening or Closing

- CM: Cub Scouting is many things. (Each Scout holds a candle, lit as he gives his message.)
- #1: Cub Scouting is a boy. He is somewhere between 6 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 opens their home and their 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 boys so 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 sometimes much more, to provide a program that will bring Cub Scouting to this boy.
- #6: Cub Scouting is a Nationwide Organization, a little brother program to Boy Scouting, provided by the Boy Scouts of America for the 6, 7, 8, 9 and 10 year old.
- #7: Cub Scouting is a committee made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.
- #8: Cub scouting is Fun for the boy, his parents and leaders.
- #9: Cub Scouting is fellowship with the boys in your class at school, your neighbor, and other people you might never meet except through Cub Scouting.
- #10: Cub Scouting is Citizenship – teaching a young boy respect for God and country. He learns his moral obligation to himself and his fellow man.
- #11: Cub Scouting is a Challenge to all who become involved – a challenge to live up to high ideals, bring forth creative ideas, and express yourself well. It is also a challenge to learn to accept the ideas of others who may not agree with you and 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.
- CM: As you can see Cub Scouting is many things – each one important and shining forth in its own way. If we keep these lights burning brightly in our pack, our radiance will be seen by many people – This is Cub Scouting.

Ten Points of Creating an Advancement Ceremony

Now that you've probably seen a few advancement ceremonies, why not try striking out on your own and creating one just for your pack. It's really quite easy. Tap some of the creative minds in your pack to help you.

- I. Imagination
 - Indians, spacemen, cowboys, etc.

- II. Improvisation from old materials – USE FLAMEPROOF MATERIALS IF POSSIBLE.
 - A. Easily portable
 1. Hinged
 2. Collapsible
 3. Folding
 - B. Good visual qualities
 1. Size
 2. Colors
 3. Good mechanical order
 - C. Easily made props
 1. Easy storage
 2. Disposable
 3. Easily changed or re-designed
 4. Readily available materials
 5. Inexpensive
 - D. Lighting
 1. Reflectors
 2. Spots
 3. Fires
 - a. Blue – tin containers
 - b. Gelatin

- III. Participation (Action: Boy-Parent-Audience)
 - A. "Lines" should be short and simple
 - B. In child's language
 - C. Reading
 1. Use small flashlight
 2. Post on back of ceremony board
 3. Use fan, pouch, or other "prop" to hide script card
 4. Use 3x5 or 5x7 cards
 - D. Adult direction for cues, costumes, and lights

- IV. Coordination between parents and leaders
 - A. Explain participation by audience
 - B. Master of ceremonies
 - C. Written instructions when necessary

- V. Symbolism
 - A. Slogan
 - B. Oath
 - C. Akela (Indain)
 - D. Handclasp
 - E. Salute
 - F. Ranks (Wolf, Bear, Webelos)

- VI. Dignity
 - A. Simplicity of language and production
 - B. Sense of belonging
 - C. Avoid comic situations
 - D. Make it flow
 - E. Keep it interesting

- VII. Delegate responsibility
 - A. Rehearsals
 - B. Costumes
 - C. Props and lighting
 - D. Schedules (Timing of program)
 - E. Scripts
 - F. Cues

- VIII. Ideals
 - A. Promise
 - B. Law
 - C. Oath
 - D. Citizenship
 - E. Character
 - F. Physical fitness

- IX. Mood
 - A. Be serious
 - B. Command silence
 - C. Command respect

- X. Inspiration
 - A. Leave good impression
 - B. Stress achievements
 - C. Motivate by doing and acknowledging achievement

Ceremonies Worksheet

General instructions: Review all parts of the ceremony to determine parts you want to use after you have drawn a "word picture" of your proposed ceremony. Include the purpose for the ceremony in the word picture.

Word Picture

Purpose:

Sound:

Light:

Color:

Motion:

Mood:

Timing:

Simple Closing Ceremonies

Sung to the tune of TAPS or just use TAPS alone –

Meeting's through
Don't be blue
Meet again
With our den
Until then
Obey the Law
Join the rest
To do your best....

Day is done
Gone the sun
From the lakes
From the hills
From the skies
And all is well
Safely rest
God is nigh....

- ❖ Form a living circle and repeat the Cub Scout Promise
- ❖ Denner retires colors while all salute
- ❖ Form brotherhood circle with arms around each other's shoulders and repeat the Scout benediction: "Now may the great Master of all Scouts be with us until we meet again."
- ❖ Den leader gives closing thought on meaning of "A Cub Scout Gives Goodwill." Leader asks, "Will you do your best?" Boys respond "We'll do our best."
- ❖ Turn off lights, shine flashlight on the U.S. flag and sing "God Bless America."

Closing Thought

Today in our country there are over six million boys and adults in Scouting, That's a good thing to know... a good thing to think about when we get to wondering about the future. Six million, keeping a promise to "do their best," to "help other people," and to respect God and country." Six million, following Baden Powell's admonition "try to leave this world a little better than you found it."

These six million people can make a difference in tomorrow. These six million WILL make the difference in the future of this country and in the future of manhood around the world.



Songs

Ecology Version of America the Beautiful

O beau-ti-ful for spacious skies,
For amber waves of grain,
For purple mountains maj-es-ties
Above the fruited plain!

A-mer-i-ca! A-mer-i-ca! God shed his
grace on thee
And crown thy good with brotherhood
From sea to shining sea.

O horr-i-ble for smoky skies
For trash on every street
For ugly cans and nasty bags
And old shoes from all feet
America, America, as messy as can be
So clean it up and pick it up
For good ecology.

So Cub Scouts see your duty now
Explore your neighborhood
Take litter baskets – clean it up
And do your project good.
America, America, was made for good
Cub Scouts
So show the people everywhere what
Scouting's all about.

Cub Scout Town (Tune: Camptown Races)

Cub Scouts all clean up their town
Doo Dah Doo Dah.
Pick that trash up off the ground
Oh, Doo Dah Day

We live here all year round
We take care of our town
With brooms and rakes we keep it clean,
Oh, Doo Dah Day

Do Your Best (Tune: Do-Re-Mi)

DO – to us means Do Your Best
RE – are cheers for all the fun
MI – is what I do myself
FA – means father, mom and son
SO – what happens to our pack
LA – with lots of this and that?
TI – together to the top! (clap, clap)
Then that brings us back to DO.
(repeat above)
DO..RE..MI..FA..SO..LA..TI..DO
DO YOUR BEST!



Catalina Magdalena

Chorus

Catalina – Magdalena – Rubensteiner – Walbiner – Ogan – Logan – Bogan was her name.

Repeat chorus after each verse.

She had two hairs on her head,
One was alive and the other was dead.

She had two teeth in her mouth,
One pointed north and the other pointed south.

She had a peculiar smell to her feet,
Smelled like a skunk in a quick retreat.

She had a wart on the end of her chin.
She said it was a dimple, but a dimple turns in.

She had a shape like a coca-cola bottle.
When she walked she went waddle, waddle, waddle.

If rain makes flowers sweet and clean,
There 'ot to be a cloud burts on Magdalene.

She had some whiskers on her throat,
Made her look like a Billy Goat.

This Land Is Your Land

Chorus: This land is your land, this land is my land,
 From California to the New York Island,
 From the Redwood forest to the Gulf Stream waters,
 This land was made for you and me.

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

Skits & Run-Ons

Energy Skit

- Equipment: Pinwheel, battery operated light, large ball and box, hammer and board.
- Personnel: Den leader. 5 Cub Scouts. Each of four boys is demonstrating a type of energy with the props; the 5th boy is asleep.
- DL: Our project for today is to have each of you show us some form of energy. What do you have to show us Johnny?
- Cub 1: I have a pinwheel. By blowing across it, I have shown the energy of the wind.
- Cub 2: (Pounding on board with hammer) With this hammer I am demonstrating the power of mechanical energy.
- DL: Fine Frank. What is your demonstration Jim?
- Cub 3: (Dropping ball into box) Each time I drop the ball into the box, I am showing the energy of gravity.
- DL: Excellent Jim! What about your demonstration Mike?
- Cub 4: (Connecting battery wire to light) Each time I connect this wire, the bulb lights, showing the power of electrical energy.
- DL: That's very interesting Mike. Now, what's Bobby doing? (Shakes sleeping boy awake.) Bobby! Bobby! What are you doing?
- Cub 5: (walking slowly) Me? Oh, I'm demonstrating energy conservation.

Peanuts

A man in uniform drags three boys, kicking – screaming – squirming, into the police station. One by one, each boy is confronted and questioned: “What did you do to make Officer O’Toole so mad?”

“I’m sorry, Sir. But I threw peanuts out the window and hit Officer O’Toole in the head.” Confessed the first one.

“Ah-Hah! Littering is it now? And what did you do, Son?” asks the officer.

“Uh – Uh...I’m afraid that I may have helped him throw peanuts out the window and hit Officer O’Toole in the head, Sir” replies the second boy.

“Ah-Hah! And I suppose (turning to the smallest culprit and pointing with his finger) that you’re guilty of littering too! I bet you also threw peanuts out the window at Officer O’Toole.” bellows the man.

“Why No Sir, I AM PEANUTS!” O’Toole and man chase boys off stage.

The Litterbug Convention

Characters: Grand High Litterbug, Roadside Litterbug, Garbage Can Litterbug, Firebug, (additional litterbugs if you desire). Any number of Cleaner-uppers, in uniform.

Setting: Convention of litterbugs. Rows of chairs, one for each litterbug is facing the audience. The litterbugs carrying banners and wearing name signs, march on stage, singing the song below. Each stands in front of his chair until song is finished. Cleaner-uppers wait off stage.

Litterbugs: (singing to tune: Tramp, Tramp, Tramp the Boys Are Marching)
"Throw, throw, throw away the litter
Throw your junk wherever you go
Throw it left, throw it right.
Throw it down with all your might!
Leave a trail of messy junk wherever you go!

Grand High Litterbug: Gentlemen, be seated! (all sit) Will the litterbug convention please come to order? (raps with gavel) I'd like reports from the committees on their plans to defeat the Keep America Beautiful campaign. Mr. Roadside Litterbug, what do you have to report?

Roadside Litterbug: My committee is working sir. We get new recruits every day. We have most of the non-cooperative citizens throwing paper out of car windows. Most of the roads are lined with bottles, newspapers and other trash. We are working to make the roadsides one big mess!

Grand High Litterbug: Good report! Keep working! Our slogan is "Litter From You!" Your report, Mr. Garbage Can Litterbug.

Garbage Can Litterbug: One hundred garbage cans upset this month. I have a new angle. No garbage cans! Dump the stuff on the streets and along the roadside!

Grand High Litterbug: Excellent! Excellent! Shows originality! Now Mr. Firebug. Your report.

Firebug: My season is wide open. Families are going on picnics and are cleaning up their yards. I have families who don't put out their picnic fires; families who burn trash on windy days and people who throw cigarettes out of car windows. Many careless citizens are working with me to turn the green landscape into dirty brown.

Grand High

Litterbug: Very good, very good! Let's all give a cheer for all of us!
(They form a circle and cheer. They don't notice that the Cleaner-uppers are approaching with spray guns, brooms, etc.)

Cleaner-Uppers: No! No! No! (With wild yells they spray and sweep the litterbugs who quickly fall down.)

Cleaner 1: So much for the litterbugs!

Cleaner 2: Now it's our turn to sing.

All Cleaners: (Sing to the tune of Tramp, Tramp, Tramp)

Pick, pick, pick up all the litter
Make your country fair to see.
Keep it clean, and keep it green,
The fairest ever seen.
It's America the Beautiful for me! Yea!

All Cleaners: (Yelling in unison) Keep America Beautiful!!!

No Skit

Cast: Several Scouts, one adult, (or all Scouts)

Scout, alone on stage, crying loudly. Second child approaches and sympathetically asks what is wrong. First whispers something in his ear. Second starts to cry very loudly as well. Repeat until all are crying.

Adult approaches and asks what is wrong. Scouts look up and say all together:
"We don't have a skit."



Games

Balloon Games

Balloons are wonderful! There are thousands of games you can play. The only warning of course, is care in blowing them up, and some people are allergic to them.

Balloon Blowing

Put boys on opposite sides of a table and put a balloon in the center. On signal have one side try to blow the balloon over the heads of their opponents. If this is done, give them a point. Game is 10 points.

Balloon Darts

Hang inflated balloons on a good backdrop. Have the boys take turns throwing darts at them. Score 1 point when the balloon is popped. But give no credit for a hit that does not break the balloon. Use small balloons and have the throwing distance rather long. Teach safe practices and enforce them!

Balloon-A-La-Zorro

Tie a balloon to the right ankle of each contestant and have him try to break his opponent's balloons by stepping on them.

Water Balloon Catch

Summer's the best time for this game, but a nice Spring day will do too. Team up a pair of boys and put them on each end of a towel. Have plenty of water balloons. A team of boys puts in a water-filled balloon in the center of the towel and flips it into the air. Another team tries to catch it. If you really want to try teamwork, use sheets and four or more boys on a sheet.

More Games

Standing Broad Grin

The width of grins are measured by the judges. The broadest grin wins.

Long Glum

See which Cub Scout can stay somber the longest, while everyone tries to make him laugh without touching him.

Recycling Kim's Game

Arrange 20 or so objects that can be recycled in an orderly fashion on a tray or the floor. Have the Cub Scouts study the objects in absolute silence for 60 seconds. Then cover or remove the objects. Each player writes the name of as many of the objects as he can. The one with the most objects wins.

Crafts

Garden Markers

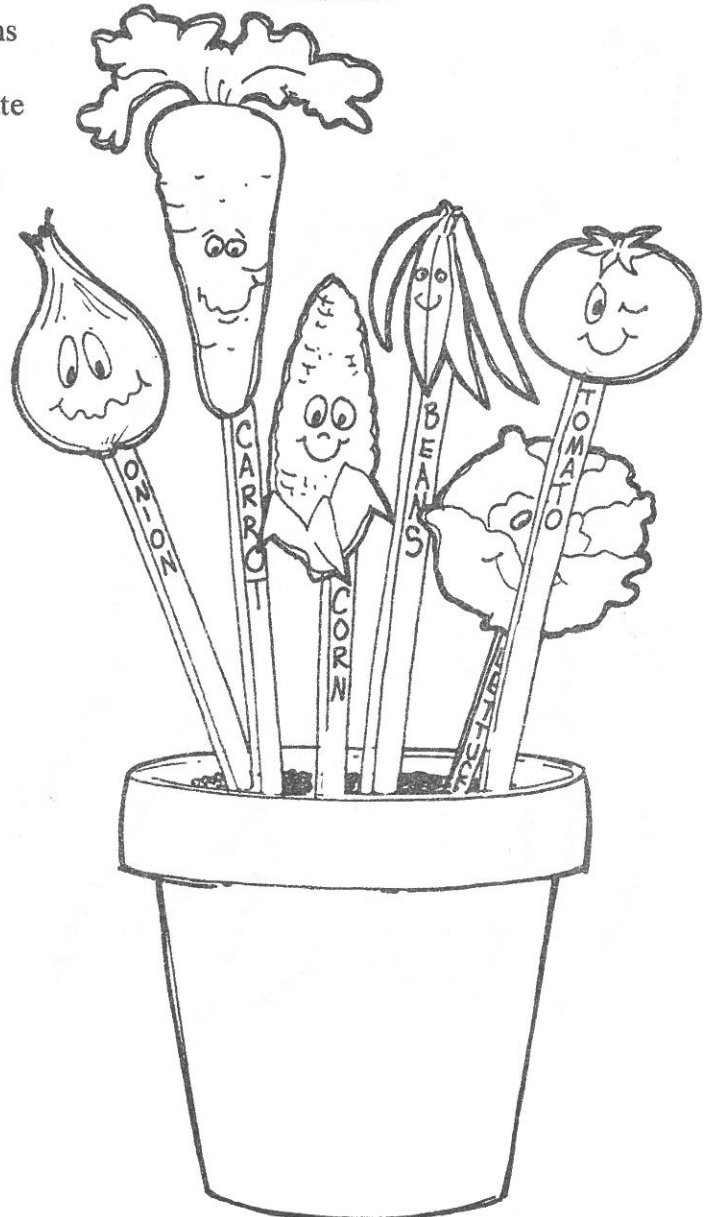
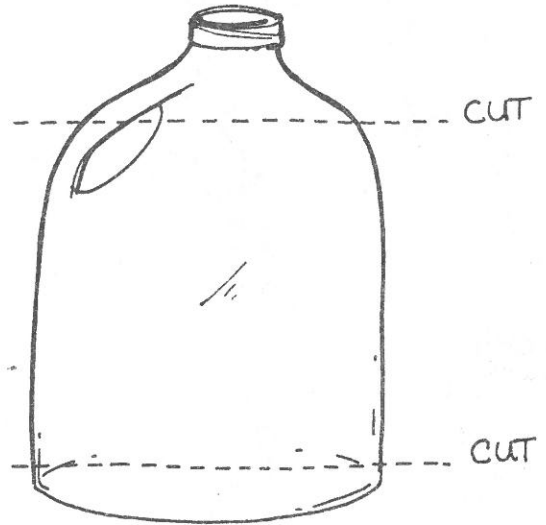
This decoration gift may be used in the garden or potted plants.

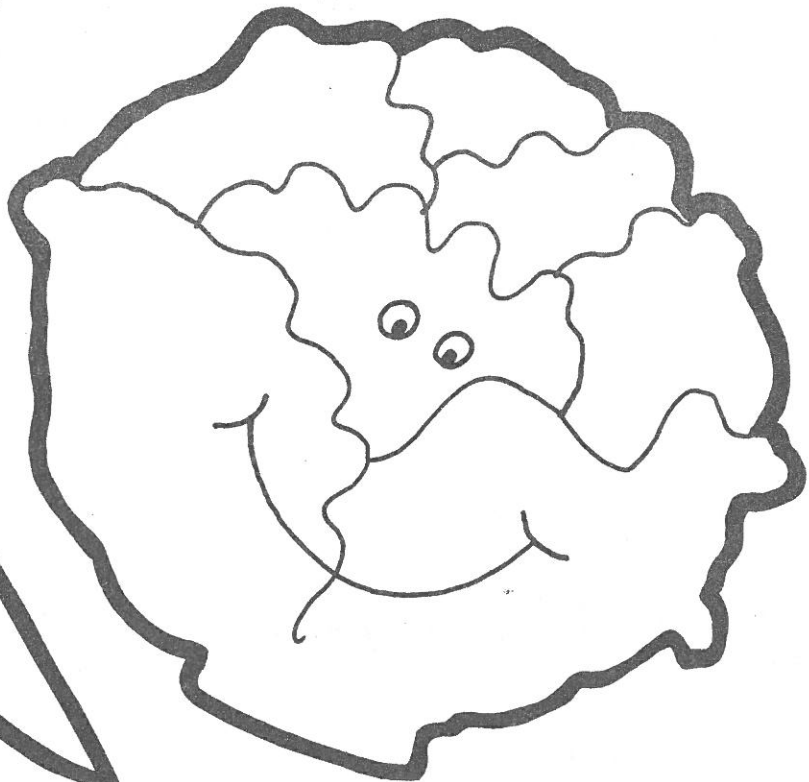
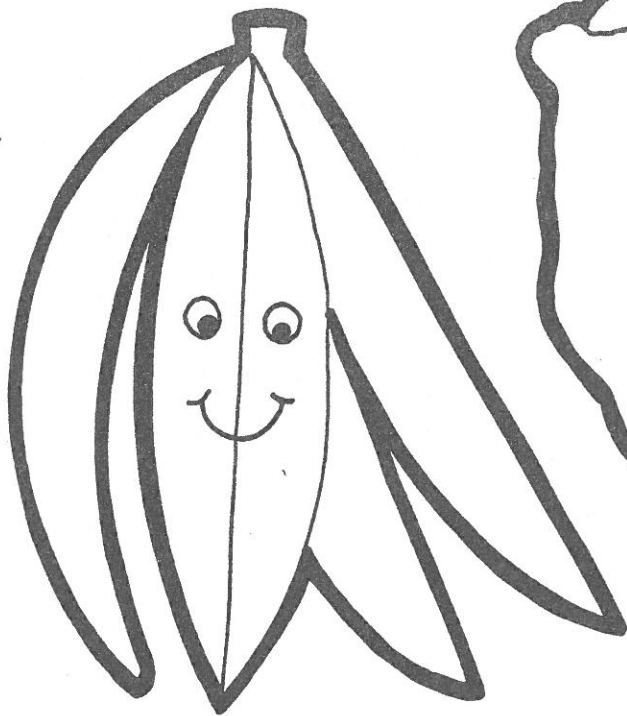
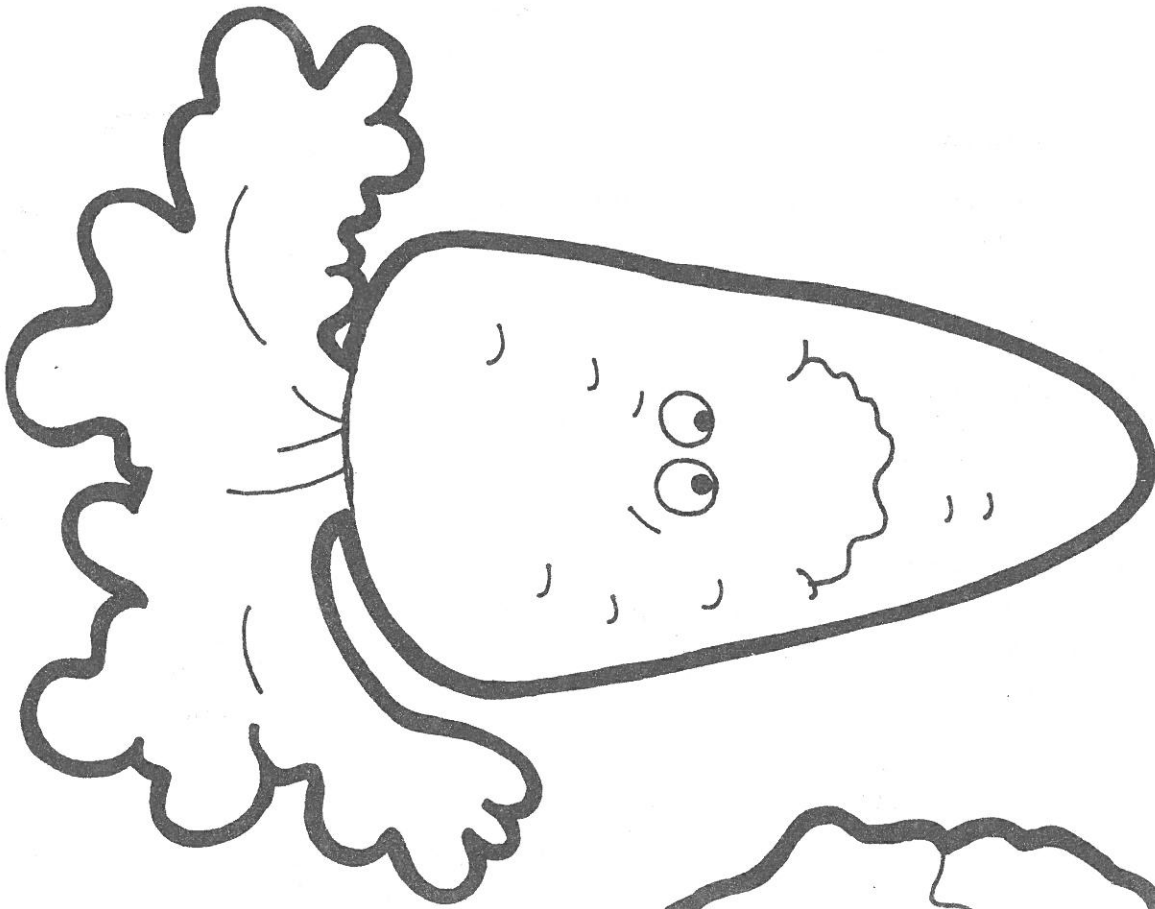
Materials:

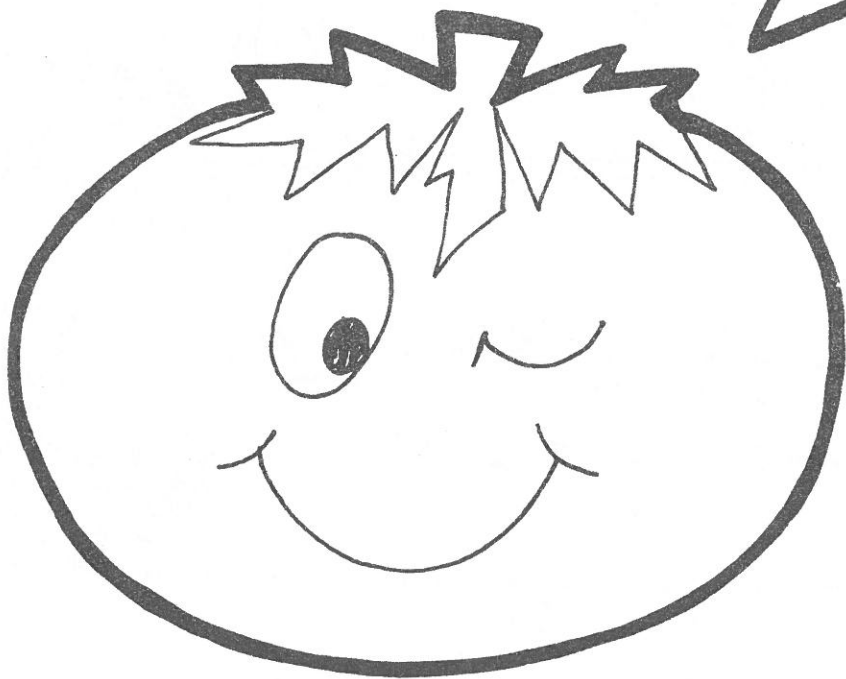
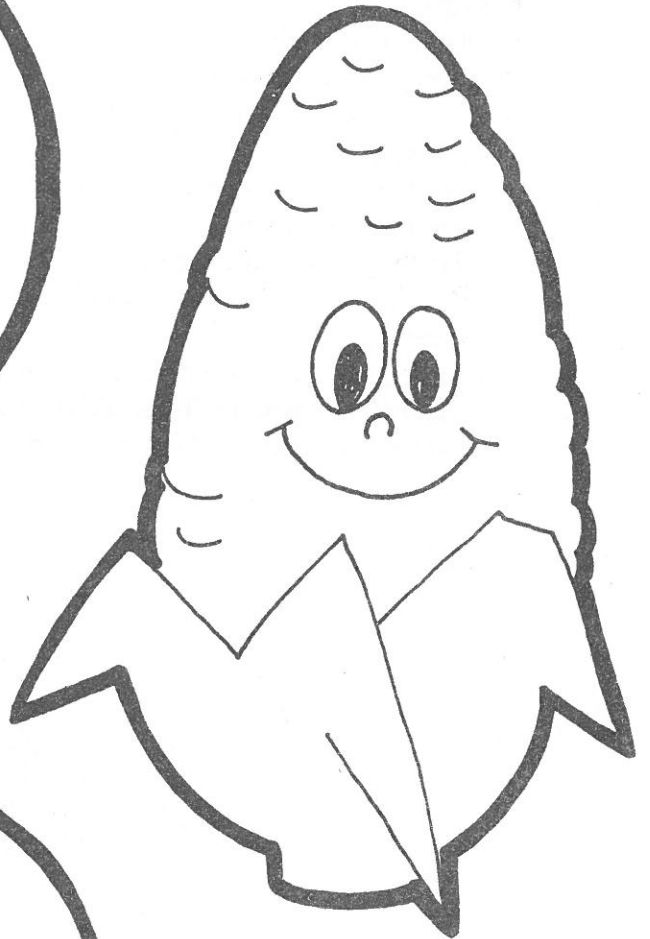
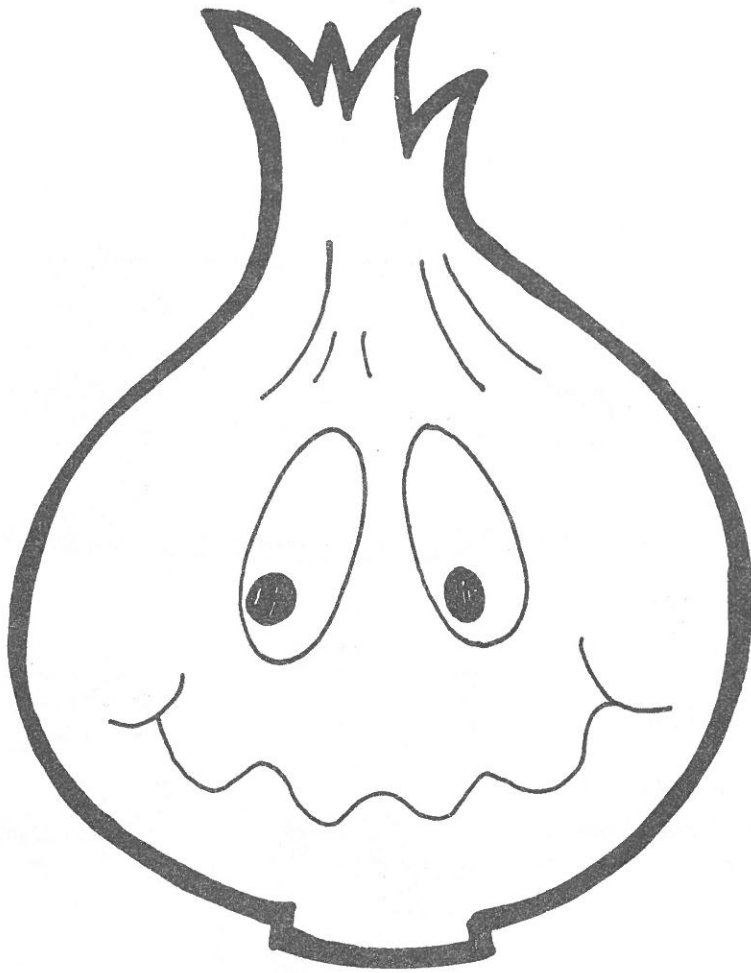
Assorted permanent markers
One gallon milk jug
Narrow wood stake
Heavy-duty staple gun

Directions:

1. Cut top and bottom off milk jug and discard. Cut sides into three sections so they lay flat.
2. Lay the milk jug panels on pattern or patterns of your choice. Trace and color design of your choice with permanent markers or create a design of your own.
3. Carefully cut out shape and staple to the top of a wood stake with the help of an adult.







Pop Bottle Bird Feeder

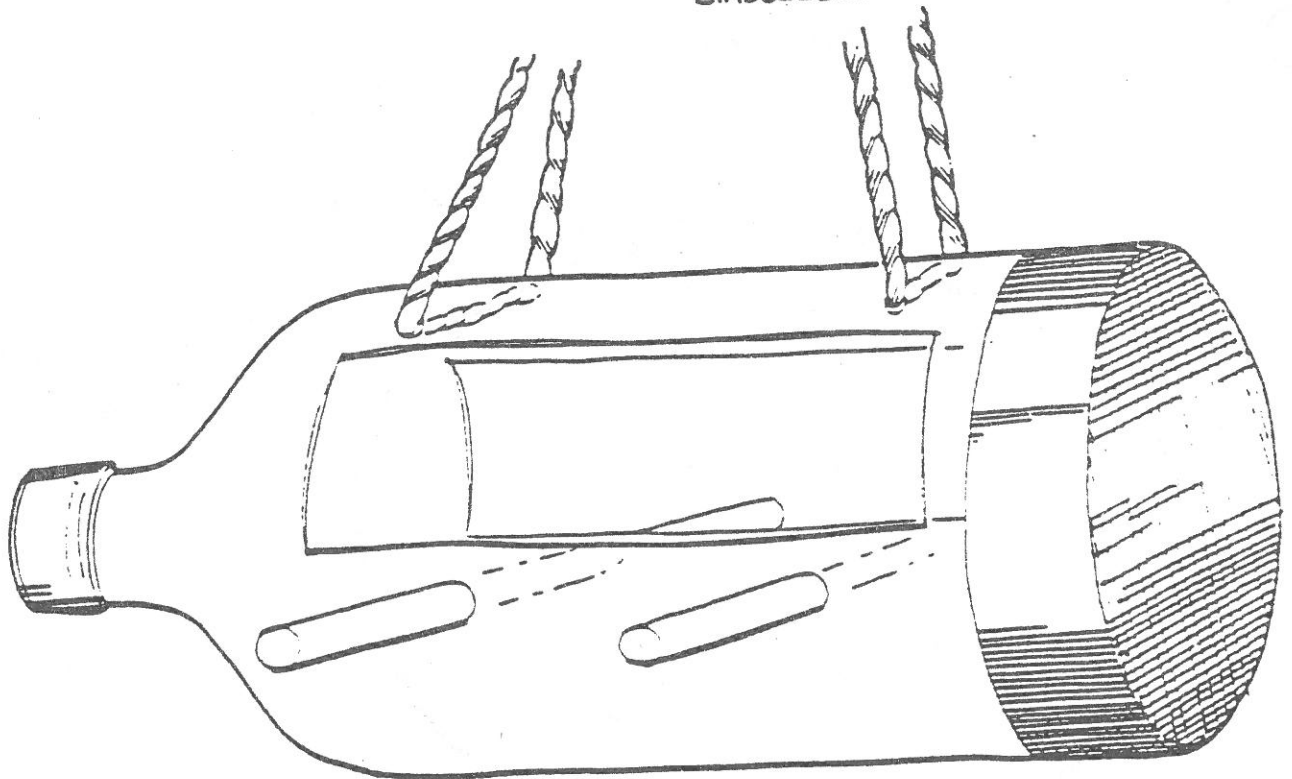
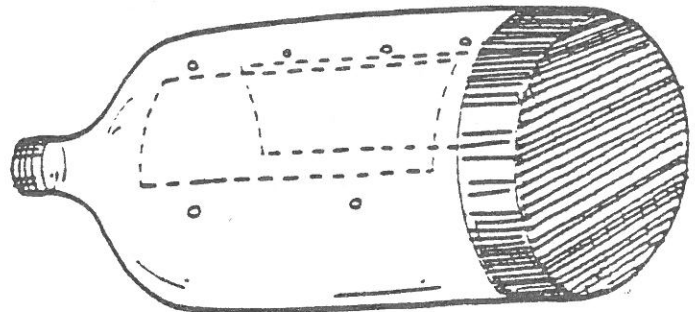
This project will need some adult assistance with the sharp knife involved.

Materials:

One liter pop bottle
Twine
Dowel rods
Birdseed
Plastic sandwich bags
Paper punch & ribbon

Directions:

1. Cut sides of the clean liter bottle as illustrated.
2. Punch four holes on each side and string twine through holes as shown.
3. Punch holes and insert dowel rods to form perches.
4. Put a small amount of birdseed in a plastic bag and close securely. Tie a ribbon around the bag. Insert the bag into the feeder and wrap for giving.



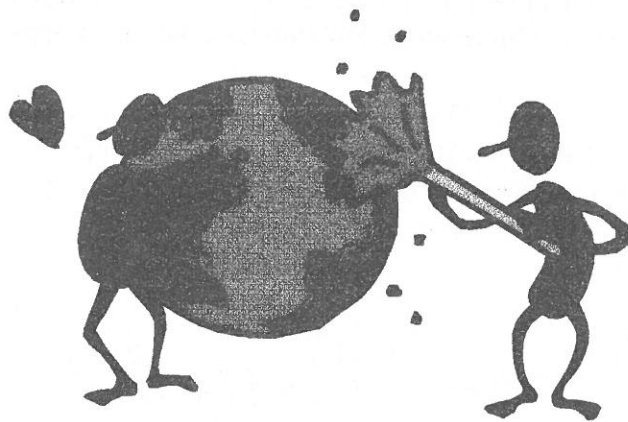
Earth Light Catcher

Materials:

Small plastic margarine lid
Cup and spoon
White glue
Blue food coloring
Blue yarn
Scissors
Brown permanent marker

Directions:

1. Pour about 1/3 cup of glue into a cup and color it with about 5 drops of blue food coloring. The glue will dry much darker than it looks wet, so don't use more than this.
2. Fill the plastic lid with the colored glue and set a paper clip in the glue to use as a hanger. Wash the cup and spoon immediately. Let the glue dry completely. This could take up to a week.
3. When the glue is totally dry, peel the blue circle out of the lid. Use a brown permanent marker to draw on the landforms.
4. Tie a piece of blue yarn through the paper clip and hang the Earth in a sunny window.



Theme Related Material

Aluminum & Tin Factoids

- Using recycled aluminum beverage cans to produce new cans allows the aluminum can industry to make up to 20 times more cans for the same amount of energy.
- The aluminum beverage can returns to the grocer's shelf in as little as 90 days after collection, remelting, rolling, manufacturing, and distribution. That means that the consumer could purchase basically the same recycled aluminum can from the grocer's shelf every 13 weeks, or 4 times a year.
- In America 1,500 aluminum cans are recycled every second.
- Americans throw away enough aluminum every three months to rebuild our entire commercial air fleet.
- A paper sack holds about 1.5 lbs. Of empty aluminum cans.
- Every minute of the day, more that 9,000 tin cans are recovered from the trash with magnets.

Glass Factoids

- Americans throw away enough glass bottles and jars every two weeks to fill the 1,350-foot towers of the World Trade Center.
- Most jars and bottles contain at least 25% recycled glass.
- Glass never wears out – it can be recycled forever.
- Every day, Americans recycle about 13 million glass jars and bottles.

Paper Factoids

- In 1997, Americans recycled 20 million tons of paper, saving 1.5 million trees.
- Today, 62 million newspapers will be printed in the U.S., and 44 million will be thrown away. That means the equivalent of about 500,000 trees will be dumped into landfills this week.
- The largest component of trash in landfills is newspapers (14% by volume)
- One person uses two pine trees worth of paper products each year.
- Americans throw away 4 million tons of office paper every year – enough to build a 12 foot high wall of paper from New York to California.

Please Recycle!

Legends and Lore



May 1999

Legends and Lore



1991

I AM A DEN LEADER

I am a den leader.

I own a hot glue gun, a ring toss game, an American flag, and a 12 passenger van.

I know all about tour permits, permission slips, and registration forms.

I save bits of string, scraps of lumber, old tin cans, and a whole garage full of newspapers.

I am a den leader.

I get excited over paper sack kites that really fly, boys who remember to bring their books, and first aid kits that finally sell.

I laugh at Boys' Life jokes, cheer for my den kickball team, sing Frankenstein songs at pack meetings, and once wept with a Cub who just found out that his parents were getting a divorce.

I am a den leader.

I have bribed Cubs through the bobcat trail, herded unruly boys along library tours, puffed my way up steep mountain tracks, and panicked when I looked down the other side. I have threatened to quit more than once.

But I am still a den leader.

My patch says that I am "trained," but I know I still have a lot to learn from district and council leaders, Cubmasters, other den leaders, and especially my boys. And I still have one more lesson to teach: I will not give up, especially on any of my boys.

So I am still a den leader.

I like to think that there is a special place in heaven reserved for den leaders. Surely they would have a need for bird feeders and barometers and someone who could love a dirty faced Cub Scout.

I hope when I die there's a hot glue gun plugged in and waiting.

For I am a den leader

Julie H Erickson – Pack 62
Ogden, Utah

Gathering Activity

NAME THAT HERO!

Match the person with the sentence that describes him or her.



John Henry

Davy Crockett

Huckleberry Finn

Annie Oakley

"Zorro" Don Diego

Martha "Calamity Jane" Canary

Pecos Bill

Paul Bunyan

Joe Magarac

Johnny Appleseed

1. Called "Little Sure Shot" as a child, she grew up to star in Buffalo Bill's Wild West Show.
2. He once rode a cyclone through four states. When he leaped off, his landing formed Death Valley.
3. This character is not fictional. This mighty steel-driving man had a rock-drilling contest with a steam drill and won!
4. An expert hunter, horsewoman, sharpshooter and scout, this colorful Wild West character risked her own life to nurse small pox patients back to health in Deadwood, South Dakota.
5. This mighty man of steel would stir boiling pots of molten metal with his bare hands! When the steel mill he worked in became too small, he melted himself to make steel for a larger building.
6. This boy and two of his friends outfitted a raft with supplies and floated into endless Mississippi River adventures.
7. He became the most famous lumberjack of all time. He and his pet ox, Babe, were used in advertising for the lumber industry.
8. He killed a bear when he was only three. He was a true historical character. He died in the Alamo.
9. He lived on his father's hacienda in Southern California. Hiding his identity behind a mask, he would ride to protect the cruel governor's victims.
10. He was a Christian missionary who planted apple orchards in the wilderness.

Ceremonies

Legends Across America Opening

- Boy 1: I traveled across American and many legends did I meet.
- Boy 2: I rode the Pony Express from Missouri to California.
- Boy 3: I saw Daniel Boone in Kentucky.
- Boy 4: I met Davy Crockett at the Alamo.
- Boy 5: I rode with Pecos Bill in New Mexico.
- Boy 6: I hunted for the Lost Dutchman in Arizona.
- Boy 7: I walked with Bigfoot in the Northwest.
- Boy 8: I rode Babe the Blue Ox across the Dakotas.
- Boy 9: But tonight we are going to meet the legends of tomorrow. Those legends are the members of our Pack.



Opening Ceremony

- Boy 1: Legends and Lore are more than just heroes real or make believe.
- Boy 2: From them we learn how the early settlers made clothing.
- Boy 3: How they trapped for food.
- Boy 4: How they worked.
- Boy 5: How they played.
- Boy 6: Legends and lore are about America.
- Boy 7: Let us do an American thing.
- Boy 8: Please stand and join us in the Pledge of Allegiance.

Courage Closing

When we begin to feel that life is hard and the task before us is more than we can handle, stop and remember the pioneers that forged the trails west. They left in covered wagons for a life in the unknown. They knew not what lie ahead of them, but with courage they moved on. They faced the mountains, hot dry deserts, dried up water holes, a lack of fresh food, the fever, dying oxen and livestock, Indian raids, outlaws that took their belongings, and sand storms to name just a few. But they drew upon their faith in God and their courage and determination to get the job done. Remember, it takes courage to accomplish our goals in life, especially when it seems they can't be done.

Pony Express Advancement Ceremony

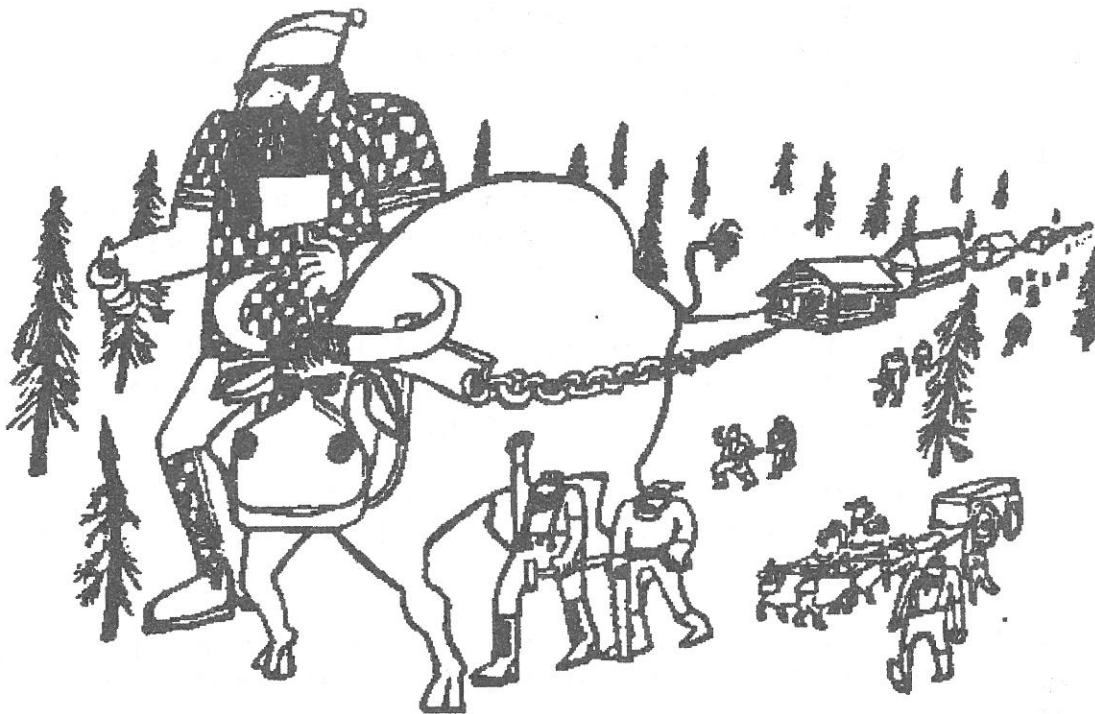
- Props: Long rope with Bobcat, Wolf, Bear, and Webelos stations laid out on appropriate points on the rope. Tom-tom, electric campfire, spotlight (if needed).
- Cubmaster: This month's theme is Legends and Lore. In tonight's ceremony all Cub Scouts will pretend to be Pony Express riders and parents will be station attendants. (Den chief beats tom-tom to rhythm of galloping horse.)
- Asst. Cubmaster: Will all Pony Express riders gather around the campfire? It is time for us to take counsel.
- Cubmaster: The Bobcat is starting the trail of Scouting as he learns the ideals of Cub Scouting – the Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto, as well as the sign, the handshake, and the salute. It's a long trail ahead to the Eagle Rank but this is the beginning. Just as the Pony Express Rider started his long ride, so our new Bobcats are starting out tonight. Will the following boys line up at the starting gate on the Pony Express Trail? (Awards Chairman reads the names of boys who are ready for their Bobcat rank. The Den Chief beats the tom-tom slowly as boys go to starting gate.)
- Asst. Cubmaster: When the Bobcat requirements are accomplished, the young Bobcat is ready to begin his journey along the Pony Express Trail of Scouting where each achievement is a milepost. There are 12 mileposts between each station.
- Cubmaster: Just as the Pony Express Rider galloped along the trail, defying the danger and hazards of the wilderness from one station to the next, so the Bobcat Express Rider begins his gallop along the trail to Wolf Valley Station. (Den Chief beats tom-tom lightly,)
- Awards Chairman: Tonight we have (boys' names) who have galloped the 12 miles to the Wolf Valley Station. Will these boys please go to Wolf Valley Station? (Den Chief beats tom-tom lightly.)
- Awards Chairman: (Boys' names) have galloped another 12 miles to Bear Ridge Station. Will these boys please go to Bear Ridge Station? (Den Chief beats tom-tom lightly.)
- Awards Chairman: (Boys' names) have made the long trip to Webelos Lodge Station. Will these boys please go to that station? (Den Chief beat tom-tom lightly.)

Cubmaster: Will the station attendants (parents) of these brave riders please come forward so that they may receive the awards to present to their boys. (Awards are presented at each station in turn by the Awards Chairman, while the Assistant Cubmaster reads the awards: Bobcat, Wolf, Bear.)

Asst. Cubmaster: In addition to the 12 mileposts between stations (boys' names) have scouted (number of miles – arrow points). Elective mileposts above and beyond the call of duty. (Awards Chairman awards arrow points. After all other awards are presented, the Webelos Induction and Presentation Ceremony takes place.)

Cubmaster: This station represents the plateau of Cub Scouting. These boys have been on the trail under the guidance of an adult den leader. The Webelos Scouts are instructed in and learn the requirements which enable them to continue their journey up the trail into Boy Scouting. (Awards Chairman presents Webelos Award and Arrow of Light to parents to pin on their sons.)

Cubmaster: I would like to congratulate all the fine riders and station attendants for advancing along the Pony Express Trail.



Legends and Lore Advancement Ceremony

Props: Four candles in holder; each candle should be a different length.

Cubmaster: Our history is filled not only with the tall tales of legends and lore, but also with the true deeds of some very brave men who explored, fought and in some cases died to extend the frontiers of our country. Men like Davy Crockett, Daniel Boone, Kit Carson, Lewis and Clark, Buffalo Bill Cody, and many more.

The Scouting trail is much like the trail these famous people followed and so, at this time, we will recognize those young men in our Pack who have advanced along the trail. As I call your name, please come forward with your parents. (Calls names.)

As you can see, the candles get taller as you advance. This represents the additional skills that you must learn as you earn each higher rank. (Light shortest candle.) The Bobcat is the start of the trail and the simplest to earn. (Light next candle.) The Wolf is a big step forward and harder, as is (light next candle) the Bear, until at last (light tallest candle) you become a Webelos Scout and earn the highest rank of Arrow of Light.

And so, with the spirit of the great explorers, heroes, and frontiersmen to guide you, may you continue to climb the Scouting trail. (Present awards by den and congratulate boys and parents.)

Legends and Lore Closing

- Boy 1: The heroes of our legends and lore were hard working people. You won't find a shirker in the bunch.
- Boy 2: Campfire stories about them tell us so.
- Boy 3: All were Americans trying to improve this young country of ours.
- Boy 4: As we leave here tonight, let us keep those hard working Americans in our mind.
- Boy 5: Do the same as they did – do more than your share.
- Boy 6: Help your parents whenever they ask and even when they don't.
- Boy 7: Maybe someday there is will be a legend that tells about your great deeds.

Songs

Paul Bunyan and His Ox

(Tune: Three Blind Mice)

Paul Bunyan and his ox,
Paul Bunyan and his ox.
Chopped up the West.
Chopped up the West.
He carved the Grand Canyon
And dug Great Lakes.
He cut down redwoods
To cook pancakes.
A Cub would never
Make such mistakes.
Doing his Best.
Doing his Best.

Big Foot

(Tune: Pop Goes the Weasel)

When Big Foot takes a little walk
The animals scamper and scoot
If you are near, you'd better not talk
CRASH! Goes the BIG FOOT!

He's so ugly, he'd make you run
You just might jump clear up to the sun.
Hopefully, he's only for fun!
CRASH! Goes the BIG FOOT!



Pecos Bill

(Tune: Farmer in the Dell)

A boy named Pecos Bill
Grew up with coyotes on a hill
He finally looked into a pond
And found he had no tail.

Since a human he'd been born
He wanted to round up longhorns
Too big for a horse, he tamed
Instead, a mountain lion one morn.

The moral to all this is
That you could be a whiz
At using animals for jobs
That aren't their normal biz!

Johnny Apple

(Tune: London Bridge)

Johnny Apple loved to eat,
Loved to eat, loved to eat.
Johnny Apple loved to eat,
Apples by the bushel full.

Johnny Apple moved out West,
Moved out West, moved out West.
Johnny Apple moved out West,
Found there were no apple trees.

Johnny Apple plant those seeds,
Plant those seeds, plant those seeds.
Johnny Apply, plant those seeds
So you can munch an apple again.

True Stories

(Tune: Clementine)

I was raised up in the mountains
Where the snakes all have two legs.
Where the hoot-owls speak in English
And the roosters lay flat eggs.

I shaved off my beard and mustache
On the morning I was born.
That night I beat up a cyclops
And tore off his ugly horn.

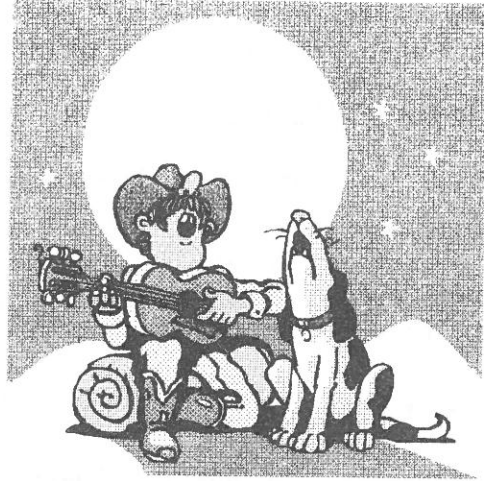
I have had some great adventures,
I have sailed the seven seas.
I have tamed man-eating monsters
From alligators down to fleas.

I have swam the great Pacific,
And I've walked around the moon.
I've waded through an icy blizzard
On the thirty-first of June.

Well I used to be a pilot
And up in my fast airplane
I flew across the ocean
And then started home again.

When I got 'bout half way over,
Well the doggone motor balked;
So I left the old thing sit there
And I got out and I walked.

Now I am a truthful fellow,
And they call me True Blue Bill,
Cause I never told a falsehood,
You can bet I never will.



Paul and Babe

(Tune: Polly Wolly Doodle)

Paul Bunyan was a burly guy
Singin': Watch that mighty man!
The trees would shake when he walked
by
Singin': Watch that mighty man!

CHORUS

Paul and Babe, Paul and Babe
What a team with only an ax
They swept through the forest
Just choppin' down trees
And take a look at those tracks!

Now Babe his Ox, was, oh, so blue
Singin': Babe, that mighty Ox,
He was 42 ax handles long, it's true,
Singin': Babe, that mighty Ox!

CHORUS

Yes, Paul, he loved those cakes of wheat
Singin': Eat those cakes right down!
Those boys would skate with bacon on
their feet
Singin': Eat those cakes right down!

Skits

Davy Crockett Skit

Davy: (Comes in singing first verse of "Davy Crockett" song.) "Boy this looks like a good place to stay. Guess this is where I'll settle down. I better go get my gear." (Davy exits.)

ANIMALS (creeping out from behind trees)

SQUIRREL: Nuts and more nuts! We can't let him move in here.

RABBIT: No, this is OUR home!

BEAR (shaking): But didn't you hear, he killed a bear when he was only three. I don't want to tangle with him.

RABBIT: But we must do something. We can't let him move into our homes.

SQUIRREL: This calls for drastic action! I think we'll have to bring our secret weapon out for this guy!

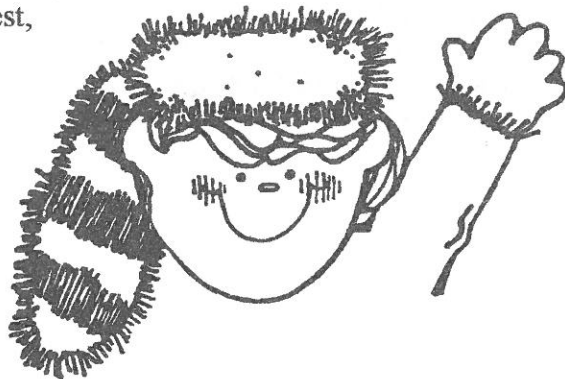
RABBIT: Yes, our secret weapon! I can't see any other way.

BEAR: Hey! Duck! He's coming back.

(Davy enters singing verse number one again. Starts setting up gear. All animals move around, bringing in skunk. Point to Davy. Skunk parades up to Davy. Davy grabs gear and runs.)

ANIMALS (singing):

Our land is biggest, an' our land is best,
From grassy plains to the mountain crest,
Off Davy goes, He didn't meet the test,
Our secret weapon is really the best!



The Tallest Tale

Characters: Narrator and six Cub Scouts who play the parts of Pecos Bill, Johnny Appleseed, Davy Crockett, Paul Bunyan, John Henry, and Windwagon Smith.

Arrangement: As the narrator talks, each character comes in as his name is mentioned and pantomimes an action. Each Cub Scout should be dressed to resemble his particular character. For instance:

Pecos Bill as a cowboy

Windwagon Smith as a sailor

Paul Bunyan dressed as a logger with an ax

Johnny Appleseed should have a pan on his head (handle on the front) and carry a pouch

Davy Crockett has a rifle and coonskin cap

John Henry carries a sledgehammer.

Narrator: (Enter Pecos Bill twirling a rope)
Pecos Bill, they say, was quite a baby.
He was raised by coyotes, well, er, maybe.
As a grown-up he did one day seize
A cyclone and turned it into a breeze. (Exit
Pecos Bill)



Narrator: (Enter Johnny, sprinkling apple seeds)
Johnny Appleseed was his name
And planting appleseeds was his game.
After many, many years went by,
The angel took Johnny into the sky. (Exit
Johnny)



Narrator: (Enter Davy Crockett. Practice firing a rifle.)
Born on a mountain in Tennessee.
Killed his first bear when he was only three.
Many, many wild tales we did hear,
About Davy Crockett, the backwoods pioneer.
(Exit Davy.)



Narrator: (Enter Paul Bunyan with an ax in his hand)
If you wander in a forest, just listen to the
breeze.
You may hear a voice far away, singing through
the trees.
If you've guessed who I'm talking about, you're
sly as a fox,
Who else but Paul Bunyan and his big blue ox. (Exit Paul)

Narrator: (Enter John Henry pounding a sledgehammer)
John Henry was a big man
Who challenged the railroad as nobody can.
With his great big hammer he came in first,
But ended up dying when his great heart burst. (Exit John.)

Narrator: (Enter Windwagon Smith as proud as a sailor. This character can just strut
as if very proud of his efforts.)
Windwagon Smith was quite a sailor,
Who built a ship, it wasn't a whaler.
Indeed he came from the seven seas,
But he sailed his ship on the lone prairies.

The Unknown Legend

Setting: Boys are standing in a group on the stage.

Boy 1: I hear the unknown legend is coming.

Boy 2: Have you seen him?

Boy 3: No. Couldn't be as strong as Paul Bunyan.

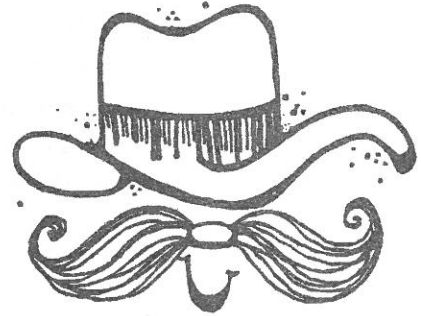
Boy 4: Nor as courageous as Casey Jones.

Boy 5: couldn't be as wild as Pecos Bill.

Boy 6: Couldn't be as good a shot as Davy Crockett.

Boy 7: Oh yeah? He's more than all those folk heroes put together!

All: Here he comes!



(Out comes a Cub Scout, flexing his muscles and grinning.)

ANSWERS TO NAME THAT HERO!

1. Annie Oakley
2. Pecos Bill
3. John Henry
4. Martha "Calamity
Jane" Canary
5. Joe Magarac
6. Huckleberry Finn
7. Paul Bunyan
8. Davy Crockett
9. "Zorro" Don Diego
10. Johnny Appleseed

T-A-A-A-A-LLLL TALES

These "exaggerated escapades" are lots of fun to hear and tell. Base them on our rich load of American folklore with stories about Paul Bunyan, Old Stormalong, Johnny Appleseed, Mike Fink, Daniel Boone, Davy Crockett and a host of other characters -- both real and imaginary. Or they can use themselves as the "heroes" of their own stories! Story telling is an art, and here are some ways your Cubs can show off their talents.

And Then...: While sitting around a real, make-believe, or Cub-made campfire, one Cub starts to tell any story of his own choice. At any point, he may stop, with the words, "and then..." the next player must then continue the same story. Continue around the circle, with each Cub adding to the story. The last Cub in the circle must end it.

Campfire Yarn Toss: Play this when using an imaginary or Cub-made campfire. The first Cub holds a ball of yarn and starts to tell any story of his choice. At any point, he may stop. He then throws the ball of yarn to another Cub while holding onto the loose strand of yard at the end of the ball. The next player must continue to same story. When he decides to stop, he holds onto the loose strand of yarn and throws the ball to another Cub. As the Cubs continue to weave their story, they will also weave a spider web across the campfire.



Games

Pony Race

This race is run in threesomes. Have two players form a horse by having one stand erect while the other leans forward placing one of his shoulders against the small of the standing player's back. Third payer jumps astride the leaning player so that both members of the horse are bearing his weight.



Seed Planting Race

Have the boys lines up in relay lines. Make a tape line in front of each line and place small juice cans on alternating sides of the line. Give each boy as many beans or kernels of corn as there are cans. Each boy must walk heel to toe along the line and plant his seed in each can.

Bowl Game

You need six peach or plum pits for this game. Use a felt pen to draw a stripe halfway around each one. You also need a salad bowl or similar container. Any even number of players can participate. Divide the boys into two teams. The first player puts the pits into the bowl, flips them in the air and catches them in the bowl. He scores one point for each pit that lands with the marked side up. His opponent then takes a turn, and so on, alternating turns. After each player has had 20 tosses, add up the scores. The winning team is the one with the highest total.

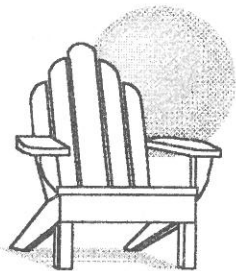
Hollow Bone and Stick Game

You need a cardboard tube, a piece of string and a small stick. Tie one end of the string to the tube and the other end to the stick. Now, holding all in your hand, toss the tube into the air and try to catch on the stick.

Bucket Relay

Line teams up for a relay. Provide each team with two buckets, one empty and one half full of water. On signal, the first boy runs to the goal line with the half full bucket. He pours the water into the empty bucket, leaves the empty bucket and carries the water to the next boy. The first team to finish with the most water is the winner.

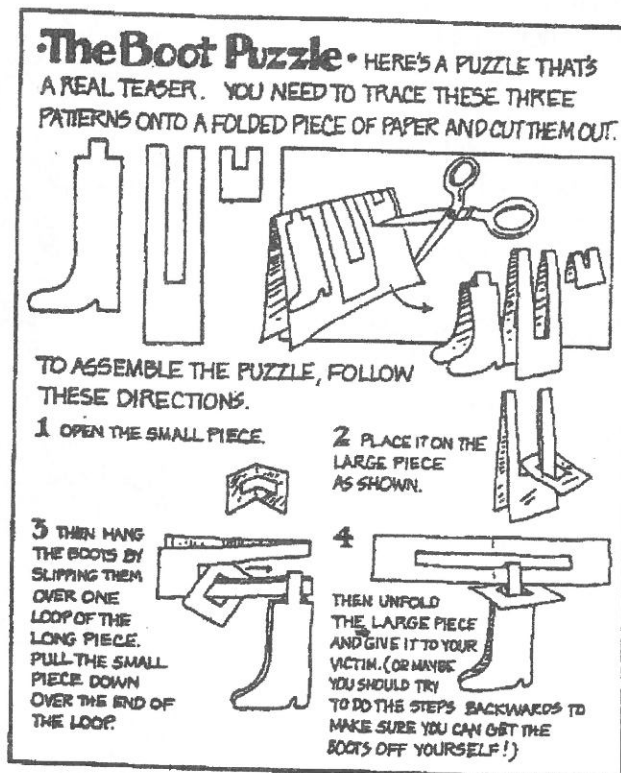
Folding Chair Race



Line up the teams for a relay race, give the first boy in each line a bucket, a folding chair, an umbrella and a soda cracker to carry between his lips. On signal, he runs to the end of the room, unfolds the chair, sits down, puts his feet in the bucket, opens the umbrella, the eats the soda cracker. Before he can return to this team he must whistle. It is a good idea to have a judge listen for the whistle. On "OK" from the judge, he closes the umbrella, folds the chair and carries al back to the next racer.

Fill the Glass

Divide the boys into pairs. Each pair will have a sponge, and a plastic glass. Form the boys in a large circle and in the center have a large bucket of water. One boy #1 will lay down and hold a plastic glass on his forehead. Second boy #2 will have the sponge. On signal, all the #2 boys will run to the bucket, dip his sponge into the bucket, then run and squeeze the water into the glass on the #1 boy's forehead. This is repeated until the glass is full. First to fill the glass wins. It is best the first time around to ask for boys who are good swimmers to be boy #1, then change positions.



Crafts

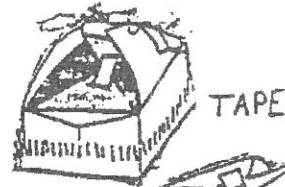
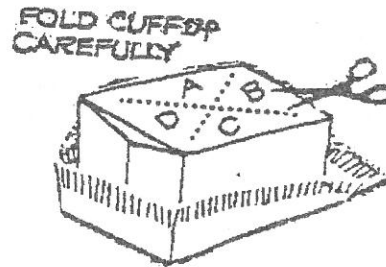
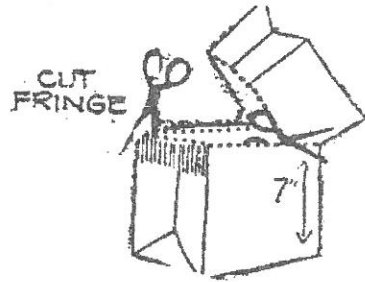
Davy Crockett Hat

Materials: Small brown paper bag that fits on head
Stapler or transparent tape
Crepe paper
Scissors

Cut the top off the back. (The cut should be about 7" from the bag bottom.) For fringe, cut into the bag, making a row of narrow strips (about 2" long) all around the top. Carefully fold the fringed edge of the cap, making a 1" cuff.

Do you want your cap to pucker a bit at the top? Cut 4 slits in the bottom of the bag. The slits should extend from the center to within 1" of each corner. Tape or staple the A flap to C. Then tape or staple the B flap to D.

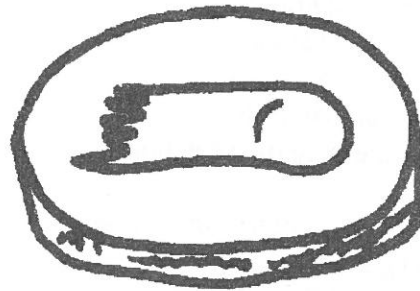
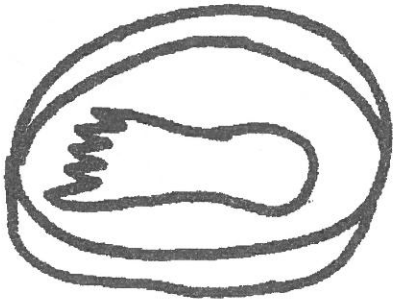
For a crepe paper tail, cut 2 or 3 pieces of crepe paper, about 12" long and 3-4" wide. Cut narrow fringe (cuts about 1" long) into both sides of crepe paper strips. At one end, leave about 1" unfringed. Cut corners off the unfringed ends of each crepe paper strip. Staple or tape ends in place one of top of the other, in the middle of the back of the cap.



Big Foot Tracks

Materials: Dirt or sand area
 Long paper strips
 Plaster of Paris
 Sticks or other small digging tools

Directions: Have the boys make some convincing footprints in the dirt or sand. The actual footprints that have been found are 16" long and 6" wide! When the boys have all completed their footprints, enclose them with the paper strips. The paper holds the plaster and makes the cast stronger. Mix the plaster and pour quickly into molds. While waiting for the tracks to dry, maybe a story can be read about these creatures. Or perhaps each boy can write a short story about the time he ran into Bigfoot! Gently pry the cast up. Brush remaining dirt from the prints.



Covered Wagon Derby

Materials: 1 aluminum can
 2 pieces of fabric
 4 nails
 4 wheels
 1 block of wood

Directions: Glue upholstery fabric to can. Glue can to wood. Insert nails through wheels, glue nail points. Insert nails with wheels attached to axle holes. If desired, add weights in drilled holes and seal. Lubricate wheels. Color if desired. Print your name and date on the bottom.

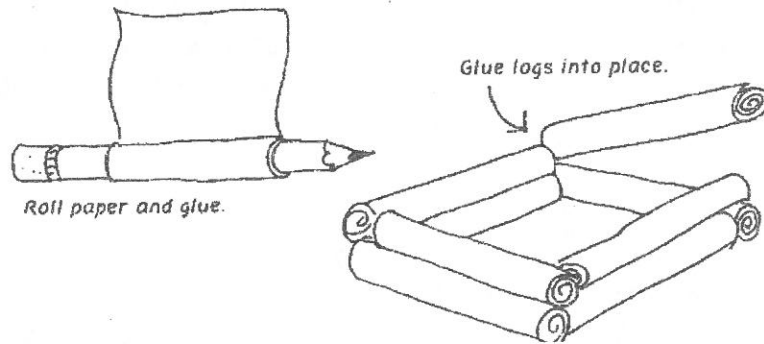


Race Instructions: Race as you would a pinewood derby with 1st, 2nd, and 3rd place winners. Awards of some kind for everyone! Weight specification: 5 ounces. Covered wagon may not have any loose parts.

Daniel Boone's Log Cabin

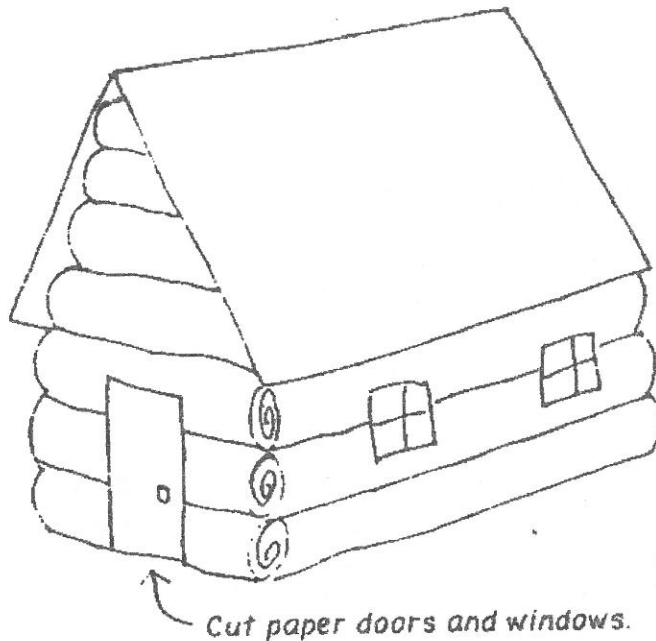
Materials: Brown paper grocery bags
White glue
Pencil
Paper plate
Scissors
Brown construction paper, 8" x 8"

Cut the paper bags into 4" wide strips. Cut the strips into 2 1/2" long pieces. To make a log, roll the strip around the pencil, and glue the cut end. Slide the cylinder off the pencil and repeat. When you have about 16 of these cylinders (logs) made, you are ready to construct the base of the cabin.



Arrange the logs on a paper plate, alternating the logs at the corners. Glue them together. Glue a second row of logs on top of the first, staggering them at the corners. Continue building upward until your cabin is four logs high.

Roll some smaller logs. Use two strip 3" x 2 1/2" to make logs for the first row that will taper to the roof. Then make three more pairs of logs, with each pair getting a little shorter than the last. Glue them at opposite ends of the cabin. Glue longer ones on first and taper to the roofline.



Fold the brown construction paper in half, and adjust the size to fit your cabin. Glue it atop the logs.

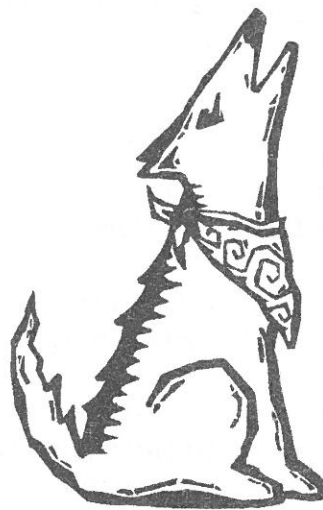
You can use small pieces of the grocery bags or colored paper to create a chimney, windows, shutters, a porch step, or whatever details you choose.

Audience Participation

The Tale of Pecos Bill

PECOS BILL - yippee yi ay!
HORSE, WIDOWMAKER - Whinny
GUN - bang, bang
PAINTED DESERT - swish, swish
COYOTES OR VARMINTS - howl
INDIAN - War whoop
TOAD - Hop hop

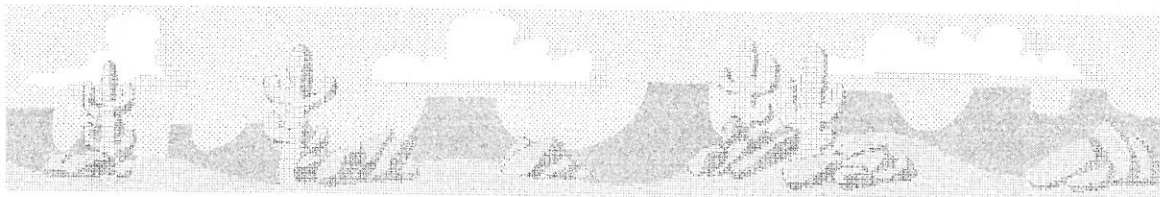
PECOS BILL fell out of a wagon while going westward with his family. He was found and raised by a bunch of COYOTES and it wasn't long before PECOS BILL became boss of those VARMINTS.



One day a cowboy came by and told PECOS BILL that since he didn't have a tail like a COYOTE, he figured he was human and that he should have a HORSE to ride. Now PECOS BILL had no idea how to get a HORSE.

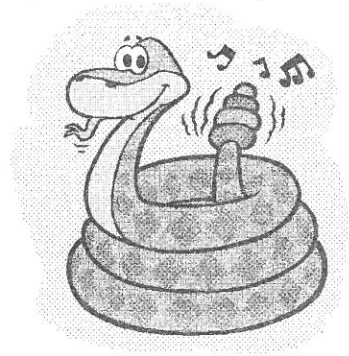
A few days later a little strange HORSE wandered into the valley and PECOS BILL was able to save the life of the little HORSE. From that day on PECOS BILL and WIDOWMAKER stuck together like warts on a TOAD. After a few years PECOS BILL and WIDOWMAKER became known as the toughest VARMINTS west of the Alamo.

Now once a tribe of painted INDIANS did a war dance. PECOS BILL took out his GUN and started shooting up their dance. PECOS BILL gave those INDIANS such a scare that they jumped out of their makeup and that's how the PAINTED DESERT got its name.



Out Where Men are Men

COWBOY - Yippee
OLD PAINTBRUSH - Horse whinny
OLD CHIEF - How!
PEDRO - Hee haw!
EMMA, the rattlesnake - Rattle, rattle
SHERIFF - Bang! Bang!



Once upon a time there was a COWBOY who went into the desert on his faithful horse, OLD PAINTBRUSH. In the evening, the COWBOY tied up OLD PAINTBRUSH, made camp, and fell asleep.

Now, tracking the COWBOY through the desert was the OLD CHIEF, who had a score to settle with him. The OLD CHIEF rode his faithful mule, PEDRO. In his pocket, the OLD CHIEF carried EMMA, a trained rattlesnake. EMMA was trained to bite the COWBOY and OLD PAINTBRUSH.

Unknown to the OLD CHIEF, the SHERIFF was tracking him, hoping to stop him from hurting the COWBOY.

Just as the OLD CHIEF and PEDRO were approaching the COWBOY and OLD PAINTBRUSH with EMMA, the SHERIFF rode up and called, "Halt, you are my prisoner!"

The COWBOY awoke, jumped onto OLD PAINTBRUSH, and rode off. After him went the OLD CHIEF on PEDRO. And after them rode the SHERIFF, crying, "Halt! Halt!"

Before long, both the COWBOY and OLD PAINTBRUSH, and the SHERIFF were chasing the OLD CHIEF AND PEDRO. Well, sir, the OLD CHIEF and PEDRO led the COWBOY, OLD PAINTBRUSH, and the SHERIFF into a blind canyon. And they've never been seen from that day to this.



Applauses and Cheers

Paul Revere Applause: Pretend to be riding a horse moving up and down while saying “The British are coming, the British are coming!”

Jim Bowie Applause: Make believe you are throwing a knife. After throwing it, say “Thunk!” as if it were hitting a tree.

Paul Bunyan Applause: Say “Whoa there, Babe!” while pulling back on the reins.

Paul Bunyan Applause: Make motions as if sawing down a tree; meanwhile alternately blowing out and sucking in air with a “Shhh” sound. After all of these, and the tree is cut down, yell “TIMBERRRRR!” with a hand held along side of your mouth.

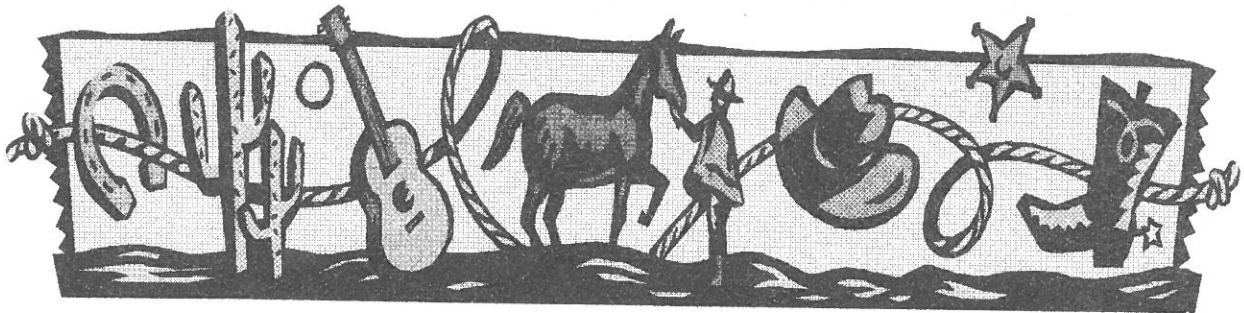
Casey Jones Applause: Hold your left arm straight out, palm up. Using your right hand, start clapping on your shoulder, slowly speeding up your arm until you are clapping your hands, then use your right hand to make the motion of pulling the whistle cord and go “Who-who!” followed by a crashing sound.

John Henry Cheer: Raise hands over head as if lifting a sledge hammer and bring it down again and say “Thoin!” Do this several times in rapid succession saying “Thoin!” every time you come down.

Pecos Bill Cheer: Pretend you are riding a tornado. Bounce up and down and side to side with one hand holding the reins and the other hand up in the air. Shout “Yahoo!”

Davy Crockett Bear Grin Cheer: Grin real wide and stare straight ahead.

Billy the Kid Cheer: “All right now, stick ‘em up!”



Cubs in the Kitchen

Lost Dutchman's Golden Corn Bread

2 eggs
2 Tbsp. Butter or Margarine
1 cup sour milk
1 cup corn meal

1 cup flour
1 tsp. Soda
½ tsp. Baking powder
1 tsp. Salt

Add all ingredients and blend together. Do not overmix. Just enough to wet all ingredients. Pour into cupcake mold or molds as you would like. Bake 375 degrees for 20-25 minutes.

Honey Butter

1 cup margarine or butter
¼ cup honey (light)

Whip with electric beaters on low until fluffy. Use as spread on corn bread.

Johnny Appleseed Smiles

1 medium red apple, cored and sliced
Peanut butter
Tiny marshmallows

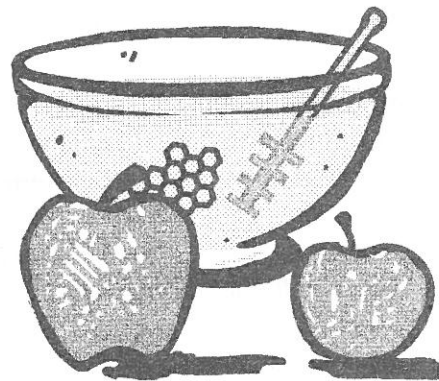
Spread one side of each apple slice with peanut butter. Place 3 or 4 tiny marshmallows on top of the peanut butter on one apple slice. Top with another apple slice, peanut butter side down. Squeeze gently. Eat right away. To make sure the "teeth" stay in, use plenty of peanut butter to stick them to the apple "lips."

Pecos Bill's Breakfast Snack

1 cup corn syrup
1 cup sugar

1 cup peanut butter
6 cups Rice Krispies

Heat, melt and blend first three ingredients. Then add Rice Krispies. Stir to coat well, pour out onto cookie sheet, cut and enjoy.



Trails, Treks & Tracks



June 1999

Trail, Track & Track



pppppppp

WHY GOD MADE BOYS

God made a world out of His dreams
Of magic mountains, oceans and streams.
Prairies and plains and wooded land;
Then paused and thought, I need someone to stand
On top of the mountains, to conquer the seas,
Explore the plains and climb the trees;
Someone to start out small and grow
Sturdy and strong like a tree; and so
He created boys, full of spirit and fun,
To explore and conquer, to romp and run.
With dirty faces, banged up shins,
Flashing eyes and great wide grins.
When He completed the task He'd begun,
He surely said, "That's a job well done!"

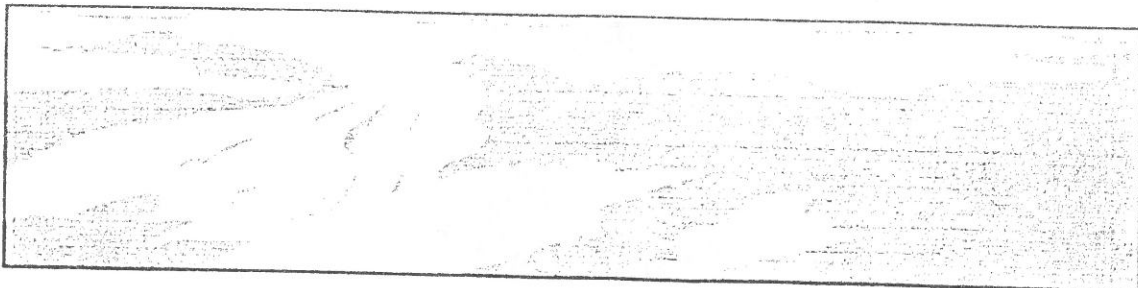
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 N O S R L O G A S N E L E H T S R T S R

ADAMS
 BLUE
 MC KINLEY
 RAINIER
 SIERRA NEVADA
 SUPERSTITION
 WHITNEY

APPALACHIANS
 CASCADES
 OLD BALDY
 ROCKIES
 SMOKY
 TOOTH OF TIME

BAKER
 HOOD
 PIKES PEAK
 SHASTA
 ST HELENS
 WHITE



Ceremonies

Outdoor Code – Responsive Reading

Personnel: Leader in uniform, song leader, pack.

Equipment: The U.S. Flag, a copy of the Outdoor Code for each Cub Scout and parent.

Arrangement: The leader emphasizes the importance of showing respect toward the natural resources of our country. The leader then uses the Outdoor Code as a responsive reading, with the pack giving the response. All sing “God Bless America” as the flag is held aloft.

Leader: As an American, I will do my best to be clean in my outdoor manners –

Pack: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America’s waters, fields, woods and roadways.

Leader: Be careful with fire –

Pack: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Leader: Be considerate in the outdoors –

Pack: I will treat public and private property with respect. I will remember that the use of the outdoors is a privilege I can use by abuse.

Leader: And be conservation minded –

Pack: I will learn how to practice good conservation of soil, waters, forests, grasslands, wildlife, and energy. I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Song Leader: Let us open our meeting by singing “God Bless America.”



Opening Ceremony

Ask the Cub Scouts to pretend they are preparing for a mountain hike. Have them think of something they could need. As each boy names an item, have him also repeat all of the previously named items! When all have had a turn, say: "Your older brothers, the Boy Scouts, have a motto, "Be Prepared." When you are prepared, you can live up to the Cub Scout motto. Will you do your best?" (Boys: We'll do our best!)

The Flag's Colors Opening Ceremony

Equipment: U.S. flag, three candles – one red, one white, one blue and put in holders.

Cub 1: (*Lights red candle*) The red of my flag is the lifeblood of brave men ready to die or live worthily for this, our country.

Cub 2: (*lights white candle*) The white of my flag is for purity, cleanliness of purpose, thought, work and deed.

Cub 3: (*Lights blue candle*) The blue of my flag is for truth and justice, just like the eternal blue of the star-filled heavens.

Den Chief: My flag, the flag of America, home of liberty, land of opportunity, where men of all races and creeds can live together in peace and friendship.

Leader: Two! (*Signal to drop salute.*)

Den Opening Ceremony Ideas

Opening Ceremonies: Use them to signal the beginning of den meetings. This could include a song, flag ceremony, den yell, applause stunt, uniform inspection, a thought, etc.

Denner Installation: to recognize boy leaders and place importance on this position of Denner or Assistant Denner.

Special recognition: to recognize birthdays, special achievements, and activities, new members, boys transferring to a new den, and special recognition for boys achieving in areas outside of the den.

Closing ceremonies: to signal the end of the den meeting through the use of a flag ceremony, den leader minutes, quiet inspirational activities or songs.

Trails, Treks & Tracks Advancement Ceremony

Equipment: Badges to be awarded; if available, a model or a picture of a mountain.

Personnel: Cubmaster, boys receiving awards and their parents.

As he speaks, the Cubmaster pauses at appropriate points to present badges to the parents to pin on their son's shirt.

CM: Advancement in Cub Scouting is like climbing a mountain. You start at the foot of the mountain by earning the Bobcat badge. To do that, you have to learn some things about Cub Scouting and agree to follow the Cub Scout Promise. *(If there are Bobcat candidates, pause and present their badges.)*

The Cub Scout then starts up the mountain. His first stopping place comes when he has done 12 achievements and earned his Wolf badge with the help of his parents. *(Pause and present awards, if any. Continue the "climb" to the top of the mountain through Bear, Webelos activity pins, Webelos badge, and Arrow of Light. Go all the way even if you don't have any candidates for the Arrow of Light.)*

With the Arrow of Light, we have reached the top of the Cub Scout advancement trail. But there are new challenges ahead because now we see the Boy Scout advancement trail – another mountain you can climb all the way to Eagle Scout. I hope that all of you will set your sights on that great award. But for now, let's all give a cheer to these boys who have made big steps up the Cub Scout advancement trail. *(Lead Cheer.)*

Outdoor Advancement

Make some Bobcat, Wolf and Bear footprints and purchase a large Webelos badge (stick on). Put the footprints down on the ground and have the Cub Scouts stand beside the footprint of rank they currently hold. Then have them walk to the footprint of the rank they are receiving, You can also put arrows behind the footprints to show how many arrow points they have earned in that rank. Each time they earn a new arrow point, they advance to a new arrow under that rank.

For A Webelos Scout receiving his Arrow of Light or graduating, make a plaque out of some leather and sticks. *(Like in Elective 22 in the Bear Book)*, and write something like this; Let it be known that (Scouts name) graduated from pack # _____ with the Arrow of Light, Cub Scouting's highest rank. – Decorate the plaque with beads and feathers.

Trails, Treks & Tracks Bobcat Hunt
Advancement Skit

All boys are in a seated position in front of the audience.

Narrator: Would you like to go on a Bobcat hunt?

Boys: Yes!

Narrator: OK, let's go! Watch me and do all the things I do and repeat after me all the things I say. Here we go! We're going on a Bobcat hunt. Everybody march. *(Everybody makes a marching sound by slapping hands on knees)*. I see a cave – a magic cave, to open it you must say the Cub Scout Promise.

Boys: "I _____ promise to do my duty, to God and my country. To help other people and obey the Law of the Pack. *(Resume marching)*

Narrator: I see a gate – a guarded gate, to pass through you must say the Law of the Pack.

Boys: The Cub Scout follows Akela. The Cub Scout helps the pack go. The pack helps the Cub Scout grow. The Cub Scout gives goodwill.
(Resume marching)

Narrator: There's a fork in the road – which way do we go? The old wise man said if we give the secret code, he'll tell us which way to go.

Boys: WeBeLos – We'll Be Loyal Scouts. *(Resume marching)*

Narrator: We pass another pack on the path – we give them a sign, what sign?

Boys: Wolf ears! *(Give Cub Scout Sign) (Resume marching)*

Narrator: On the trail – the Bobcat trail we pass a flag and show our respect with a brisk salute.

Boys: *(Give a brisk salute) (Resume marching)*

Narrator: We still have not found any Bobcats. Have we done our best?

Boys: Yes! We have done OUR BEST.

Narrator: Then congratulate each other with the official Cub Scout handshake, you have just found ____ of them!

Boys: Give each other the Scout Handshake, then den cheer.

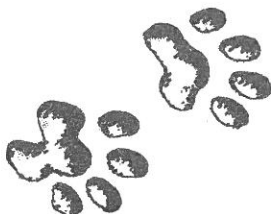
Closing Thoughts

Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree...by doing our best to always be helpful to others by putting others first and ourselves second. Remember the lesson we have learned from the tree; to give others more than we receive.

Have you ever taken pebbles and thrown them into a quiet lake or stream? If you have, you've probably noticed that each wave started by each pebble, gets influenced by the waves started by the other pebbles. Through the ideal of Scouting and the examples we set for others in how we treat the natural things around us, we can have a positive influence for good on those with whom we associate.

Ask the boys to sit around you and close their eyes. Picture a very high mountain in Alaska. It is beautiful, but also dangerous. It has slippery glaciers and high rocky places you can climb only with special equipment and with cooperation from other people. Mountain climbers depend on each other. They must be able to trust their friends on the other end of the rope. When you pick your friends, think – would this be a person that you could trust on a dangerous mountain climb? Let us join in a friendship circle and have a moment of silence to think about choosing good friends. Thank you and goodnight.

Unfold a road map---Point out that to get from one place to another you have to follow a certain route. You can get there another way but it may be more difficult and much more time consuming. Cub Scouting is like that. There are roads or guidelines to get you where you want to go, and signs or leaders along the way to help you stay on the right road. Thank you and goodnight.



Songs

On Top of the Rockies

(Tune: On Top of Old Smokey)

On top of the Rockies
All covered with trees
I went for a hike
And skinned up my knees

The mosquitoes were biting
And so were the gnats
We forgot our repellent
So we smacked them with bats.

We ran up the trails
With our leaders in tow
A big storm blew in
We were covered with snow

The snow was so deep
Our tents were so small
We froze to death
There's no more, that's all.

On Top of Spaghetti

(Tune: On Top of Old Smokey)

On top of spaghetti
All covered with cheese
I lost my poor meatball
When somebody sneezed.

It rolled off of the table
And onto the floor
And then my poor meatball
Rolled out of the door.

It rolled into the garden
And into a bush
And then my poor meatball
Was nothing but mush.

The mush was as tasty
As tasty could be
And then the next summer
It grew into a tree.

The tree was all covered
All covered with moss
And on it grew meatballs
And tomato sauce.

So if you can eat spaghetti
All covered with cheese
Hold on to your meatball
Lest somebody sneeze.



The Bear

(Tune: Sippin Cider)

The other day
I met a bear
A great big bear
Away out there

He looked at me
I looked at him
He sized up me
I sized up him

He said to me
Why don't you run
I see you ain't
Got any gun

I said to him
That's a goo idea
Come on now feet
Let's up and flee

And so I ran
Away from there
And right behind
Me was that bear.

In front of me
There was this tree
A great big tree
Oh, glory be!

The lowest branch
Was ten feet up
I had to jump
And trust my luck

And so I jumped
Into the air
I missed that branch
Away up there

Now don't you fret
Now don't you frown
'Cause I caught that branch
On my way back down.

That's all there is
There ain't no more
Unless I meet
That bear once more.

Campfire Yarns

(Tune: Camptown Races)

Campfire yarns are five miles long
Doo Dah, Doo Dah
Last until the break of dawn
Oh, the Doo Dah day.
Going to talk all night
'Til the morning light
Takes so long
You'll never yarn
Oh, such delight.

God Bless My Underwear

(Tune: God Bless America)

God bless my underwear, my only pair.
Stand beside them, and guide them,
As they sit in a heap by the chair.
From the washer, to the dryer,
To my backpack, to my rear!
God bless my underwear, my only pair!
God bless my underwear, or I'll go bare!

Skits & Run-ons

Tracking Animals Skit

Characters: 2 boys “tracking animals,” the rest of the den acts a train.

Props: 2 flashlights and 1 spotlight or large flashlight.

Opening Scene: The 2 boys are walking across the stage, shining flashlights down.

Cub 1: Look! Bear tracks!

Cub 2: *(sarcastically)* There ain't no bears around here. Them's raccoon tracks!

Cub 1: Those are BEAR TRACKS!

Cub 2: They can't be!

Cub 1: I know what bear tracks look like, and those are BEAR TRACKS!

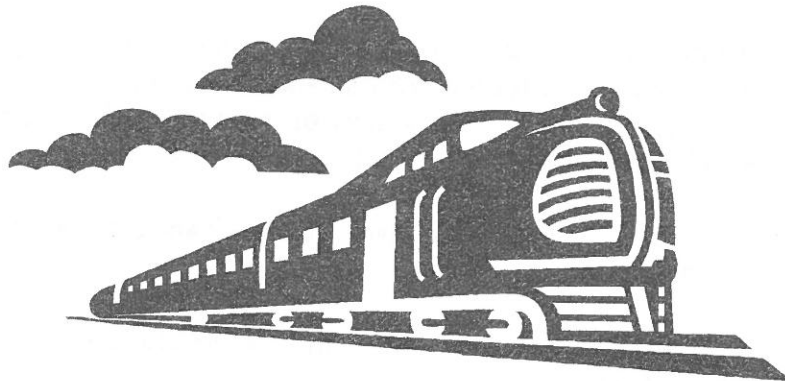
Cub 2: RACCOON TRACKS!

Cub 1: BEAR TRACKS!!!!

Cub 2: RACCOON TRACKS!!!

(Boys shove each other and start wrestling. As they are rolling around on the ground, the other boys enter from one side – each behind the other – with the front boy carrying the spotlight and the rest making train noises. The last boy makes a train whistle noise.)

Cubs 1&2: *(they stop wrestling and get up)* TRAIN TRACKS!!!
(They start running away from the train and the train “chases” them offstage.)



Going on a Nature Outing Skit

(There is one speaking part for either a parent or a den leader and seven other action parts. A back pack is the most important prop. Pack first those items used last.)

- Leader: **There! I'm all packed.** (Sets backpack on table, opens it, and begins checking contents) **Everything is in order for my weekend trip! I'll just check to see if the boys are here yet.**
- Cub 1: (Enters from the left and peeks into the pack. Removes a map from top of bag and makes a fan or airplane out of it. Exits right fanning self or flying airplane.)
- Cub 2: (Enters from right, bouncing a ball. Looks in pack. Picks up Boys' Life from inside it. Rolls it up and puts a rubber band around it, which was around his wrist. Exits left playing ball with the magazine as a bat.)
- Cub 3: (Carrying a jar of bugs and enters from the left. Peers inside pack and then exits right still carrying a jar of bugs. ***A large BUGS on the side of the jar might make it more obvious.)
- Cub 4: (Enters from the right and removes sunglasses from pack. Puts them on and dramatically exits left.)
- Cub 5: (Enters from the left on a skateboard. Removes socks from the pack and exits right.)
- Cub 6: (Enters from right and removes Cub Scout books, balances them on his head as he exits left.)
- Cub 7: (Enters from left and removes first-aid kit from pack and exits right.)
- Cub 3: (Enters from right still carrying jar of bugs. Looks in pack and exits left.)
- Cubs 2-4-6: (Enter from left. Look inside back pack and removes vitamins, comb, and shampoo bottle. They form a rhythm band shaking the vitamin bottle, adding a tissue to comb and humming on it, and removing the cap of the bottle and blowing over the top of it. They exit right.)
- Cub 1: (Enters from right. Removes a towel from pack and acts like he's drying himself as he exits.)
- Cub 5: (Enters from right. Removes deodorant from backpack and pretends to apply it. Exits left.)

- Cub 7: (Enters from right. Removes Scout leader shirt and shorts from backpack. Puts them on and pretends to be a leader. Exits left.
- Cub 3: (Enters from left still holding jar of bugs. Looks in backpack, smiles, then turns backpack upside down to show that it's empty. He then stands it up just as it was and places the jar of bugs inside. He closes the pack carefully and exits right.
- Leader: (Enters. Stands in front of the backpack facing the audience, not looking inside.) **Everything is all set! This is going to be a perfect weekend. It certainly pays to BE PREPARED!!!** (Picks up backpack without ever looking in it, and exits carrying backpack filled with jar of BUGS).

The Bear

Cub Scouts kneel on one knee in a single file facing the audience.

Cub 1: There's a bar over thar.

Cub 2: Whar?

Cub 1: There's a bar over thar.

Cub 3: What?

Cub 2: (points to the right) Thar.

(This is repeated all the way down the line. The joke is to ask a favorite Scouter to be the last one on the end. When everyone has done it, #1 falls to his left and the domino effect occurs with everyone stacked on top of the Scouter.)

Run-Ons

- Why are mountain climbers so curious?
Because they always want to take another peak.
- Hey Joe, why are you carrying that rock so close to your ear?
Because, I'm listening to rock music.
- Did you hear about the little Scout who was chased by a bear in his pajamas?
Just how the bear got into the pajamas though is a mystery of course.
- Cub: Boy, do my feet hurt.
CM: Well no wonder, you've got your shoes on the wrong feet.
Cub: (Looking at shoes) No...these are my feet.

Games

Shadow Stamp

Materials needed: Sunshine

Play this game as you would play "tag," with one difference: the person designated as "It" must stamp on another player's shadow instead of tagging him. When "It" succeeds, have the player who has been stamped become "It."

Once Around the Block

Hikers go "once around the block," then their observations are tested. Who has seen the most round things? What did you see that was orange? What are the names of the streets we were on? Did we pass any businesses, schools or gas stations? Name them. Etc.

Stop & Spot

While hiking, the leader stops and says, "I spot a _____," naming a familiar object. Everyone in the group who sees the object will squat down. Continue with more objects. This sharpens the skill of observation.

Penny Hike

This is an adventure! Set a time limit; Start walking until you come to the end of a block or to a fork in the trail. Stop and flip a coin – heads, left – tails, right. Boys can take turns flipping the coin. Keep a record of the turns. (You can reverse the directions to get back to your starting point.

Streets and Alleys

This is ideal for a pack meeting. You need three people, one for Fox, one for the Hound, and one for the Caller. The rest of the group makes the streets and alleys. The group forms several squares by having 4 or more lines standing hand to hand facing North (STREETS) and 4 or more lines facing East (ALLEYS).

The Fox and the Hound start at opposite corners. When the caller calls "STREETS" then all the people facing North stand with their arms stretched horizontally. When "ALLEYS" are called the "STREETS" put their arms down to their sides and the "ALLEYS" put their arms up.

The object of the game is for the Hound to catch the Fox. The Fox and the Hound can only run through clear lines. They cannot run through someone's arms. It is best to call the game at a fairly fast pace. When the Hound has caught the Fox, then both choose the next Fox and Hound. If the Hound doesn't catch the Fox after a reasonable time, then the Caller can stop the game and call up two more players.

Crafts

Collecting Animal Tracks

When you're hiking across fields, along streams or in the woods, watch for animal tracks. Footprints that have been marked clearly in the dirt or mud can be easily preserved.

With a small brush, carefully remove any loose dirt from the track. Select a tin can that will fit over the track with some spare room around the edge. You can also use a cardboard or metal band held together with a paper clip or clothespin to form a collar. Coat the inside with a heavy layer of Vaseline. You can also do this to the collar.

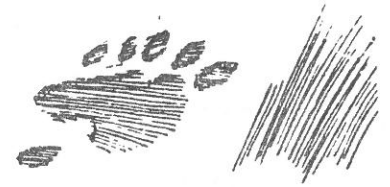


Fill a small paper cup 1/3 to 1/2 full of water. Add enough plaster to the water to absorb most of the water. Mix. It should be a thin cream. Put the can or collar around the track, then pour the plaster mixture onto the track, about 1 inch deep.

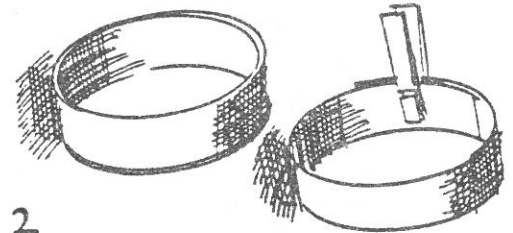
Put a piece of wire to form a hanger.

Do not touch until you are sure it is dry thoroughly. It will take 1/2 hour to 1 hour.

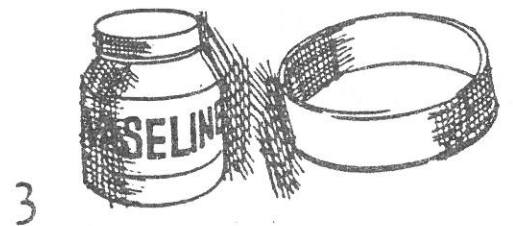
Remove the plaster cast from the can or collar and label it.



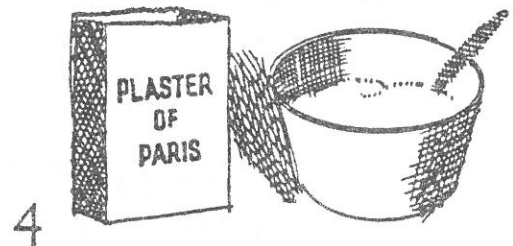
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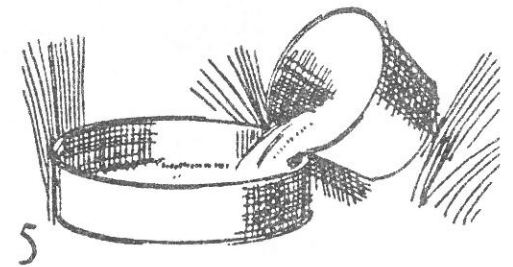
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3



4



5



6

Survival Kit

Would you believe that all of the items listed below will fit into a 35mm film canister. This is easy to carry and will contain those often forgotten items which you need at meetings.

Inside:

1 piece chalk
4 paper clips
1 stub pencil
2 dimes
2 stamps
6 straight pins
2 thumb tacks
1 black crayon
1 red crayon
1 Band-aid
1 piece of string
2 kitchen matches
2 antacid pills

Outside:

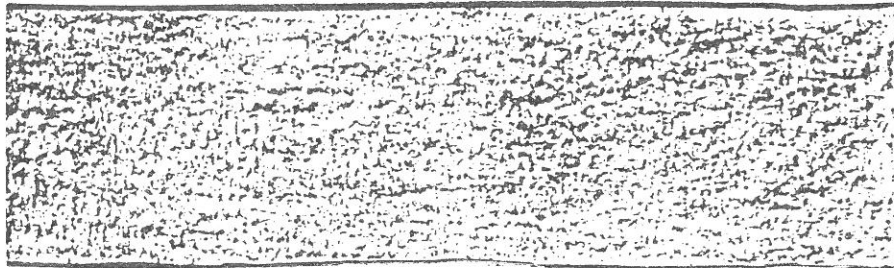
2 rubber bands
1 piece of masking tape
1 piece of sandpaper on
bottom for striking match

And there will still be room for:

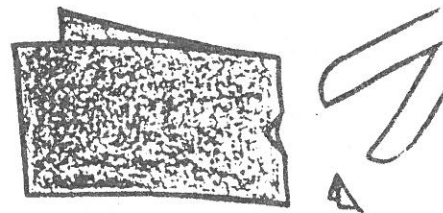
1 gallon of humor	1 cubic foot of wisdom
2 pounds of laughter	1 bucket of thankfulness
1 yard of twinkle (for eyes)	for the Boy Scouts of America.
1 barrel of fun	
1 bushel of patience	

How to Make a Screecher

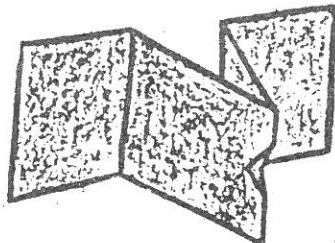
1. Get some paper.
2. Cut a piece of paper this big.



3. Fold the paper and cut it like this.
4. Fold again. Make it look like this.
5. Now blow! Blow hard!

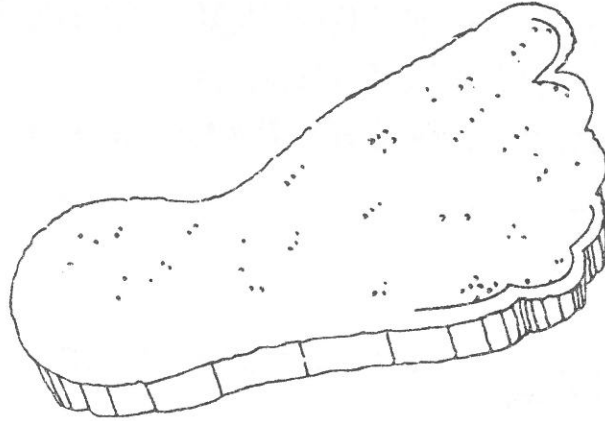


You can call your friends this way.



Achievement Neckerchief Slide

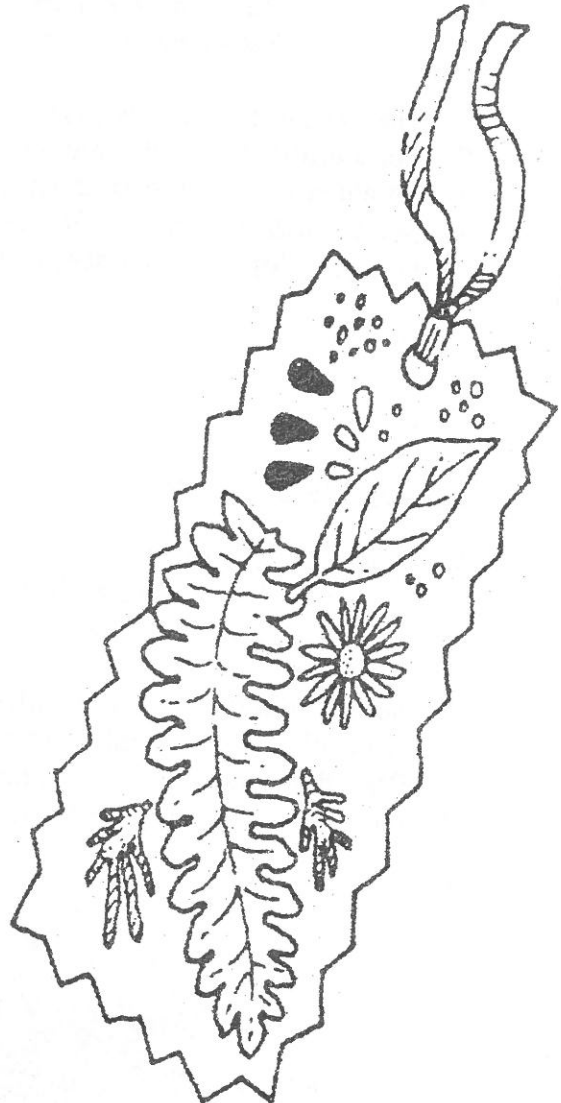
Cut out a footprint from a foam meat tray. Glue a small ring to the back.
"Achievement comes one step at a time, right?"



Nature Collage Bookmark

Supplies: 3x5 or larger index card
Clear Contact paper
Pinking shears
Hole punch
Ribbon or yarn
Collection of found items

On a nature walk collect small leaves, moss, seeds, flowers etc. Arrange nature materials on the index card. Cut a piece of clear contact paper to fit the card. Remove backing from the contact paper and stick together covering front and back of index card. Trim the edges of the contact paper outside the card edges. Make a hole with the hole punch and tie ribbon through the hole.



Gross Grub

THE NEXT TWO PAGES CONTAIN
REALLY GROSS RECIPIES...

IF YOU ARE THE LEAST BIT SQUEAMISH OR ARE
FAINT OF HEART...

PLEASE TURN THE PAGE S NOW!

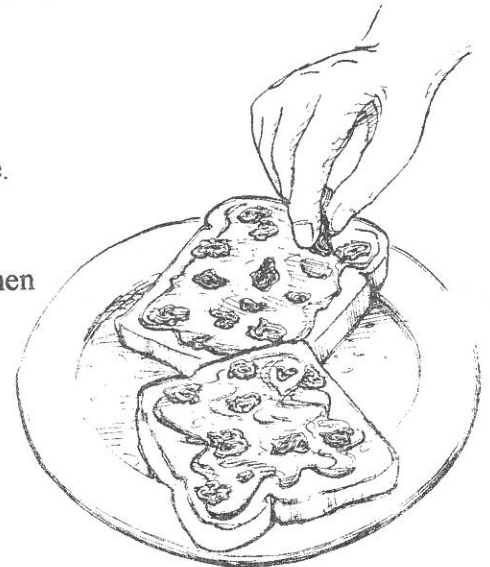
Slab o' Scabs

Ingredients: 12-16 raisins
2 slices of bread
Butter or Margarine
Seedless berry jam

Tools You'll Need: Toaster
Plate
Knife

1. Tear raisins into variously sized, scab-like pieces and set aside.
2. Toast bread until golden brown
3. Carefully place hot toast on plate.
4. Spread each slice of toast first with butter or margarine, and then with jam. Artfully place scabs on jam and eat.

Serves 1.



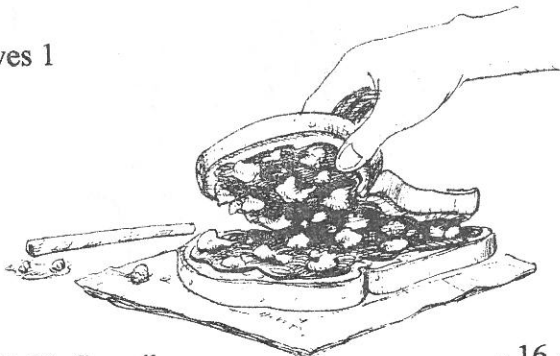
Spit-wad Sandwiches

Ingredients: 2 bread slices
Creamy peanut butter
2 large marshmallows

Tools you'll need: Butter knife
Plate

1. Spread each slice of bread with a thin layer of peanut butter.
2. Using clean fingers, pull apart marshmallows into many tiny spit-wad-sized pieces.
3. Press the marshmallow wads into the peanut-buttered bread slices
4. Put the two slices together (with wads facing each other) and enjoy.

Serves 1

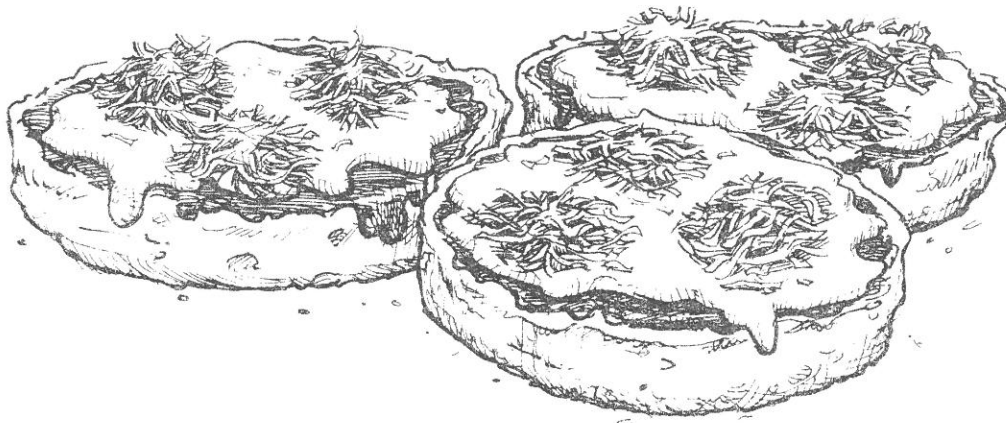


Penicillin Pizza

Ingredients: 6 English muffins
1 (14 oz.) jar pizza sauce
2 Cups shredded Mozzarella
cheese
3 Tbsp. Grated Parmesan
cheese
Yellow, green, and red food
coloring

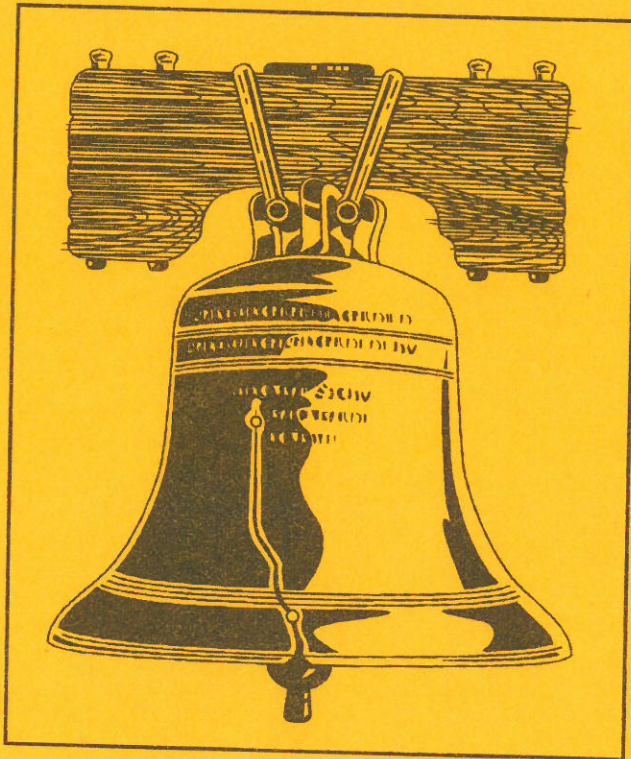
Tools you'll need: Cookie sheet
Spoon
Bowl
Plastic sandwich bag

1. Separate the muffins in halves, and arrange them ragged sides up on an ungreased cookie sheet. Use 2 cookie sheets if necessary, to keep the muffins from touching each other.
2. Spoon a thin layer of pizza sauce on top of each muffin, then cover the sauce with a layer of shredded mozzarella cheese. Set the pizzas aside.
3. Pour parmesan cheese into a small bowl then sprinkle with 5 drops each of yellow, green and red food coloring until its an even shade of mold green. (To avoid staining your fingers, slip a small clean sandwich bag over them.) Set mold aside.
4. With an adults help broil the pizzas for 2-3 minutes. When the cheese has melted and is starting to brown, take the pizzas out of the oven and let them cool down for about one minute.
5. Carefully sprinkle mold on top of the hot pizzas. Allow pies to cool slightly before you slip on a lab coat and serve.



The following recipes were taken from "Gross Grub" by Cheryl Porter and illustrated by Will Suckow - published by Random House. This book contains some really gross stuff that boys will like. This is a children's cook book.

Our National Treasures



July 1999

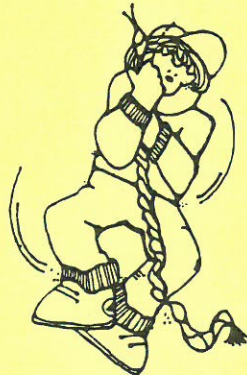
OUR NATIONAL
TREASURES



JULY 1959

YOU ASK ME

You ask me what it's all about,
Why turn a boy into a Scout?
To take some boy, so young and frail
And start him up the Cub Scout trail,
From Bobcat, to Wolf, and on to Bear,
With all those awards and arrow points to share.
Through Webelos and then on to Scouts,
Giving guidance through his problems, fears, and doubts.
And then on through school and out into life he'll tread,
With respect and love for his fellow man and for God.
To watch him grow so tall and free,
Till one day a leader he, too, will be.
And then, he too, just like you and me,
Will take another boy so small and wee,
And will teach that boy.
With pride and joy.
To grow in love and kindness and to be a Scout.
Yes, yes! That's what today is all about!



Gathering Activity

Could You Become a Citizen?

Taken from the Basic Guide to Naturalization, published by the Immigration and Naturalization Service of the United States Department of Justice.

1. Who discovered America and what was he looking for?
2. What were the first 13 original states that formed the Union?
3. How many amendments to the Constitution have been made so far?
4. What must be done before the Constitution can be amended?
5. What right is provided in the 15th Amendment?
6. When was the Constitution of the United States adopted?
7. What form of government do we have in the United States? What is the difference between a republican type of government and monarchy?
8. How many presidential electors does each state have?
9. What is the most important right that the Constitution gives us as Americans?
10. What are the first 10 amendments to the Constitution called?
11. Who established the first permanent colonies in North America?
12. What is meant by referendum?
13. What are the colors of the U.S. flag and what do they stand for?
14. Who was the president during the Civil War and about when was this war fought?
15. What document was signed July 4, 1776: where was it signed, and what did it declare?
16. What are the basic principles of the U.S. Constitution?
17. Who is eligible for the office of the President or Vice President?
18. When and where does Congress meet?
19. Why is the government divided into three branches?
20. How many members are there in the Supreme Court? What is the term of office for these judges?

This will work well for a pre-opening activity. Hand out copies of the questions as the people arrive for the pack meeting. Give time for everyone to work on the answers. The answers can be given out at the beginning of the meeting or spread throughout the evening.



Answers to Citizenship Questions

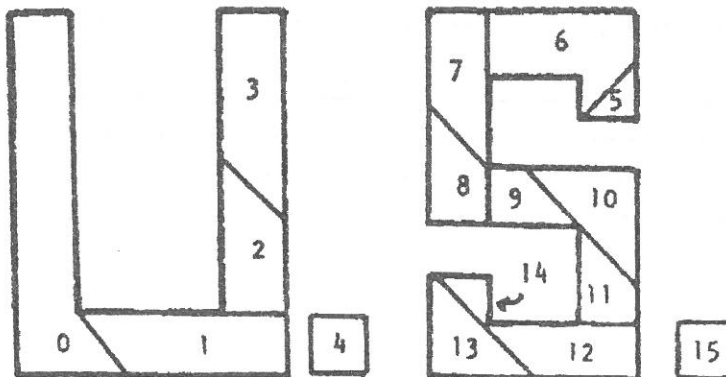
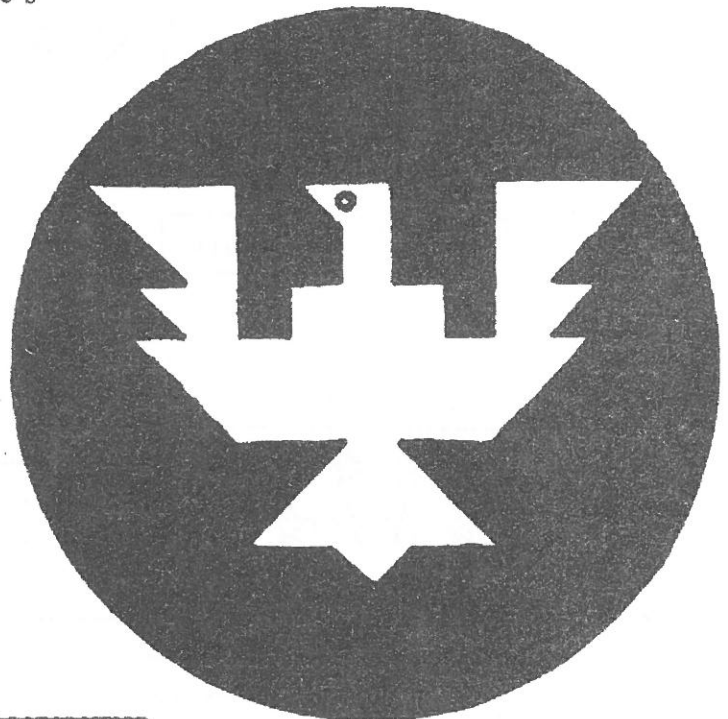
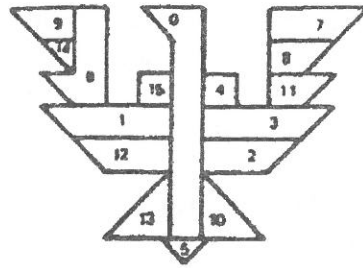
1. Christopher Columbus discovered America in 1492. He was looking for a short cut to the Orient.
2. Connecticut, Delaware, Georgia, Massachusetts, Maryland, New Hampshire, New Jersey, North Carolina, Pennsylvania, Rhode Island, South Carolina, and Virginia.
3. Twenty-six amendments have been made so far.
4. Both houses of Congress must pass the amendment, and 36 states must ratify and approve it.
5. The 15th amendment gave all American citizens the right to vote, regardless of race, creed or color.
6. The constitution of the United States was adopted March 4, 1789.
7. A republic. In a republican form of government the supreme power rests in all citizens entitled to vote and is exercised by representatives elected directly or indirectly by them and responsible to them, while in a monarchy the head of the nation is a king who inherits the throne.
8. Each state has as many presidential electors as it has United States Senators and Representatives.
9. It gave us equality before the laws, regardless of race, color, or religion. It gives us freedom as long as we do not interfere with the rights of others.
10. The Bill of Rights.
11. The English were the first permanent colonies.
12. Referendum means that the people may ratify or annul acts of the legislature.
13. Red is for courage, white stands for truth, and blue is for justice.
14. Abraham Lincoln was President – 1861-1865.
15. The Declaration of Independence, signed at Philadelphia, declared our independence from England.
16. Liberty, Equality, and Justice.
17. A native-born American citizen who is at least 35 years old.
18. Congress meets in Washington D.C. on January 3rd of each year.
19. To provide a system of checks and balances to prevent any group from becoming too strong.
20. There are nine Justices in the Supreme Court. They serve for life with good behavior.



Eagle Jigsaw Puzzle

Materials: Lightweight cardboard
Scissors

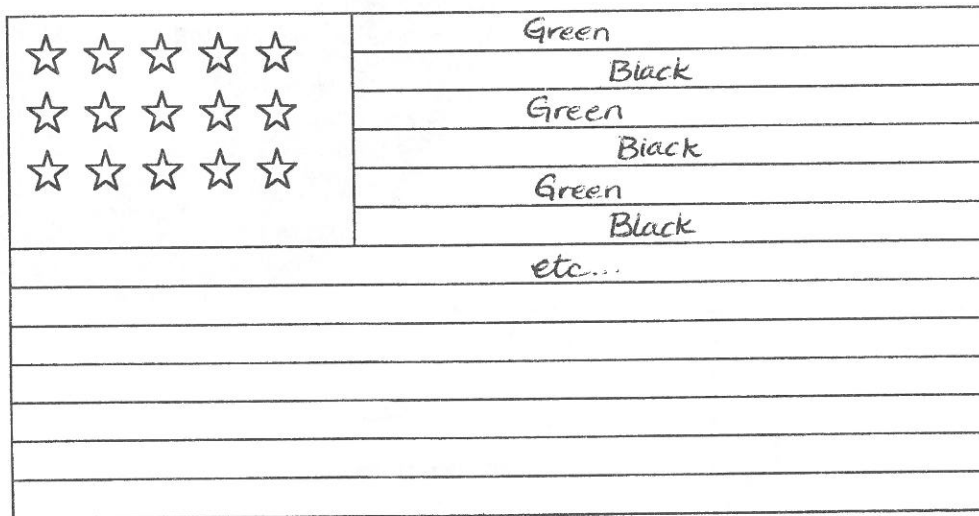
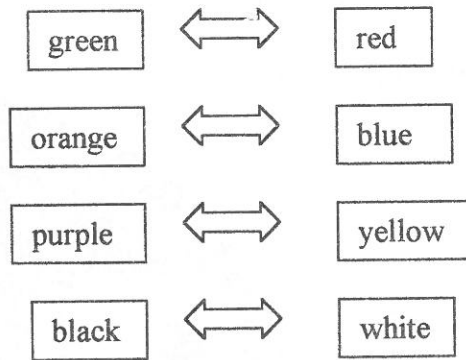
Below is the emblem of the United States, the Eagle, and the letters "U.S." The letters are divided into 16 parts numbered from 0-15. Paste the letters "U.S." on a piece of cardboard, then cut them along the dividing lines to get the 16 pieces for the jigsaw puzzle. The trick is to place the 16 pieces on the eagle picture below in such a way that the eagle's silhouette is completely covered. (Solution top right).



Phoney Phlag Phun!

Outline a United States flag on a large piece of paper. Make the first stripe green. Make the next one black. Keep going until all thirteen stripes are colored. Color the field orange. Make five rows of black stars. There should be ten stars in each row. Hang the flag up on a white wall. Stare at the flag for two minutes. Do not look away!! After two minutes, look at a blank white wall.

You will see an image of the U.S. flag in its right colors. Have each boy make a chart of opposite colors. It's fun to try other country and state flags.



Ceremonies

The Pledge of Allegiance

We should often remind ourselves, and the young boys we work with, of what it means to say the Pledge of Allegiance. It's not just a bunch of words that we have memorized for repeating at another time. Please remain seated while we explain.

I...

Me, an individual, a committee of one

PLEDGE...

Dedicate or commit without self-pity

ALLEGIANCE...

My love and devotion

TO THE FLAG...

Our standard, Old Glory, a symbol of freedom. Wherever she waves, there is respect because your loyalty has given her dignity that shouts freedom.

OF THE UNITED STATES OF AMERICA...

50 individual communities, each with pride, dignity and purpose, yet united to a common purpose of love for our country.

AND TO THE REPUBLIC FOR WHICH IT STANDS...

A land of laws that allows no man to become a tyrant... and lets no group prevail. A land where the right of dissent and of free speech is jealously guarded... where the ballot box is the sword by the people and for the people.

ONE NATION UNDER GOD...

A land where freedom of worship is a cornerstone of Her being. A land graced with temples and churches, synagogues and alters that rise to embrace the religions of the world.

INDIVISIBLE...

Incapable of being divided.

WITH LIBERTY...

Where man in pursuit of an honest life will not be denied his chance. Where citizens move freely within Her vast borders without fear of hindrance... a land brimming with opportunity... where freedom of choice is the guideline for all.

AND JUSTICE...

The principle or quality of dealing with others. Where people look for every avenue of justice and temper their judgement with mercy.

FOR ALL...

Which means that it is just as much your country as it is mine.

Please join me in the Pledge of Allegiance.

Our Flag

Arrangement: As curtain opens, den of 8 Cub Scouts is lined up across the stage, holding props described below. They repeat the following lines. (Or boys can hold up props and the leader or den chief can recite the words.)

Cub 1: (*Holds up a picture of the U.S. flag*) The flag of our country means much to all.

Cub 2: (*Holds up large paper or cardboard star*) With a star for each state whether large or small.

Cub 3: (*Hold up red and white paper streamers*) With 13 stripes of red and white,

Cub 4: (*Hold up map of first 13 colonies*) Representing the 13 colonies who for freedom did fight.

Cub 5: (*Holds up star in one hand and large piece of blue paper in the other*) Put the fifty stars on a field of blue.

Cub 6: (*Holds up white poster which has red crepe paper stripes on it*) Adding the red and white striped field too.

Cub 7: (*Holds up small American flag or picture of it*) There you have the flag of our dear land.

Cub 8: To our Old Glory, let's salute with heart and hand.

(*One of the boys steps forward and asks the audience to rise and join in the Pledge of Allegiance.*)

Opening Ceremony

Arrangement: Colors are advanced in normal manner. Audience is standing, facing flag. Flag stands alone, while voice over loudspeaker says:

I am your flag. I have special meaning to the Boy Scouts of America because your Scout Promise emphasizes duty to God and country, and I am your country.

I am a symbol of America. I suppose you might say I am America. I am great corn-fields in the Midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihilation.

I am opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone and everything to most people. As a matter of fact, I guess that's what I am most... people... free people... YOU!

Different Voice: Let us all rededicate ourselves to our duty to keep America great and free. Please join me in the Pledge of Allegiance.

Advancement Ceremony Ideas

- Attach badges to Historic flags from America's past.
- Badges and awards may also be attached to red, white and blue ribbon.
- Red, white and blue tassels can be attached to the badges and awards.
- Have an American flag on a dowel. Attach badges and awards on shorter dowels and place in a circle around the American flag.
- Give each Cub who receives an award a small American Flag. Arrange them around a ceremony board.

Wolf Advancement

Props: Red cloth, American Flag.

CM: This is citizenship month in Cub Scouting. There are symbols of citizenship everywhere we look, in church, schools, hospitals, and in courts. But there is a more significant symbol that we can all see – Old Glory (hold up flag). But the flag itself is not just a symbol – the colors also denote American history.

The color red (holds up red cloth) in the stripes represent the blood of the wounded in America's efforts to stay free. It also represents the fire of freedom kindled in the hearts of those patriots that forged America in 1776.

Tonight you Wolves, also share in the pride of the red of our flag. The Wolf badge you earned over the past few months is also red. When you look at your uniform after tonight, be proud that you share the tradition surrounding the color red.

Mom/Dad please present this badge of red to your son.

Bear Advancement

Props: Small U.S. flag, small Liberty Bell, candle, and table decorated with red, white and blue banners and bunting.

Personnel: Cubmaster and den leader.

CM: Symbols are all around us in our everyday life. Some symbols are more important than others, and the same symbol can mean many things. Take this candle for example. To some it's a symbol of support when the electricity goes off. To others it is a reminder of the past. This flag is a reminder of past wars. To others it is a reminder of the protest years of the 60's. The Liberty Bell is a reminder of American past to some. To others it is merely an example of lost art.

So too, is the Bear badge that the following boys have earned. (Name boys) The Bear badge is a piece of cloth not worth very much in terms of money. Most people not associated with Scouting would probably throw it away. Wear your awards with pride not for the symbol, but for what it represents to you. Congratulations.

Salt & Dirt

A Closing Thought

Equipment: Salt & Dirt

Leader: Will each of you please shake a little salt into your hand? Notice how clean it is. It's something very necessary which we all enjoy using. It adds a lot of pleasure to our lives. Now, take a little dirt and add to it. It's no longer white, clean or attractive. No one wants to use it or have anything to do with it.

It's the same with Cub Scouting which is clean and attractive. Boys want to be in Cub Scouting and their parents want them to be in it. But each time a Cub Scout says a dirty word, tells a lie, is mean to someone, or says something unkind about someone else, he's adding dirt to Cub Scouting. If this happens very many times, Cub Scouting will be dirty and no one will want to belong. Let's keep Cub Scouting nice and clean so that all boys will be proud to belong.

Flag Closing Thought

Our country's flag is made up of thousands of individual threads and stitches. None of them separately is anything more than a thread or stitch, but put them together and they make a flag. Each tiny thread joins all the others to do its job. Our country itself is made up of millions of individual persons, like you and me. Separately we may not accomplish much, but if we join together, work together, and stick together, we can move the world. Good night!

Closing Thought

As we go back to our homes, I would like to ask the parents to keep in mind these thoughts. Counsel your sons that they may have eyes to behold the red and purple sunsets; that they may have sharp ears to hear the voice of their God. Guide them to have hands that respect the things that God has made. Help them seek strength, not to be superior to others, but helpful to others. Help them along the Cub Scout Trail to do their best.



Songs

Fly Your Flag

(Tune: Row, Row, Row Your Boat)

Fly, fly, fly your flag
On our holidays.
Be a loyal citizen,
In this and other ways.

America, America

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

You're A Winner

(Tune: If You're Happy)

You're a winner when you're helpful
And you're true.
You're a winner when you're helpful
And you're true. You accomplish quite a lot
'Cause the Scouting spirit's in you.
You're a winner when you're helpful
And you're true

America My Homeland

(Tune: You Are My Sunshine)

You are my homeland
You are a great land
You make me happy
You make me free.
Your flag I'll honor,
I'll pledge allegiance.
The U.S.A.
Is good to me.

The Red, White and Blue

(Tune: Old Gray Mare)

The red, white and blue
She's still what she used to be.
She's very close to me
The way she ought to be.
The red, white and blue
She's very close to me
Before, now and years to come.

I'm A Citizen in Cub Scouts

(Tune: I'm a Yankee Doodle Dandy)

Oh, I'm a citizen in Cub Scouts
A good one I will try to be.
I'll keep Akela for my constant guide,
He'll be watching over me.

Yes, I'm a citizen in Cub Scouts;
And I will always do my best.
I'll earn my Wolf and then my Bear,
And Webelos will follow
I'll wear badges on my chest!

Games

Patriotic Sing Down

Equipment needed: None

The first boy sings the first line of a patriotic song – then points to someone else. The second person must sing the second line of the song and then choose another boy to sing the third line. Anyone who fails to sing the correct line drops out of the game. Last surviving singer wins.

Flag Baseball

Equipment needed: Baseball diamond setup

Boys are divided into two teams. The den leader has previously compiled questions about the flag and flag etiquette and divided them into categories representing a single, double, triple, and home-run depending on the difficulty of the question. The first boy picks up a question category and the den leader reads the question. If the boy can correctly answer the question he takes the appropriate base. If he misses the question it is an “out.” Runs are scored as boys advance around the bases. Three outs and it is the other team’s turn. Play as many innings as seems appropriate for the number of questions and interest level of the boys. Questions missed in earlier innings can be used again in later ones.

I’m Thinking

The boys are seated around the room. “IT” says, “I’m thinking of a famous place in the USA.” The other boys try to discover what it is by asking only “yes” or “no” questions.

Ring the Liberty Bell

To make this game, you’ll need a bell, a wire coat hanger, some heavy cord or rope, and a small rubber ball. Bend the coat hanger into a hoop with the hook at the top. Hang the bell in the middle of the hoop with the rope and then tie the hoop from a low tree branch. This game may be played by individuals or teams. The players take turns trying to throw the ball through the hoop. Have a person on the other side of the hoop to catch the ball. Keep score as points are made. Each time the bell is rung, the player scores 3 points. If the ball goes through the hoop but doesn’t touch the bell he scores 2 points. If the ball hits the outside of the coat hanger, the player scores 1 point. Each player throws the ball only once per turn, and gets five turns. After everyone is finished, add up the total points scored by individuals or teams.

Skits & Run-Ons

Uncle Sam's Magic Hat

- Characters: 6 boys
- Props: An Uncle Sam top hat, a piece of red cloth, white cloth, blue cloth, a plastic bag of stars, a small U.S. flag folded up inside the top hat.
- Scene: First boy enters carrying hat. Others follow making a semi-circle around him facing the audience.
- Boy 1: I am going to make some magic tonight and make something grand. I'm going to make a symbol of our wonderful land.
- Boy 2: (Steps forward to display the red cloth) First I'll put in this cloth of red indicating courage true.
- Boy 3: (Steps forward to display the blue cloth) Second, I'll add for loyalty this sash of heavenly blue.
- Boy 4: (Steps forward to display the white cloth) For purity, I'll add this cloth of snowy white.
- Boy 5: (Steps forward displaying several of the stars) And now a cluster of stars to make it turn out right.
- Boy 6: Hmmmm, these bits of cloth could be an apron or a duster, or a to wash a dirty window. But I bet by now you all have figured out and know, the end to our short story is the magic of Old Glory.
(Pulls small hidden American flag from the hat and holds it up for all to see.)

Run-Ons

- Boy 1: Where was the Declaration of Independence signed?
Boy 2: At the bottom.
- Boy 1: Do you know Lincoln's Gettysburg Address?
Boy 2: I thought he lived in the White House.
- Boy 1: Where does the president keep his armies?
Boy 2: In his sleeveies.
- Boy 1: What did Paul Revere say when he finished his famous ride?
Boy 2: Whoa.
- Boy 1: Did you know it was impossible to send mail to Washington now?
Boy 2: No, why?
Boy 1: Because he's dead. But you can send mail to Lincoln.
Boy 2: How come? He's dead too.
Boy 1: I know, but he left his Gettysburg Address.

The Energy Train

When skit is presented Cub Scouts come on stage each holding a large cardboard picture of appropriate train car. Large pieces of cardboard from office furniture stores, refrigerator cartons, etc., could be used opened flat. The inside or plain side used. Leader or parent could sketch train, and Cubs could paint with tempera or markers. Cubs could also march across stage with appropriate signs hung around necks describing various cars.

- Engine: This is the engine that represents our Government that keeps us on the right track.
- Coal Car: This is the coal car, that represents the people who supply the energy to run our Government.
- Gondola Car: This is the gondola car that represents the open minds of the people who supply the energy to run our Government.
- Tank Car: This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.
- Box Car: This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.
- Caboose: Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people who run our Government.

This train is unique, in that it runs on FREEDOM, the freedom that has made this country the strong nation that it is today.

Cheers

Flag Pole Cheer – Pretend to be raising flag on a pole, watching the flag until it reaches the top, then salute.

Patriotic Cheer – Shout “USA” and thrust hand with a doubled fist skyward, then shout “Hooray,” onward and upward.

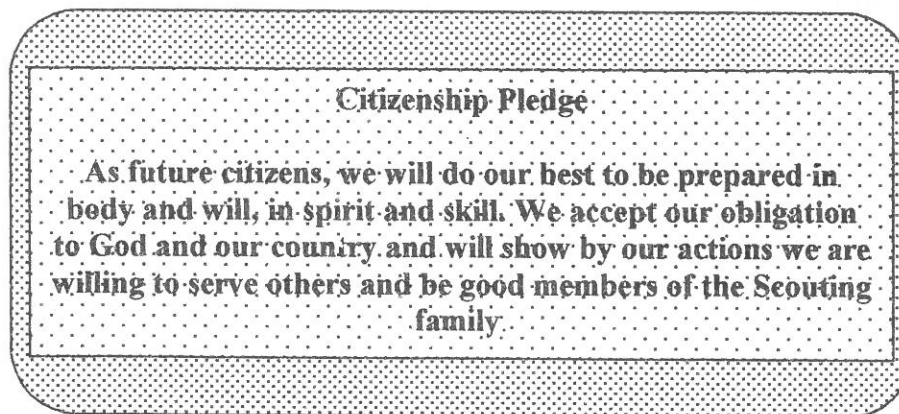
Paul Revere Cheer – Pretend to be riding a horse by moving up and down, while saying, “The British are coming, the British are coming.”

America Cheer – Have the group clap three times then yell, “America, America,” clap three times, you are the greatest, clap three times – do all of this three times.

Crafts

Citizenship Plaque

1. Choose a scrap of wood with an interesting shape. Sand all edges until smooth.
2. Rub a bit of stain into the wood with an old sponge. Wipe off the extra stain with a paper towel.
3. On a piece of paper, type the "Citizenship Pledge" in script or have someone who can do calligraphy print the script for you.
4. Glue the pledge in the center of the wood.
5. Take various kinds of seeds and make a design border for the plaque. For tiny seeds, spread a thin layer of glue over the space you wish to cover. Then, sprinkle the seeds on the wet glue. Push them into place with a toothpick. Attach larger seeds one at a time. Use a small dot of glue and carefully set the seed in place.
6. Wait 24 hours for the glue to dry. Turn the plaque over and tap gently to remove the loose seeds.
7. If there are empty spaces, fill them.
8. Nail a hanger to the back of the plaque.
9. With a wide soft brush, cover the front of the plaque with a clear coat of shellac.

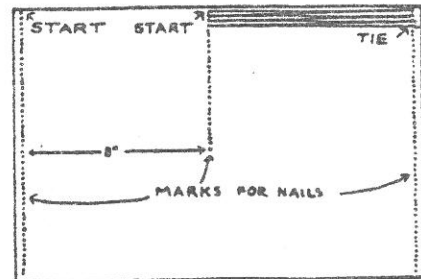
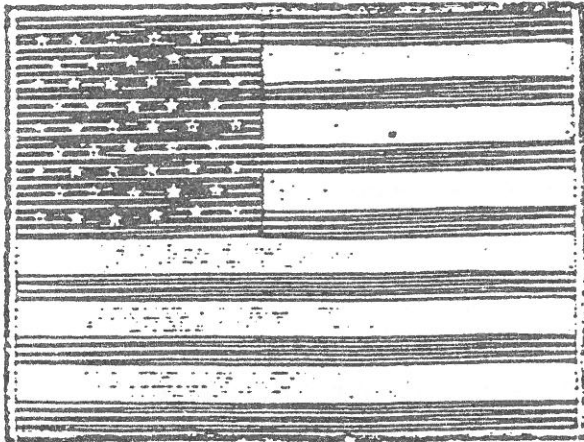


String Flag

Materials: Red, white and blue string or yarn
1/2" headless nails
Piece of 13 1/4" x 18" plywood, sanded smooth
50 gummed silver stars

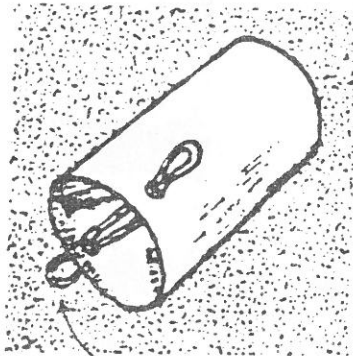
Directions:

1. Along each short side, draw a line about 1/4" in from the edge as a guiding line for inserting the nails.
2. In the upper left corner, mark off an area 7" x 8" for the field of stars.
3. Hold the nails with pliers and hammer them about halfway in every 1/4" as shown, along the sides of the flag and the end of the field.
4. Each stripe uses four nails on each side. Begin by tying red string to the first nail. Bring the string back and forth around the nails, tying off on the fourth nail. Continue as above, alternating the red and white stripes.
5. For the field, begin at the upper left-hand corner. Knot blue string around the first nail and string as before. Tie off on the last nail at the lower right-hand corner of the field.
6. Evenly space fifty 1/2" gummed silver stars on the field. When they are properly positioned, pick up each star with tweezers, apply a dab of glue to the back and lightly press it onto the field.
7. Glue metallic braid around the outside edge and attach a sturdy cardboard or wooden easel to the back.

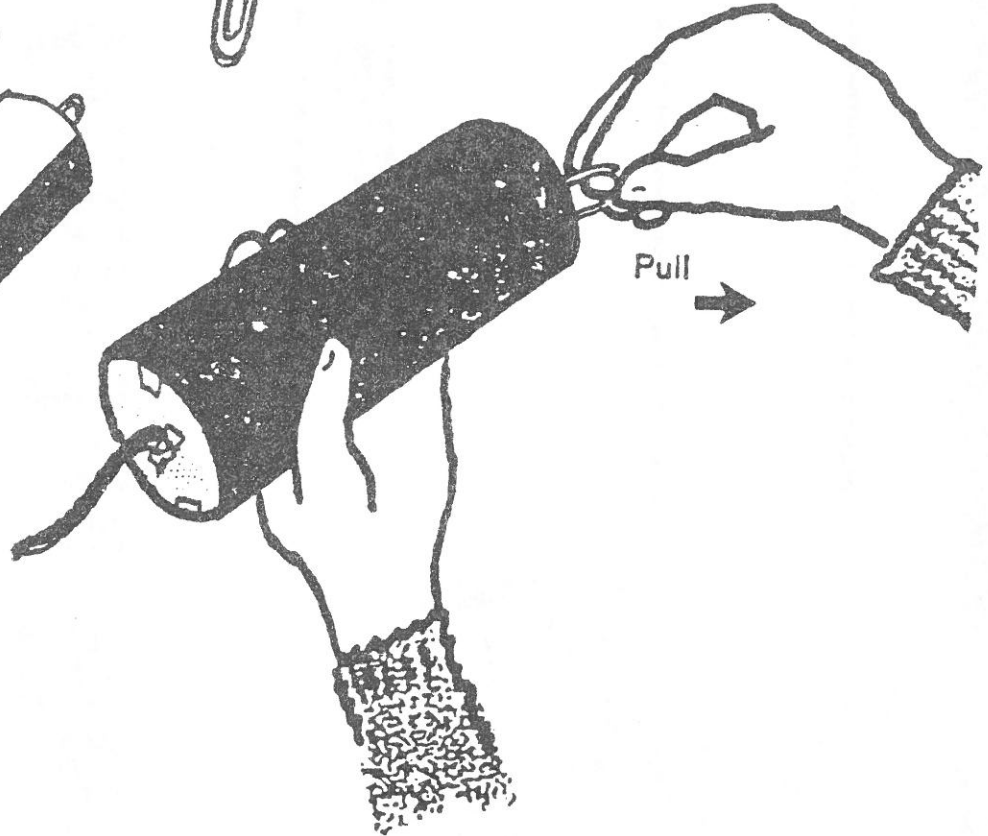
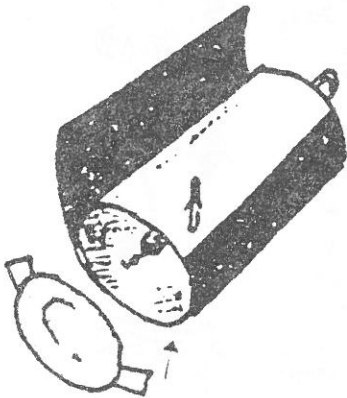
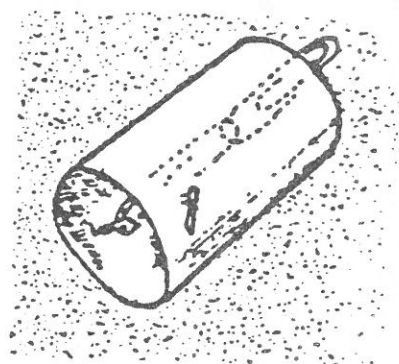
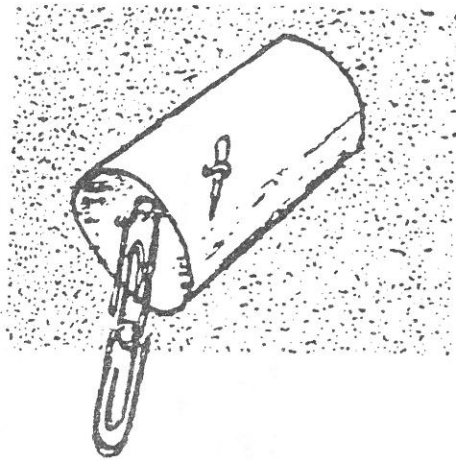


A Patriotic Party Popper

To make this popper, use a 4" piece of cardboard tube. Poke small holes opposite each other about 1 1/2" from one end. Push a rubber band through and leave a piece sticking out on each side. Hold the ends by a piece of toothpick through ends outside tube. Twist the ends until the rubber band is tight inside. Interlock two paper clips. Slip one over the twisted rubber band inside the tube. Cut a circle the diameter of the tube from the kind of plastic that comes on a coffee, cottage cheese or orange drink. Tape this to the end near the rubber band. Reach in from the open end, grasp the paper clip. Pull. Then release suddenly. It should make a "POP!" Finish your firecracker with red paper. Last, tape a 3" string to the covered end.



Rubber band

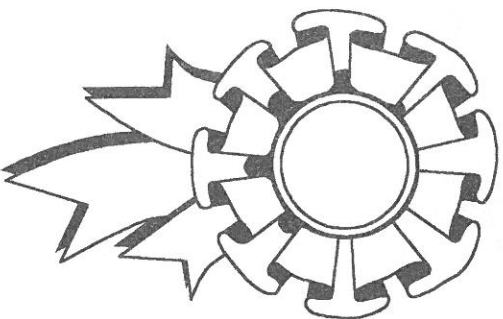


AWARD For Having Done His Best

Girl Scout

Chancellor

Name



1998

The Meaning of the Statue of Liberty

For over 100 years Miss Liberty, that grand statue in New York Harbor, has been a symbol of freedoms we enjoy in the United States – freedoms which many people in the world are not allowed by their governments to have.

She has welcomed millions of immigrants to this country, perhaps even your parents or grandparents. The millions of new Americans who sailed past Miss Liberty were drawn here by the dream that with hard work and freedom there is no limit to what they could accomplish. To them, the Statue of Liberty was their first real glimpse of America, the land they chose as the place to build a better life for themselves and their families.

Our Nation was blessed by those who became citizens and those who's energy and ingenuity helped build our country and protect our freedoms. They helped make our country great because they brought something special from every corner of the world. And we have been able to prove that people of all origins and religions can live together.

Miss Liberty has also seen our armed forces sail off to fight in foreign wars for the freedom and democracy of others and to keep our country safe. And she welcomed them home again as heroes.

For young Americans, Miss Liberty has a special meaning. She is the link from the past to the present, and she is the promise of the future. With her torch held high, she is lighting the way through “the golden door” of opportunity. Soon it will be your privilege to make certain that our country will always be in the place where those who dare to dream and succeed.

Whenever you see the Statue of Liberty, remember what she means to us and to the world. She is standing guard over promise of freedom and opportunity that is the real meaning of the American dream.

*By Ronald Reagan
40th President of the United States*



A Page from Jimmy's Diary

Thursday July 20th

Our Cubmaster and the others decided that the Cub Scouts didn't want to have any Cub Scouting this summer so we aren't having any. I think this is too bad 'cause we have got more time than ever. I guess the Cubmaster and the Den Leaders are kind of tired only I wish THEY hadn't decided WE didn't want any Cub Scouting this summer.

'Course we don't have any trouble thinking up things to do, only it seems like they're always the wrong things. We think up some swell things to do, and then we do 'em and get ourselves into some awful fixes.

Like the other day when Billy dared us to a game of follow the leader. Boy that sure was an awful mess. Everything went OK until Billy led us to the top of old Mr. Jones's fence. All of a sudden it busted and Billy fell in Mr. Jones's tomato plants and I fell in Mr. Jones's chicken coop and you should have heard those chickens squawk. Fred got hung up on a nail by the pants and the harder he wiggled, the more they ripped and right in the middle of all that Mr. Jones came out and chased us. And then he called up our pops and when we got home we got licked — all but Fred and he got scratched where his pants got caught so his pop couldn't lick him but he got sent to bed without any supper.

The other day Jacky got some marshmallows and we decided to roast them and we got a lot of branches from Billy's last year's Christmas tree that was still in his yard and made a small fire out behind his garage. But when we lit it, it just went up like an explosion! We got scared and so did the lady next door I gess 'cause she called the firemen and the engines came clanging up the alley and they got out some stingwashers and put it out and it didn't do anything but burn off one door. After it was out the firemen talked to our folks and we got licked again. Gee I been licked so much this summer I gess I'm getting num.

That's what I mean when I say we don't have any trouble thinking up things to do. It's after we do 'em that we have the trouble. I hope that next summer the Cubmaster and the other grownups won't be so tired and won't decide we don't want any Cub Scouting.

I think they are working harder this summer than when we have Cub Scouting.

Jimmy



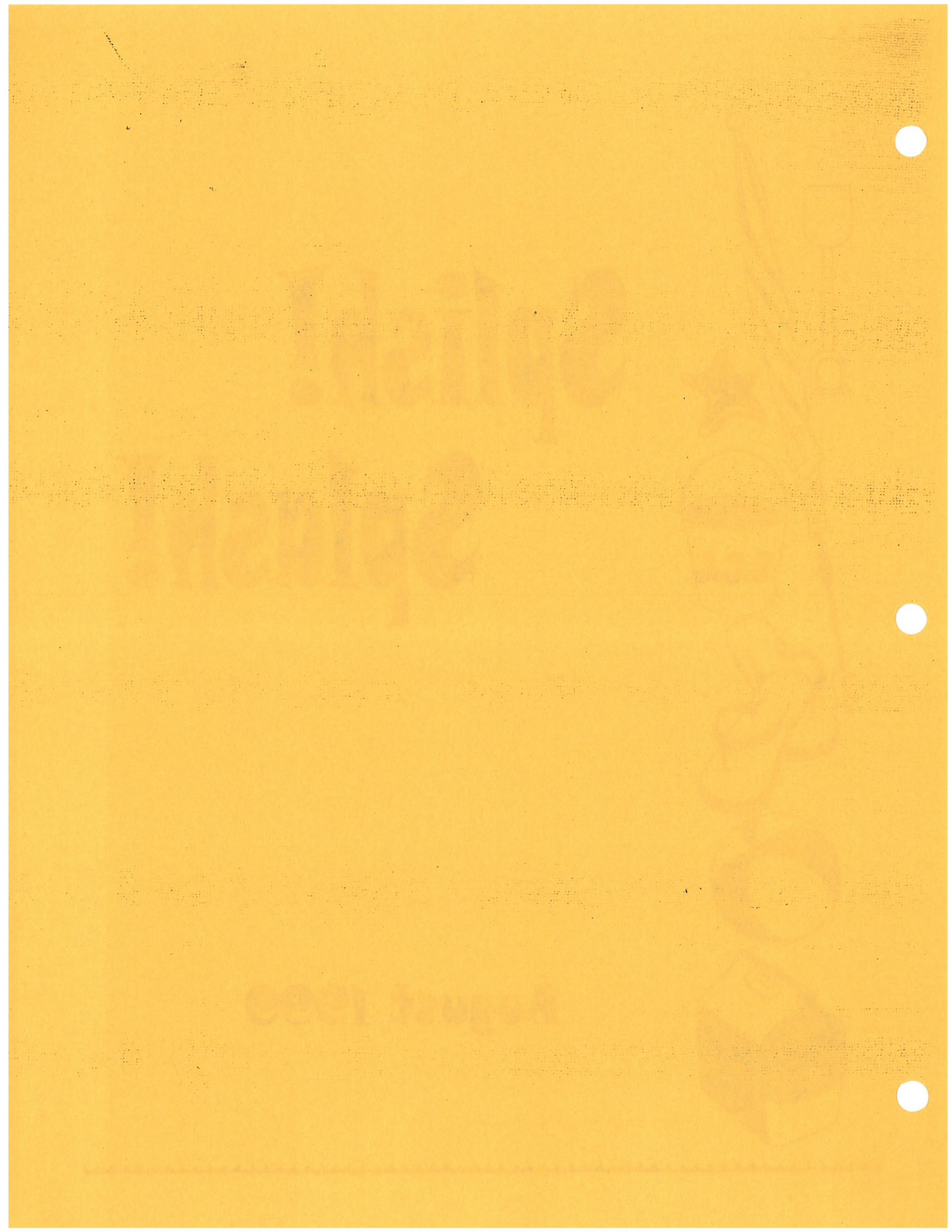


Splish!

Splash!

August 1999





THINGS TO TEACH A BOY

- A sense of appreciation. To be grateful, not just for the material things in life, but for life itself.
- Plain old-fashioned curiosity. The more curious a boy is, the more eager he will be to learn.
- The glue of persistence. If you can slowly build in a boy the feeling that he can cope with any problem, within reason, then he'll be willing to stick to it longer without getting discouraged.
- Live and let live. You don't have to teach a boy tolerance. It's already there. Just try not to teach him intolerance.
- Love of Country. A person can be strongly patriotic and still want to see the world more united than it is today.
- A sense of humor. The Bible says: "A merry heart doeth good like medicine." Everyone needs a dose.
- Respect. Help a boy recognize that there are values outside himself that are just as important as his own ambitions, hopes and desires.
- Reverence. Teach him respect for and obedience to our Creator.
- If parents and leaders can get these concepts across to a boy before his personality sets like concrete, then we will have done the job we were put here to do.

For most Cub Scout age boys, the words Splish and Splash naturally go together, so this is a great theme to end a fun-filled summer of Scouting activities. Don't forget...any time you are around the water be sure to follow the Safe Swim Defense Plan, remember that any time Cub Scouts are in or near water, safety must be your first concern.

Some ideas to make your den and pack meetings a SPLASH!

A water carnival

A fishing derby

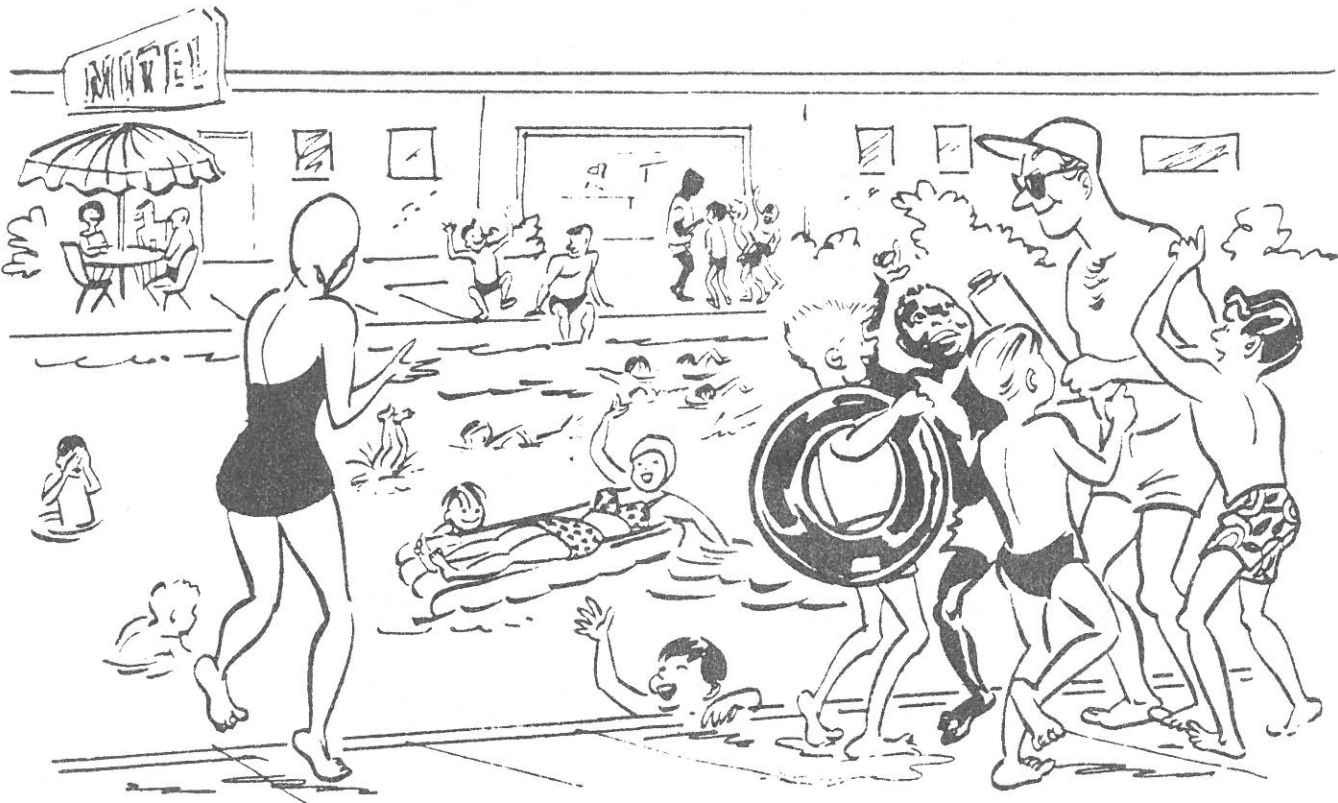
A rain gutter regatta

A backyard beach party

A trip to a water theme park

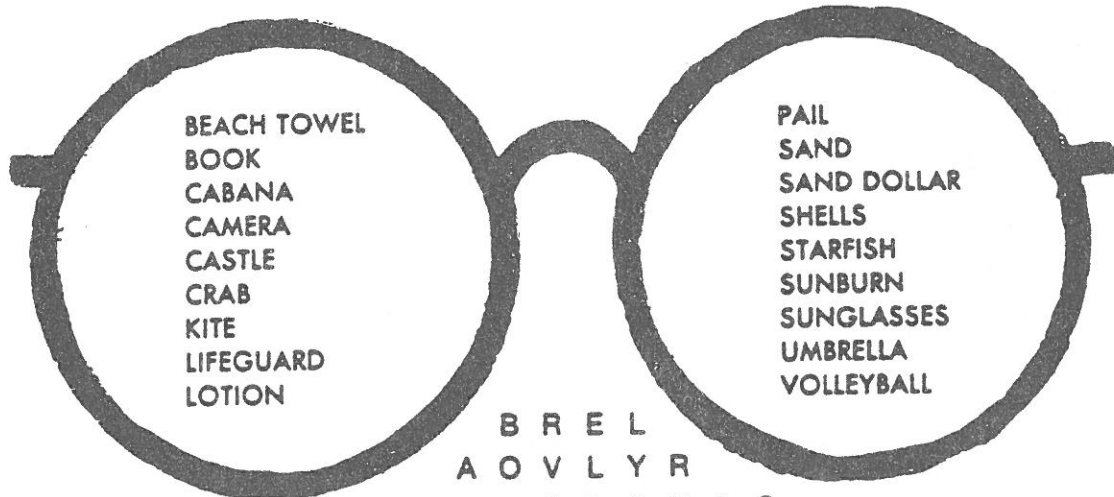
A picnic and swim to your local park

You are only limited by your imagination, so use one of these ideas or one of your own, but whatever you choose...HAVE FUN!



Gathering Activities

BEACH BUM

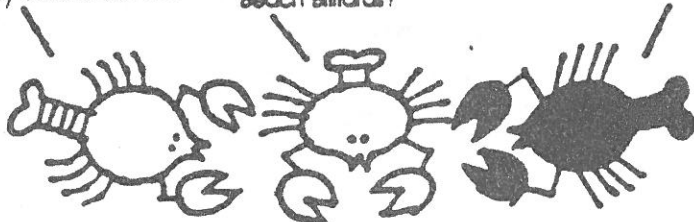


B R E L
 A O V L Y R
 R A L L O D D N A S
 S T O B O T L E S K N A S O
 L W U W E I T L I F E G U A R D
 E I L M O B S E S S A L G N U S
 W N O N B A R Y E D O C U D R U
 O L G R I B H L A L S N
 T C I N C E A G S R Y T O B
 H A U T S L T I E N B U
 C B A S H E L L S M A A I R
 A A N T E K R A A N E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

Would you like to play beach billiards?

Beach Billiards?

You know -- tide pool.



Pre-Opening Game

Have a large bowl full of water set on a table in the room. In the bowl place a small plastic boat. If you don't have a boat, a styrofoam bowl or other suitable container can be used. Next to the large bowl have a smaller bowl full of marbles. You can also use small rocks, or other suitable heavy object.

The object of the game is to guess how many marbles (rocks, etc.) it will take to sink the ship. Have pieces of paper and pencils available for people to record their guesses. After everyone has had a chance to guess, gather everyone around and put the marbles into the boat one at a time. Keep count and determine how many it took to sink the ship.

Determine whose guess was closest and award an appropriate prize.

Wishy Washy Word Puzzle

Billy went with his den to the beach. He made a list of things he saw to show his family. A wave came up and splashed his paper and now some of the letters are missing. Help Billy replace the missing letters so he can read his list again.

1. Cor__el
2. San__
3. Fi__h
4. Sea__
5. D__rift__ood
6. Cl__m
7. __ea__ul__
8. se__w__e__
9. __rab
10. __tar__ish
11. __he_ls
12. __aves

Answers: coral, sand, fish, seal, driftwood, clam, seagull, seaweed, crab, starfish, shells, waves.

Ceremonies

Water Wows Opening

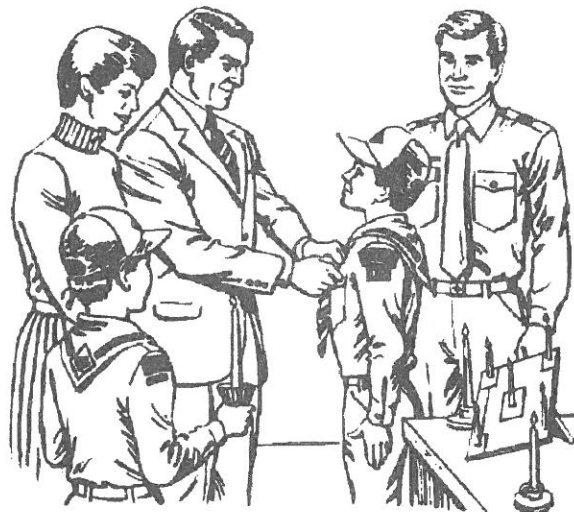
- ❖ When the average person takes a bath, he or she uses about 35 gallons of water.
- ❖ A thirsty camel can drink about 25 gallons of water in 10 minutes. How much can you drink?
- ❖ Over 70% of the world is covered with water.
- ❖ Every second, three and a half million gallons of water pour over Niagara Falls.
- ❖ Your body is made up of 60% water.
- ❖ A typical thundercloud holds about six trillion raindrops.
- ❖ We plan on having FUN tonight (today) with this month's theme – Splish, Splash!

Water Advancement

Props: Small bottle of water for each advancing Cub Scout

Cubmaster: Water is a wondrous thing. We use it for recreation, bathing, cooking, to replenish our bodies and in hundreds of other ways. A hot shower or a cold glass of ice water are certainly things that we appreciate. The majesty of the oceans, the awesome beauty of a glacier and the quiet solitude of a quiet forest stream are some of the ways God has provided water for us. As we honor these young men tonight, please remember how precious water is to life and that we should conserve it.

Bring forward each group of boys and parents and present their awards. Give each boy a small bottle of water and ask that he keep it as a reminder of how precious water is to all of us.



School of Advancement

Materials Needed: Diagram of water gradually getting deeper. Use poster board or a sheet colored blue. Also make four different sizes of fish cut out of cardboard.

(Place the smallest fish in shallow water)

The small fish starts out in the shallow water, his first step is to learn how to maneuver in the water just as our beginning Scout is learning to be a Cub Scout. The first part of becoming a Cub Scout is learning the ways of the Bobcat. Would the following boys please come forward. (Award Bobcat badges).

(Place the next larger fish in the water a little further out than the first.)

As our small fish becomes stronger and larger he moves further out into the water to find new food sources and to discover new areas. Just as our fish is developing, so is our Cub Scout. The next step is wolf. Would the following Wolves please come forward. (Award badges and/or arrows).

(Place third fish further out in the water)

Our fish has grown into a larger fish and has moved out further into the water to become acquainted with other fish and learning to maneuver faster in the water. Just like the fish, the Cub Scout is learning and meeting more challenges and is becoming more acquainted with the pack. The next step is that of the Bear. Would the following boys please come forward. (Award badges and/or arrows)

(Place the largest fish in the deepest water)

Our fish has finally reached the stage where he can go into the deepest water and has learned quite a bit about the water and what lives in it. This stage of growth is like that of the Webelos. The Webelos has mastered and learned much about the pack and is ready to move onto Scouting. Would the following boys please come forward. (Award Webelos badge or activity pins.)

Just as the fish has developed and has gone out into deeper water, we hope our Scouts have learned and developed as we send them to Boy Scouting and beyond.



On Course - Closing Thought

Just as boats need to follow a course to get to their destination, so do we as people. We need to have a course for living our lives. We don't want to just sail around aimlessly, getting nowhere! We need to know where we are going. Think of yourself as "Captain" of your own ship. Plan your course by setting goals. Look at the final destination and try to keep it in sight even when seas around you are rough, and the gales try to blow you off course. Work hard. Work together with your family and friends. Best wishes and smooooth sailing!

Thank You

(Hold up a card with the words THANK YOU printed on it)

Two simple words. Two important words that tell someone else that you are appreciative, courteous and thoughtful. We do many good turns for others...but do we always take time to thank others for a good turn done for us? Let's all remember that a sincere "thank you" is your way of expressing gratitude for a good turn received. Remember to say... "Thank You!"

Closing Ceremony

Cards with phrases on them –

DO YOUR BEST – in everything you do on life's way

ALWAYS BE FRIENDLY – to brighten others' day

GIVE AWAY YOUR SMILES – for 'tis rewarding indeed

BE PREPARED – to help others in their daily need

BE HONEST AND SINCERE – towards others you meet

BE LOYAL AND TRUE – a most commendable feat

COUNT YOUR BLESSINGS – being thankful each day, for life's opportunities that come your way

GOOD NIGHT – to each and every one of you, may these thoughts stay with you your whole life through.

Cheerful

We have a choice. We can be pleasant or unpleasant. Which do you choose? You can be grouchy or grumbly or you can be happy and cheerful. Which would you rather be? It's up to you!

Songs

Oh, I went Into the Water

(Tune: Battle Hymn of the Republic)

I went into the water
And I got my feet all wet.
I went into the water
And I got my feet all wet.
I went into the water
And I got my feet all wet.
But I didn't get my
(Clap, Clap) Wet -yet.

Oh, I went into the water
And I got my ankles wet.
Oh, I went into the water
And I got my ankles wet.
Oh, I went into the water
And I got my ankles wet.
But I didn't get my
(Clap, Clap) Wet -yet.

Oh, I went into the water
And I got my legs all wet.
(and so on up to your head)

Oh, I went into the water
But, I didn't get it wet.
Oh, I went into the water
But, I didn't get it wet.
Oh, I went into the water
But, I didn't get it wet.
I didn't get my camera wet.

At the Pool

(Tune: 3 Blind Mice)

At the pool
At the pool
We keep so cool
We keep so cool
We swim around and look so cute
I'm glad I remembered my bathing suit
My birthday suit would get me the boot
At the pool

Supercaliforniasurfer

(Tune: Supercalifragilisticexpialidocious)

Supercaliforniasurfer,
Expert of the ocean.
Even though the most of them
Do not use suntan lotion.
When they hit the waves too hard
They always cause a motion.
Supercaliforniasurfer
Expert of the ocean.

Um diddle iddle iddle um diddle lie,
Um diddle iddle iddle um diddle lie,

Because I was afraid to surf
When I was just a lad,
My father took my board away
And told me I was bad.
But then one day I learned a word
That every surfer knows,
The biggest word you ever heard,
And this is how it goes,
(repeat first verse)

Skits & Run-Ons

Automatic Boy Wash

The narrator reads the script while Cub Scouts take the parts of the boy going through the boy wash, the water and soap dispensers, as well as the brushes for the boy wash, and the boy who is the final product.

Narrator: How great it would be if there were automatic boy washes just as there are automatic car washes. First we would take the average boy in from play. (A boy comes on stage as filthy and dirty as he can be), and put him through the boy wash.

Water and soap Dispensers: Squirt water and blow bubbles on the dirty boy.

Brushes: Brush boy front and back. (Dirty boy exits and clean and tidy Cub takes his place.)

Narrator: There is only one problem. (Clean boy exits stage) because in two minutes, he'll be back at the boy wash again! (Dirty Cub returns.)

Fisherman Skit

Scene: Fisherman standing by lake with a mirror. Second man approaches.

Man: Excuse me, but could you tell me what you're doing?

Fisherman: I'm fishing.

Man: With a mirror?

Fisherman: Sure – it's a new invention. I'm going to make a fortune.

Man: Could you tell me how it works?

Fisherman: Okay, but it'll cost you a hundred dollars.

Man: (Man offers fisherman the money) Now, show me how it works.

Fisherman: Well, you aim the mirror into the water and when a fish goes by, you startle him with rays of light reflected from the mirror. The fish gets confused and then you grab him.

Man: (Looking shocked) You can't mean to tell me that's how you fish. It's ridiculous! How many have you caught?

Fisherman: You're the fifth today!

Boy 1: Why did the robber take a bath?

Boy 2: So he could make a clean getaway

Games

The summertime theme – Splish, Splash lends itself so perfectly to water games on a hot summer's day. Try some of these out for wet fun for a great den or pack activity.

Make a Water Slide

Spread out an old shower curtain or a big plastic table cloth on the grass. Anchor the corners with plastic jugs filled with water. Lay a hose at one end. Adjust the nozzle for fan spray and turn on the water. When plastic is completely wet, jump in front of the hose nozzle and start sliding. Constant supervision required!!!

Glove Sprinkling

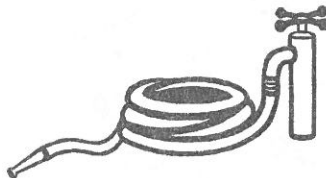
Have some wild, wet fun with a hose and an old rubber glove. Cut off the fingertips of the glove and attach the wrist of the glove to the end of the hose to the end of a hose using several rubber bands and some string. Turn on the water and look out!

Water Jug Relay

Form two parallel teams. In front of each team is an empty one-gallon plastic jug. In front of each team about 25-30 feet away is the full water bucket, funnel and cup. First boy on each team is handed an empty coke bottle. On the word "go" he runs down to the water bucket, puts the funnel in the Coke bottle and proceeds to fill his bottle with cups of water. When the bottle is full, boy runs back and pours water from bottle into plastic jug, gives the empty Coke bottle to the next boy in line. This continues in the same manner until one team has filled their jug.

Water Hockey

If you have the ability to hook up two hoses to one hose bib or spicket, here is a fun game. Divide the Cubs into two groups. Mark off two lines about 8-10 feet apart. Give one boy in each group a hose and tell the other boys that they must stay behind the line. Only the boy with the hose may go into the center and he can only go to the halfway point. The object of the game is to use the water to get a ball across the other team's line. Each time the ball crosses the line, the other team gets a point. The boys behind the line act as a "goalie" would in that they can try to prevent the ball from crossing the line or throw the ball back into play. A beach ball is a good ball to use with this game.



Under Water Race

To prepare for this race, set up an obstacle course in a back yard or other outdoor area. The object is to complete the obstacle course while carrying a can of water on your head; the winner is the one who completes the course while spilling the least amount of water. Prepare by setting up the obstacle course items. Then fill a # 10 can part way full of water. If you are having more than one team compete, use a ruler to make sure the same amount of water is put into each can.

Have each contestant hold his can of water on his head. At the word GO, each player goes through the obstacle course as quickly as possible while taking care to avoid having water spill out of his can. As each player crosses the finish line, the judge should use the ruler to measure the water level in the can.

Variation: If your Cub Scouts are really good at this game, you can make it a timed contest and judge the winner by the amount of water remaining in the can and the time it took to complete the course.

Suggested course might include:

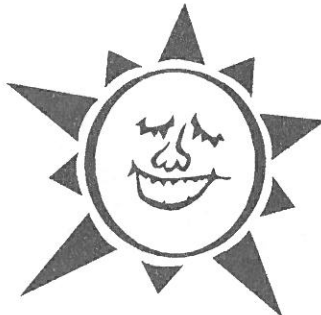
1. A chair to walk around
2. A rope to duck under which is tied about 3-4 feet above the ground between two poles.
3. Stairs: bricks can be used, to walk up facing front and then back down.
4. Other obstacles or skill stations: tie a square knot, put on a band-aid, etc.

Water Balloon Bounce

Needed: Lots of water balloons and one tarp or sheet.

Participants hold the tarp (or sheet or blanket) at the edges while three water balloons are placed in the center of the tarp. The objective is to bounce the balloons at least 8 feet above the tarp as many times as you can. A point is scored each time the balloons are successfully tossed and re-caught. The game ends when a balloon breaks or is dropped. The team with the most successful tosses is the winner.

Variation: Have a team practice by snapping one balloon up and down as many times as they can. They increase the balloons to two and see how many points they can accumulate. Then up to three balloons, four, etc.



Swimmers Only

Swimming Pool Games

Cork Game

Divide the group into two teams and have the team lined up on opposite sides of a swimming pool. Throw 25 to 50 corks or floats into the water. At the leaders signal, the teams jump into the water feet first and attempt to get as many of the corks as possible.

Drop the Puck

This game is played like drop the handkerchief except that a puck or other weighted object is used. The players form a circle in the shallow end of the pool. "It" swims around the circle with the puck in his hand. He drops it behind one of the players who must then recover the puck and give chase around the circle, trying to catch "It" before he can take the other swimmer's place.

Water Bomb

Equipment needed: a float-able ball (volley ball works fine)

In the shallow end of a pool, the players form a circle holding hands. The "Bomb" (the ball) is placed in the center of the circle. The object of the game is to pull others so that they come in contact with the "Bomb" but keep the "bomb" from touching yourself. Anyone touching the "Bomb" is knocked out of the circle, play is stopped and the "Bomb" is repositioned.

Wet T-Shirt Relay

Need: One oversized T-shirt

Divide the participants into teams. Next, divide each team in half and station one half of each team on one side of the pool and the remaining players on the opposite side of the pool. Place a t-shirt in front of each team.

The start signal is given and the first player pulls on the t-shirt, jumps **feet first** into the water and swims to the opposite end of the pool. Once there, he removes the t-shirt and passes it to the next teammate waiting on the pool deck.

The second player puts on the wet t-shirt, jumps in feet first and returns to the starting point. He removes the shirt and hands it to his teammate. After each swimmer finishes the relay, he gets out of the pool in order to leave plenty of room for the swimmers. The relay continues until all swimmers have participated.

Because of the added water resistance of the t-shirt, it is recommended that poor or marginal swimmers participate only in the shallow end of the pool.

Remember – NEVER, NEVER dive head first into shallow water!

Underwater Nail Driving Contest

You will need one hammer, five nails, and a piece of 2 x 4 for each boy. The winner is the one who drives in the most nails first.

Up and Under

You will need one rubber ball for each den (the larger the ball the more fun, but all balls should be the same size.) Dens line up in relay formation in waist-deep water. A ball is given to the first boy in line. On signal, he passes the ball overhead to the second boy, who passes it between his legs to the third who passes it overhead and so forth to the end of the line. The last boy makes his way to the front of the line and passes it as before. First team back in its original order is the winner.

Duck Ball

Needed: Soft sponge ball, shallow pool or waterfront.

Players gather in knee-deep water. The leader throws the ball in the air while calling out a player's name. The player gets the ball and tries to hit another player. If the player is hit, he tries to hit another player. Continue until someone misses. A player may dodge or duck under water to avoid being hit. Rather than penalizing players who miss, have the group try for a number of hits – while honestly dodging the ball.

Pearl Divers

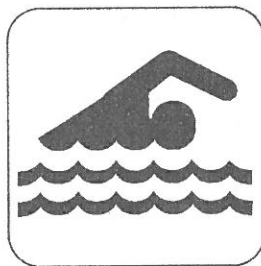
Needed: Blindfolds, water gun, and ping pong ball

Wearing a blindfold one player, the "Oyster," stands in waist-deep water. The ping pong ball, the pearl, is floated directly in front of him.

One by one the players, the pearl divers, advance on the oyster and try to steal the pearl from him without being detected.

If the oyster hears a noise or a splash or detects the water rippling, he shoots his water gun or aims a splash in the direction he thinks the pearl diver is coming from. If the pearl diver is splashed, he retires and the next player takes his turn.

If the pearl diver manages to retrieve the pearl, he changes place with the oyster.



Try This Out For FUN!

Ziploc Ice Cream

In a pint Ziploc bag:

½ cup milk or cream

1 Tablespoon sugar

¼ teaspoon vanilla

Seal bag.

Place inside a quart Ziploc with:

2 handfuls of ice

6 Tablespoons rock salt

Shake, rattle and squeeze for about 5 minutes.

Dig in!

You can add other flavorings:

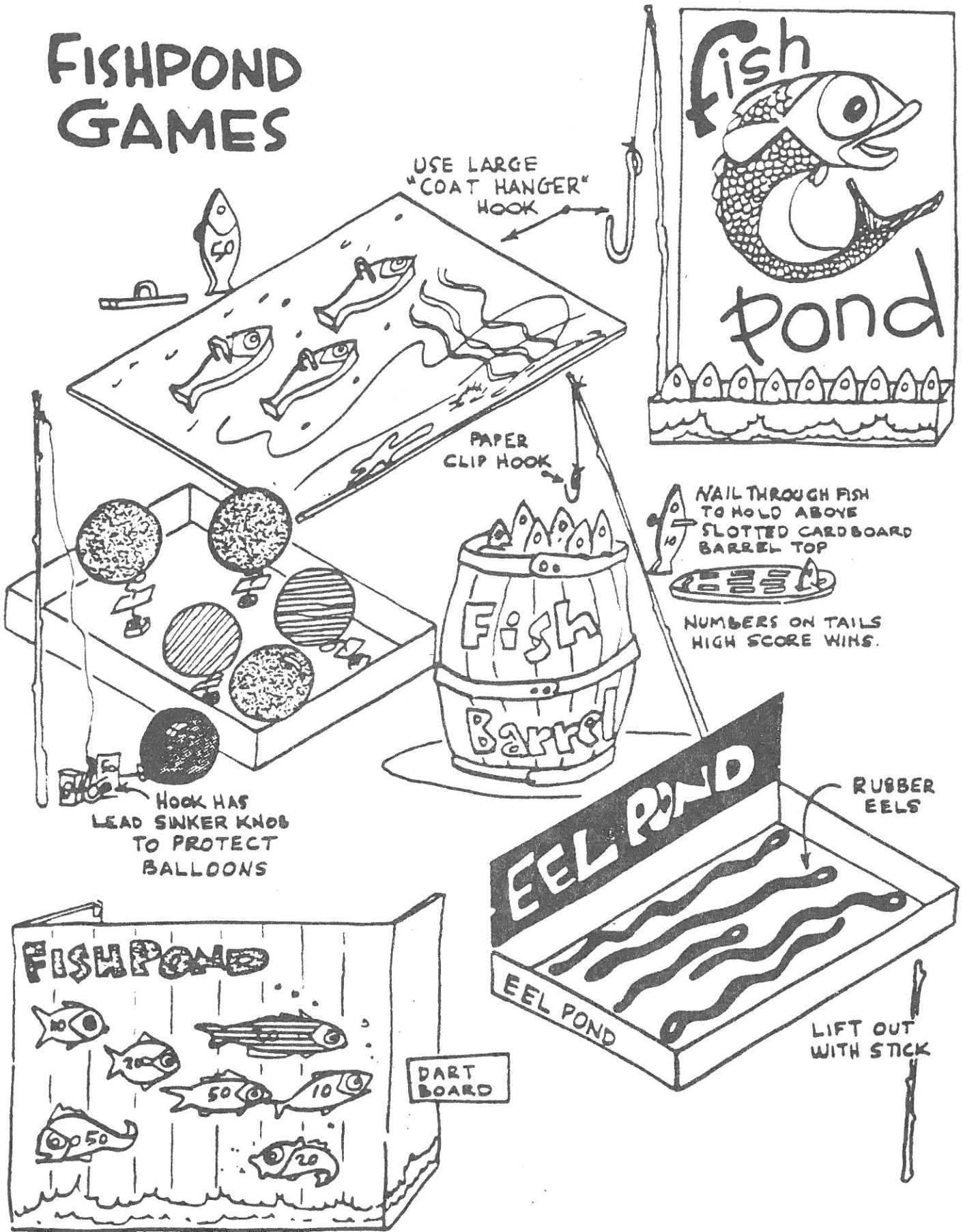
Chocolate syrup

Frozen or fresh strawberries

Slices of canned peaches



FISHPOND GAMES



USE LARGE "COAT HANGER" HOOK

PAPER CLIP HOOK

NAIL THROUGH FISH TO HOLD ABOVE SLOTTED CARDBOARD BARREL TOP

NUMBERS ON TAILS HIGH SCORE WINS.

HOOK HAS LEAD SINKER KNOB TO PROTECT BALLOONS

RUBBER EELS

DART BOARD

LIFT OUT WITH STICK

DEN LEADER'S CERTIFICATE OF ELIGIBILITY
FOR A COMPLETE NERVOUS BREAKDOWN
ISSUED TO:

Whereas: the bearer of this certificate, in pursuit of her/his duties as a Den Leader in Pack _____ did perform above and beyond the call of duty and

Whereas: she/he was required to beg, bribe and threaten a den of energetic Cub Scouts in order to accomplish goals set by a wild-eyed Cubmaster and

Whereas: in order to maintain her/his den in a Championship Pack, it was necessary to work long hours and beware a sharp stick at all times.

Therefore: This is to certify
That the bearer of this Certificate is fully qualified to and probably ready for a complete NERVOUS BREAKDOWN!

Cubmaster

Committee Chairman

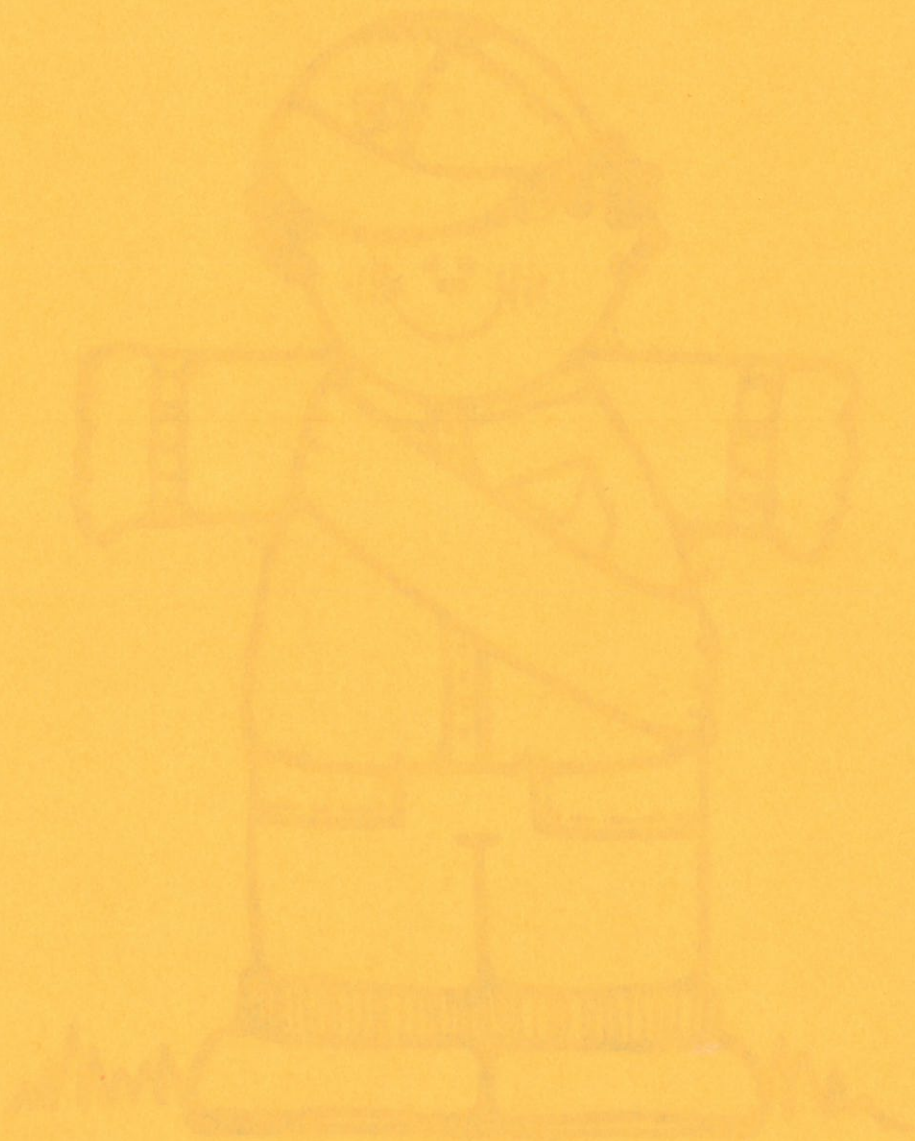
Date

Hey, Look Us Over



September 1999

Hey Look Us Over



September 1999

I WISH MY DADDY WAS A DOG

One day when Bruce was just a lad starting out in school
He came into my workshop and climbed up on a stool.
I saw him as he entered but I hadn't time to play
So I merely nodded to him and said "Don't get in the way."

He sat a while just thinking – as quiet as could be,
Then carefully he got down and came and stood by me.
He said, "Old Shep, he never works and he has lots of fun,
He runs around the meadows and barks up at the sun."

"He chases after rabbits and always scares the cats
He likes to chew on old shoes and sometimes Mother's hats.
But when we're tired of running, we sit down on a log,
I sometimes get to thinking I wish my Daddy was a dog."

"Cause then when I came home from school he'd run and lick my hand,
And we would jump and holler and tumble in the sand.
And then I'd be as happy, as happy as could be,
Cause we would play the whole day through – just my Dad and me."

"Now I know you work real hard to buy us food and clothes,
And you need to get the girls all those fancy ribbons and bows.
But sometimes when I'm lonesome, I think 'twould be such fun
If my Daddy was a dog, and all his work was done."

Now when he finished speaking, he looked so lonely there
I reached my hand out to him and ruffled up his hair.
And as I turned my head aside to brush away a tear,
thought how nice it was to have my son so near.

I knew the lord didn't mean for man to toil his whole life through,
"Come on my son, I'm sure I have time for you."
You should have seen the joy and sunlight in his eye,
As we went outside to play – just my son and I.

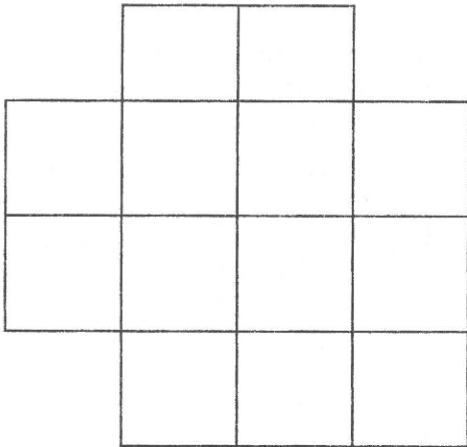
Now, as the years have flown by and youth has slipped away,
I've tried always to remember to allow some time for play.
When I pause to reminisce and think of joys and strife,
And carefully turn the pages of this wanderer's book of life,
I find the richest entry recorded in this log,
Is the day that small boy whispered, "I wish my Daddy was a dog."

- Elrod C. Leany

Gathering Activities

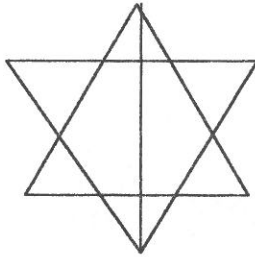
How many squares are there?

Figure It Out



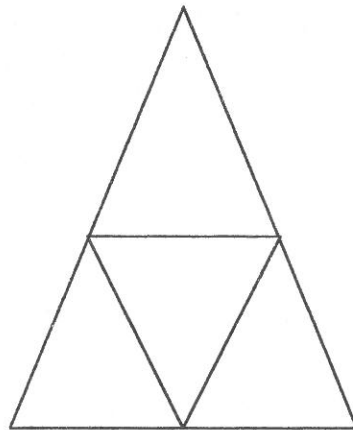
Answer: 20

How many triangles are there?



Answer: 16

Make a triangle like this out of toothpicks. Make 2 triangles by only removing 2 toothpicks,



Answer: Remove the inner 2

Wacky Wordies

The object of this game is to figure out the famous saying, cliché. Or name from each arrangement of letters and/or symbols. For example: the first box shows the phrase "Shrinking Violets."

VI OLETS	B A E DUMR	37dpp3nid CAKE	Injury + Insult	R O RAIL A D	CRY MILK	<u>WEAR</u> LONG
LU CKY	the MARKET	way the x	ooo circus	O MD BA PHD	STIKY	SCHOOL
OHOLENE	leaf man	SWEAR BIBLE BIBLE BIBLE BIBLE	Bet One's Dollar	Word YYY	league	orseman
or or	or O	PAINS	You just me	WHEEL WHEEL DRIVE WHEEL WHEEL	<u>SAND</u>	<u>MAN</u> BOARD
LE VEL	T O U C H	CYCLE CYCLE CYCLE	DEATH/LIFE	CHAIR	dice dice	Y N A S
<u>STAND</u> I	day/day	<u>MEAL</u>	T O W N	PICK ↑	••• ••• ••• / iii	R O A D S

Solutions on the following page

Wacky Word Answers

Line 1: Shrinking Violets

Bermuda Triangle
Pineapple Upside Down Cake
Adding Insult to Injury
Railroad Crossing
Crying Over Spilled Milk
Long Underwear

Line 4: The Turn of the Century

Double or Nothing
Growing Pains
Just Between You and Me
Four Wheel Drive
Sand Box
Man Overboard

Line 2: Lucky Break

Corner the Market
Way Before the Mark
Three Ring Circus
Three Degrees Below Zero
Pie in the Sky
High School

Line 5: Split Level

Touchdown
Tricycle
Life After Death
High Chair
Paradise
Sidewalk

Line 3: Hole in One

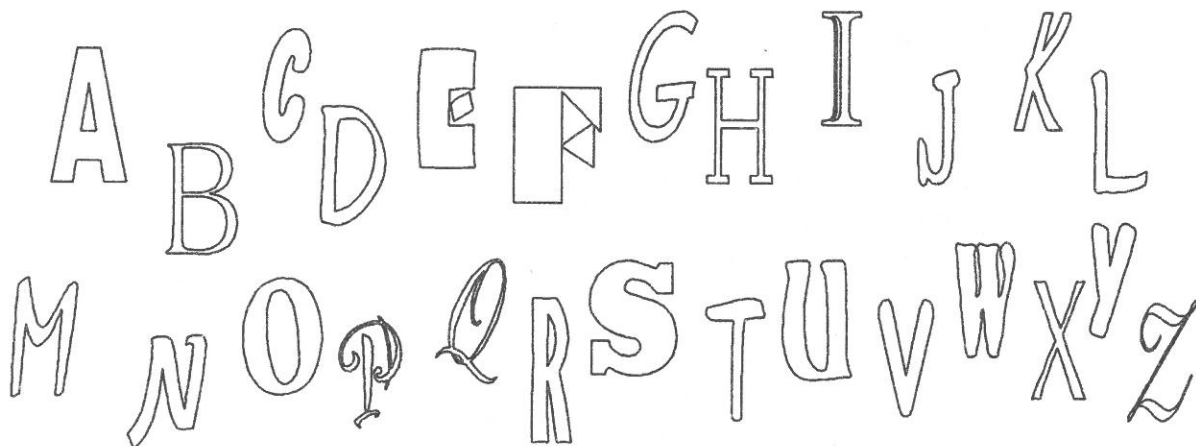
Turn Over a New Leaf
Swear on a Stack of Bibles
Bet One's Bottom Dollar
Word to the Wise
Little League
Headless Horseman

Line 6: I Understand

Day by (or After) Day
Square Meal
Downtown
Pick Up
Spots Before the Eyes
Crossroads

Michelle's Gathering Game

List the alphabet down a page for each team or group. Find a word associated with Cub Scouting for each letter. The group with the most words wins. Variation: The group with the most creative words wins.



Ceremonies

September pack Meeting Opening/Skit

Arrangement: Six Cub Scouts in uniform. They enter stage one by one, saying their parts. All remain on stage and sing with audience at end. This could be an opening ceremony or den skit.

Cub 1: Another year is starting
And we'd like to welcome you
And tell you what our purpose is
And what we hope to do.

Cub 2: The Cub Scouts is a group of boys
It helps us grow up strong
It teaches us to do what's right
And fight against what's wrong.

Cub 3: It shows us how much we can do
If we work as a team
Then we'll have fun and jobs won't be
As hard as they first seem.

Cub 4: We'll go on hikes and field trips
To learn of nature's wonders
So we'll respect her when we're grown
And not make any blunders.

Cub 5: And we'll be shown in many ways
That each man is our brother
And we will see the joy there is
In helping one another.

Cub 6: We'll learn to be good citizens
And, hopefully, we'll see
That laws were made for all the men
So each man can be free.

All: To do this, The Cub Scouts need
Good leaders – that is true
That means we need the help of all
Of you – and you – and YOU.

And now to start our year off right
In a good and proper manner
We'd like you all to rise and sing
Our own "Star Spangled Banner." (Everybody sings)

C-U-B-S Opening

- Equipment: Four large cards with the letters C, U, B, and S. Narration on the back.
- Cub 1: *C is for Courtesy.* A Scout is courteous to his elders, his friends, and especially his parents. He is courteous in all that he says and does.
- Cub 2: *U is for Unity.* When a boy joins a pack, he becomes a member of a den, too. He does not work or play alone but with other boys. He learns to get along with others.
- Cub 3: *B is for Bravery.* A Cub Scout is courageous enough to stand up for the things he thinks are right and honest, thereby making the world a better place to live.
- Cub 4: *S is for Service.* A Scout not only does service to himself while a Cub Scout, but he but he also serves others. He helps spread goodwill.
- Cub 5: Would everyone please stand up and make the Cub Scout Sign. Repeat with me the Cub Scout Promise.

A Basic Flag Ceremony

Equipment &

Personnel: Flag Bearers and color guards for the American Flag and the Pack Flag. (If you have a California Flag you would need 2 additional people for this flag)

Setting: Be sure that the flag stands are in front of the room in their proper places. If you have a sound system be sure that is functioning. The Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this time, the speaker advances to the front of the room.

Speaker: **ATTENTION! WILL THE AUDIENCE PLEASE RISE. COLOR GUARDS ADVANCE (or COLOR GUARDS PRESENT COLORS)**
(The color guard advances from the back of the room)

ALL THOSE IN UNIFORM PLEASE SALUTE, ALL OTHERS PLACE YOUR RIGHT HAND OVER YOUR HEART AND REPEAT THE "PLEDGE OF ALLEGIANCE" WITH ME.

(Take care that neither flag touches the floor. Flag bearers stand at complete attention and they do not repeat the pledge or salute)

TWO! COLOR GUARD POST COLORS!

The American flag is placed in its stand; then the flag bearer and the color guard salute it and step back into place. The pack flag is then posted.

COLOR GUARD DISMISSED!

Flag bearers lead procession to the back of the room with speaker.

Family Induction Ceremony

Challenge your new Cub Scout parents when their son is inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used after the normal Bobcat.

Personnel: Cubmaster, 4 pack leaders or committee persons, Committee Chairman and parents of new Bobcat.

Equipment: Candle holder with four holders.

Arrangement: Pack leaders stand on one side of the candles, parents on the other.

Cubmaster: (To parents) I welcome you and your son to pack _____. The success of Cub Scouting depends upon the boy's family relationships. To all the new parents in the pack, we offer a challenge. As leaders of the pack light candles, hear the challenge.

Leader 1: (Lights candle) Learn to have more fun with your boy, Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Boy Scouting.

Leader 2: (Lights candle) Learn to live together better... as a Cub Scout in a den, as families, as neighborhoods and as a nation.

Leader 3: (lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition, and security, moving with your son into Boy Scouting upon his graduation from Cub Scouting.

Leader 4: (Lights candle) Extend and strengthen the influence of the institution on boys, parents and the community.

Chairman: We welcome you and your family into the pack. There is a place for you in the leadership of the pack. Good Luck and Good Scouting with your son.



Leader Induction ceremony

(Ask all leaders to come forward, calling each by name and giving their pack position. Ask each one to give the Cub Scout Sign and repeat the following in phrases.)

As a leader of pack _____ I promise to work in harmony with other members of the committee at all times for the benefit of the youth members. I realize that I have the opportunity to influence the lives of young people in the Scouting program by my example as a leader. I pledge to spend as much of my time as I can to learn to be the best qualified leader that I can be. I promise to support the rules and regulations of the pack committee and will work hard to provide the boys of pack _____ with an exciting and worthwhile program. I accept my leadership role as a serious and important responsibility, I promise I will always do my best.

Closing Thoughts

- Scouting is for a boy and his family. It teaches the boys crafts, skills and helps to show them the right way. It tries to teach adults understanding and compassion. But most of all Scouting is FUN! And now, may the Master of all Scouting be with us until we meet again... Goodnight and good Scouting.
- Think on these things – Although you have come here tonight seeking the friendship and fun of Cub Scouting, please think on these things until we meet next. It is easier to bend a boy than to mend a man... Cub Scouts have more need of role models than critics... Someone said “Boys will be boys” but forgot to add “Boys WILL be men”... You can preach a better sermon with your life than with your lips... and finally, Others will follow in your footsteps more easily that they will follow you’re advise.
- Can you say today in parting with the day that’s slipping fast, that you’ve helped a single person, of the many you have passed? Did you waste the day, or lose it? Was it well, or poorly spent? Did you leave a trail of kindness or a tear of discontent? As you close your eyes in slumber, do you think God would say you have made the world much better for the life you lived today.

It’s Up to You

God gave you this day to do just what you would
You can throw it away; or do some good
You can make someone happy; or make someone sad,
What have you done with the day that you had?
God gave it to you to do just as you would,
You can do what is wrong; or do what is good.
You can hand out a smile, or just give ‘em a frown,
You can lift someone up; or put someone down.
What did you do with your beautiful day?
God gave it to you; did you throw it away?

Songs

We're Here

(Tune Auld Lang Syne)

We're here because, we're here because
We're here because, we're here

We're here because, we're here because
We're here because, we're here

Be Game, Be Fair

(Tune: My Bonnie)

As Cub Scouts we'll always be happy,
Be loyal, be game and be fair;
And soon by our work and endeavor,
Be Wolf Cubs or Webelos or Bear.

Chorus:

Be game – be fair –
We'll do our best everywhere we go,
Be game – be fair –
Scouts give goodwill where they go.

We'll work hard on all our achievements
And through our experiences we'll learn.
'Til when our Cub Scout days are over
The Arrow of Light we will earn.
(Chorus)

Cub Pledge

(Tune: My Country 'Tis of Thee)

Cub friendships, pure and deep
We promise we will keep
Our pledge to thee
We'll honor and obey
Akela all the way
And when we graduate
Good Scouts we'll be.

Cub Scout Spirit

I've got that Cub Scout Spirit
Up in my head
Up in my head
Up in my head
I've got that Cub Scout Spirit
Up in my head
Up in my head to stay!

Verse 2: Deep in my heart

Verse 3: Down in my feet

Verse 4: All over me

Action: Verse 1: both hands touch head
Verse 2: both hands touch chest
Verse 3: bend down, touch toes
Verse 4: both hands sweep from top
to bottom of body



Skits & Run-Ons

How to Dress a Cub Scout

- Leader: To make sure all of our Cub Scouts get off on the right foot, we are going to give you a hand with information about your uniform so you can go ahead in Scouting.
- Boy 1: Whenever you go – even to a dance,
You would not go without your pants.
(Holds up a pair of pants appropriate to your pack's dress code)
- Boy 2: Given to each is a belt so blue,
Be sure all the loops you go through.
(Holds up Cub Scout belt)
- Boy 3: The shirt comes next, so neat and clean,
But tuck in the tail so it can't be seen.
(Holds up blue and or khaki Cub Scout shirt)
- Boy 4: The neckerchief should be rolled nice and tight,
So only six inches behind your neck is in sight.
(Hold up Cub Scout scarf properly rolled)
- Boy 5: To complete the uniform you need a cap,
Wear it smartly, don't look like a sap.
(Hold up Wolf/Bear and Webelos hat)
- Boy 6: The rank is worn on the pocket and sleeve,
So all may see how you work to achieve.
(Hold up Cub Scout shirt with insignia)
- Boy 7: Please don't forget dark socks and your shoe laces,
And always remember to keep smiles on your faces.
- Leader: So welcome new Cub Scouts. Wear your uniform with pride, for on your example, much may ride. (Take a few minutes to explain the differences between the ranks).

Artificial Respiration

Cast: Victim, first-aider, and bystander.

First-aider is administering artificial respiration to the unconscious victim, bystander is standing by.

First-aider: Get ready to switch.

Bystander: When I count to three we switch. One... Two... Three.

On three, the victim gets up, the first-aider becomes the victim, and the bystander starts administering artificial respiration.

Drawing

Setting is a boy on the bench at the park and drawing. The other boys come in one at a time.

Art: What are you doing?

Fred: Drawing.

Joe: What are you doing?

Fred: Drawing.

Bill: What are you doing?

Fred: Drawing.

Jeff: What are you doing?

Fred: Drawing.

(continue with as many boys as you have until all of the boys are standing around watching what Fred is doing.)

Art: What are you drawing?

Fred: Drawing a crowd.

Run-Ons

- Which days are the strongest?
Saturday and Sunday, because the others are weakdays.
- What is the best paper for making kites?
Fly paper.
- Why isn't a person's nose twelve inches long?
Because then it would be a foot.
- What has a foot on each end and one in the middle?
A yardstick.
- Why is a room full of married people like an empty room?
Because there is not a single person in the room.
- What was the highest mountain before Mt. Everest was discovered?
Mt. Everest.
- When is a doctor most annoyed?
When he runs out of PATIENTS.

Games

Human Knot

Equipment needed: None (although at least 4 people, preferably more, are needed to make this game work.)

All players stand in a tight circle, shoulder to shoulder.

They shut their eyes and extend their hands into the circle. At the signal they grasp whichever hands they can find. At a second signal they may open their eyes. They will find themselves in a tangled "knot" of arms and bodies. Their goal is to untangle the knot and end up in a circle.

Any type of movement is fine but the clasped hands may NOT be broken. Palms can be "swiveled" or "rotated" on one another to help with a position change, but contact must be maintained.

When the final circle is formed, some people may be facing in while others are facing out. This is an acceptable solution.

This game is a lot of fun and it *demand*s teamwork.

Ring on a String

Equipment needed: a long (8-12 foot) string and a plastic ring or washer. The ring is slipped onto the string and then the string's ends are tied to make a large circle.

All players sit in a circle on the floor and hold the circled string in their hands. They should sit far enough apart that the string is taut (lengthen or shorten the string to fit the size of the group).

One person is chosen to be "It." He sits in the middle of the circle and hides his eyes. As he hides his eyes, the others slide the ring around the string so he has no way to know where it is. Then one person hides the ring in his hand.

The center person opens his eyes. He has three chances to guess where the ring is.

The people in the circle must pass the ring from person to person by sliding it along the string. They do this very "sneakily" to avoid detection by the center person. They may also try to trick him by pretending they have the ring when really they don't! There's only one rule – No Talking!

When the center person guesses correctly, the person who had the ring moves into the center. If he is unable to locate the ring, a new person is selected.

Hint: this game is a lot of fun and emphasizes communication skills, especially non-verbal ones.

A “No-Lose” Adaptation of Musical Chairs

Equipment needed: Enough candy for one portion per person, tape player.

All players stand in a circle. One person is given a portion of candy. When the music starts, the candy is passed around the circle, clockwise.

When the music stops, the person holding the candy is “out” and leaves the circle. However, they also get the candy. A new piece of candy is given to someone within the circle, and the music is started again, with additional people being excluded as they are “caught” holding the candy.

One additional rule: If the candy is dropped, whoever was holding is considered to have possession.

The last person wins!

Can’t Be Done

This one looks easy, but it can’t be done. Place both heels against the wall and try to pick something up from the floor in front of you. (No bending your knees!)

Stop Me If I’m Wrong

Read the following story slowly. Whenever a boy hears something wrong, he stops and tells what it is. For every correct stop, score a point for the boy. For every clean miss, score a point for yourself.

“Cub Scout Tommy wasn’t in a hurry, so he came down the stairs only three at a time. He was headed for his weekly pack meeting held each Tuesday morning at the den chief’s home. Tommy was a Bearcat Cub Scout, 12 years old. He was eating all he could these days, because his Cub Scout Promise said something about being round. Tommy wanted to be a Boy Scout someday so that he could be a Webelos. He kept saying over and over, “The Cub Scout leads Akela The Cub Scout helps the pack eat. The pack helps the Cub Scout play. The Cub Scout gets goodwill.” He liked saying the Cub Scout motto, “Do a good turn daily.” He liked all his leaders especially his packmaster, the den father, and his den aunt. His favorite elective was yo-yos. Someday he knew he would become a denner and have a Cub Scout pack of his own.

Bean and Straw Relay

Line up the dens for a relay race. Have the first player in each line pick up a bean with a soda straw, carry it across the room and deposit it in a container. The team to have all its players carry a bean wins.

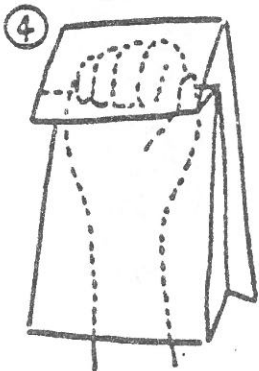
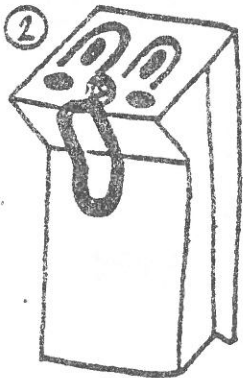
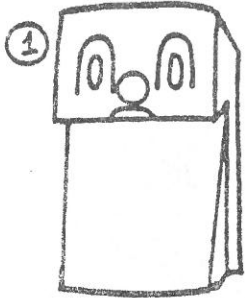
Crafts

Paper Sack Puppets

Paper sack puppets are the easiest, least expensive and fastest type of puppets for Cub Scouts to make.

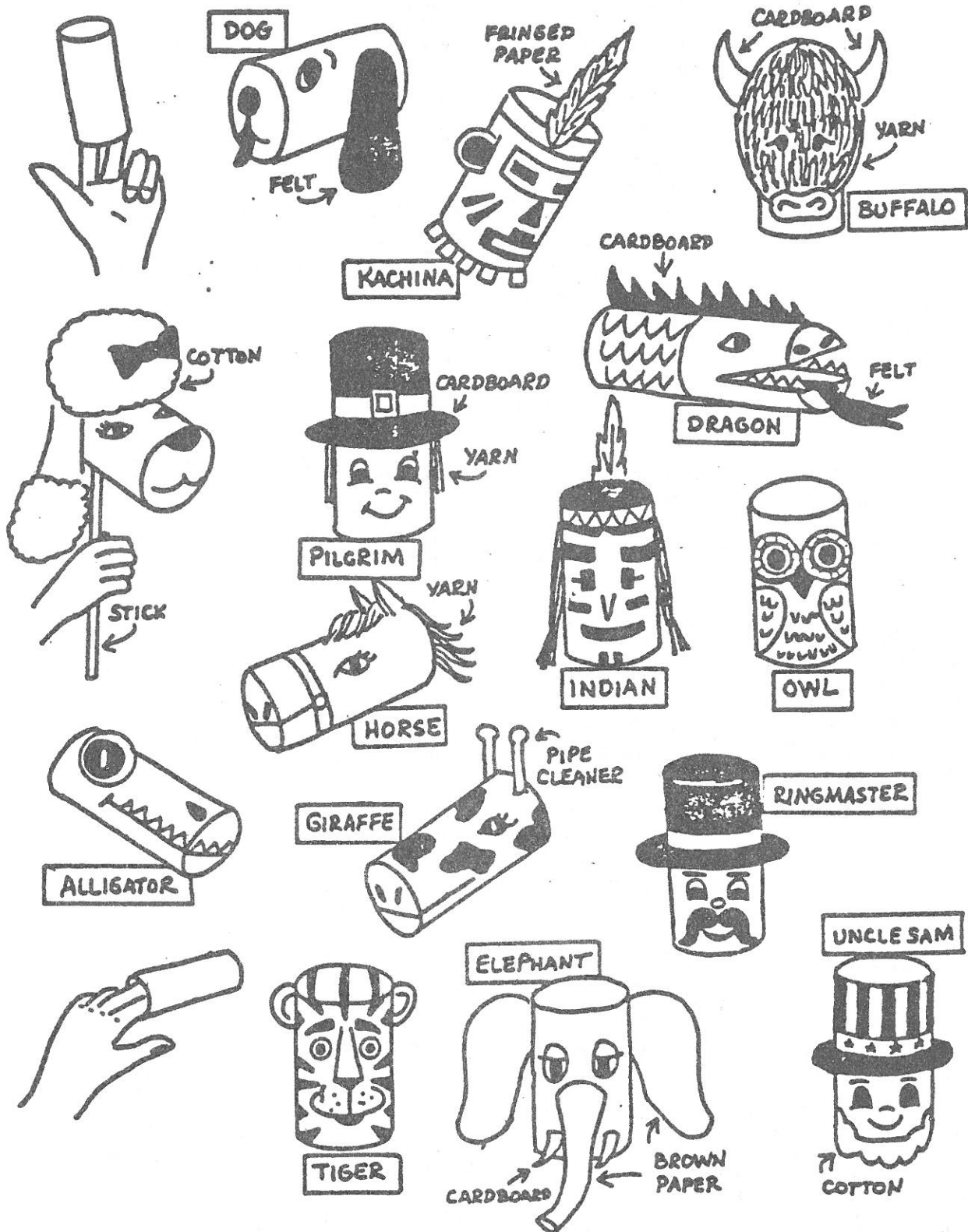
Use small paper bags (lunch size). You will need crayons, felt-tip markers or paint, scissors, and a pencil. Additional materials such as felt, yarn, construction paper, and buttons, can be used wherever needed.

1. Leave paper bag folded (with fold on top) and mark lightly where features will go. Eyes and nose should be on bottom of bag; top of mouth on bottom of bag; and bottom of mouth on side of bag.
2. Lift up bottom of bag and finish filling in mouth.
3. Glue on hair, ears, clothing, etc.
4. Operate puppet by placing hand in sack with fingers over fold in bottom. Open and close your hand to make the puppet talk or sing.



Cylinder Puppets

These puppets are quickly and easily made from cardboard tissue rolls. One end of the roll is covered with construction paper or crepe paper. Features and trim are made from construction paper, yarn, paint, fur, etc. Entire roll may be covered with colored paper or painted, as desired.



Potato Printing

Potatoes make good block prints, if used right away. They are easily carved, but only last a day or two. One potato makes at least two designs.

1. Select a good bold design, free of small detail.
2. Cut your potato in half with one straight cut and blot the surface to remove as much moisture as possible.
3. With an orange stick or pencil, trace your design on potato.
4. Cut away all parts without any design on them. Cut at least $\frac{1}{4}$ " deep to provide a good printing surface and blot the surface again to remove additional moisture.
5. Place paper to be printed on a pad of newspaper and brush tempera paint or water-soluble printer's ink on design.
6. Transfer potato design onto paper. Press hard but do not move the potato or the design will smudge. If ragged edges appear on first imprint, cut away the uneven parts of the potato that cause this. Fuzzy edges will disappear after a few imprints.



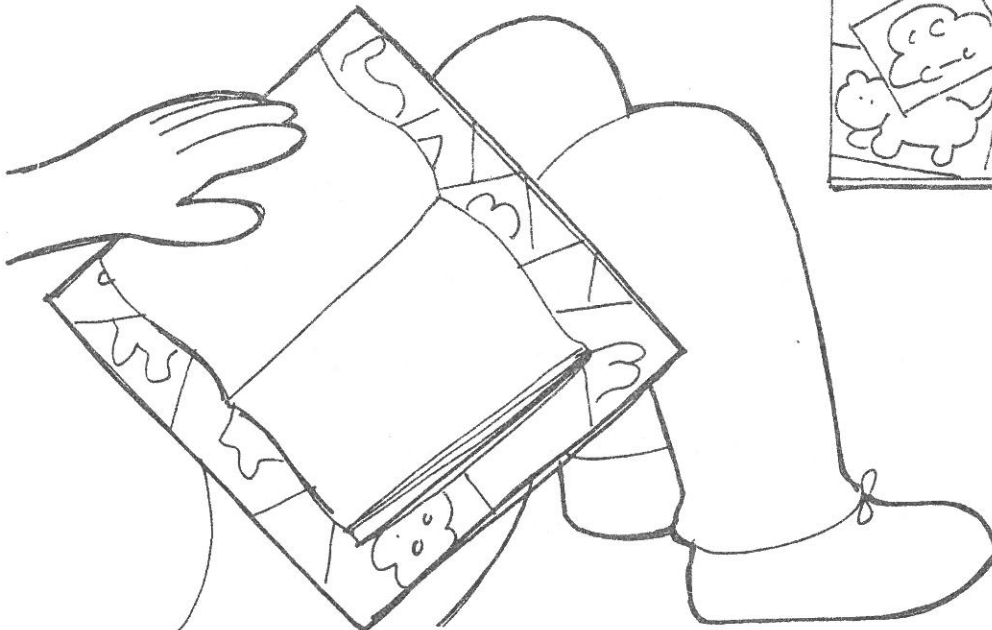
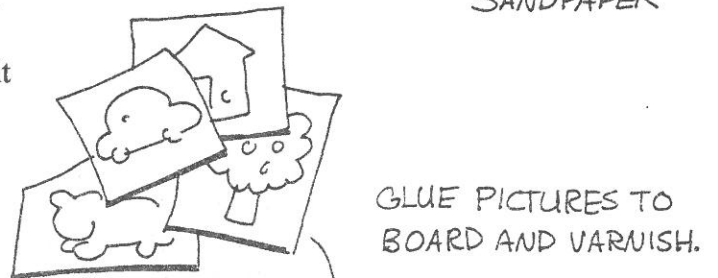
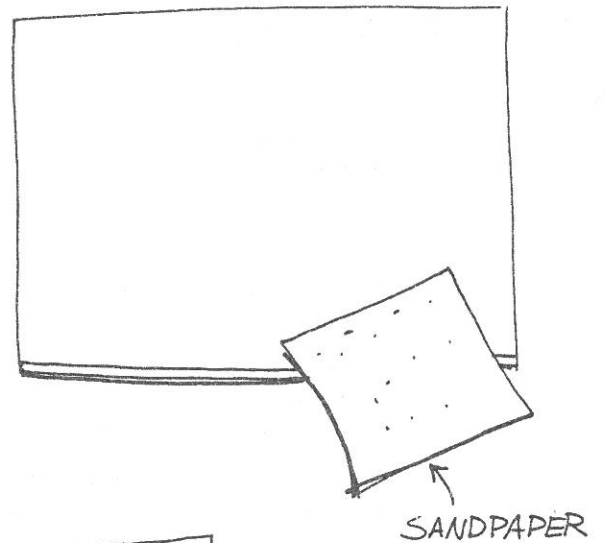
Come to the Cub Scout Leader's Roundtable
On the second Thursday of each month
to get great ideas for your den and pack.
Call the council service center at
909-983-4534 for details.

Handy Study Lapboard

Materials: 17" x 13" wood board ¼" to ½" thick
Sandpaper
Magazines or wrapping paper
White glue
Clear high gloss spray varnish

Directions:

1. Sand edges and corners of wood board smooth.
2. Cut out pictures from magazines or wrapping paper and glue to board. (Keep to the theme of a holiday or special interest of a person if it will be a gift) Overlap the edges of the pictures as you glue them down.
3. After picture are glued to entire surface, paint it with one coat of white glue and let dry.
4. Complete lapboard by spraying with several coats of varnish.



Flag Ideas

The following flag design ideas were taken from a publication (with permission) called:

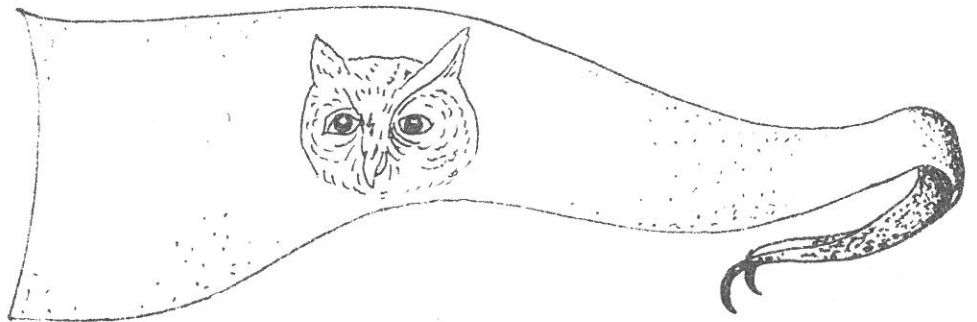
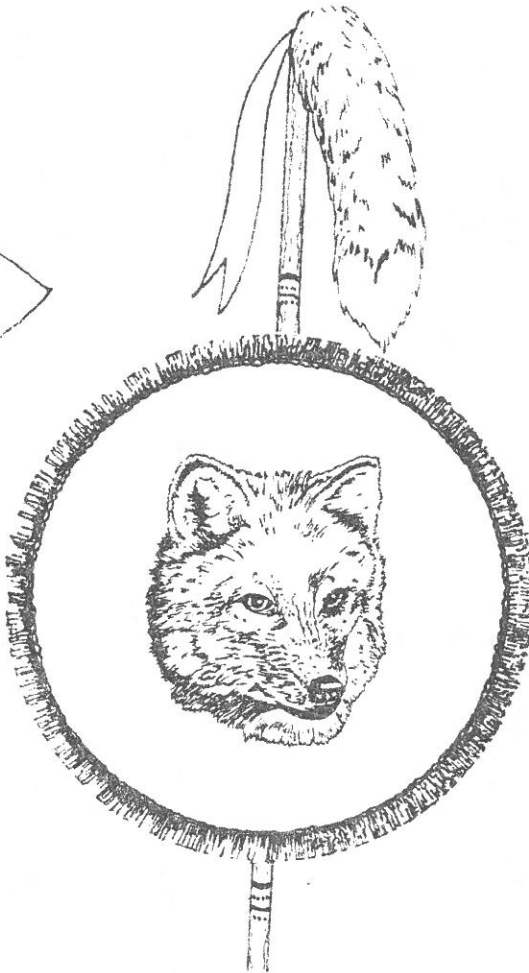
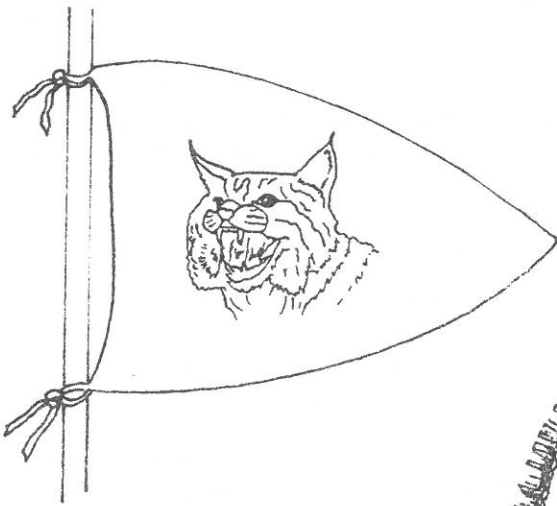
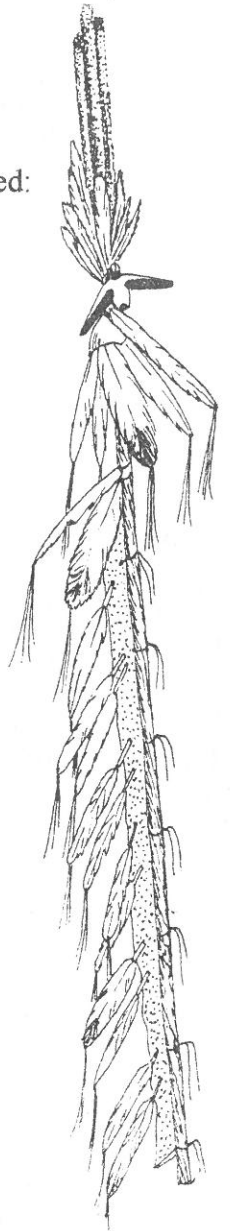
**Create Your Own
Certificates, Patches & Pins**

By David L. Munford

M. Plans Inc.

8224 So. Mulberry Way

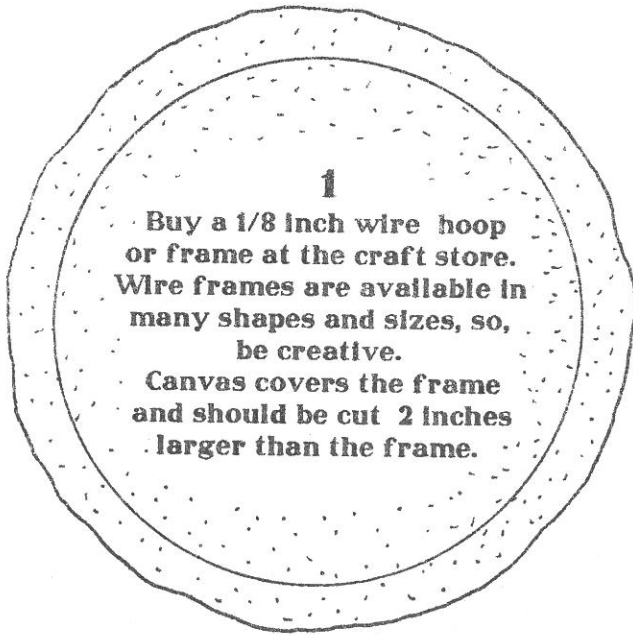
Sandy, Utah 84093



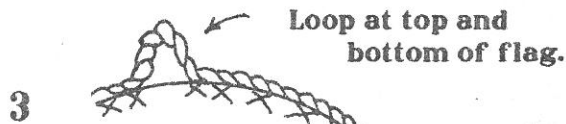
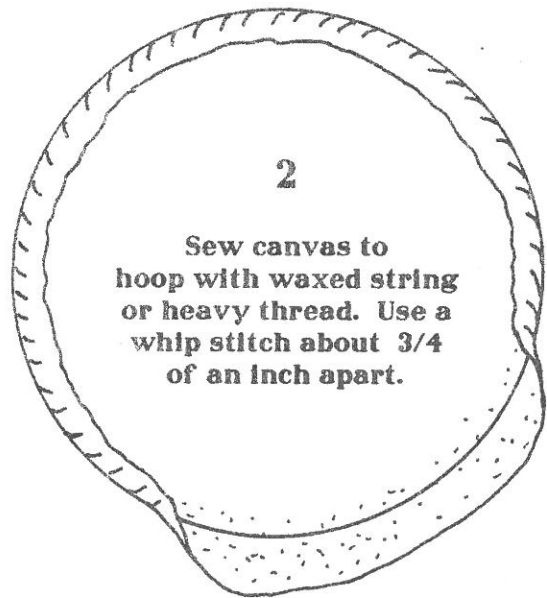
Old Baldy Council

1998 Pow Wow

MAKING CANVAS FLAGS



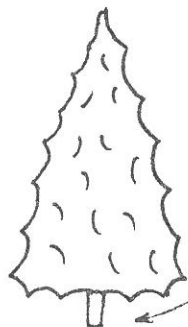
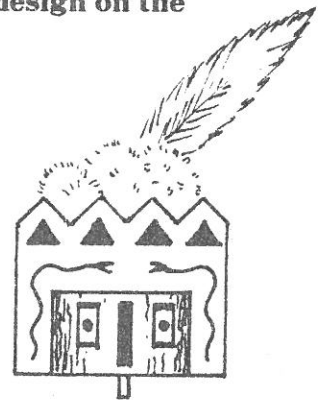
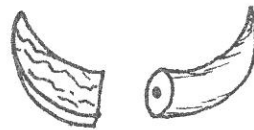
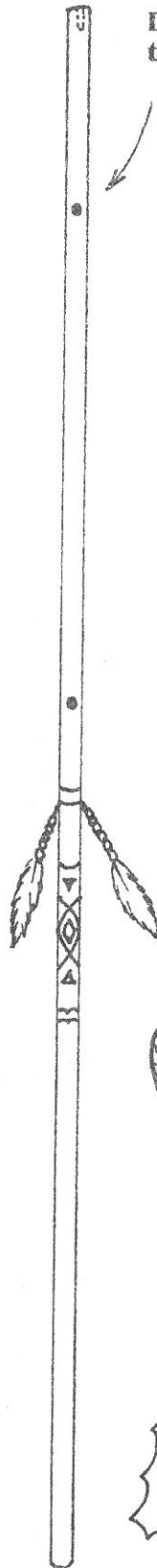
Drill 1/4" hole in pole to attach flag.



After painting canvas, attach desired edge to the flag by sewing with whip stitch to make an X design.

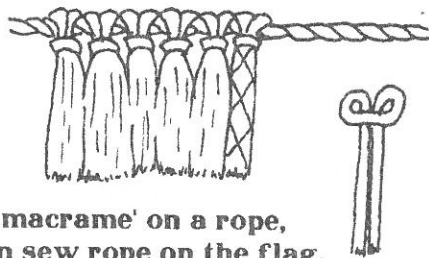
Use pre-finished art canvas. It is much easier to paint.

Use acrylic paint or Ceramcoat to paint your design on the canvas.

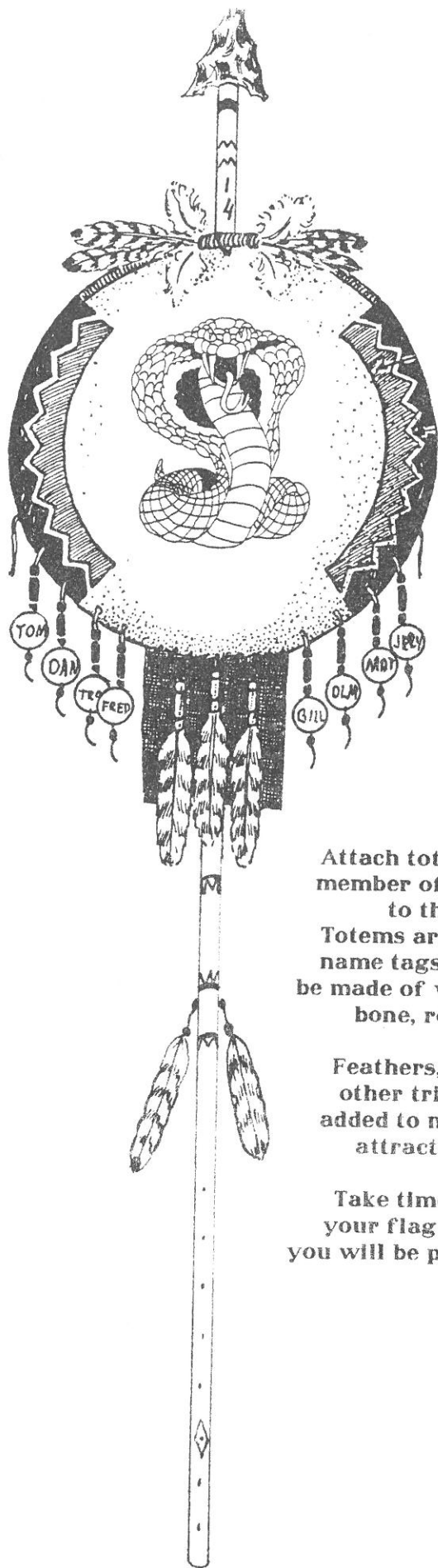


Flag poles can be carved and painted to match flags.

Attach tops with 1/4 inch dowling.



Use macramé on a rope, then sew rope on the flag.

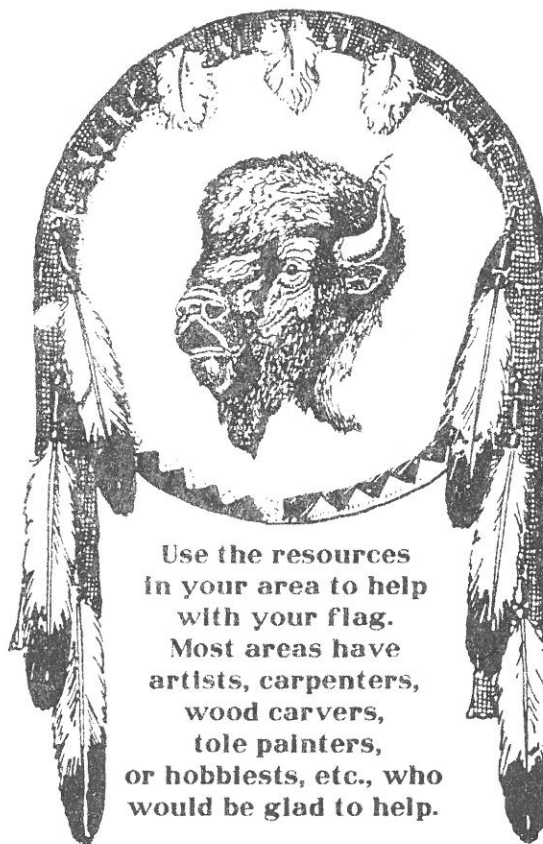
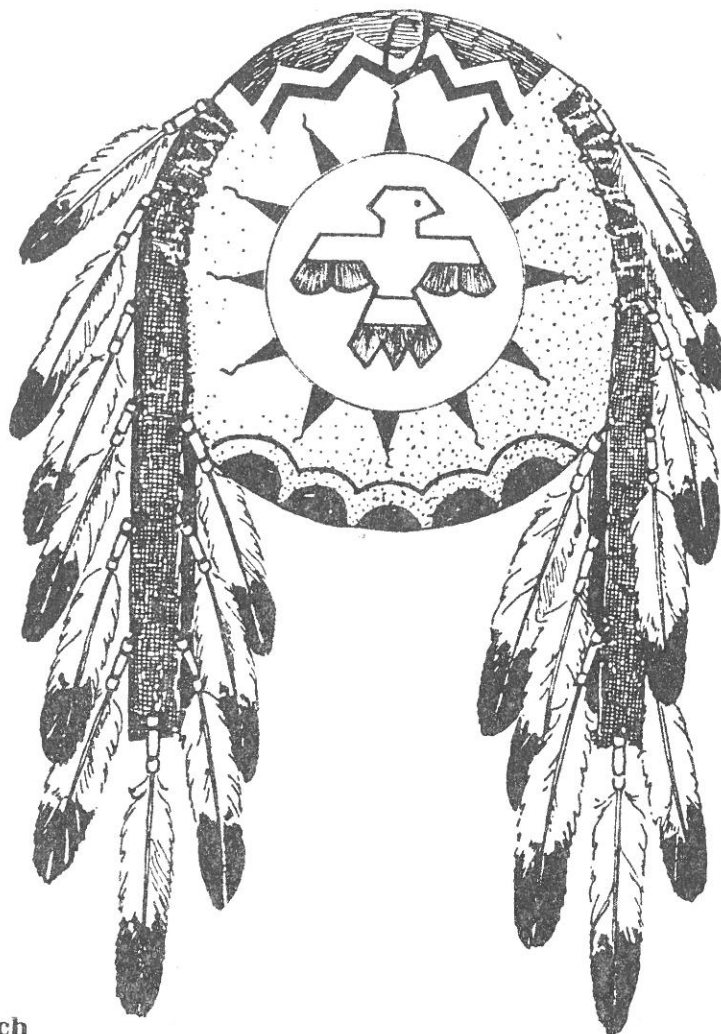


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Attach totems of each member of your group to the flag. Totems are individual name tags. They may be made of wood, leather, bone, rocks, etc.

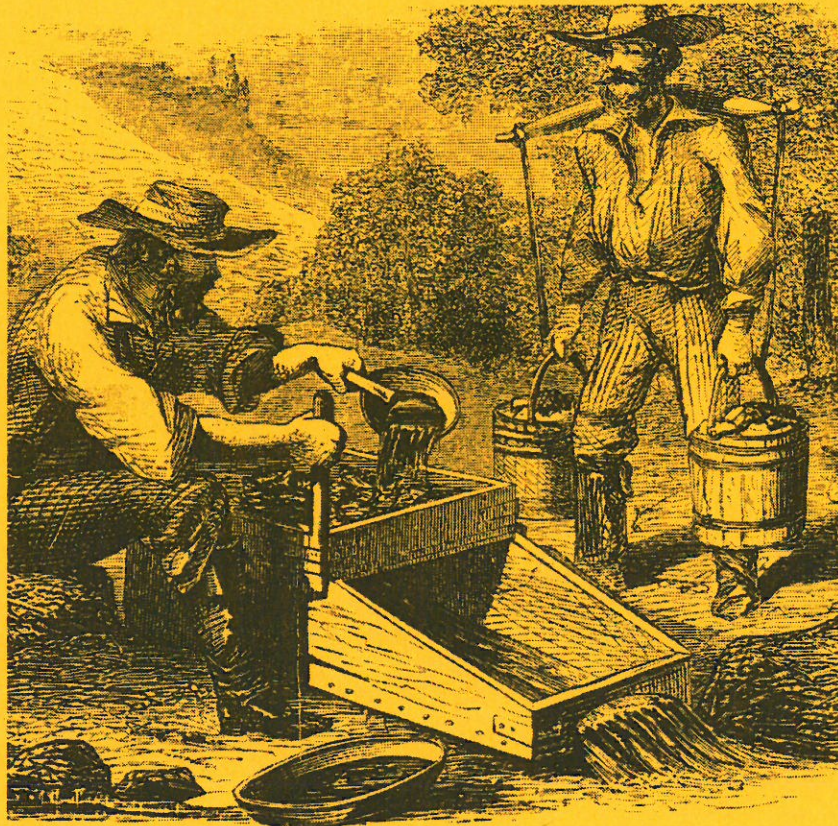
Feathers, beads, or other trim may be added to make a very attractive flag.

Take time to make your flag something you will be proud to show.



Use the resources in your area to help with your flag. Most areas have artists, carpenters, wood carvers, tole painters, or hobblists, etc., who would be glad to help.

California Gold Rush



October 1999

California
Gold Rush



October 1999

DON'T FORGET – HE'S JUST A BOY

Get to understand the lad
 He's not eager to be bad.
If the right he always knew
 He would be as old as you.
Were he now exceeding wise
 He'd be just about your size.
When he does things that annoy
 Don't forget he's just a boy.
Could he know and understand
 He would not need a guiding hand.
But he's not you and hasn't learned
 How life's corners must be turned.
Doesn't know from day to day
 There is more to life than play.
More to face than selfish joy
 Don't forget, he's just a boy.

Being a boy, he'll do
 Much you may not want him to.
He'll be careless of his ways
 Have his disobedient days.
Things of value, he'll destroy
 But reflect, he's just a boy.
Just a boy who needs a friend
 Patient, kindly to the end.
Needs a father who will show
 Him the things he wants to know.
Take him with you when you walk
 Listen when he wants to talk.
His companionship enjoy
 But don't forget – he's just a boy.

Gathering Activities

Prospector's Intelligence Test

This is a test to see if you can follow directions. Just concentrate, but remember, you only have two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence # 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an X in each square.
6. Put a circle around each square.
7. Put an X in the lower left-hand corner of this paper.
8. Put a circle around each word in sentence #5.
9. Draw a triangle around the X in the lower left-hand corner.
10. On the reverse side of this paper, multiply 20 by 27.
11. If you think you have followed directions up to this point yell out "I HAVE."
12. Now that you have finished reading carefully, do only #1 and #2.
13. You have finished. How did you do?

How About Some Tongue Twisters?

According to tongue twister rules and regulations, you are supposed to say a twister at least three times in quick succession before you can truly consider yourself a winner.

- Double bubble gum bubbles double.
- A skunk stood on a stump. The stump thunk the skunk stunk, and the skunk thunk the stump stunk.
- Theophilus Thistle, the thistle-sifter, sifted a sieve of unsifted thistles. If Theophilus Thistle, the thistle-sifter, sifted a sieve of unsifted thistles, where is the sieve of unsifted thistles Theophilus Thistle, the thistle-sifter sifted?
- The sixth sick sheik's sixth sheep's sick.

Ceremonies

Gold Rush Mob Scene Opening

All pack meetings don't absolutely need to be opened with a flag ceremony or Cub Scout Law or Promise. Try out something new...how 'bout this one...

Divide your group into three sections. Ask one group to yell with a steady rhythm, which you as leader will indicate, "Gold, Gold, etc. Another yells, "Give us water, Give us water, etc. the third group yells "Pick & shovel, Pick & shovel, etc. Give each section one practice, then all start together softly. As the leader raises his/her hands, the volume becomes higher and higher until all are yelling at the top of their voices.

Progress Toward Ranks -Den Ceremony

Personnel: Den leader and advancing Cub Scouts

Equipment: Progress Toward Ranks patches and beads as needed.

Den Leader: (Name of Cub) has passed three of his Wolf (or Bear) achievements. It won't be long before he has earned his Wolf (or Bear) badge. But now we're going to recognize him for what he has already done.

(Attach Progress Toward Ranks patch to Cub Scout's right shirt pocket and hang gold bead (red for Bear) from thong.)

Den Leader: When (name of Cub) passes three more achievements, he'll get another bead. When he has earned four beads, he will also get his Wolf (or Bear) badge at the pack meeting. Congratulations, (name). Now let's give him our den yell. (Or have each Cub Scout give advancing boy the Cub Scout handshake.)



Immediate Recognition - Den Ceremony

Cub Scouts who have completed 12 achievements and earned the Wolf or the achievements for Bear rank, receive their badges at a pack ceremony. But it is a good idea to recognize them in the den, too, with a simple ceremony as soon as they finish the last achievement.

Den Leader: Today (name of Cub) gets his fourth bead for passing three more achievements for Wolf (or Bear) rank. Do you know what that means? It means that he has finished all the achievements for the Wolf (or Bear). At our next pack meeting, he'll get his new badge. I think that's great! He'll wear his new Wolf (or Bear) badge on his left shirt pocket. And if he wants to, he can also wear this patch and beads on his right pocket.

(Attaches bead to thong on Progress Towards Rank patch.)

Keep working on advancement, (name of Cub). That's the way you'll have the most fun in our den and pack. Let's see all of you other Cub Scouts advancing, too.

Gold Rush Advancement Ceremony

Equipment needed: Pie tin and several small rocks painted gold, awards.

Cubmaster: I have here my genuine prospector's pan for gold gittin'. I staked out a claim up in them thar hills and came back with these here gold nuggets. I panned for days and days to git these here gold nuggets... worked real hard too. But nuf 'bout me. I'm really here to honor some gold seekin' Cub Scouts who just done earned 'emselves some awards. (Call boys and parents forward, award rank badges and give a gold nugget to each)

Boys, the harder ya werk for stuff, the more it means to ya. Stake yer claim and werk it... and the gold'll be yers. Mighty fine job... keep up the good werk.

The Worth of a Boy Closing Poem

How do you measure the worth of a boy
With his hair all tousled and curled?
You either see him through the eyes of God
Or through the eyes of the world.

The world says, "Educate him well.
All knowledge to him impart."
But God says, "That's not where it's at,
I think I'll look at the heart."

Encourage your son to trust in God's word
To know of its value and worth.
Better to be great in the sight of God,
Than applauded by man on earth.

Let your life be a constant example
Teach him to know the "perfect plan"
For a little boy is the only thing
God can use to make a man!

Don't Give Up

To be good at anything, you have to believe that you can do it and then practice it until you can. There's no easy way to become an expert at anything. You have to keep at it. There may be times when you think you just can't make it, but don't give up. Few things are worth doing if they come easy the first time.

Closing Thought

Lord Baden-Powell, the founder of Scouting, said, "I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, ... Try to make your hole in the blanket by good work while you're on earth. It is something to be good, but it is far better to do good." Think of Baden-Powell's words when you promise to help other people.

Conformity

- Players: Narrator, gold miner, son, donkey, and passerby.
- Note: Players are to act out the narration
- Narrator: Once upon a time there was a gold miner, his son, and their donkey. Every week the gold miner would go to town on foot, but one week they decided to take the donkey.
So they set out. The gold miner rode the donkey and his son followed behind.
- Passerby: Look at that poor donkey having to carry that big load. The boy should be on the donkey, not you!
- Narrator: The next week the gold miner put his son on the donkey and he followed behind.
- Passerby: What a lazy boy, riding while his poor old father walks! (to the son)
Shame on you!
- Narrator: The next time they went to town they decided that neither of them would ride the donkey. That would make people happy.
- Passerby: Look at those two fools! Walking when they could ride. (pointing at them)
I hope I never get that stupid!
- Narrator: This really upset the gold miner and his son. What could they do to avoid all this confusion? They thought and thought. Finally they got an idea!
Now no one would complain. (Gold miner and son carry donkey)
- Cubmaster: How silly can you get, carrying a donkey! You'd never get caught doing something that silly, would you? Yet, everyday, supposedly intelligent people are pressured by the comments of the crowd, not to do what's right, but to do that which is wrong and foolish. People will tell you you're silly when you stand when the "The Star Spangled Banner" is being played. Friends will tell you you're crazy to help at home with household chores. The crowd will tell you you're a chicken not to smoke pot or pop pills, everyone else does it. God has given you his word and your parents as sources of truth to guide you. Whose voice will you listen to?

Songs

Make New Friends

(A round)

Make new friends but keep the old,
One is silver and the other's gold.

Clementine

In a cavern, in a canyon,
Excavating for a mine,
Dwelt a miner, forty-niner,
And his daughter Clementine.

Chorus:

Oh my darling, oh my darling, oh my darling Clementine!
You are lost and gone forever, dreadful sorry Clementine!

Light she was, and like a fairy,
And her shoes were number nine,
Herring boxes without topses,
Sandals were for Clementine.

Chorus

Drove she ducklings to the water,
Ev'ry morning just at nine,
Hit her foot against a splinter,
Fell into the foaming brine.

Chorus

Saw her lips above the water,
Blowing bubbles mighty fine,
But alas! I was no swimmer,
So I lost my Clementine.

Loyal Blue and Gold

(Tune: Davey Crocket)

Now the blue is the color of the sky above,
The blue in the flag of the land we love.
Remind us of God and country free,
Giving us a lesson in loy-al-ty!

Chorus:

Loy-al, Cubs are loyal
To God and coun-try fair.

Like the warmth and the cheering of the gol-den sun
Are the smiles of a friend and a deed well done?
This is the gold that a Cub Scout finds
In keeping his duty to the law that binds.

Chorus

Smiling, warm and friendly,
Cub Scouts will give good cheer

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

Chorus

Loy-al, ever cheerful
Cub Scouts are on the march.

The Chigger Song

(Tune: Polly Wolly Doodle)

Oh, there was a little chigger,
And he wasn't any bigger,
Than the wee small point of a pin.
But the bump that he raises,
Just itches like the blazes,
And that's where the rub comes in.

Comes in! Comes in!
That's where the rub comes in.
But the bump that he raises,
Just itches like the blazes,
And that's where the rub comes in.

Skits & RunOns

Gold Rush Skit

(Read by Coleman lantern)

It's true you had no phones, no gasoline, no electric lights, no cars about –
But there's one thing you didn't have that we could do without –

(Hold up sign that says "Taxes")

But one thing that does amaze up, when we read about your deeds;
You made it through your travels, minus something each man needs!

(Entire cast is on stage saluting, with narrator in front)

O'Prospectors! O'Prospectors!
We salute you, long and hard!
You went across this whole land –
Without a CREDIT CARD!!

California Gold Rush Mad Lib

Have the group give you the appropriate parts of speech to fill in the blanks. Then read the story. This can be repeated several times using different words, or each boy can do his own.

This is a story of a _____ gold miner named _____. He was one of the most
_____ miners that ever lived. During the _____ he would _____ and _____ to
prepare for the _____ gold panning. The town's blacksmith would _____ long
hours to make _____ for the miner to use. _____ needed a new _____ as well as
a _____ before he could get more gold. His _____ mule also
needed a new _____.

The _____ townfolk loved to sit around and listen to the _____ miner. He came
through the _____ about every _____ months to _____ and _____.
Finally the blacksmith was finished fixing the _____. _____ was ready to head for the
hills on his _____ mule. The townfolk gathered to see him off. A Gold miner's life
was _____ but he seemed to like it anyway.

The Brutal Miner

A Group Stunt

This is from an old 1954 *Cub Scout Program Quarterly*

Give the following characters and sounds each to a group of people, then read or tell the story. As each character is mentioned, the proper group rises, makes the appropriate noise and sits down.

Characters

Brutal Miner.....Grrrrr
Tired Wife.....Oh, dear
Young Daughter.....Tee hee
Beautiful Daughter...Ah
Handsome Harry.....Ah ha
Auto.....Honk honk} entire group
Cat.....Meow}entire group

Once upon a time in the far West there lived a brutal miner.....who had a tired wife..... a giggling young daughter.....and a beautiful daughter..... On the other side of the mountain lived Handsome Harry..... This young man drove his auto.....over the mountains and carried mail to the brutal miner.....

One day the tired wife.....was cleaning the house, and the beautiful daughter..... was helping her. The young daughter.....was playing with the cat.....on the steps. The brutal miner.....came out and kicked the cat..... The tired wife..... and the beautiful daughter.....rushed out with brooms and hit the brutal miner..... but this did not bother him. He grabbed his tired wife.....by one arm and the beautiful daughter.....by the other and shoved them into the house. The young daughter.....ran away with the cat.....

Just then Handsome Harry.....drove up in his auto.....and saw the brutal miner..... abusing the tired wife.....and the beautiful daughter..... Handsome Harry..... rushed to the rescue and grabbed the brutal miner.....and threw him down the mine shaft. The beautiful daughter..... flew into the waiting arms of Handsome Harry..... while the tired wife.....and the young daughter..... watched with enthusiasm. Handsome Harry.....took the beautiful daughter..... in his auto.....to the little church in the wildwood, and they lived happily ever after.

Thus ends the story of the brutal miner..... who met his fate at the hands of Handsome Harry..... who married the beautiful daughter..... The brutal miner's insurance cared nicely for the tired wife.....the young daughter.....and the cat.....



Run-Ons

Boy 1: Why did the man start digging up the railroad track?
Boy 2: He saw an X on the sign and thought he'd struck gold.

Boy 1: What do you get when you drop a piano down a mine?
Boy 2: A flat miner.

Boy 1: Give me a penny and without looking at it, I'll be able to tell you the date.
Boy 2: (hands boy 1 a penny and says) "OK, let's see you do that."
Boy 1: (says the current date)

Cheers

A Nickel's Worth Cheer – Pretend to dig for a nickel, show it to everyone, make a fist place the nickel on the thumb and pretend to flip it high in the air. Catch it in your hand and flop it on the back of either hand, yell "HEADS, lift up the covering hand and say: I WON!

Coyote Cheer – Have group stand, cup their hands around their mouth and say:
ARC, ARC, A- ROOOOOOO! GEE, it's lonely out here!

Gold Miner's Cheer – Everyone stand and yell: EUREKA! I struck gold!

Jump up, Sit Down, Jump up Cheer – have the group jump up, sit down, then jump up and yell: _____ just can't be beat!

Pony Express Cheer – Pretend to mount your horse. Then gallop in place yelling: Look out San Francisco, here comes your mail!!!

Silent Scream Cheer – Have the group stand, cup their hands around their mouth and pretend to scream but no sound comes out of their mouth.

Silent Yell Cheer – Same as above, except mouth the words "Great job" with no sound coming out.



Games

Gold Panning Contest

At the pack meeting, each den puts a team of two boys on the floor. One boy on each team has a cup of "gold ore" (sugar). The other had a sieve and an empty can. On a signal, boys with sugar start feeding it into the sieve held by the second boy. The can catches the sugar as it "pans" through. First team to finish panning wins.

What Nonsense

Equipment: Slips of paper and a pencil and a timer or watch.

This game requires each player to talk a lot of nonsense about a particular topic for two minutes.

A list is written to cover each player so that all have a turn. Each player draws out a slip of paper from a bag. He must then talk about the topic written on the paper. He must keep talking for two minutes. The one to obtain the highest peak of lunacy is the winner.

Suggested topics:

1. How do gold miners use old toothpaste tubes?
2. What is the strangest thing a miner has ever used to get gold?
3. Why do rivers have water?
4. What's the newest invention to detect "fool's gold?"
5. Where does the white go when the snow melts?
6. Who was the craziest 49'er in the Gold Rush?

Even or Odd

In this game one of the players hides in his closed fist a number of pennies, marbles, nuts, candies or any other objects of value to him that he wishes to risk losing. As he holds out his fist, he asks "odd or even?" The player he questions makes a guess, saying the number is even or odd. The first one then opens his fist, and the objects are counted. If the guess is not correct, the lucky guesser gets them all. If he does not guess correctly, he must pay an equal number to the first one. The game continues, each player taking turns in hiding objects in his clenched fist, until someone loses all he wishes to risk, and he drops out. The others continue until they drop out for the same reason.

Penny Catch

Bend your right arm so that your hand is in front of your chest. Now raise your elbow level with your shoulder. Place several pennies in a pile on your bent elbow. Drop your elbow suddenly. Move your right hand downward quickly and try to catch the pennies before they fall.

Claim Jumpers

With string, mark a circle about 25 feet in diameter on the floor. Using a small weight, anchor a balloon in the center, it is called the "claim." The Prospector stands guard over it. The other players stand outside the circle. In turn they enter the circle and try to jump the claim by stomping the balloon and breaking it while the Prospector tries to stop them. He thwarts the claim jumpers if he can hold them long enough to count to three. No hitting is permitted. When a balloon is broken, start over with another balloon and another Prospector.

Keep Away Poke

Dens form a circle, with a boy in the center. Boys toss a gold "poke" (small cloth bag of sand) back and forth among them, trying to keep away from boy in center from intercepting it. If he does, the boy who threw it last takes his place.

The Story of Buc Tuocs and his Ynop

This is a game for practice in secret code work. Words in capitals are spelled backwards. As den leader reads the story to the den, they spell out the capitalized words. First boy to figure out what the word is gets a point. Boy with the most points gets a EZIRP. For extra fun, read it once fast, without spelling the words.

Buc Tuocs, a DLOG RENIM, rode his good old YNOP into a little prairie NWOT in SAXET. He dismounted, tied up his YNOP, and went into the NUG EROTS to buy some more STELLUB. When he came out, his YNOP was gone.

"Who stole my horse?" Buc yelled. Somebody said, "Your horse was took by OWT NUG SUG. He went thataway!"

Then Buc saw his YNOP tied up in front of the LIAJ. He walked into the Sheriff's office and said "Hey a fella called OWT NUG SUG stole my YNOP, and now he's tied up in front of your LIAJ. How come Sheriff?"

The Sheriff said, "I'm OWT NUG SUG, pardner, and I'm also the Sheriff in these here parts. I took your YNOP because you tied him to a parking RETEM and you didn't put no LEKCIN in. Now gimme the YENOM and I'll give you back your YNOP!"

So Buc gave the Sheriff the LEKCIN; got on his YNOP, and rode out of the little NWOT in SAXET.



THE SEARCH FOR GOLD



START

Ran Out of Grubstake!
Move back 2 spaces.



SUTTER'S MILL
Discovered Gold!

Found Fools Gold!
Move back 3 spaces.

Found a Nugget!
Move ahead 3 spaces.

Made Small Discovery!
Follow dotted line.

Claim Jumper!
Move back 3 spaces.

New Grubstake!
Move ahead 2 spaces.

Found Mountain Pass!
Move ahead 3 spaces.

Lost in Desert!
Move back 3 spaces.



Crafts

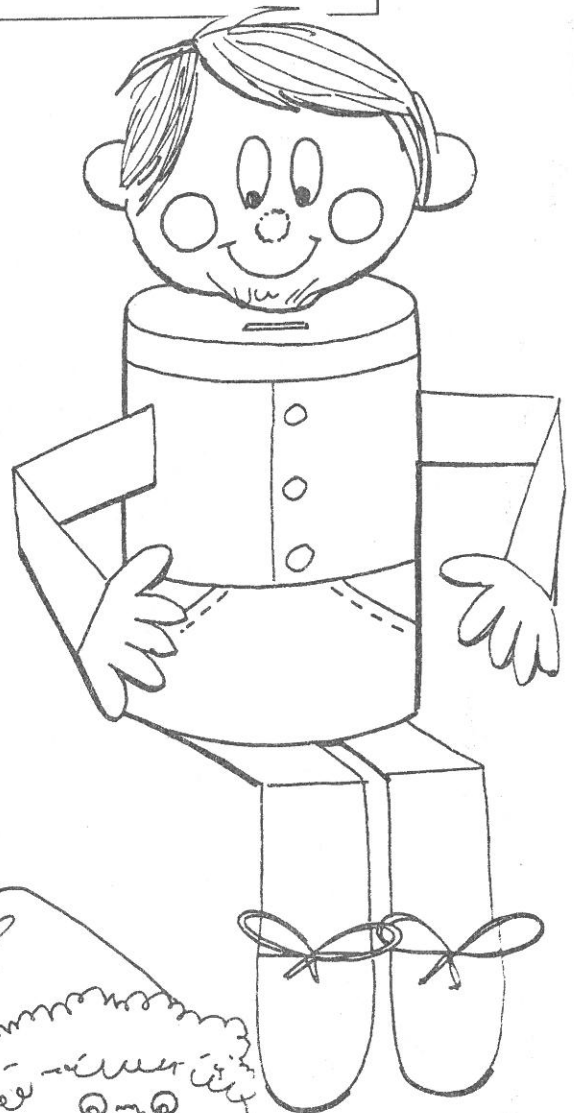
Sit-Up Banks

Materials:

Round box (oatmeal)
Construction paper
Paper bag (lunch size)
Tempera paint
Fabric scraps
Yarn
Cotton
Pom-poms
Newspaper
Wiggle-eyes

Directions:

1. Decide on a character and cut clothing, feet, legs, hands, and arms out of construction paper and glue on box.
2. Stuff crumpled newspaper into paper bag and twist the end to form a head.
3. Paint a face on the head. Add cut out ears. Glue cotton or yarn strips on head for hair and an optional pom-pom nose or wiggle-eyes.
4. Cut a slot on upper front of box.
5. Remove lid from box. Cut an X in top of lid and replace it on the box. Apply a little glue around outside edges of box X. Insert the twisted end of the head into X until it rests nicely.



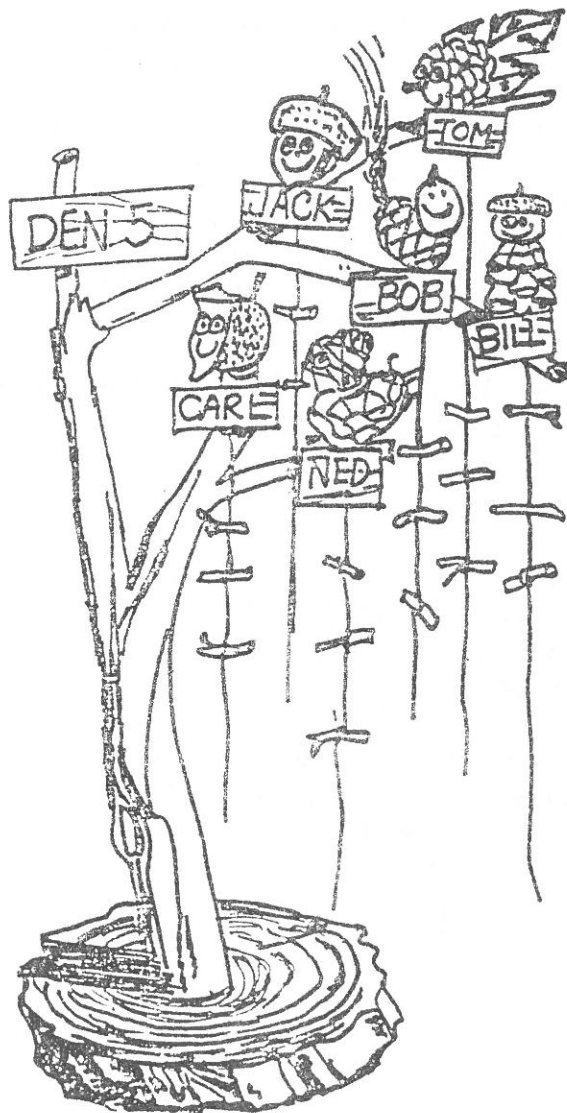
Nature Knick-Knack Tree

Here is a different way to keep track of your personal or den achievements. You can use the nature knick-knack tree for a group record, or as a marker to show your own accomplishments in activities outside of Scouting.

The knick-knack tree can have almost any number of strings on which to hang record markers. The tree is simply a piece of limb with several branches growing from it at right angles. The base shown here is a solid section cut from a tree, but it may also be made from clay or other material.

If you're using the tree for den achievements, tie a piece of string for each boy and place his name at the top of it. Each time a boy passes a new test, tie a thin twig to his string.

To make the tree more decorative, place a doodle made of cones, seeds, feathers, twisted branches, pebbles or other nature materials right at the top of each string. Use your imagination to try to make your own knick-knack figure to show your own personality.



Theme Related Material

Check out the Cub Scout Leaders' How To Book for a great idea on conducting a pack Gold Rush Event...pages 9-21 to 9-23

The California Gold Rush

Although there were many gold rushes in world history, the California gold rush was a unique event. Unlike other places, the gold in California was both plentiful and easy to get – at least at first. The result would be profound changes in California, America, and the entire world.

Gold was first discovered in California by James Marshall in early 1848. Later that year, gold seekers from the west coast converged on the American River – 50 miles or so from Sacramento – where Marshall first saw the shiny metal. Within a matter of months, word spread eastward and by 1849 thousands were en route to California. Some traveled overland on the already established Oregon-California Trail. Others traveled by ship around the tip of South America. Still others took shortcuts across Panama and Mexico.

Gold seekers were dubbed “49ers” because most left home in 1849. Importantly, 49ers were not uniquely American. Quite the contrary, the California gold rush was a world event, attracting gold-seekers from Mexico, China, Germany, France, Turkey – nearly every country in the world.

Although the gold was easy to find at first, it quickly became a difficult enterprise that yielded less and less. Those who did find gold often spent it on the basic necessities of life. The biggest money makers were entrepreneurs who supplied the gold miners with much-needed supplies and services.

The legacy of the gold rush is substantial. First, gold brought people from around the world – who stayed to form the multi-cultural nucleus of California that exists to this day. Secondly, the gold rush pulled America westward, ensuring that California and the rest of the west would become a part of the United States. Lastly, the gold rush awakened America to the idea of high-risk entrepreneurialism, a concept that our capitalistic society continues to nurture.

Weird Ways West

A California-bound airline in 1849!? Don't laugh; it almost happened. Rufus Porter, founder of Scientific American planned to fly 49ers west on propeller driven balloons powered by steam engines. He went so far as to advertise the expedition, and 200 brave souls signed up for the trip. But the "airline" never got off the ground.

Then there was the "wind wagon." Sort of a cross between a sailboat and a wagon. It seemed like a good idea on paper; after all it can be very windy in the west. A prototype was built and for a brief moment it barreled across the plains at the advertised 15 miles-per-hour. Then it went out of control and crashed. The inventor, Wind-wagon Thomas – kept trying for years, but never succeeded.

Others took a more low-tech approach, making the trip with only a simple wheelbarrow. It's hard to imagine pushing a fully loaded wheelbarrow for 2,000 miles, but several dozen attempted the trip. For a time, they could outpace everything on the trail, but human endurance has its limits. No one is quite sure if any of them made it all the way with their wheelbarrows.

The \$100 Drink of Water

Would you spend \$100 for a glass of water? Some 49ers on the California Trail did. Because of poor planning, many western-bound 49ers were unprepared for the hot, dry deserts of Nevada. A few sharp businessmen in California knew this and took advantage of the situation. They traveled eastward with barrels of water. Extremely thirsty, many 49ers paid \$1, \$5, even \$100 for a glass of precious water.

But water wasn't the only expensive item on the Oregon-California Trail. For example at the start of the journey, flour could be purchased for \$4.00 a barrel, but further along the price rose to a sky-high \$1.00 per pint. Other staples could also be quite expensive.

Sugar \$1.50 per pint Coffee \$1.00 per pint Liquor \$4.00 per pint

Surprisingly, there were other staples that were amazingly cheap. For example, at Ft. Laramie, bacon could be had for a penny a pound. Those who had excess bacon often considered it worthless and dumped it by the side of the road. One emigrant reported seeing ten tons on one pile.

Why the disparity in prices? The basic laws of supply and demand were at work. Most wagon trains took too much bacon and so it had little trading value. Water on the other hand was in short supply and thus commanded a high price.

Traffic on the Trail

Bumper to bumper highway congestion isn't just a modern phenomena. Rush hour traffic on the Oregon-California Trail was just as bad – probably worse.

The image of the lone wagon on the endless prairie is largely a myth; it's more accurate to imagine a moving city. Many reported seeing wagons all the way to the horizon day after day.

And just like today's highways, there was quite a bit of jockeying for position. The goal was to get in front of the pack because anyone who was behind had to eat the billowing dust kicked up by the wagons ahead. Competition was fierce; those in back often had to put on goggles just to see.

The crowded conditions got even worse in the evening when the wagons came together at camp. Many 49ers discovered that previous wagon trains had overgrazed the prairie, and so there was no remaining grass for the oxen and mules to graze on. So it was not uncommon for 49ers to venture miles off the trail in the evening in search of grass for their animals.

A more serious consequence of all this crowding was poor sanitation. Each new wagon train dug their latrines near the previous group's – and there was often leakage into the water supply. The result was illness and death.

Imagine the sunburn you'd get from being outside from sunup to sundown everyday for 6 months. No sunblock. No lotion. That was reality for the California-bound 49ers – most ended up with leathery, sun-baked skin. But that was just the beginning.

Imagine sweating profusely in 90 degree heat day after day – but never taking a bath or shower. That too was typical of life on the trail.

And remember, this was the days before t-shirts and shorts. Women wore long dresses for the most part and the men wore long pants. And there wasn't much changing of clothes. They wore the same clothes day after day.

Could it get any worse? Yes. Often they had no choice except to drink rancid water, which had the inevitable result: diarrhea. For many it was a chronic condition.

All these factors combined to create some rather deplorable conditions. Even the Native Americans, who bathed regularly, thought the emigrants were uncivilized because of their poor hygiene.

Wow! Can you believe all that? I for one am glad to have the modern conveniences of today!

There's tons of stuff at your local library on the California Gold Rush too!

*Discover Your
Family Heritage*



November 1999

Charles D. ...

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A boy, is nature's answer to that false
belief that perpetual motion is impossible.

A boy is a growing animal of superlative
promise, who can swim like a fish, run
like a deer, climb like a squirrel, balk
like a mule, bellow like a bull, eat like a
pig, or act like a stubborn mule, according
to climactic conditions.

A boy if not washed too often and kept in
a cool, quiet place after each accident,
will survive broken bones, hornets, measles,
fights and five helpings of pie. A boy is
a noise covered with smudges, the problem
of our times, the hope of our world.

Every boy is evidence that God is not yet
discouraged with men.

Gathering Activities

Thanksgiving Puzzle



Please find the following hidden objects: a fish, four turkeys, a horse, a hammer, a turtle, a face, a squirrel, and a book.

Thanksgiving Word Search

Find the words in the list by looking down, across or diagonally. Circle each word.



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F H T N G P E F B T A B L E B F
O O U H P I I E S S N U I A L A
O L R N R E K A S G S T V T E M
D I A K G E N S T I E T A H S T
O D Y S M R E T U R K E Y U S D
N A C N I A Y E F R E R B R I O
R Y F A M I L Y F N G E C S N D
A P L Y D N K R E D L I I D G R
B E A N S E P O D B I M F A L E
Y R G A I H E D I N N E R Y O S
K T P P I M P A F E K P S F A S
I A E K U O P D B L T K A S H I
N B R I N P E N I T N A L B O N
P L I N I C R M L A K L T Y L G
R E E F E U D E H B R E A D D O
K E Y C O R B T M S C O R N N K
T H A N K S G I V I N G O B R E
F O O R M I C E M T U F T F R A
    
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WORD LIST

TURKEY	FAMILY
THANKSGIVING	BREAD
MICE	DRESSING
FORK	FEAST
HUNGRY	SALT
TABLE	PEPPER
NAPKIN	BUTTER
CORN	DINNER
BEANS	MILK
PIE	HOLIDAY
FOOD	THURSDAY
BLESSING	STUFFED
THANKS	TABLE

Ceremonies

Opening Ceremony

God created our beautiful world for us to enjoy and care for. We enjoy doing things out of doors with our families. Cub Scouting allows us many opportunities to work together. Today, as we salute the U.S. flag let's be thankful for our families and the beautiful world in which we live. Please join me in the Pledge of Allegiance.

Opening Ceremony

Setting: 3 broomsticks, staves, etc., and a large rubber band.
Personnel: Cubmaster, committee chairman, and den leader coach.

The progress of our pack has three elements, all of which are essential to its success. This first stick represents the boy. He needs help to stand.

This second stick represents the Cub Scout program. Even with this, the sticks won't stand.

This last stick represents you parents. Now the program of our pack can work. All of us working together are essential. None of us can leave the job to others.
(Stand sticks up in tripod formation for the remainder of the pack meeting.)

A Great Place to Live – Opening

A family set off to find the perfect place to live – they were tired of the hustle and bustle of big city life, and wanted a good place to raise their children.

As they drove through a quaint town in Colorado, the parents were impressed with how invigorating the clean, fresh mountain air was. They stopped at a general store in the small town to ask about the area.

“This seems like a nice place to live,” said the father to the storekeeper. “How do you like living here?”

“This is the healthiest place I ever did see,” said the storekeeper. “When I come here, I couldn't even speak. I didn't have no teeth in my mouth and not hardly any hair on my head. Besides that, I didn't even have the strength to walk across the room. I had to be lifted out of bed – and just look at me now!” he said, sticking out his chest.

“That's remarkable!” Said the father. “How long have you been here?”

“I was born here,” said the storekeeper.

Advancement Ceremony

Equipment: Ruler or yardstick in good condition, and one that is in very poor condition.
Personnel: Cubmaster

(Show a good ruler to the group.) "Each division and mark on this ruler stands for a part of the ruler's job to measure things. Sometimes only small parts of the ruler are used, sometimes all of it is needed."

(Show the damaged ruler.) "This ruler is not straight, smooth or readable. It really cannot be used for the reason it was made."

"A Cub Scout's life is also measured in parts. One of the most important parts is service. If that mark is crooked, chipped or faded from lack of use, there is a good chance that he will not be the kind of person that Scouting is trying to build. Your family is very important to you; you should give them service too and be a good family member.

A measurement in Cub Scouting is advancing in rank, we have some boys who have taken the time to do that." (Call boys and parents forward and award badges) "As you live day by day, please remember the Golden Rule... "Do unto others as we would have them do unto us."

Cub Scout Family Advancement Ceremony

(Call forward boys who have earned badges of rank, or arrow points with their families.)

Cubmaster: Cub Scouts, our families are the most important things in our lives. If you think about it a moment, you'll realize that this is true. From our families we get food, shelter, training in good citizenship, and most important, we get love.

Cub Scouting is like a family too. It's made up of Tigers, Bobcats, Wolves, Bears, and Webelos Scouts. It doesn't provide the same things that your family at home does. But Cub Scouting gives you plenty of fun, a chance to learn new skills, and the opportunity to learn how to get along with other people. Today we have some Cub Scout family members who are moving up in rank.

(Briefly outline what the boys have done to earn their ranks and arrow points. Give badges to their parents.)

Cubmaster: Now, let's have a cheer for our Cub Scout family members who have earned honors. And now let's thank our parents and other members of our real families for all they do for us each day.

Thoughts for Thanksgiving Closing

Announcer: The turkey's in the oven,
Smelling rich and sweet;
The plates will soon be laden,
With tempting things to eat.
But come, let's think a minute,
Amid these festive scenes;
It's more than fowl and pumpkin,
Thanksgiving really means:

(The players enter one at a time. Each takes position and holds his letter while speaking.)

T – is for the first Thanksgiving,
In sixteen-one-and-twenty;
When pilgrim band in alien land,
Proclaimed a feast of plenty.

H – is for home and kinfolk,
Parents, sisters, brothers;
Favorite uncles, dozens of cousins,
Granddads and Grandmothers.

A – is for Affection,
From family and friends;
Their loving touch on which so much,
O happiness depends.

N – for lovely nature,
The woodland's bloom in spring;
The leafy green, the river's sheen,
A bird on silver wing.

K – is for our Knowledge,
The lamp that lights our way;
A quiet thrill to feel our skill,
Increase from day to day.

S – is for the shelter,
That shields us from the storm;
The blizzard roars while we're indoors,
Safe and snug and warm.

G – is for Good things to eat,
Today and all the year;
Turkey, squash, and cranberry sauce,
Freedom from hunger's fear.

I – is for Indigestion,
The price of our Thanksgiving;
We've had enough, but still we stuff,
Boy, this is really living.

V – is for Vitality,
The precious gift of health;
The greatest joy for girl and boy,
Surpassing kingly wealth.

I – is for the Indians,
To whom a debt we owe;
For friendship when the Pilgrim men,
Were taught to fish and sow.

N – is for our Nation,
Beautiful and strong;
With freedom blessed from east to west,
A privilege to belong.

G – is for the Gratitude,
This holiday imparts;
Reminding us to offer thus,
A THANK YOU from our hearts.

All: For home, for health, for loving care,
For fields of goldenrod;
For school, the grocery store, and for
Our country under God.

Closing Thought

Great ideals and principles do not live from generation to generation just because they are right, not even because they have been carefully legislated. Ideals and principles continue from generation to generation only when they are built into the hearts of children as they grow up.

A Short Course in Family Relations

The six most important words:

I ADMIT I MADE A MISTAKE

The five most important words

YOU DID A GOOD JOB

The four most important words

WHAT IS YOUR OPINION?

The three most important words

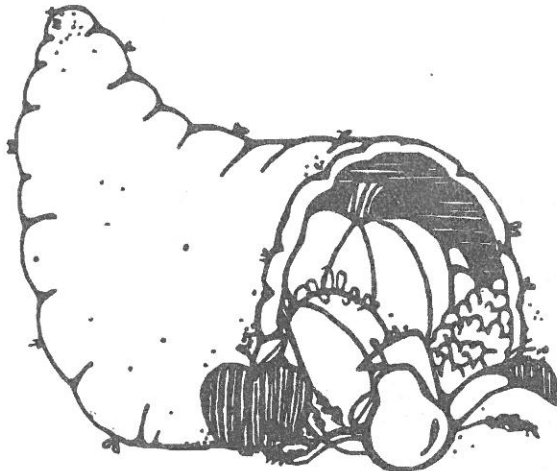
IF YOU PLEASE

The two most important words

THANK YOU

The least important word

I



Songs

People in a Family Should Do a Lot Together

(Tune: supercalifragilisticexpialidocious)

Chorus:

People in a family should do a lot together,
In the house or out of doors,
No matter what the weather.
Do not try to put it off,
It's either now or never.
People in a family should do a lot together.

Mom and dad should take the time
(You'll be glad you did)
To be a parent and a friend,
Do something with your kid.
One day they are tiny,
And the next day they are grown,
And before you know it,
You'll be living all alone.

Chorus

Go to a museum, to see a show, or ride a bike,
Try your hand at fishing,
Or camping or a hike,
Swimming in a swimming pool
Or skiing on the snow
Lots of things that you can do
And places you can go.

Chorus

Family Vespers Closing

(Tune: Tannenbaum)

Quietly we join as one,
Thanking God for family fun.
May we now go on our way,
Thankful for another day.
May we always love and share,
Living in peace beyond compare.
As a family may we find,
Friendships true with all mankind.

Hi, My Name is Joe

(Done as a rap with audience repeating each line)

Hi, my name is Joe,
I've got a wife, three kids and a cat.
And I work in a button factory.
One day, my boss said to me, he said
"Joe, are you busy?"
I said "No."
He said, "Turn this button with your right hand.
(Turn right hand)

(Repeat each verse in a similar manner)

Turn this button with your left hand.
(Turns hands together)

Turn this button with your right elbow
(Turns hands and right elbow)

Turn this button with your left elbow
(Turns hands and elbows together)

Turn this button with your right foot
(Turns hands, elbows and right foot)

Turn this button with your left foot
(Turns hands, elbows and feet together)

Turn this button with your head
(Turns hands, elbows, feet and head)

(Last verse...)

Hi, my name is Joe,
I've got a wife, three kids and a cat
And I work in a button factory.
One day, my boss said to me, he said
"Joe are you busy?"
I said, YES!!!!

Skits & Run-Ons

Measurement Problem

(Two Webelos Scouts come on stage carrying a long pole. They prop it up and then stand back and look at it.)

Boy 1: Now, there are several ways we can figure out the height of this pole. How do you start?

(They unsuccessfully try various methods of estimation to calculate the height of the pole. The conversation goes something like this...)

Boy 1: According to my calculations, that pole is about 6 feet high.

Boy 2: There's no way. It has to be shorter than that. Just look at it.

(This kind of exchange repeats several times as the Scouts obviously become more and more exasperated. A Cub Scout strolls onto stage.)

Cub: Hi! (watches a bit) What are you guys trying to do?

Boy 1: We're trying to measure the exact height of this pole.

Cub: Why don't you just lay the pole down on the ground and measure its length.

Boy 1: (scornfully) Cubs!

Boy 2: I'll say. (To the Cub) Didn't you hear right? We want to know how tall the pole is – not how long it is!

Quick and Corny Run-Ons

Cub 1: Whatcha doing?

Cub 2: Writing a letter to my little brother

Cub 1: Why are you writing so slowly?

Cub 2: Because my little brother can't read very fast.

Boy 1: When did the boy stop bragging about his family tree?

Boy 2: When he was told that he was the only "sap."

Boy 1: My mother has the worst memory of any one I know.

Boy 2: Forgets everything, eh?

Boy 1: No, remembers EVERYTHING!

The Stranger

A chance meeting on the street finds two fellows bumping into a third guy they mistake for an old friend.

Boy 1: "Isn't that Fred we just passed?"

Boy 2: "Sure, was. Hey Fred"

The guy stops, turns around and tries to speak but can't seem to get in a word, as the other two fellows carry on.

Boy 1: "Hey Fred. It's been a long time since high school, but I'd know you anywhere."

Boy 2: "Yeah Fred. Boy have you changed. You used to be fat, but now you're thin."

Boy 1: "And you're not as tall as I remember you."

Boy 2: "And didn't you used to were glasses?"

Boy 1: "Yeah, you got contacts, now, huh, Fred?"

Boy 2: "Wow, and look at that suit. You must be loaded, Fred."

Boy 1: "Yeah, I remember when you didn't even have two nickels to rub together."

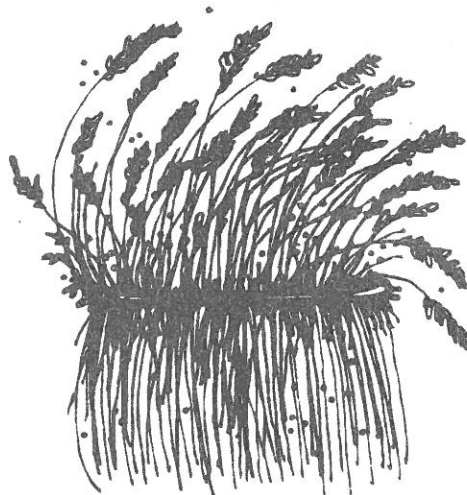
Boy 2: "And didn't your hair used to be blond?"

"Fred": (Finally the guy gets a word in -) "But...But...But, I'm not Fred, my name is..."

Boy 1: "Wow, can you imagine that? He changed his name, too!"

Boy 2: "Yeah! It was good seeing you again Fred. Don't be such a stranger."

The two walk off, leaving "Fred" standing there.



Games

Noise Bag

Form line of four family groups. Each family elects one person to represent their goal, 30 feet away. Everyone is given a paper lunch bag. When the signal is given, the first person in each line blows up his paper bag, runs to the goal, and bursts their bag on the goal person's back; then he quickly returns to the line and touches off number two. The line that finishes first, wins.

Fifty- Foot Dash

Line up all your entrants with their heels on a line. When the race is about to begin, declare the person with the biggest feet the winner.

Turkey Feather Relay

Divide the group into relay teams. First player on each team holds a long turkey feather. At the signal, each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again from that spot. When it finally crosses the finish line, he picks it up and runs back, and hands the feather to the next teammate. Each team should use different colored feathers. First team to cross the finish line and return to the starting position flaps arms and gobbles like triumphant turkeys.

Monkey See Monkey Do

Need: 10-30 players

In this very funny game, none of the players is allowed to laugh. Here's how it goes. All the players sit close together in a circle. One of them starts the game by turning to the right-hand neighbor and doing something: the player may squeeze the neighbor's arm, muss up hair, straighten clothes, make a face, etc. Whatever that player does, the neighbor must do the same thing to the next neighbor.

This goes around the circle until it gets back to the first player.

Anyone who laughs is out of the game. Or if you score, that person can pay a forfeit a point to stay in the game.



Scoop!

(Two or more players)

Here's a fun game that requires you to really stay on your toes.

You will need:

1 Plastic milk bottle per person
(well washed)

Scissors

Paintbrush

Acrylic paints

Rubber ball

Instructions:

1. Make sure each bottle is thoroughly washed out and dry. Then make each one into a "scoop" by cutting away the bottom and one side as shown in Diagram 1.
2. Paint each scoop with a different design and allow them to dry. Give a scoop to each player.
3. Stand far enough apart to toss the ball back and forth, catching it in the scoop – *not* with your hands. Eventually you can toss the ball really fast! This becomes a game of real skill.
4. If you want to make a contest out of this game, give yourself and the other players ten minutes of play. The player who misses the ball least often (be sure to count!) is the winner.

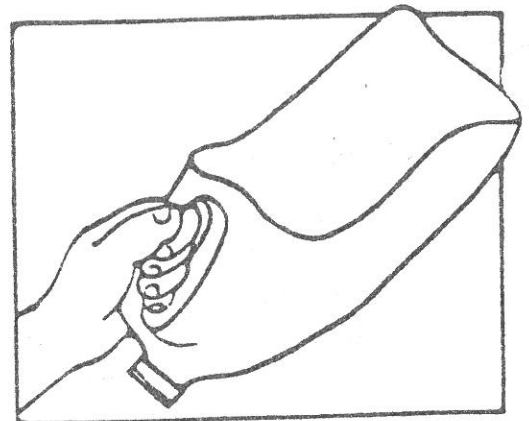
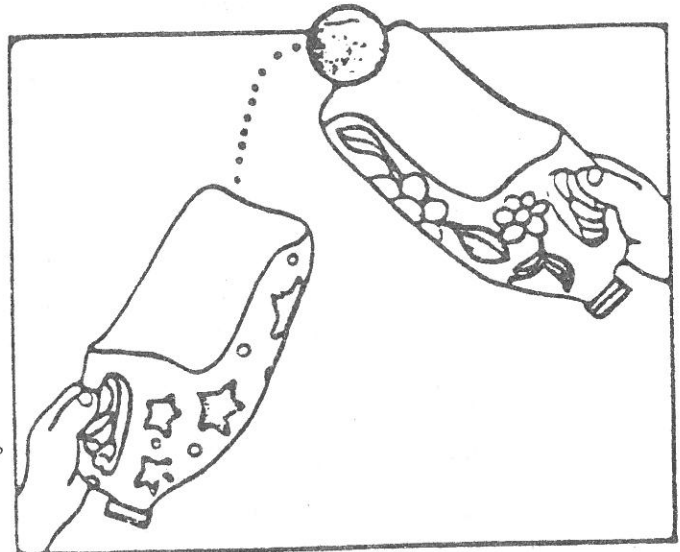


Diagram 1

**BE SURE TO GO TO ROUNDTABLE...
THE SECOND THURSDAY OF EACH MONTH.
CALL THE COUNCIL SERVICE CENTER FOR DETAILS
909-983-4534**

Crafts

My Nutty Family Tree

Materials:

Family Tree pattern (Next page)

8 ½" x 11" oak tag

Acorns, nutshells, sweetgum balls, twigs

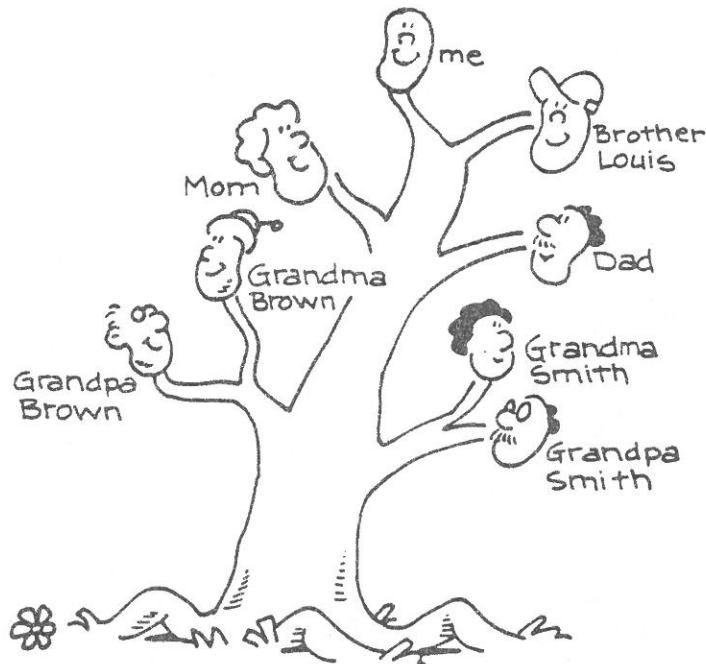
Scraps of yarn, cotton, fabric, ric-rac, wiggle eyes

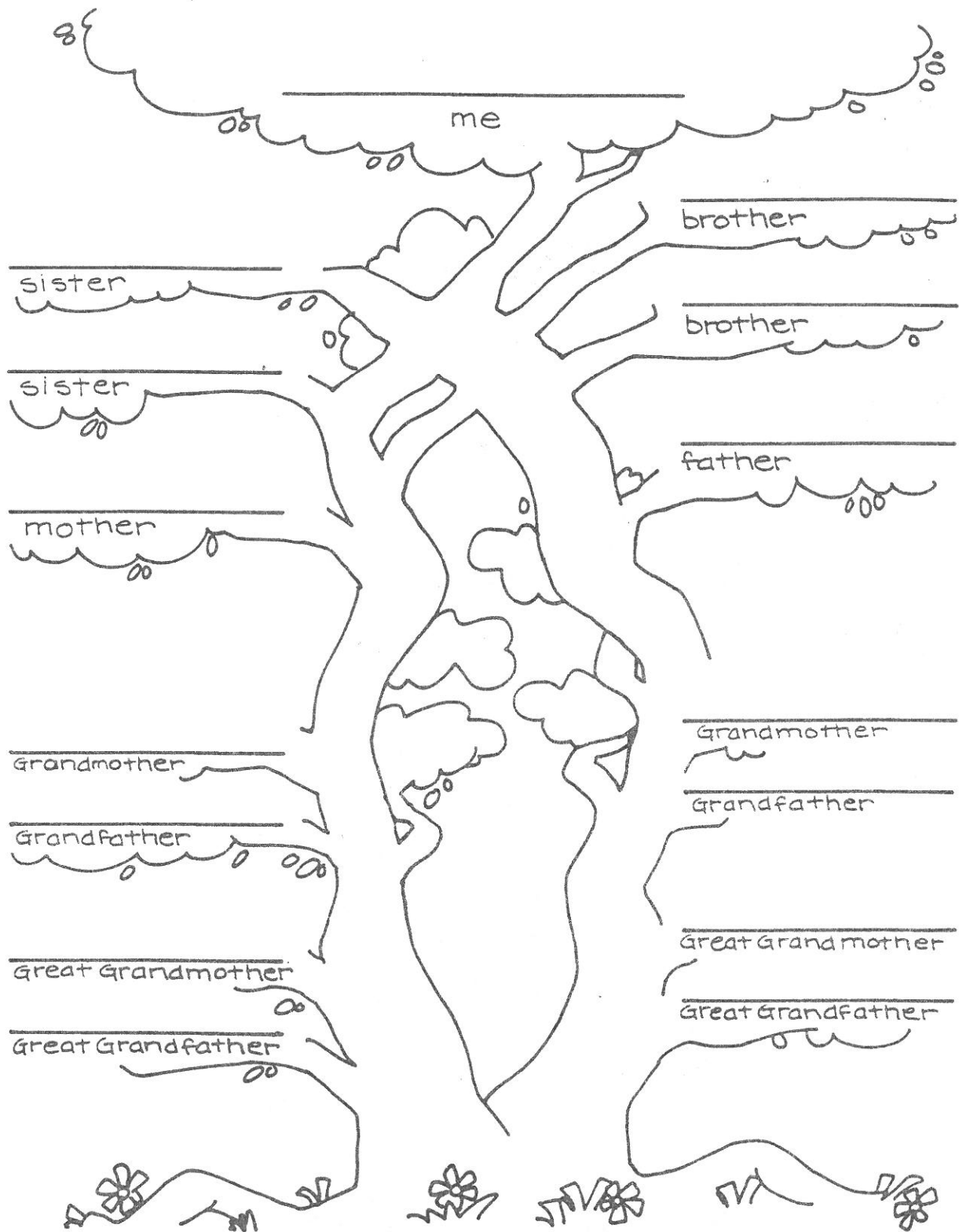
Paper clip

White glue

Construction:

1. Duplicate the Family Tree pattern and gather family information.
2. Glue twigs to the oak tag as branches of the family tree.
3. Decorate each nutshell as the face of a family member. Add hair, eyes, glasses, and facial features.
4. Glue each nut onto the tree in the proper place.
5. Glue a yarn border all around the oak tag.
6. Spread open a paper clip and attach to the back of the oak tag as a hanger.





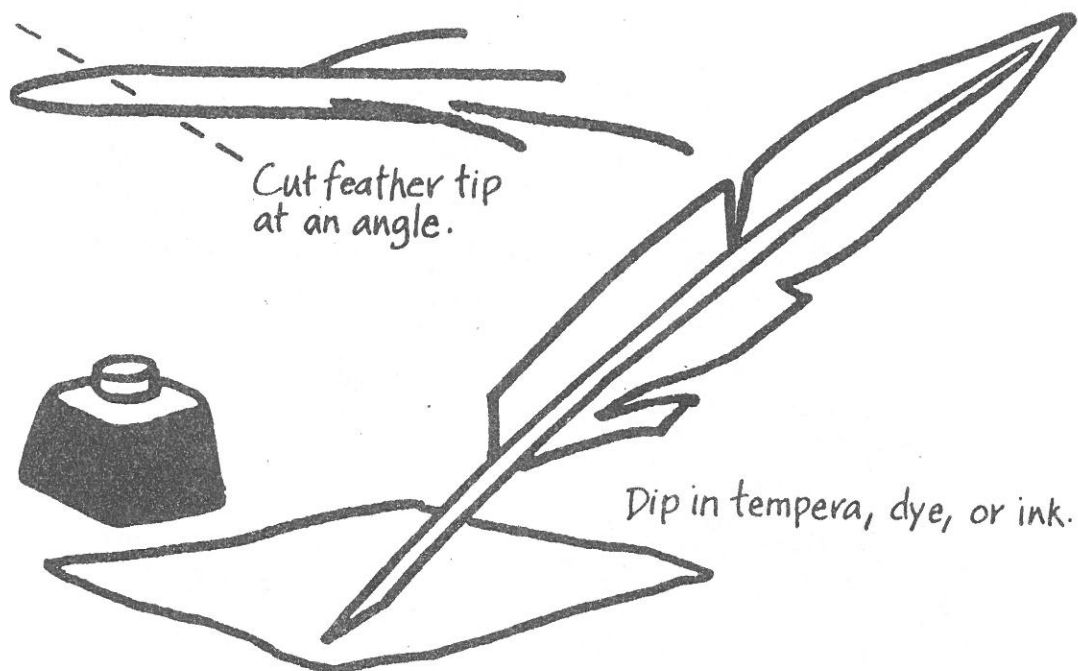
Quill Pen

Materials: Feather
Ink or tempera paints
Scissors or knife

You can make a pen like those used by writers until the mid-nineteenth century, when the steel point pen was invented.

Feathers from geese were most commonly used. Swan feathers were more expensive. Crow's feathers were best for creating fine lines.

- In order to make your own quill pen, you need to find or purchase a feather. Look outside and see if you can find any feathers in your yard or along the beach. (Wash your hands after handling). Chicken or turkey feathers are sold in most craft stores, if you can't find any.
- With scissors or a sharp knife, snip off the end at a slant. Dip the cut end into ink or paint and write just like your ancestors might have!
- When the tip wears down, snip it off a bit more, to create a fresh sharp tip...now, that's really recycling!



Berry Ink

When you write a letter to your friend or your grandparents, you probably use a ballpoint pen. Before the ballpoint pen was invented, people used Quill pens that had a point, which was dipped into ink, if you've never written this way, it could be fun!

You might enjoy writing more if you made your own ink. All you need is some ripe berries and something to crush them with. Believe it or not, this was one of the ways writing ink was first produced.

Things you need:

Ripe cherries, blueberries, blackberries or strawberries

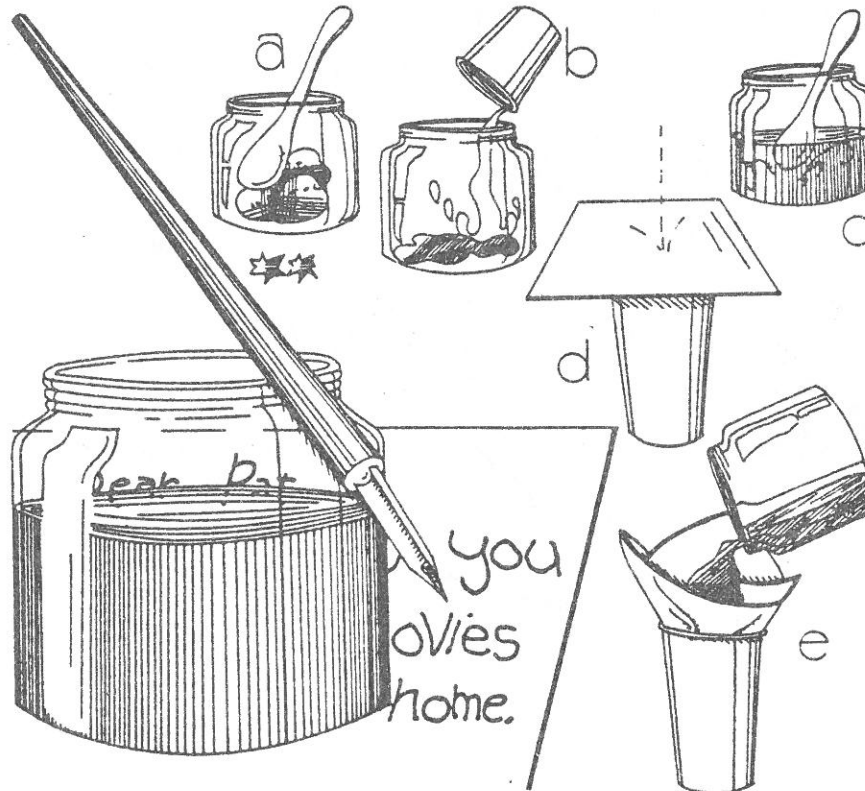
Small jars with lids

Spoon

Paper towels

Paper cups

1. Remove the stems and leaves from ripe berries and place them in a small jar.
2. Press berries to a pulp with the back of a spoon. (Fig. a)
3. When the berries are crushed, add a little water. The more water you add, the lighter the color of the finished ink will be. (Fig. b)
4. Stir the mixture well. (Fig. c)
5. Place a sheet of paper towel over a paper cup. Push the towel down into the cup. (Fig. d).
6. Slowly pour the berry mixture through the towel in the cup. (Fig. e)
7. Let all of the liquid drain through the towel. Remove the towel and throw it away.
8. Pour the strained ink back into the jar and screw on the lid.
9. Use a quill pen to write with the berry ink.



Theme-Related Material

My Family Heritage

1. I was born in _____
City, State, Country
2. My mother's name is _____
She was born in _____ on _____
3. My Father's name is _____
He was born in _____ on _____
4. My mother's parents live or lived in _____
They were born in _____ and _____
5. My father's parents live or lived in _____
They were born in _____ and _____
6. My grandparents, my great-grandparents, or their ancestors immigrated to the United States from another country: _____ yes _____ no.
If yes, who were the immigrants? _____
What country did they leave to come to America? _____
7. My family's cultural/ethnic heritage is _____
8. Some of my family's special customs or traditions are _____

9. A special relative or ancestor who is important in my family's history is _____

This person has a special place in our family history because _____

Pedigree Chart

Chart no. _____

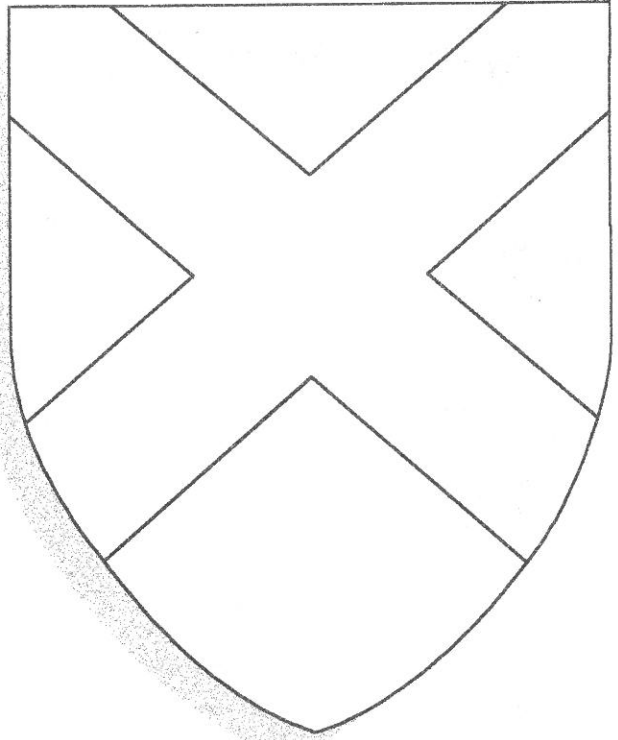
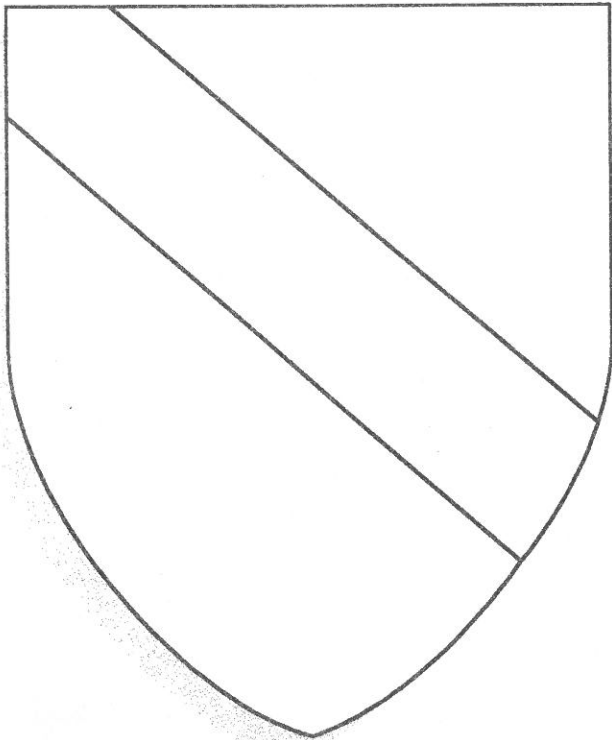
No. 1 on this chart is the same as no. _____ on chart no. _____

		8	
		Born: _____ cont. _____	
		Place: _____	
		Marr: _____	
		Place: _____	
		Died: _____	
		Place: _____	
		9	
		Born: _____ cont. _____	
		Place: _____	
		Died: _____	
		Place: _____	
		10	
		Born: _____ cont. _____	
		Place: _____	
		Marr: _____	
		Place: _____	
		Died: _____	
		Place: _____	
		11	
		Born: _____ cont. _____	
		Place: _____	
		Died: _____	
		Place: _____	
		12	
		Born: _____ cont. _____	
		Place: _____	
		Marr: _____	
		Place: _____	
		Died: _____	
		Place: _____	
		13	
		Born: _____ cont. _____	
		Place: _____	
		Died: _____	
		Place: _____	
		14	
		Born: _____ cont. _____	
		Place: _____	
		Marr: _____	
		Place: _____	
		Died: _____	
		Place: _____	
		15	
		Born: _____ cont. _____	
		Place: _____	
		Died: _____	
		Place: _____	
2		4	
Born: _____		Born: _____	
Place: _____		Place: _____	
Marr: _____		Marr: _____	
Place: _____		Place: _____	
Died: _____		Died: _____	
Place: _____		Place: _____	
1		5	
Born: _____		Born: _____	
Place: _____		Place: _____	
Marr: _____		Marr: _____	
Place: _____		Place: _____	
Died: _____		Died: _____	
Place: _____		Place: _____	
Spouse		6	
Born: _____		Born: _____	
Place: _____		Place: _____	
Marr: _____		Marr: _____	
Place: _____		Place: _____	
Died: _____		Died: _____	
Place: _____		Place: _____	
3		7	
Born: _____		Born: _____	
Place: _____		Place: _____	
Marr: _____		Marr: _____	
Place: _____		Place: _____	
Died: _____		Died: _____	
Place: _____		Place: _____	

Prepared by: _____

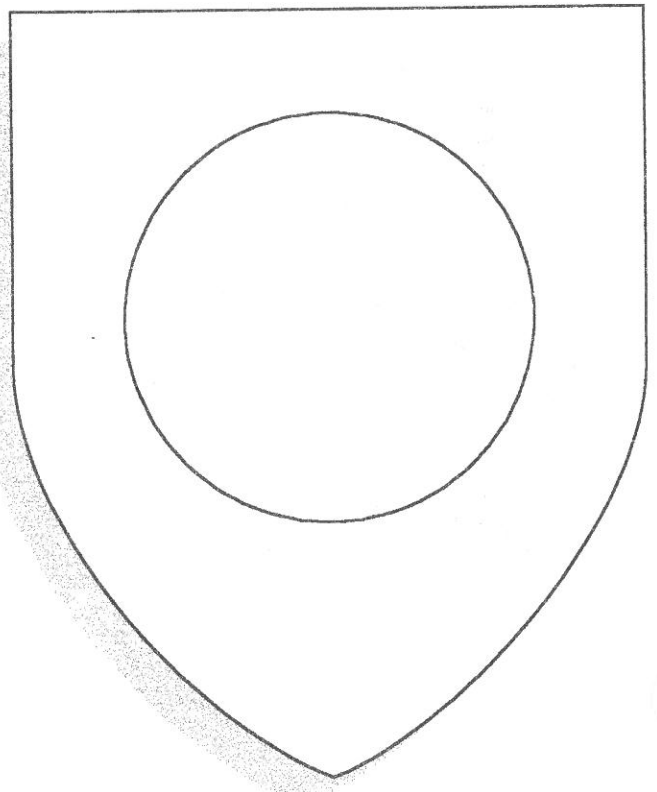
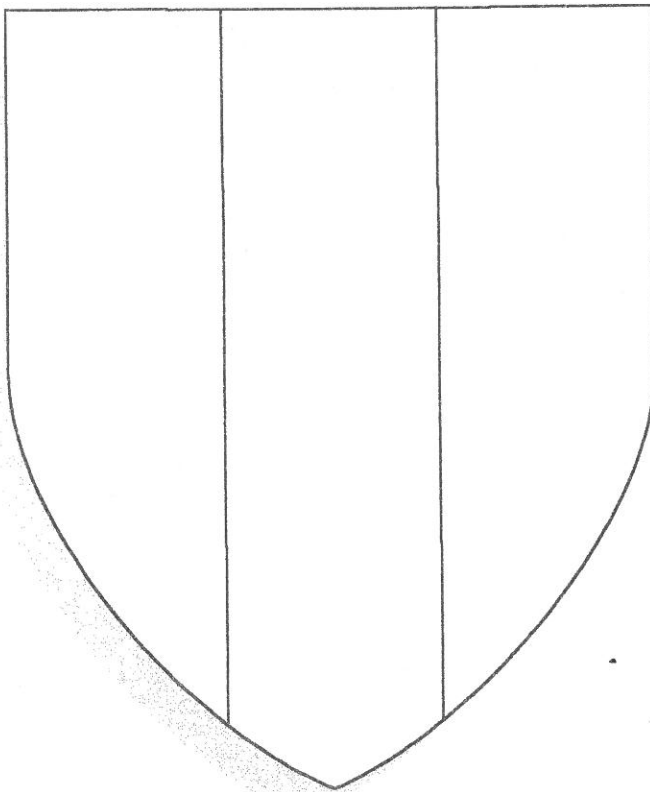
Family Group Record

Husband			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Marriage		SS:	
Father			
Mother			
Wife			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Father			
Mother			
Children			
1			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Marriage		SS:	
2			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Marriage		SS:	
3			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Marriage		SS:	
4			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Marriage		SS:	
5			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Marriage		SS:	
6			
Birth		B:	
Chr		E:	
Death		SP:	
Burial			
Marriage		SS:	
Prepared by:	Comments:		



Design Your Own Family Crest

Choose one of the crest designs here, or design your own. What will you choose to put on your family crest? Use your imagination!



Tiger Cubs



Tiger Cubs



PURPOSE AND OBJECTIVES

The Tiger Cub program is designed to provide an opportunity for YOU, the Tiger Cub "Partner," and your child to learn about Scouting, participate in a group, and to have FUN together. The purpose of Tiger Cubs is to foster the ideals of

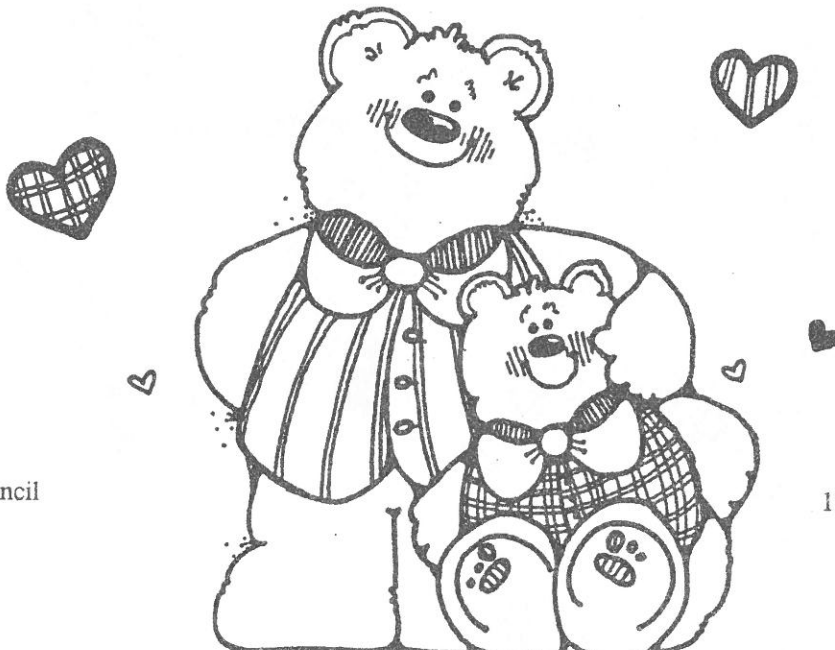
- Love of family, self, and others,
- Personal development,
- Love of country, and
- Love of God.

The objectives of Tiger Cubs include the following:

- Having fun together,
- Growing together,
- Knowing one another,
- Getting along together,
- Discovering together, and
- Learning to achieve goals.

These objectives are accomplished through the 17 Big Ideas presented in the *Family Activity Book*. Idea #1 (Getting To Know You) and Idea #17 (Cub Scouting Here We Come) are required. You may pick any of the remaining 15 Ideas to complete while you are a Tiger Cub. This is not a time to race and see how many Ideas you can complete, rather it is time to enjoy and savor a good adventure with your Tiger Cub. Just remember that Tiger Cubs is a nine-month program. Boys and their partners join at the beginning of the school year in first grade and remain in Tigers until completion of first grade when they graduate into Cub Scouting.

The Cub Scout program is progressive in nature, skills and achievements are explored at age appropriate levels. Later these skills and achievements are reinforced and the skills are built on, gaining more knowledge and ability. Each Cub Scout level builds and reinforces the previous levels. As you continue through Cub Scouting, you will notice these Ideas are a "stepladder" to later coming achievements in the Cub Scout program.



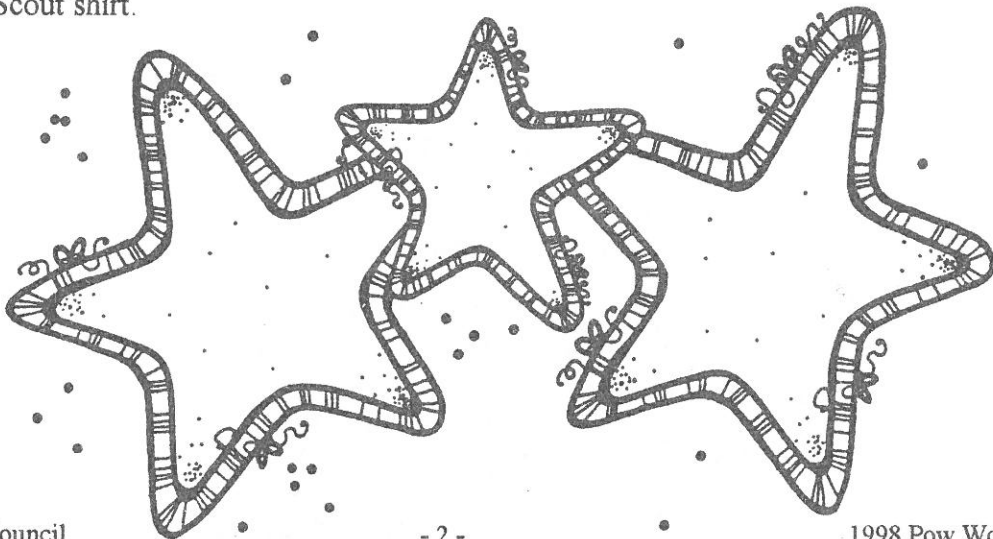
LEADERSHIP

The best part of the Tiger Cub program is that there is no single leader. Tiger Cub Partnerships (a boy and his Adult Partner) share the leadership of the den. This helps spread the tasks amongst all partnerships. With everyone doing a little, the Tiger Cub program can be lots of fun. Each month a different partnership runs the Den Meeting. The Tiger Cub den is very democratic, they vote on which of the big Ideas they want to work on, then they vote on a date to get together. Each partnership spends time at home each week to work on the Family Idea portion of the selected Big Idea. This fosters a closer relationship between the Tiger Cub and his Adult Partner. During this time together the Adult Partner and the Tiger Cub will discover something new about each other.

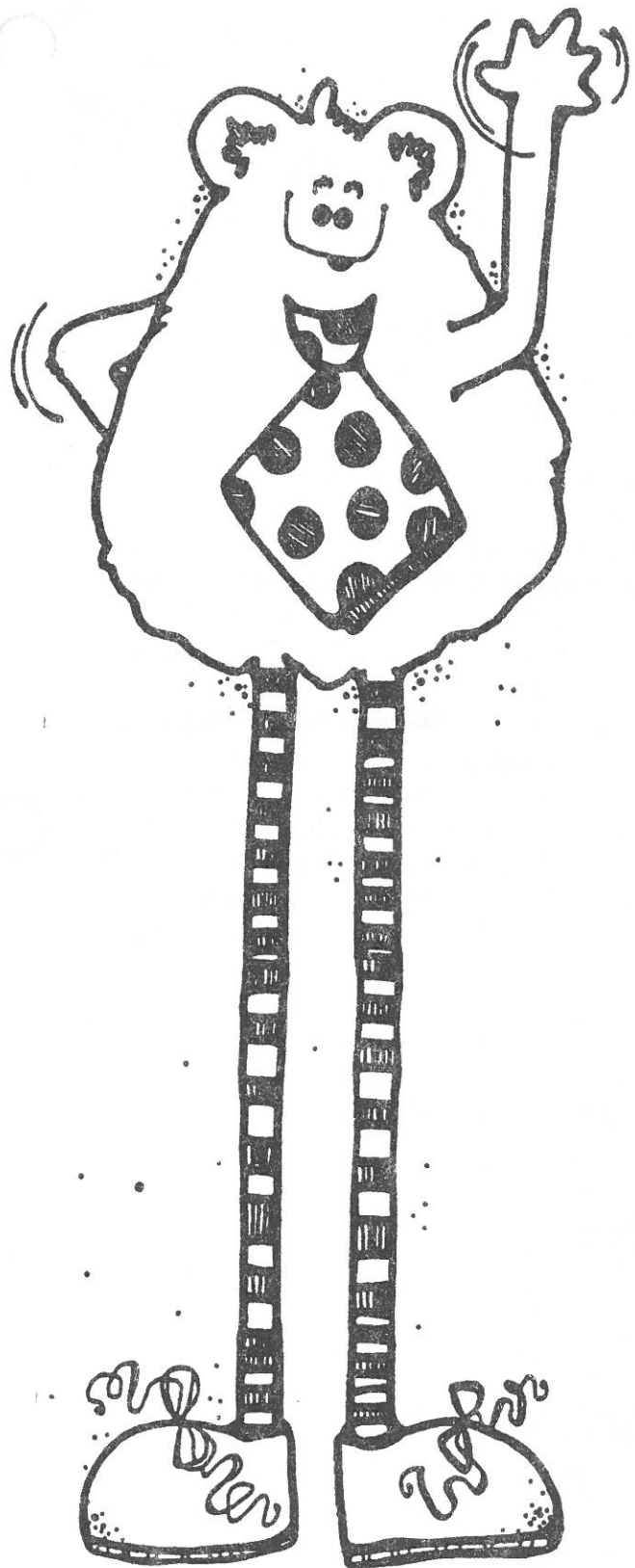
PARTNER PARTICIPATION AND ATTENDANCE ARE A REQUIREMENT AT TIGER CUB ACTIVITIES.

UNIFORM AND RECOGNITION

Tiger Cubs wear an orange Tiger Cubs T-shirt with the Tiger Cub emblem printed on the front of the shirt. Although highly recommended, it is optional for adult partners to wear the orange Tiger Cubs T-shirt. A Tiger Cub hat and belt are also available. As soon as the boy learns the Motto (Search, Discover, Share) and the Promise (I promise to love God, my Family, My Country and to learn about the world) he receives the Tiger Cub Belt Totem, a leather paw print that hangs from his belt. He receives a white bead for every five Family Activities completed from the family activity suggestions listed in each Big Idea. For each den activity he and his adult partner attend he receives an orange bead. In addition, for each Big Idea completed by the Den, a Tiger Track is ironed on his T-shirt. In some packs he may also receive a patch at the pack meeting to recognize his accomplishments. The Graduation strip is given at the pack meeting when the Tiger "crosses over" into Cub Scouting. It is worn on the right pocket of the blue Cub Scout shirt.



TRAINING



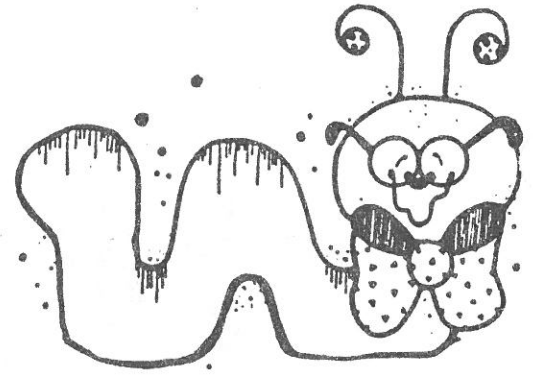
Boy Scouts of America has published several books on the Tiger Cub program. They include:

- *Family Activity Book*,
- *Tiger Cub Resource Book*, and
- *Tiger Cub Guidebook*.

Each Tiger Cub partnership should have the *Family Activity Book*. The *Tiger Cub Resource Book* is used to supplement the *Family Activity Book*. It offers suggestions for crafts, games, and songs that correspond to the 17 Big Ideas. The *Tiger Cub Guidebook* discusses how to recruit Tiger Cubs and the role the Pack, District, and Council has in the Tiger Cub program.

In addition to the books listed above training classes are offered throughout the year. **Cub Leader Basic Training** is a one-day session that provides specific details on youth development and boy behavior, program planning activities, and the purposes of the Cub Scout program. It has specialized sessions for Cub Scout den leaders, Webelos den leaders, Tiger Cub coaches and pack leaders. **Roundtable** meets once a month at locations throughout Council. It provides the opportunity for leaders to learn new skills and program ideas, and share information. Finally, **Pow Wow** is held annually. It provides hands-on fun and exciting training for Cub Scout leaders and interested parents in songs, skits, crafts, nature activities, pack administration, etc. For further information on any of these training events contact Old Baldy Council at (909) 983 - 4534.

MEETINGS



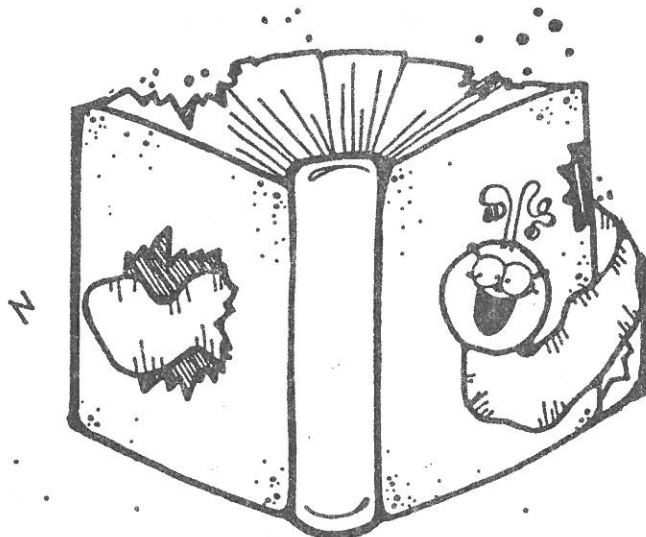
Den meetings are divided into 6 parts:

- Gathering,
- Opening,
- Sharing,
- Discovering,
- Searching, and
- Closing.

Each meeting is different but each will contain the same parts. Boys will learn to anticipate each part, as they become more familiar with their Tiger Den. It will be helpful to the boys if each Tiger Partner/Tiger Cub team uses the same 6 parts for each meeting.

Always start off with a **GATHERING ACTIVITY**, this will keep the boys who arrive on time or early busy, so they do not get bored. Choose an activity that the boys can do individually or one that they can join in as they arrive. Next is the **OPENING**. Let the partners recite the Tiger Cub Promise, motto or the Pledge of Allegiance. Let the boys **SHARE** anything that they have done with their partner since the last meeting. A boy can be encouraged to share, but should never be forced to do so. **DISCOVERING** is the activity portion of the meeting. This is when the boys do a project together - a craft, game, or a song. It is usually related to the Big Idea. This will probably be the largest block of time in your meeting plan. Please remember that Tiger Cubs need to do the activity themselves. It may be especially hard for adults not to do it for them. If this becomes a problem perhaps a separate craft could be designed especially for the adults. **SEARCHING** is next. This is the time to announce whatever they can look forward to at the next meeting. Partners should be listening too because important information on upcoming meetings may be given out. Finally is the **CLOSING**. It should provide a positive thought for the Tigers and Partners to take home. It might be the Tiger Cub Promise or motto or later in the year, the Cub Scout Promise.

Remember the KSMF principle (Keep It Simple, Make It Fun) in Scouting. Meetings do not have to be a big production and they do not always have to go exactly as planned as long as the families had a good time. Always have a back up plan and don't be afraid to use it.



SAMPLE MEETING PLAN FOR TIGER CUBS

Use a photocopy of this page to plan the den meeting you will host. Take time to plan carefully with your Tiger Cub the activities for your meeting. It will be more fun for everyone.

Special preparation _____

Special materials and/or equipment needed _____

Gathering _____

Opening _____

Sharing _____

Discovering _____

Searching _____

Closing _____

Sample Meeting Outline
BIG IDEA #1 GETTING TO KNOW YOU

Before the meeting starts:

Make a poster with the Tiger Cub Promise and Motto. Have paper and markers to make Hand Nametags. For the totem pole have one large thread spool (or have adult partners bring them) for each boy. Also have construction paper, wiggle eyes, glue, etc. to decorate totem pole. For the game you will need one block of wood.

Gathering:

Make Hand Nametags.

Opening:

Recite Tiger Cub Motto (have poster available).

Share:

Play Pass The Block.

Discover:

Make Totem Pole.

Search:

Make plans for a Tiger Cub family picnic. This is a good time to "search" for plans for the year.

Closing:

Recite the Tiger Cub Promise

Hand Nametags

Trace around each person's hand on paper then cut out. Write the persons name on the palm. Write the pesons birthday on the first finger. Write the person's favorite color on the second finger. Write the person's pets on the third finger and favorite food on the little finger. You can substitute any of these with favorite sport, TV show, book, etc. if desired.

Totem Pole

Each Tiger Cub and his Adult Partner will decorate the spool as desired, making one layer of the Totem Pole. If using plastic spools, cover with construction paper. After all have made their section of the Totem Pole they are stacked on a block of wood with a dowel set in it. Use as a den decoration and show at Pack Meetings.

Pass The Block

Tiger Cubs and their Adult Partners sit in a circle facing each other. The host parents play music while a wooden block is passed around the circle. When the music stops, the person holding the block is out of the game. The last person in the game is the winner.

TIGER TRAIL CARD

The next Tiger Cub Den meeting will be held on _____

The meeting location will be _____

The meeting will begin at _____

The host is _____

Telephone _____

TIGER TRAIL CARD

The next Tiger Cub Den meeting will be held on _____

The meeting location will be _____

The meeting will begin at _____

The host is _____

Telephone _____

TIGER CUBS, BSA

AWARDS THIS
CERTIFICATE OF APPRECIATION
TO

FOR SERVING AS THE HOST FOR

TIGER CUB COACH

TIGER CUBS, BSA

AWARDS THIS
CERTIFICATE OF APPRECIATION
TO

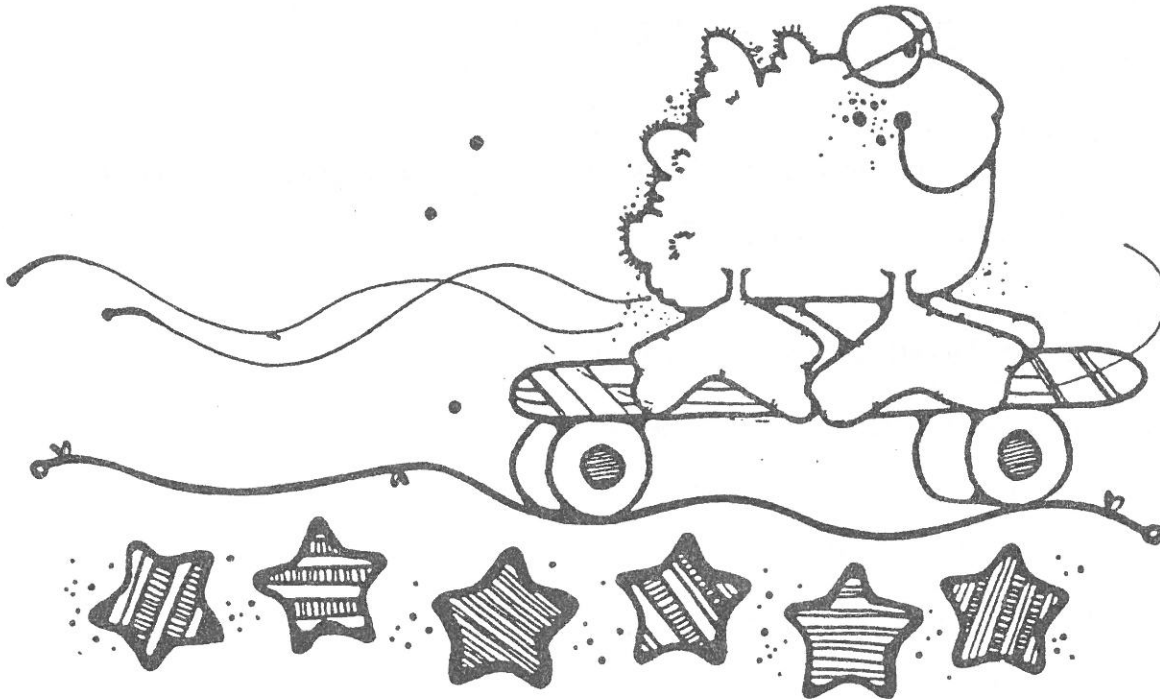
FOR SERVING AS THE HOST FOR

TIGER CUB COACH

GO-AND-SEE-IT (Field Trips)

The one thing you should remember as a Tiger Partner in charge of a Go-and-See-It is to have fun and use common sense. Include your son in the planning of this activity. Listen to what he has to say about the Big Idea. Where would he like to go? Listed below are guidelines for planning a successful Go-and-See-It.

1. How far is it? How will we get there? Who is going? Every person in the car must wear a seat belt. Take along a list of participants.
2. How much advance notice is required? Be sure to arrive on time.
3. Use the buddy system. Make sure every Tiger Cub stays with his partner throughout the trip.
4. Wear the Tiger Cub uniform on the trip. Remind the boys they need to be on their best behavior when wearing their uniform.
5. Locate the restrooms upon arrival and have everyone use them before the tour starts.
6. At the next Tiger Cub meeting have the boys write thank-you notes or notes to the hosts of the field trip. Also praise the boys on their good behavior during the field trip.
7. FILE A TOUR PERMIT WITH THE COUNCIL AT LEAST 2 WEEKS IN ADVANCE.



17 "BIG IDEAS" for Group Activities

1. *Getting to Know You*

- Start a Tiger Cub scrapbook/photo album. This can continue all the way through Webelos. Include pictures of everyone, Tiger Cub meetings, pack meetings, and field trips.
- Make a totem pole. Mark even spaces around the pole. Pass it around and have each Tiger and their partner to decorate it.
- Have an ice cream social. Have each member bring items to make sundaes.

2. *Family Entertainment*

- Make a nature collage.
- Make puppets and put on a puppet show.
- Make a kite and fly it.
- Dream up your own family entertainment ideas.

3. *Discover Nature and Energy*

- Take a nature walk. This could be used to collect items for the nature collage.
- Have a sunrise picnic and fishing trip.
- Make pine cone bird feeders.

4. *Prepare for Emergencies*

- Schedule a bike check and have a group bike ride.
- Make a group first aid kit.

5. *Know Your Family*

- Bring pictures of family members, including pets. Make a scrap book and include drawings.
- Plan a family picnic at a local park

6. *Know Your Community*

- Visit the Fire Department, Police station, etc. Later play a game where the Tiger Cubs act out the people they have met.
- Read the city newspaper and discuss news articles.
-

7. *Helping Others*

- Do something nice for a neighbor.
- Feed the birds together.
- Collect toys or food items and donate them to a community drive.

8. *Go See It*

- Make this another of your field trips.

9. *Getting There*

- Bring treasures from home that you would like to share. Put them in a hidden spot. Draw a map to your treasures. See if everyone can find them.
- Plan a ground trip somewhere by bus, train, or plane.

10. *Something Special All Your Own*

- Be creative. Let the boys decide where they would like to go.

11. *Making Your Family Special*

- Find out what your name means.
- Find out where your ancestors came from.

12. *Make Your Own*

- Go to the park and have a BBQ.
- Make pretzels.
- Make tree ornaments or other decorations out of dough.
- Make some kind of gift for someone else.

13. *Caring for Your Home and Household*

- Find a neighbor who could use the help of kids cleaning up the yard.
- Discuss recycling, especially hazardous waste i.e. paint, batteries. Visit a recycling center for hazardous waste.

14. *Family Games, Tricks, Puzzles*

- Put messages in balloons and have a balloon launch and picnic.
- Create and host a backyard carnival.

15. *Fitness and Sports*

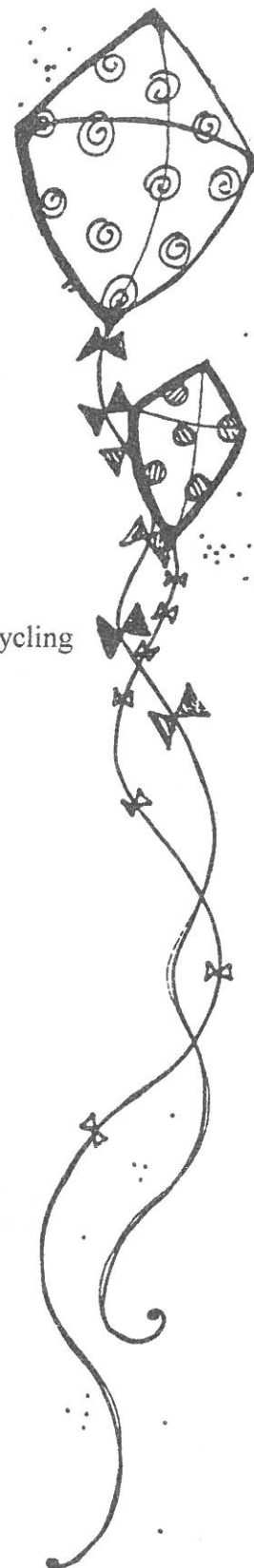
- Go for a hike, walk, or jog together.
- Hold a swim party.

16. *Tell It Like It Is*

- Make up a Tiger Cub Newsletter.
- Write to another Tiger Cub Den in another town.

17. *Cub Scouting Here We Come*

- Learn the Bobcat requirements.
- Visit a Wolf den.



Songs

Tiger Cub Motto Song (Tune: Ferre Jacques)

Tiger Cubs
Tiger Cubs
Search and Discover
Discover and Share
Always on the go
Helping us to grow
Tiger Cubs
Tiger Cubs.

Hiking

(Tune: Row, Row, Row Your Boat)

On, on, on we go
Stomping down the trail
Stubbed my toe upon a rock
Listen to me wail!

Take Me Out To The Forest

Tune: Take Me Out To The Ballgame

Take me out to the forest
Let me hike in the wild;
Show me a skunk and a few bear tracks
I won't care if I never come back.

But it's look, look, look at your
compass
First it rains, then it pours;
And it's ouch, slap, sting and you're bit
In the great outdoors!



Whew

(Tune: Jingle Bells)

Clap your hands, stomp your feet
Let's all stand up, please
Face to the left, face to the right,
Now hands upon your knees.
Sit down now, stand back up,
Clap your hands two beats.
Now we'll all wipe our brows
And collapse into our seats.

Who's The Tiger In The Pack

Tune: Mickey Mouse Club Song

Who's the tiger in the Pack
You know that's him and me.
TIGERS, Tigers all are we.
Hey there, Hi there, Ho there,
We're as happy as can be.
TIGERS, Tigers all are we.

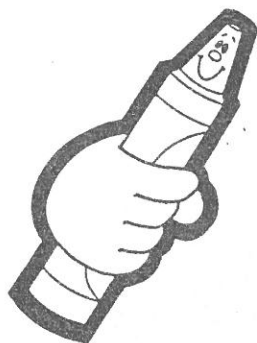
CHORUS

Tiger Cubs, Go and See
Tiger Cubs, Go and See
We hold our Scouting values nice and
high
Come and join us, Tiger Cubs
They've made for you and me
TIGERS, Tigers all are we.

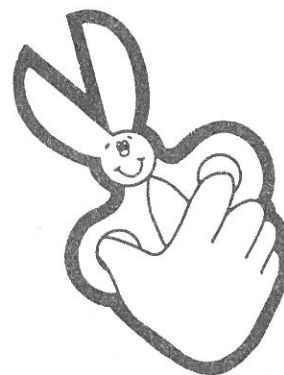
Oh Weatherman

Tune: O Tannebaum

Oh Weatherman, Oh Weatherman
Please let us know the weather plans
Oh Weatherman, Oh Weatherman
Keep us advised, Oh Weatherman.



Crafts



Candy Creatures

Using different size miniature marshmallows, gumdrops, toothpicks, raisins, etc. have each Tiger and their family make a "creature" from these items. There can be friendly competition within the family to see who has the most unique creature.

Snacks

Hikers Birdseed

Mix together and divide into small plastic bags for easy carrying on a hike or after a tour.

Semisweet chocolate bits

M & M's

Raisins

Unsalted Nuts

Dried fruit bits

Breakfast cereal of your choice

Edible Fire

You can let the boys arrange the food in a fire or put in a bag to carry. You can get rock candy or red hots to put around the fire as stones to keep their edible fire "within the fire ring."

Stick Pretzels (wood)

Yellow marshmallows

Yellow, orange, and red jelly beans

Red string licorice

Peanuts (Wood chips)

Coffee Can Totem Pole

Wrap a piece of construction paper around the can and tape in place. Have each boy decorate his can with a picture of something that he likes to do. You can also use pictures from magazines. Keep it on hand to show off at den and pack meetings.

Tiger Parents Ribbon

Each Tiger Cub can make his parent a brag rag for the Blue and Gold banquet. This is the ribbon that they put their parents' pins on. Since the Tiger does not wear the Scout colors you can use orange while he is a Tiger, then make another using yellow and blue when they graduate from the Tiger program. It can be made with felt or ribbons. Hot glue or sew a safety pin on the back.

Painting with Dry Tempera

Wet a piece of construction paper with a damp sponge. Boys shake blue, gray, or green tempera powder (in salt shakers) on damp paper. Use dry brush to spread dry paint. When pictures are dry, boys use crayons or markers to draw ancient pictures that might be found on cave walls.

Tiger Cub Catchall

Use a coffee can or a large gallon jug with part of the top cut off, leaving the handle intact. Cover it with pink construction paper and other paper colors to make facial features on the front. The Tiger can then be used to store badges, tiger paws, etc. Top it off with the Tiger's hat to make it look like a Tiger Cub!

Tiger Tong

Glue a tongue depressor to each side of the clothespin. A rubber band may be needed to hold the depressor in place until the glue is dry. Decorate with markers or paint. Can be used to get toast out of a toaster.

CD Coaster

Glue felt, wallpaper, or some other material to the label side of the CD. May be used as a coaster when completed.



Games

Ice Meltdown

Each family member gets a piece of ice. The winner is the one who can melt the ice first by holding it against their body or in their hands. They may not put it in their mouth. The larger the piece of ice, the more fun and wet it can be.

Inchworm Race

Cut a strip of paper about 6 inches long and an inch wide. Bend the strip in the middle. Tape a penny to each end. Have a contest by blowing on it through a straw to make it move.

Floating Ball

Hold a ping-pong ball over the end of a straw. Tip head back and blow hard, releasing ball. It will stay suspended as long as you continue to blow through the straw. Have a relay to see which team can finish first.

Water Balloon Volleyball

Play volleyball except use a water balloon for the ball and have each team use bath towels to catch and throw the balloon between the Tiger and his partner.

Map Study

Bring as many different types of maps as you can get to your meeting. First have each boy and his partner find where they live on the city map. You could mark the spot for easier comparison. The boys really seem to enjoy finding things on the map. As they tire of this map present them with another map and discuss the location of their city in relation to others nearby. As you keep presenting them with maps they usually want to find their own city every time, even when they view the globe.

Where Were You Born

Display a map of the world. Give each boy a colored flag. Have them place the flags where each member of their family was born. Invite family members who lived overseas to talk about living in a foreign country. Let them provide food from their culture for the boys to sample, see clothes that they wore, etc.

Rivers, Roads, and Rails

Cut a city map into evenly sized squares. You may want to glue it to poster or foam board first. Place all pieces in a large butter tub or box. Each player, or team of boys and partner, draw out seven pieces. Then, moving in turn, each boy lays down one piece. Pieces must go together. If a boy cannot play then he must draw one piece from the tub. If he can play, he does so. First to play all his pieces correctly wins.



How Much Do You Need?

Take a roll of toilet paper and have each boy tear off "how much he thinks he needs." This all that the leader tells the boy at this time. After each boy has taken a turn, have him separate it into squares and put them in front of him. Then, give the partner a piece of paper and pencil to write. For each square of toilet paper they must write something that they can do to help someone else.

One Armed Gift Wrap

Divide the boys into groups of two. Give each team wrapping paper, tape, string, ribbon, scissors, and an empty box. The object is to wrap the box. One boy may only use his right hand; the other boy may only use his left hand. Set a time limit for them to complete wrapping.

Keep the Bread Basket Full

One boy has a box that has 15 to 20 tennis balls (loaves of bread) in it. The boy picks up one loaf at a time and rolls it across the ground. The rest of the boys race after the bread to put them back into the box. The boy rolling the loaves tries to empty out the box, while the other boys' objective is to return them to the box as quickly as possible.

Blindfold Pole Walk

Each team is given a 5' long pole that has a magnet suspended from each end of the pole. The magnets are approximately 6" off the ground.

The group is divided into teams of three people each. One of the team members is blindfolded and holds the pole across his shoulders behind his head. The other members are the communicators, giving directions to the blindfolded participant. The one with the blindfold cannot speak, but must react as instructed by the teammates. Nails or metal objects are laid out in a zigzag course. The blindfolded player must make his way along the course picking up the magnetic objects as he goes by dipping the end of the pole until the magnet makes contact. The first team through the course is the winner.

Chair Basketball

Divide the group into two teams. The teams sit in a circle with alternate players sitting around the circle. The chairs are two or more feet apart. The distance can be modified as the players get the hang of the game. The players must stay in their seats during the entire game. The object of the game is for both teams to try to make a basket by hitting the balloon through the basketball hoop. The hoop can be a trashcan or an adult partner with their arms in a circle. The players may pass to each other. If the balloon hits the ground, it is out of bounds, and the team that did not hit it last gets to start. The game starts with a tip off. An adult throws the balloon up in the air in the middle of the circle. The team with the most points at the end of the game wins.

Limbo

Two boys or adults hold the end of a broom or other similar size pole. The pole starts out at chest height as the boys go under the pole without touching it. The pole is lowered at different intervals as the boys attempt to see "how low they can go!"

Dodge Springs

The boys stand still until the leader call out a direction, left, right, forward, or back. The boys need to respond as quickly as they can and spring as far as they are able into the direction specified. Continue to repeat the commands as quickly as possible. Be sure to space everyone far apart so no one springs into anyone else.

Balance the Marbles

Each boy balances a metal plate on his head and tries to pick up marbles from the floor and put them in the pie plate. The winner is the boy who puts the most marbles in his plate before it falls.

Run Swim Fly

The leader calls out a name of an animal. If the animal flies, the boys flap their arms in a flying motion. If it swims they act like they are swimming. If the animal runs the boys stomp their feet. Whoever makes a mistake is out.

Animal Crackers

Each boy is given two crackers and a slip of paper with an animal sound on it. On "go" the boys eat the crackers as fast as they can and swallow. The first boy that can make the sound clearly is the winner.

Achievement Ball Toss

Nail 6 different size cans to a board. Mark one Bobcat, Wolf, Bear, Webelos, and Arrow of Light. Rank stickers could also be used. Place the stickers/names in order of rank with the Bobcat being first and Arrow of Light last. The board can be left lying down or propped up against a wall. The boys take turns throwing small balls or bean bags into the cans. After the boys have got the hang of it, make it harder by having to get the ball in the cans in the proper rank order.



TIGER CUB WORD SEARCH

Circle the words. Words can be forward or backward, vertically, horizontally, or diagonally.

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

Find these words:

BIG IDEA, SEARCH, DISCOVER, SHARE, PROMISE, TIGER CUBS, FAMILY, ADULT PARTNER, COUNTRY, MOTTO.

Ceremonies

Tiger Paws Into Cubing

Equipment: 3 big Tiger Cub paws (large enough for the boys to stand on), One paw will be marked SEARCH, one DISCOVER, and the last SHARE, and Tiger Cub patches.

(Boys stand on the first paw marked SEARCH.)

Cubmaster: For the past few months you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub Motto, "Search, Discover, Share" and used it in your home, school, and neighborhood.

(Boys stand on the second paw marked DISCOVER.)

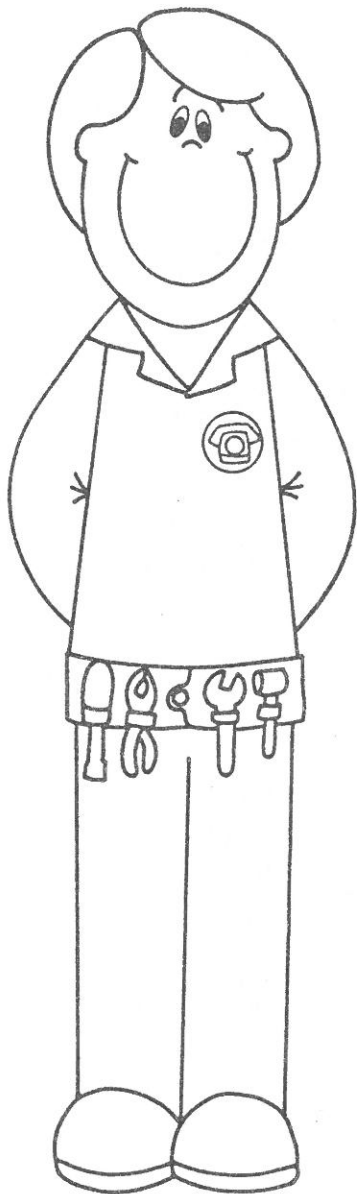
Cubmaster: You and your family have searched out in your home and community new activities which have shown you how people work and have fun together.

(Boys stand on the third paw marked SHARE.)

Cubmaster: The things you have searched out and discovered have been shared with your family and friends. This allowed them to learn about you and the things that you like to do. Now it is time to move along the trail to the next part of the Scouting program.

(Have the families and Tigers stand in front facing the rest of the pack.)

Cubmaster: In Cub Scouting, your family is still important, as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as your den leader. Your parents will need to help you each step of the way. (Hands boys their graduation certificate) On behalf of Pack _____, I welcome you as Cub Scouts.



Change Box

Equipment: Multiple refrigerator boxes with one side of the box cut out on each. The boxes are then connected, with the first box and the last box having two sides cut out, forming a tunnel. A screen could also be used in place of the boxes.

Personnel: Adult volunteer can be put in the box to make shaking and funny noises.

The Tigers form a line at one end of the box with their partner waiting for them at the other.

Cubmaster: You have done well following your motto of SEARCH, DISCOVER, SHARE. You have made your parents, your den leader, and your Pack proud. Now is the time that we recognize you for your efforts and welcome you as you progress on the Cub Scout trail. Now go through this tunnel as your last journey as a Tiger and reap the recognition of your labors.

The boys go through the box one at a time. Inside an adult volunteer stops them and presents them with their Tiger Cub patch, which they display as they come out the other side. They could be awarded their Wolf neckerchief at this time.

Tiger Cub Graduation

Cubmaster: Tigers please repeat with me your Tiger Cub Promise, "I promise to love God, my family, and my country, and to learn about the world."

Tiger Cubs, we are very happy to welcome you and your parents into our pack. I'm sure that you learned much and had fun. I can promise that you'll have even more fun as Cub Scouts. As your first act as new Cub Scouts, I'm going to ask you to repeat after me the Cub Scout Promise and the Law of the Pack.

(Have the boys repeat each line of the Promise and the Law of the Pack after the Cubmaster.)

I am proud to award your Tiger Cub patch for your new Cub Scout uniform. Will you please share your den yell with the Pack to honor this occasion?

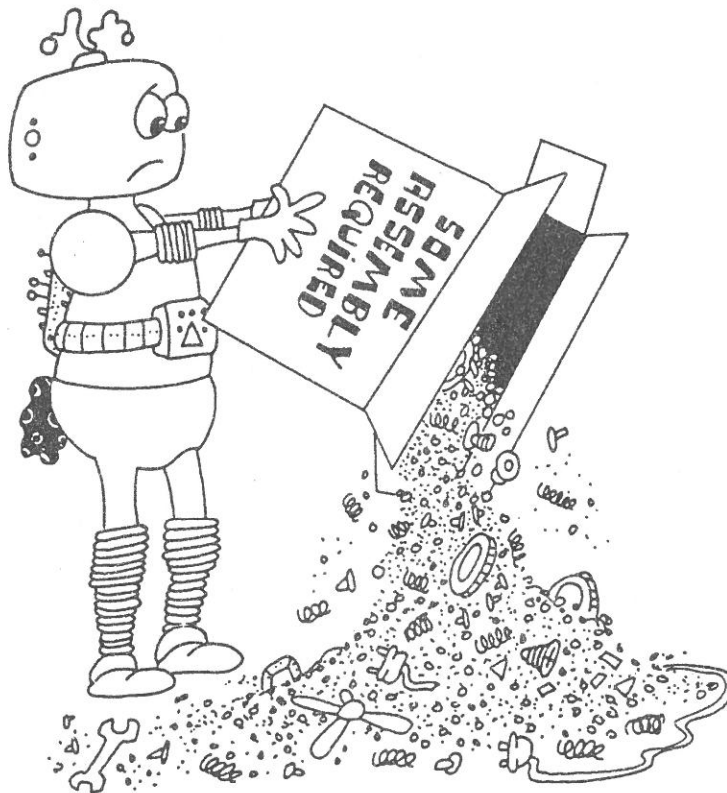
One Small Step

Cubmaster: On July 10, 1969, an American did something which people throughout history have wanted to do. On that date, Neil Armstrong stood on the surface of the moon. His first words were, "That's one small step for man, one giant leap for mankind." Armstrong was able to be the first man on the moon because of a series of small steps taken not only by him, but also by countless other people.

Today, we are privileged to witness some boys take one of those "small steps" that make great men and events possible. Today, we are honored to witness (total number of Tigers graduating) graduate from Tiger Cubs into Cub Scouting. Will the following boys and their parents please join me?

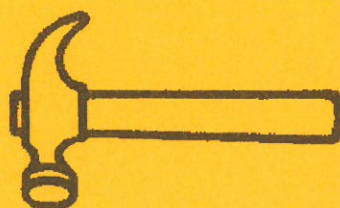
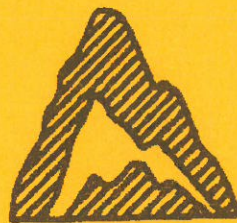
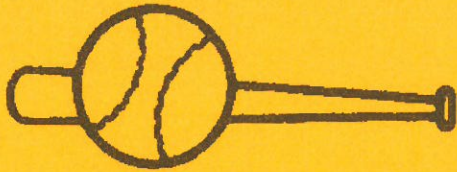
(Cubmaster calls out the boys' names and has them come line up in front facing the Pack.)

Parents, you and your boys have taken many of those small steps that Neil Armstrong spoke of in order to be here today. Boys, I present you with the Tiger Cub patch with great pride! Congratulations.





WEBELOS





WEBBLOS



AQUANAUT



DEN ACTIVITIES:

- * Make a simple buddy board and have buddy tags for all the boys and insist that they are used each time they go swimming. Each boy is responsible for his buddy.
- * Take your den swimming and classify the boys according to swimming ability. See how many can pass the 100 foot requirement.
- * Have someone, perhaps a den chief, who knows how, demonstrate the use of a mask, fins, and snorkel. Have boys take turns using the equipment, or have them use their own. Start off with fins and show the difference in speed with and without them. Have the boys practice sitting in the water with the masks and learning how to breathe. Next, the boys try the snorkel, in shallow water (learning to breathe) before venturing out where the water is deep.
- * Have the boys learn the basic safe rescue methods as illustrated by the words "reach, throw, row, go, tow." Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring, buoy, or other lifeline. If a rowboat is available have boat safety methods and rowing techniques demonstrated. Give each boy a chance to practice these methods. Explain how to set up a safe swim area and then have the boys set on up. See "Cub Scout Water Fun" and "Backyard USA". Have someone tell the boys about "How To Help Yourself In An Emergency".

PACK ACTIVITY:

- * As a Summertime Pack Activity, secure the use of a pool for your pack. Hire registered Red Cross or BSA approved lifeguards to supervise. The Cub Scouts can play in the water with their parents while the Webelos Scouts are working on their Aquanaut Requirements.

ROPE THROW RESCUE

Each team has a coil of rope (clothesline will do). Parents representing drowning persons are in the water. Each Webelos Scout throws the rope to the "drowning person" who grabs it and lets go. The Webelos Scout recoils the rope and hands it to the next boy on the team. Repeat until all members have thrown.

BUBBLING CONTEST

Webelos are in chest deep water. On signal, all submerge their faces and exhale slowly but steadily. The last one to raise his face out of the water wins.

AQUA SPUD

All participants stand in a group in the center of the beginners area. One player has a light beach ball which he throws into the air. As he throws the ball he call the name of one of the contestants. This contestant rushes to get possession of the ball and all other players scatter as fast and as far as possible. When the ball is secured by the player whose name was called, he yells "Halt!" All participants stop and stand still. The player with the ball then has an opportunity to try and hit any one of the players by throwing the ball at him. Players may avoid being hit by ducking underwater. If the thrower misses his target he has one spud counted against him. If he hits the one at whom he is aiming, the player so hit receives one spud. When a player is struck by the ball, he may try to hit someone else. The first player to receive three spuds must duck under the water five times.

Note: The more players, the more fun. Success also depends on keeping the ball moving rapidly so that players don't have time to "get set". If things are moving slowly, use two balls.

DUCKING NUMBERS

Players form a circle and each player has a number. The instructor calls three or four numbers and the players with those numbers must duck under water before the instructor counts to three. If anyone fails to duck in the allotted amount of time, he goes to the center of the circle. As the game progresses, the count may be shortened. The players in the center of the circle when the game ends get splashed by those in the outer circle.

STEAMBOAT RACE

Beginners line up on starting line. At the signal everyone does a prone glide and flutter kick to the opposite side of the beginners swim area. Contestants may come up for air, but must stand up to do so. The race may also be run as a round trip with the first one back to the starting line the winner. Vary this one by doing it in a relay fashion.

I SPY

This stunt makes it necessary to open the eyes under water. Participants pair off. One player of each pair takes a deep breath, submerges his face and opens his eyes. The other player extends, underwater, as many fingers of one hand as he likes. The player whose face is underwater tries to see the number of fingers extended by his buddy. When he thinks he has seen correctly he brings his head out of the water and says, "I spy three fingers" (or one finger, two fingers, five fingers)...however many he thinks he sees. The number of fingers must be identified by sight. It is not permissible for the underwater spy to touch his opponents fingers in order to ascertain the number extended. The fingers should be held fairly close to the spy's eyes so that the vision is not distorted by too much water. Players take turns at spying.

ARTIST



This is a fun and easy activity badge to complete. Let your boy's creativity run wild., you will be amazed at the wonderful works of art they will create, Just remember to keep plenty of paper towels around.

The idea of the Artist Activity Badge is not to make each Webelos Scout an artist, but to have fun learning about art, how an artist expresses himself using color, design and space.

Webelos Scouts will learn to be more observant as they learn to identify the different colors, tints, and shades. They will become more aware of color and design in nature as they learn about these elements of art. They will develop creativity as they learn sculpture, make mobiles and constructions.

Many parts of the Artist Activity Badge may be done at home on an individual Scout basis, however den meetings can be centered around fun artist activities. The following is designed to help your Webelos earn their Artist Badge through den related activities.

SUGGESTIONS FOR DEN MEETINGS

- * Attend an art exhibit or visit a museum
- * Invite a school art instructor or artist to den meeting to talk about art and answer any questions the boys may have
- * Visit the art department of an advertising agency
- * Have each boy make a pencil sketch of a still life object (bottle, dish, etc.)
- * Have each boy prepare a color scheme for his own room
- * Study the color wheel and let boys practice combining paints (tempera or water colors) to make shades and tints
- * Ask boys to make a profile of a family member and an original picture at home
- * Do Spoon printing (See *Webelos Den Activities*)
- * Do Sand cast (See *Webelos Den Activities*)
- * Make mobiles
- * Start simple constructions to be finished at home
- * Have modeling clay and materials on hand for making models
- * Make constructions - simple designs in space
- * Make drawings on a nature hike - birds, animals, flowers, trees etc.
- * Paint your own original Webelos Den Flag

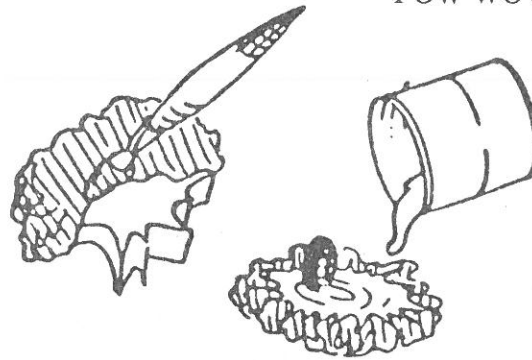
PACK MEETING IDEAS

- * Exhibit drawings, paintings, designs, mobiles, sculptures. constructions etc.
- * Demonstrate mixing paints, beginning a sculpture, making a mobile

SUNBURST SLIDE

Materials:

- Play Dough
- Liquid Rubber
- Plaster
- Toothpick

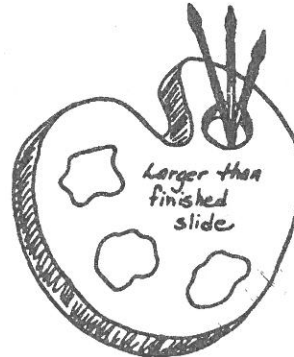


Roll out play dough and use toothpick to draw a design. Cut it out with a table knife. Make a mold for design. Cast with plaster, let dry, and paint.

PALETTE SLIDE

Materials:

- 1/4" x 2" x 2" block of pine
- Drill and 1/4" bit
- Toothpicks (round or flat)
- Paint (red, yellow, blue)
- Plastic pipe



Cut an artist palette from a small piece of wood. Drill a 1/4" hole where shown on the illustration. Smooth all edges and paint white. Use 1/2 a toothpick for the paint brushes. Dip each tip into a different color of paint. Allow to dry and the drop of paint will appear to be the brush bristles. Epoxy the brushes into the hole as shown. Epoxy the plastic pipe on the bottom of the palette and allow to completely set up. Drop some fairly thick acrylic paint onto the palette to look like artist's paint.

PLACES TO VISIT:

Ontario Museum of History and Art
 225 S. Euclid Ave
 Ontario
 (909) 983-3198

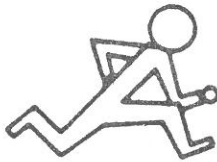
This museum preserves the history of Ontario's past. It has permanent and changing exhibits. You can call for a tour at the number listed above.

Huntington Library and Art Gallery
 1151 Oxford Rd.
 San Marino
 (818) 405-2275

This gallery contains priceless books, famous art masterpieces, manuscripts and beautiful gardens. Call them for tour information at the number above.

Check in the phone book for art galleries and art schools.
 How about a trip to Laguna Beach or the Festival of Arts?

ATHLETE



ATHLETE ACTIVITY BADGE

Webelos Scouts are bursting with energy and eager to impress the Webelos den leader with their physical prowess. Since most 10 year old boys already possess the physical skills necessary to pass this badge, when they first enter the den it is a good badge to start on to help maintain interest and encourage them to keep working.

The athlete activity badge is FUN, but, it is no longer required for the Arrow of Light Award. By giving encouragement and praise, Webelos den leaders can make this badge the basis for a solid foundation of a good relationship with the boy for the coming year. This badge gives the leader a chance to impress the importance of keeping physically fit.

SUGGESTIONS FOR DEN MEETINGS

Attend a high school or college event. Invite a physical education instructor to talk to the boys about fitness. Take a 5 mile bicycle hike. Help the boys set up a regular schedule of exercise with a chart for keeping records of activity and improvement.

SUGGESTIONS FOR PACK MEETINGS

Exhibit individual fitness records, indoor gym equipment. Demonstrate fitness tests and exercises, dual contests.

ANKLE TAG

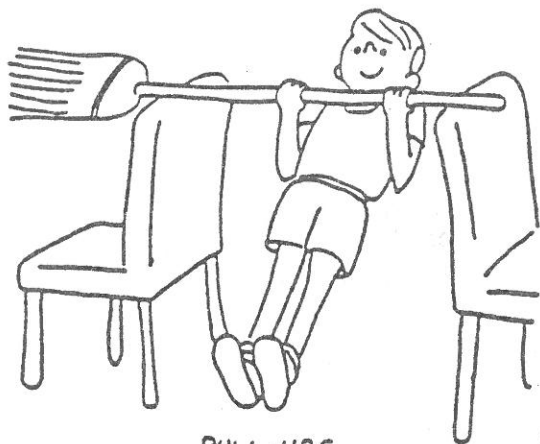
To escape being tagged, one must grasp another Webelos Scout by the ankle. The Webelos Scout whose ankle is grasped however, is liable to be tagged unless he has a hold of someone else's ankle. The playing area must be small enough to make the game feasible.

CHAIN TAG

The first man tagged joins hands with the man who is "it", and later as each man is tagged he is added to the chain. The playing area must be limited so that all can be caught.

SKUNK TAG

Each player holds his nose with one hand, holds one foot with the other, Player can only be tagged if he lets go with either hand.

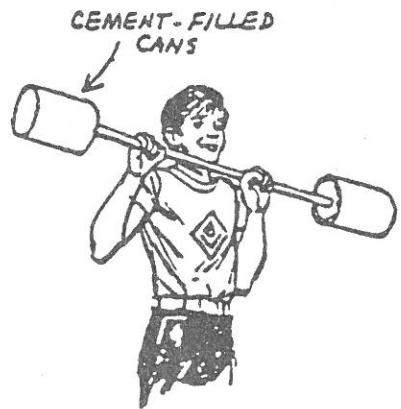
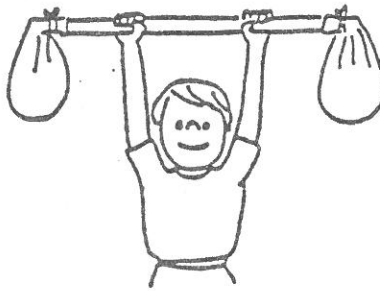
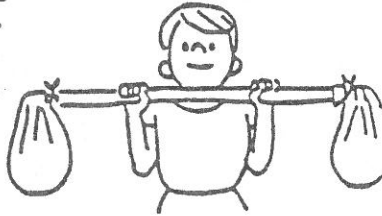


PULL-UPS

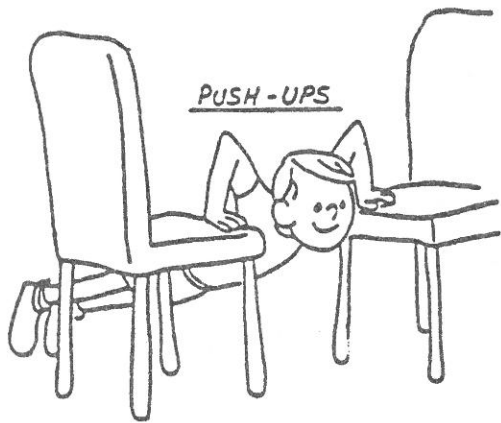
MAKE HOMEMADE BARBELLS FROM A BROOMSTICK AND TWO STRONG CLOTH SACKS (OR PILLOWCASES). FILL EACH SACK WITH FIVE POUNDS OF SAND OR GRAVEL. WRAP THE MOUTHS OF THE SACKS AROUND THE BROOMSTICK, ABOUT FOUR INCHES FROM THE ENDS. TIE IN PLACE.

THE PRONE PRESS EXERCISE HELPS DEVELOP THE CHEST
THE STANDING PRESS HELPS INCREASE THE STRENGTH IN THE ARMS.

STANDING PRESS

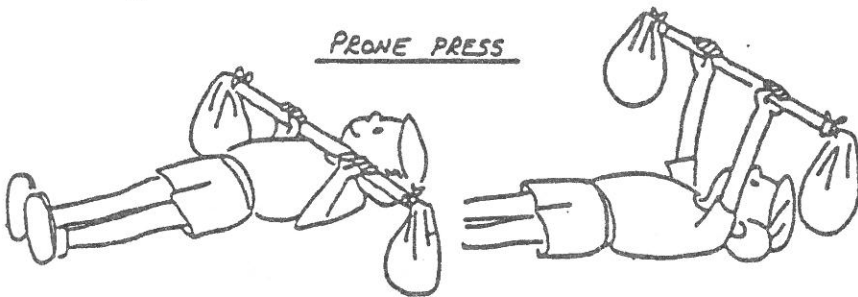


CEMENT-FILLED CANS

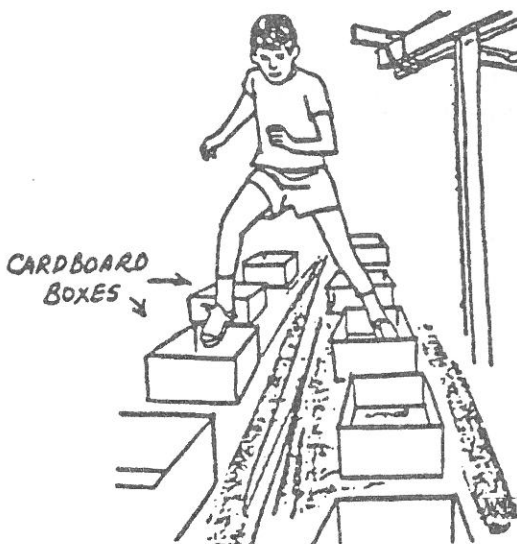


PUSH-UPS

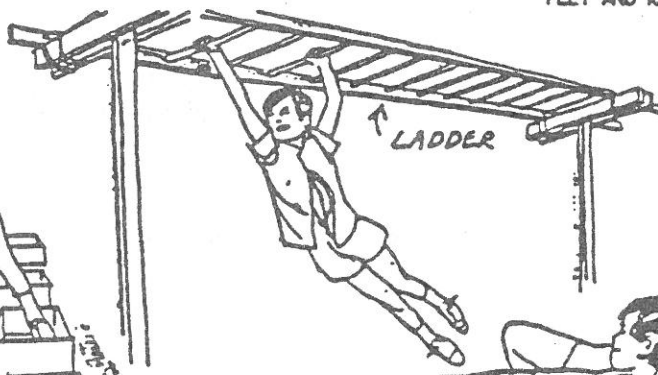
PRONE PRESS



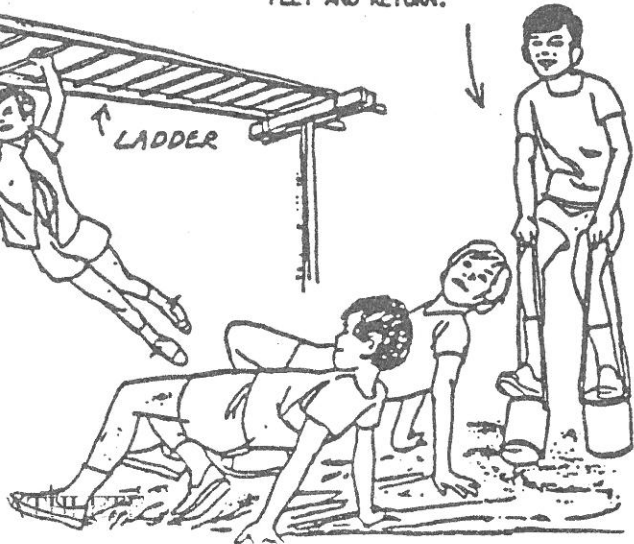
TIN-CAN WALKERS MADE FROM 2-LB. COFFEE CANS AND SHORT LENGTHS OF ROPE. PUNCTURE THE CANS ON OPPOSITE SIDES JUST BELOW CLOSED ENDS. THREAD A LENGTH OF CLOTHES-LINE THROUGH THE HOLES AND TIE THE ENDS TOGETHER SO THE LOOP REACHES SLIGHTLY ABOVE YOUR KNEES WHEN YOU STAND ON THE CANS. WALK 25 FEET AND RETURN.



CARDBOARD BOXES



LADDER



CITIZEN



SUGGESTIONS FOR DEN MEETINGS:

Discuss requirements of the badge with the boys. Decide on a good turn for the school, church or community and plan to carry it out. Perhaps the den will want to involve the whole pack in their good turn, so that the boys will be included in the excitement and rewarding feeling of doing something for others.

- * Make log books for boys to record their work on the badge.
- * Plan a special good turn for the next pack meeting, such as setting up chairs, ushering, clean-up, ect.
- * Visit a local city government agency. Find out how it works, what services it provides, how it affects you and your family.
- * A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign - and do it. This could include litter clean up, a fight against pollution, collecting items for recycling.
- * Discuss the various organizations in the community which help people. How are they financed and run? Do they use volunteer help?
- * Attend a naturalization ceremony and observe the voting process.
- * Visit a city council meeting or school board meeting.
- * Remind people to fly the flag on all legal holidays that call for flag display.
- * Invite a new citizen to speak to your den on what becoming an American citizen means to him.
- * Visit a court. Ask the judge to speak to the boys about citizenship. Acquaint the boys with court procedure.
- * Visit police and/or fire department.
- * Learn more about your community from the Chamber of Commerce.
- * Discuss differences between the rights and duties of a citizen.
- * Make and hand out small posters showing how to raise and lower the flag and give a demonstration on folding the flag.

SUGGESTIONS FOR DEN MEETINGS CONT'D...

- * Make "GET OUT AND VOTE" door hangers and help the pack place them on every door in your neighborhood. REMEMBER.....DO NOT PUT THESE IN THE MAIL BOX~!!!
- * Offer your services as flag bearers, ushers, etc. at a citizenship-naturalization ceremony, city council meeting etc.

IDEAS FOR PACK MEETING:

Exhibit: Logbooks on requirements, charts or poster on community activities.

Demonstrate: Oral reports on any trips taken (accompanied by slides or pictures) and requirements completed.

Citizenship Pledge

"As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We will accept our obligation to God and will show our actions, we are willing to serve others and be good members of the Scouting team."

A Good Citizen:

- * Is helpful
- * Takes pride in achievement
- * Practices good manners
- * Practices health and safety rules
- * Is patriotic and loyal
- * Takes care of property

- * Is honest and dependable
- * Practices fair play
- * Is kind
- * Respects authority
- * Practices thrift
- * Has good work habits

COMMUNICATOR



You are already a communicator. So is every other human being. A communicator is one who gives information. We all do that constantly. We tell or show what we know, how we feel, and what we think.

Every time you speak or write, you are a communicator. You communicate in other ways too. When you yawn, smile, or frown, you are showing other people that you are sleepy, happy, or unhappy. You can also communicate by drawing pictures and by sign language and codes.

Sometimes we use machines or other devices for communicating over long distances - the telephone, telegraph, and computer. You might also send messages by code, using flags or lights.

Communications is a big field as you earn the Communicator activity badge.

IDEAS FOR DEN MEETINGS:

- Play games using codes and ciphers.
- Play the game "Pictionary".
- Visit a place of business where computers are used.
- See page 22 of Webelos Den Activities for more ideas.
- Visit a local radio station.
- Visit a local TV station.
- Visit a local Newspaper.
- Visit a local ham operator.
- Visit a library
- Play charades.
- Visit a computer store.
- Visit the airport.
- Visit the Post Office

GAME: Know the Ads

Before the meeting, the leader goes through old magazines and cuts out slogans from advertisements of well known products. The name of the product should not appear on any of the slogans. On two large pieces of cardboard, paste or tape six to ten different slogans. Number each slogan.

The players are divided into two teams. Give each team one of the slogan covered cardboards, a piece of paper, and a pencil. Boys write the name of the product on the paper. After three minutes, exchange cardboard and repeat the procedure. The team with the most correct answers wins.

DEN SECRET CODES

Years ago government leaders often sent messages they didn't want others to read using substitution codes. These simply substituted one number, letter, or symbol for another.

One of the easiest substitution codes involves printing the letters of the alphabet across the page. Under those letters print the alphabet again but start this time by printing "A" under "D" on the top row. "B" under "E". "C" under "F", and so on. Look at the example.

To encode the message "Come home", find "C O M E" etc. on the top row. Encode the message with the letters from the bottom row, "ZLJB ELJB" This is the message you send.

To decode, the person receiving the message has the same code as you do. He looks on the second line to see that "Z" decodes as "C", "L" as "O", and so on.

Using this sample, invent your own substitution code. You may change the code by starting the encode alphabet under any letter on the top row., or you may mix the order of encode letters.

The sketch here shows a substitution code using symbols, in this case, musical notes on a staff. What does the sample say? "Den two is best". Think up your own symbol substitution code possibly with various symbols.

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

A musical staff with two systems of notes. The first system has four measures with notes on the top line and middle lines. The second system has four measures with notes on the bottom line and middle lines. Below the staff is a key signature: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z . ,

CRAFTSMAN

The Cub Scouts coming into your Webelos den have probably been working on crafts for two years, so it is time to present some more advanced projects and give them a challenge. This activity badge requires woodworking and one other material that you and each boy agree upon (leather, tin, plastic, glass, etc.). Some boys

will want one option and some another, so you will need to be familiar with all. You don't have to be a master craftsman. Almost anyone who can pick up a hand tool can do the projects. But if you are convinced that you have ten thumbs, then seek the help of some of the parents, or your Boy Scout troop. Sometimes craft stores have classes on the boys' level for a nominal fee.

What follows is borrowed wisdom from years past. When working with the boys on their projects, you must have "**P,P,P**".

Patience - some boys require a high degree of patience. Stick with it and be rewarded. Enlist the help of the assistant den leader, den chief and fathers. Do not do it all alone.

Preparation - Have all of the tools laid out before the den meeting starts. Build a sample of the item and make note of the steps that are required. Be prepared to help the boys individually in these areas. Show them the sample and give them an idea of what the finished product will be like.

Perseverance - Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings or enlist the help of others. Do not use a project which the boys cannot complete within a reasonable amount of time. Watch for signs of discouragement and help the boys who seem to be having trouble.

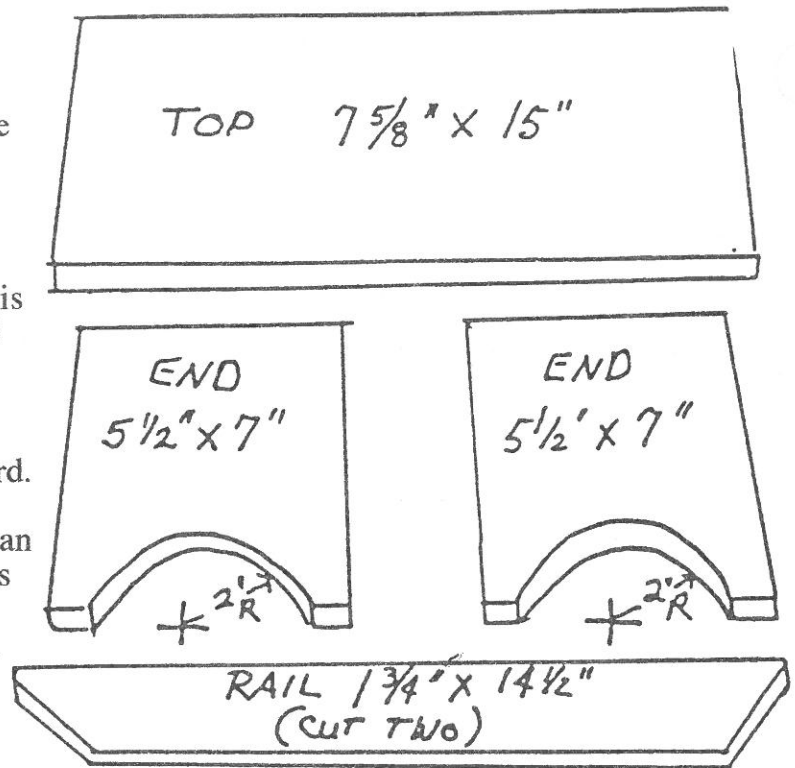
Encourage every boy to put forth his very best effort. Praise only what deserves praise. Give encouragement in other areas. Do not encourage competition. This activity badge can be quite a problem for some boys. Remember "Do Your Best" is the only judging criteria for you and the boys.

Five-Board-Stool

In working on the Webelos Craftsman badge, try making a five-board stool. The stool is fifteen inches long and eighteen inches high and is patterned after a Colonial stool.

Pine was a favorite wood for stools of this kind because it is easy to work with and will take a nice finish.

The five pieces of wood shown are standard-size boards from the lumber yard. The top is cut from a one-by eight inch board (which is actually slightly more than 3/4 inch thick and are about 7-5/8 inches wide). The ends are cut from a six inch board, and the rails from two inch stock.



The dimensions in the illustration are finished sizes. In cutting a little extra material for trimming and finishing to size.

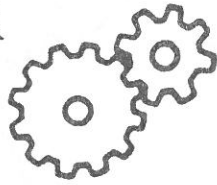
When sawing, cut just outside the line in the waste part of the board. Use a cross-cut for the straight cuts, and a coping saw or a jigsaw for the curves in the ends. Lay out the curved lines with a compass and the beveled ends on the rails with a combination square and pencil (or you can use a cardboard pattern). Use the square for marking the lines for cutting pieces to length as well. And be sure to use a sharp pencil.

After the parts are cut, trim the ends with a wood file. Then sandpaper all surfaces to a satin finish to remove imperfections. Assemble the stool with two 2" finishing nails and white glue at each joint. To prevent the wood from splitting, drill 1/8 inch holes through the rails. Then drive the nails just through the rails and into ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue and drive in the nails. Use a nail set to drive the heads of the nails in slightly below the surface of the wood.

Give the stool a final sanding and apply a coat of stain-wax to finish.



ENGINEER



One of the great things about being a Webelos den leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass along to your boys. If one of the Webelos Scouts' father is an engineer, recruit his help.

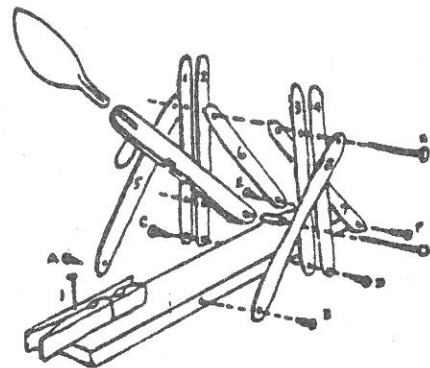
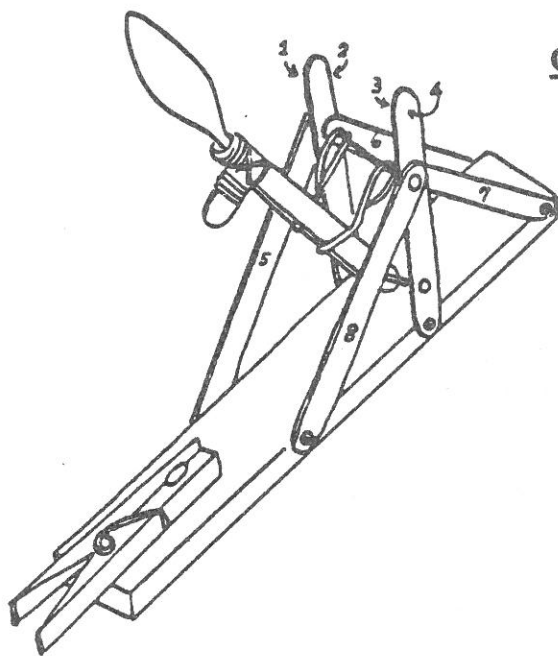
One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interest and skills" in boys. The Engineer Activity Badge probably does this more than any of the other Webelos activity areas. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems in construction, industry, and other areas.

DEN ACTIVITIES

- * Arrange for boys to visit an engineer or surveyor in a municipal or county office. Plan for boys to look through the surveyor's transit and "read a rod," or visit a construction site and see plans which are being followed.
- * Make a block and tackle. Be sure to explain its purpose...has to lift weight easily. A single block and tackle has an ideal mechanical advantage of two, which means that if there were no friction, a 1- pound pulling force could pull 2 pounds. A double block with 1-pound pulling could lift 4 pounds. As additional blocks are added, the mechanical advantage is increased, but each additional pulley also decreases the distance the load is moved. Friction is the factor affecting the lifting power. Make your own block and tackle using spools, cord, nails, and blocks of wood.
- * Have the boys find pictures of different bridges and bring them to a den meeting. The differences in many kinds of bridges will become apparent as the boys study them and construct models. The simplest ones are plank, beam, pier, and deck, and the truss and arch types. The more complex kinds are the bascule (the old castle drawbridge type), vertical lift, cantilever, and pontoon. Many of the swinging bridges are in use today.
- * Make a catapult.
- * Discuss property lines. Have an expert show the boys how property lines are determined and how to measure one.

CATAPULT



Materials Needed:

Catapult arm: 3 popsicle sticks (cut 1 down to 1-1/4"); a 15" piece of strong twine; one plastic spoon (cut handle until there is 3/4" of handle left on spoon); one rubber band (lightweight)
Catapult base: Wooden slat 3/8" thick (approx. 1-3/8" x 8-1/4")

Slides: 8 popsicle sticks, two 2" nails, two 1/2" pieces of drinking straw; six 1/2" wood screws.

Trigger: one clamp clothespin; one 3/4" nail

Missiles: Clay balls about 3/4" in diameter wrapped in aluminum foil.

Assemble the catapult arm (popsicle stick with spoon) by gluing two sticks together. Cut out a half-inch slot at one end for the plastic spoon to fit into. At the other end, drill a hole for nail "G" to go through. Cut a 1-1/4" piece of popsicle stick and glue it to the arm just below the slot. When glue is dry, insert the spoon and wind cord around the arm, spoon, and extending piece of stick. Make two notches a half-inch apart by drilling holes for nails and screws. Nail holes should be small enough for screws to go in through the popsicle sticks freely. Drill hole in each side of base for screws "C" and "D" three inches from the end about 3/8" deep. Sticks 1, 2, 3, and 4 each receive 3 holes. These should all be in line with each other. The diagonal sticks 5, 6, 7, and 8 receive a hole through each end. One hole for a screw and the other for a nail.

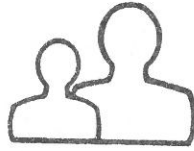
Assemble the catapult by screwing stocks 1, 2, 3, and 4 against the sides of the base in an upright position. Attach diagonal sticks 5, 6, 7, and 8 to these sticks with a nail "H" as shown in the diagram. When the bottom ends of the diagonal stocks are positioned against the base, make pencil marks and drill holes in the base for screws "A", "B", "E", and "F". Screw the ends of the stocks to the base.

Loop a rubber band around nail "H" and slip the bottom end of the catapult arm through the rubber band loops. Insert nail "G" through the upright sticks and the arm, placing the straw spacers on each side of the arm. Pull down the catapult arm and mark where the extended stick touches the base. Place the jaw of the clothespin on this mark and fasten the clothespin to the base with nail "L". Now fire away.

- Boys' Life Magazine -

WEBELOS/ENGINEER

FAMILY MEMBER



One definition of a family is "all the people living in the same house." Families have many and varied faces. Some families are the traditional mother, father, and children, while others are one parent families. Still other families consist of grandparents raising grandchildren. Even if a guardian is in charge of rearing a child, we hope that love and understanding is a part of every family structure.

The Family Member Activity badge helps each boy understand his family and his part in that family. This badge is geared to open each boy's awareness of how the family works and what makes the family work well. Chores, laundry, grocery shopping, and house cleaning are all elements included in the family unit. Remember to stress that each boy is important to his family and that his family is important to him.

PLACES TO GO

- Tour a fast food restaurant or small restaurant.
- Have someone from OSHA or plant safety committee give a talk after touring a manufacturing facility.
- Tour an energy conservation home (underground or energy efficient)
- Tour SCE and get an employee to explain ways to save energy
- Tour the local water company and ask for ways to conserve water

SPEAKERS FOR DEN MEETINGS

- Invite a fireman, policeman, or security personnel to a den or pack meeting to talk about home safety...how and why
- Invite a home economics teacher or dietitian to talk to the den
- Invite an energy conservation engineer to give a talk on energy
- Invite a home builder to come and tell you what measures he uses in house building to save energy
- Have a family relations teacher visit and talk
- Invite someone from a professional housecleaning or maid service to give a talk

Make and play your own FAMILY LIVING game!

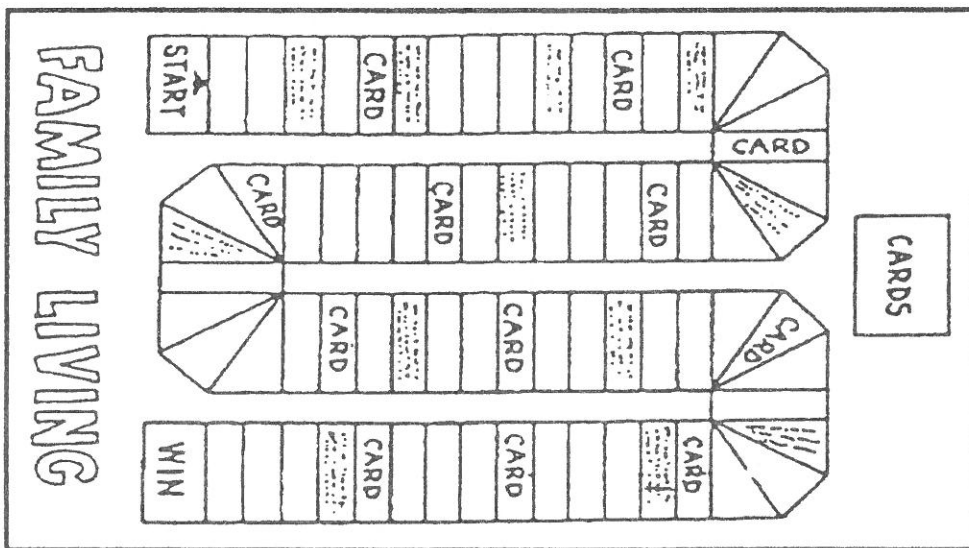
Here is a fun game the whole family can play. You can make your own by following these instructions:

1. Things you will need

- * pair of dice
- * 12 blank cards - 2 inches by 3 inches
- * 1 piece of posterboard - 15 inches by 20 inches
- * a button or a coin for each player

2. Copy the game board design as shown

Spaces on board measure 3/4" x 2 1/2"



3. Make a set of game cards.

* Write directions on 12 cards as follows:

1. Mother gets sick
Go Back 1 space
2. Child playing with fire
Go Back 2 spaces
3. Home robbed
Lose 1 turn
4. Phone shut off
Go Back 1 space
5. Furnace won't work
Go Back 2 spaces
6. Failed school test
Go Back 2 spaces
7. Found \$5 on street
Go Forward 1 space
8. Sister gets a job
Go Forward 1 space
9. Got all A's on report card
Go Forward 3 spaces
10. Made \$10 washing cars
Go Forward 1 space
11. Father got a raise
Go Forward 2 spaces
12. Birthday Gift
Go Forward 1 space

To play: Players roll

dice at turn. Buttons are moved number of spaces shown on dice. Follow directions on the board or on the cards as they are drawn. The first player to reach "WIN" space is the Game winner.

4. Game board space order:

- | | | | |
|------------------------|-----------------------|-------------------------|------------------------|
| • START | • BLANK | • BLANK | • FALL DOWN STAIRS |
| • BLANK | • TROOP GOES CAMPING | • BLANK | LOSE 1 TURN |
| • BLANK | GO FORWARD 1 SPACE | • BLANK | • BLANK |
| • SINK SPRINGS LEAK | • BLANK | • CARD | • BLANK |
| GO BACK 1 SPACE | • BLANK | • BLANK | • CARD |
| • BLANK | • CARD | • GARBAGE NOT | • FAMILY GETS NEW |
| • CARD | • BLANK | COLLECTED GO BACK 2 | HOUSE GO FORWARD 2 |
| • GAS LEAK LOSE 1 TURN | • BLANK | SPACES. | SPACES |
| • BLANK | • BLANK | • BLANK | • BLANK |
| • BLANK | • GO FORWARD 3 SPACES | • BLANK | • BLANK |
| • BLANK | • BLANK | • CARD | • CARD |
| • FAMILY GOES TO FAIR | • CARD | • BLANK | • BLANK |
| GO FORWARD 2 SPACES | • BLANK | • BLANK | • BLANK |
| • BLANK | • BLANK | • FAMILY GOES ON PICNIC | • BLANK |
| • CARD | • BLANK | GO FORWARD 3 SPACES | • CARD |
| • BLANK | • CARD | • BLANK | • YOU MAKE SCHOOL TEAM |
| • CAR NEEDS REPAIRS GO | • BLANK | • BLANK | GO FORWARD 1 SPACE |
| BACK 1 SPACE | • NEIGHBORS NOISY-NO | • CARD | • BLANK |
| • BLANK | SLEEP LOSE 1 TURN | • BLANK | • BLANK |
| • BLANK | • BLANK | • BLANK | • BLANK |
| • BLANK | • BLANK | • BLANK | • WIN |
| • CARD | • BLANK | | |

FITNESS



Health habits learned in childhood tend to last a lifetime, That's why this activity badge will help the Webelos Scout learn about the benefits of taking good care of his body.

DEN MEETING ACTIVITIES

- Den leader leads a discussion on the effects of smoking and chewing tobacco. (Cancer clinics and associations have reference material, or ask your doctor for information).
- Have the boys list five bad effects of smoking and chewing tobacco so they can tell an adult member of their family what they are.
- Have a health care professional lead a discussion on the harmful effects of today's "recreational" drugs (you might check with the school to see if the school nurse or a member of the PTA could come to the den meeting for this).
- Lead a discussion of the effects of high sugar and high salt snacks and foods. Cite examples of each, especially common foods Scouts eat.
- Make and eat nutritious snacks.
- Practice three of the physical fitness contests (Cub Scout Leader How-To-Book, pages 2-30 to 2-36).
- Show exercises that will keep different parts of your body fit. Have boys make a chart showing what exercises they will perform for the next 30 days.
- Have boys make posters showing nutritious food and balanced diets. Have a discussion on nutritious food and why a balanced diet is important.
- Visit a dentist for a talk and demonstration on dental health. If you cannot visit a dentist, see if a dentist could come to your den meeting.
- Lead a discussion on the effects of alcohol.
- Lead a discussion on how to "Just say NO to drugs".
- Talk about how drugs can effect your ability to think clearly.

Fitness

30 Day Chart

How to use this chart...

Write in the 6 exercises that you choose to do for 30 days, across the top of the chart. The side column with the numbers are for each of the 30 days. Keep track of how well you are doing each day by writing how many of each exercise you do each day. It's that simple!
Remember...Do Your Best!!!

Name _____ WebelosDen _____

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FORESTER



At one time both the east and west coasts of the United States formed a continuous changing forest of trees ranging from pines to palms. Then, in a period of 350 years these forests came down and in their place rose eroded hillsides, flooded plains, and dead animals. The area of forested land left are in danger of being destroyed by the advent of asphalt, pollution, and people. The purpose of the Forester badge is to teach the boys to respect one of the few things that serve people while they live and after they die...trees.

Trees, like boys, come in different sizes, shapes, descriptions, and uses. Most of the requirements are set up to point out this difference and help the boys to feel at home in the woods and also in the neighborhood.

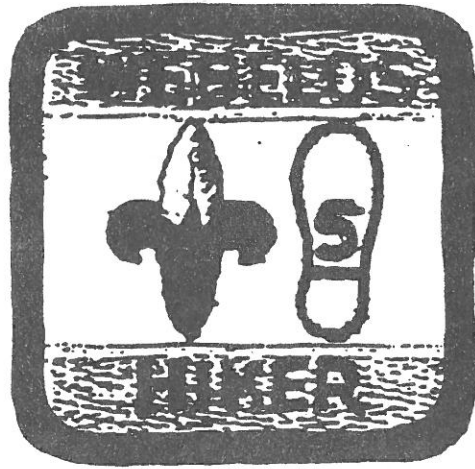
Tree and plant identification can be done in the neighborhood as easily as in the forest. The first requirement is to have an identification chart or book so that you know what tree you are talking about. The library has these books in the 580 section (Botanical Sciences). There are both programmed and non-programmed books for field use and descriptive books to be used during a meeting.

If this is the only badge you are working on and want to have something for the boys to be doing on their own, suggest a leaf sample collection where they collect a leaf, a sample of the seed, and if possible, a piece of the bark. Lay them out on a sheet of paper and glue them down with white glue. Then they can write the name and description of the tree and the location and date the sample was collected. Make sure the leaves are pressed first.

DEN ACTIVITIES

1. Make tree life-history posters.
2. Make U.S. maps showing different kinds of forests.
3. Ask a fireman or forest ranger to talk to the boys about wildfires and how to prevent and control them.
4. Make a tree survey of your area.
5. Bring a log to the den meeting or find a tree stump and have the boys count the annual rings to determine the age of the tree. See if they can tell something about the kind of weather...dry spells...wet spells... through which the tree lived by looking at the rings.
6. Make a collection of leaf prints.
7. Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
8. Check with a local conservationist for advise on planting project and seedlings.

THE CUB ADVENTURE
WEBELOS HIKER AWARD



Specific Requirements : Webelos Hiker

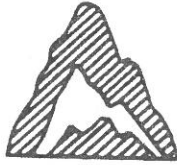
1. Hiker must be a member of a Webelos den on a scheduled outing.
2. Hiker must have earned the Forester activity badge.
3. Hiker must have taken a day training hike of at least 2-1/2 miles before this award hike.
4. Hiker must complete this award hike in a non-urban area. It must be at least 5 miles round trip, and preferably less than 8 miles.
5. Every Webelos Scout should be in uniform and carry his own personal equipment, including a snack, drinking water, and a jacket.

Specific Requirements : Webelos Hike Leader

1. Meet all applicable Long Beach Area Council General Requirements (Form HA2000) This is supplied by our Council service center.
2. Get approval (by telephone is OK) from HAT representative during early planning stages regarding trail to be used, etc.
3. Webelos unit must be accompanied by an adult (21 years old or older) who has a current American Red Cross Multimedia First Aid card or better in his / her possession. This training is offered in March and September each year by the High Adventure Team for a minimal fee.
4. Leader to Webelos ratio must be at least 1 leader for 8 boys and not less than 2 adults for any hike.
5. Leader must carry a parent release (emergency consent) for each Webelos which specifies the outing and the date covered. Form available at the Council service center.
6. Local tour permit must be obtained from Council office before hike and carried by hike leader on hike.

INTERESTING HIKES WITH REASONABLE CHALLENGE AND PATIENCE
WILL MAKE A GOOD HIKING PROGRAM

GEOLOGIST



Our knowledge of past geological ages is gained from records written in rock. The formidable mountain ranges of antiquity did not vanish into nothingness. After they had been ground down and washed down, their pulverized fragments helped build layer upon layer of sediment in the sea. The quantities of eroded debris are so vast that their total thickness, adding up all separate layers from different periods, equals 60 miles.

Although the deep sea has been probed with modern instruments, no instrument in use today can haul up a sediment column hundreds or thousands of feet long. Perhaps future delving will provide the long-awaited information. But the record beyond the shelves has so far been inaccessible.

Geologists do not always have to drill holes in a mountain to study the sequence of events. Like the folds of a bed sheet with which they are often compared, the folds of mountains have a tendency to flop over on their sides. Layers that were once stacked flat on top of one another are rearranged so they slant upward or are even lined up on edge - a series of stony ribbons next to each other form a graphic picture of what geological events during periods lasting 10, 20, or 50 million years.

To most 10 year old boys, the study of geology will not sound too exciting. Rocks for most boys of this age, are for throwing. But the fact is, Geology can be fun! Here's another opportunity for the Webelos leader to present the subject in such a way that the boys will find it not only fun, but they'll learn a great deal also. Most boys have had a rock collection. This natural curiosity about rocks can make this a natural starting point for the Geologist Activity Badge. The Webelos Scout book contains information on volcano, geysers, and the formation of mountains so the boys will acquire a fairly good knowledge with only a little assistance.

DEN MEETING ACTIVITIES

- * Visit an industry that used geological materials
- * Visit a rock collector's club meeting
- * Visit a jewelers shop
- * Start a rock collection
- * Make drawings of causes of volcanoes, geysers, and earthquakes
- * Make a volcano
- * Have a contractor come talk about materials used in home building such as slate, brick, limestone, marble, cement, gypsum, etc.
- * Ask a rockhound to demonstrate a rock tumbler
- * Make a mineral hardness kit
- * Visit a museum of natural history

VOLCANO SLIDE

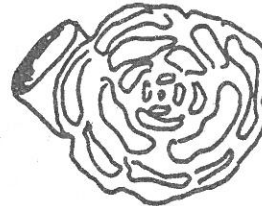
MATERIALS: 1-1/2" x 1/2" plastic pipe
Plaster or self drying sculpty clay
Paint



Use plaster or clay to build up the pipe in the shape of a volcano. Let the plaster or clay set up until completely dry and hard. Let some plaster "run" down the mountain to look like escaping lava. Using green and or brown paint, paint the mountain. Use red to paint the lava flow.

ROSE ROCK SLIDE

MATERIALS: Rose rock 1-1/2" dia.
Plastic plumbing pipe 1/2" x 1/2"
Epoxy
Clear acrylic spray



Clean the rock with water and a small soft brush to bring out the petals of the rose. Epoxy the rock to the piece of plumbers pipe and allow to dry completely. Coat the rock with several coats of acrylic spray. This slide could be made from any rock. (The rose rock itself is unique to the central parts of Oklahoma, maybe you know someone who lives there?). It would be good idea to take the boys on a hike to discover rocks for themselves.

GAMES

THE BIGGEST HANDFUL.....Have the Webelos collect egg-sized rocks for this contest. See which boy can hold the most rocks in one hand.

KING OF THE MOUNTAIN.....Draw a large circle on the ground. The denner is chosen to be the King Of The Mountain. The other boys must remove the King from the circle to become the new Kin Of The Mountain.

MINERAL TAG.....This is played as regular tag, except that the players must be touching an object made from minerals to be safe.

DIAMOND HUNT.....Hide playing cards that have diamonds on them. The one finding the most diamonds wins. Use the number of cards or point values for scoring.

DIAMOND STRAW CARRY.....Two teams. Furnish a straw for each player. First player on each team sucks on the straw until the diamond playing card attaches to the straw. Player puts his hands down to his side and walks to the finish line before taking the card off the straw and running the card back to the next player.

ROCK PICK-UP.....Arrange the players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks & 12 small rocks. On signal, the contest is on to see who can be the first to lift out five rocks. With each round, increase the number of rocks needed to win.

HANDYMAN



Handyman is a wonderful activity badge especially for the Webelos leader, after all where else can you get your tires rotated and your oil checked on your car for free!!! All kidding aside the Handyman activity badge deals with simple home and auto repairs along with safety at home as well as on the road.

The Handyman activity badge can be a real incentive to get the fathers involved with their son and the den. Many of the requirements will need adult help. Don't be afraid to ask the dads to help. No one can do it all himself.

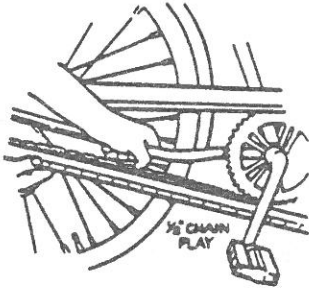
DEN MEETING ACTIVITIES

- * Have a car wash
- * Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den the safe ways to change a tire, light bulb, and to check the oil and transmission fluid.
- * Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check upon your bike and perform minor adjustments.
- * Put on a bicycle rodeo for your den or pack.
- * Check with the local fire marshall or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- * Check and replace any broken lights in the car.
- * Learn the proper way to clean and sharpen a lawnmower.

PACK MEETING IDEAS

- * Demonstrate the proper way of oiling and checking bicycle parts.
- * Change a tire on the bike if time permits.
- * Make a poster for a display showing safety rules for bicycle riding.
- * Show pictures of your car wash.

BICYCLE TIRE REPAIR



To fix a flat tire, you need a tire repair kit. The kit has a scraper, cement, and patches.

Take the wheel off the bicycle. Push the valve stem out of the wheel and then off the tire and tube. Be careful not to damage the tube more when taking off the rim.

If you cannot see where the hole is in the tube, pump air into the tube, dunk it in a tub of water. Bubbles will show where the air is escaping. Dry off the area around the hole.

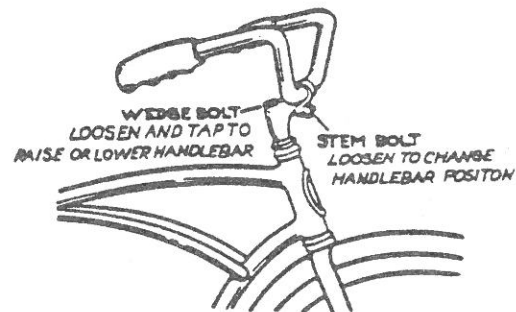
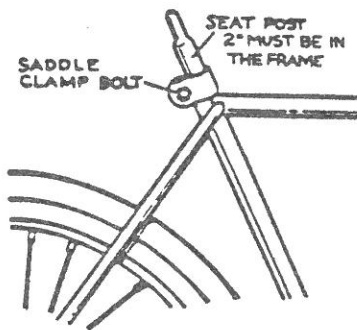
Use the scraper to rough up the tube around the hole. Put a light coating of cement around the hole and quickly wipe it off. Then put on another coat of cement and let it dry.

Remove the coating from a patch and smooth the patch over the hole. Roll the cement bottle over the patch to spread the cement evenly and make a tight seal.

Put the tube back in the tire and position tire carefully on the wheel before you inflate it.

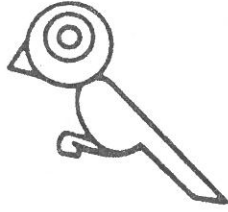
SEAT ADJUSTMENT

An adjustable wrench is all you need to adjust the saddle or the handlebars.



To change the height of the saddle, loosen the saddle clamp bolt. Wiggle the saddle until it is where you want it. Then tighten the clamp bolt.

NATURALIST



"You want me to take my Webelos outdoors and teach them about nature? No way I haven't the slightest idea about the names of trees or types of bugs. The boys will eat me alive."

Sound familiar? Don't worry Naturalist is a breeze. Just be ready to explore nature's world around you along with your boys. Don't know the name of a particular kind of bird? Make one up and see if you can identify it later. The main thing is don't be afraid, just have fun.

HIDDEN NATURE ITEMS

In the following sentences you will find hidden the 15 words listed below. They may be contained within one word or parts of several words. Circle each one word or parts of several words. Circle each one as you find it. Example: The grasshopper jumped high.

grass fly lizard frog ant bee bug garden acorn
worm tree leaf plant leaves bush flower carrot

1. The antics of the clown made everyone laugh.
2. Lindbergh was a famous flyer.
3. Liz Arden was pale after being sick.
4. He didn't plan to leave so fast.
5. If Roger goes to the park, I'll go also.
6. The camp lantern does not work.
7. The car rotates badly when driving through slippery mud.
8. Be easy on yourself, relax for a while.
9. The dune buggy went fast.
10. A corny joke can be so unfunny that it's funny.
11. The best reeds were picked for basket making.
12. When Mr. Van Gard entered the room everybody looked his way.
13. A light dew or mist helps water the greenery in the park.
14. He picked a bushel of apples from the orchard.
15. The lava flow erupted from the volcano.

GAMES

MOTHER NATURE'S HOUSING DEVELOPMENTS....People don't build homes in parks, but many creatures do. How many animal homes can your den find? Look for bird nests, cliff or barn swallows' nest, squirrel nests, cocoons, insect galls, spider webs, paper wasps nests, mud dauber wasps' nests, woodchuck burrow. It's fair to count the evidence of homes too, such as the little mud casts made by earthworms and a long raised mound across a lawn made by a burrowing mole. A Hollow tree might be the home of several animals; woodpeckers, owls, bats, or white-footed mice. If your park has a pond, look for mud chimneys of crayfish built near the shore. Award a prize to the one who finds the most animal homes. Caution the boys not to remove or destroy these homes.

MIXER NATURE GAME....Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed, the card is then pinned to the front of his chest.

NAME AND TELL....Form a circle. First boy names a neutral object beginning with the letter A and tells one thing about it. Next boy names a B object and tells something about it. Continue around the circle through the alphabet. Examples: A is fir air, we breath it. B is for birds, they fly. C is for clouds, they carry the rain.

MEASURING WORM RACE.... In this race all contestants line up at the starting line, fall forward on signal to start and rest their weight on their hands. Next they draw their legs up under them and fall forward again on their hands, this method of movement continues until the winner reaches the finish line.



OUTDOORSMAN



Webelos Scouts look forward to the day when they can participate in Scout camping. The things that they do to earn the Outdoorsman Activity badge will help prepare them for that rich experience. A good way to explain the Outdoorsman is to read the following.

"An Outdoorsman"! What fun he finds in hiking into the woods. He tells North from South by the stars; or East from West by the shadows...He knows the principal trees, birds, and animals he meets. He knows which are poisonous weeds or reptiles. He can find his way as did the Indians and pioneers before him... Another big thing an Outdoorsman enjoys is camping. There he finds fun in game or swimming... finds new friends in woods and other fellows.... and there among the trees, or under God's silent stars, or by the campfire's ruddy embers, his dreams of his great Tomorrow.

The Outdoorsman activity area should give each Webelos Scout enough of the rudiments of outdoor living to make him comfortable on a Webelos parent-and-son overnight, with a small amount of equipment, and allow him to have an enjoyable experience without trespassing on the Scout camping program. Since the Scout program emphasizes hiking and camping, it is important that a boy starts off right in his Webelos den.

Today out push-button age life is too easy from a physical standpoint. We must help a boy grow by giving him a chance through his own efforts, to live in the out -of -doors. It can give him a sense of pride in knowing that he can take care of himself.

Nothing is really learned in life without an effort or struggle. Through camping, we are giving our boys the greatest chance in the world to develop citizenship, character, and physical fitness. This is the reason that we camp. It's up to you, Mr. or Mrs. Webelos leader, with the help of the parents, to make the experience an enjoyable one as your boys develop a sense of responsibility.

DEN ACTIVITIES

- * Have a tent making contest of a simple type tarp tent which will provide adequate shelter for two boys. (See Webelos Scout book).
- * Do fire laying for regular wood fires or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.
- * Build charcoal stoves from one gallon tin cans and vent them at the top and bottom with a can opener and help your Webelos Scouts learn how to build a fire in them.
- * Show your boys how to make an improvised sleeping bed or bag. Make sure they are familiar with fire safety principals that include no flame lights in tents or liquid starters for charcoal fires.
- * Show the boys how to make a list of items they will need for camping in the backyard or on a parent-son overnight. (Boy Scout handbook).

BE SURE TO INCLUDE A PARENT-SON CAMPOUT!!!

SAMPLE WEBELOS OVERNIGHT SCHEDULE**SATURDAY**

8:00 AM MEET AT SCHOOL TO DEPART FOR CAMPSITE
 10:00 AM ARRIVE AT CAMP - SET UP TENTS
 11:00 AM RAISE FLAG - GENERAL MEETING
 12:00 PM SACK LUNCH
 12:30 PM NATURE HIKE
 1:30 PM SNACK BREAK
 1:45 PM FIELD GAMES
 2:45 PM FREE TIME (WORK ON SCOUT SKILLS, KNOT TYING ETC.)
 4:00 PM DEN GAMES (KNOT TYING CONTEST, TREE IDENTIFICATION, RELAY RACES ETC.)
 5:00 PM PREPARE DINNER
 6:00 PM DINNER
 7:00 PM LOWER FLAG / CAMPFIRE PREPARATION
 7:30 PM CAMPFIRE PROGRAM
 9:00 PM GET READY FOR BED
 10:00 PM LIGHTS OUT

SUNDAY

7:30 AM REVEILLE / RAISE FLAG / PREPARE BREAKFAST
 8:00 AM BREAKFAST / CLEAN UP
 9:00 AM CHAPEL SERVICE (SCOUTS OWN)
 9:15 AM BREAK CAMP
 10:00 AM LOWER FLAG / FINISH BREAKING CAMP
 11:00 AM DEPART

YOUR CAMPFIRE

Your campfire should be the highlight of your overnight campout. Few, if any of your Webelos Scouts have enjoyed the fellowship of a campfire. Plan it to be something more than just a casual gathering around a sputtering fire. This doesn't mean that it's necessary to have a formal program with an MC and a split second schedule of snappy acts. Here is a suggested program which has a variety and doesn't require hours of preparation.

Assign a parent-son team or two to lay the fire an hour beforehand. A council fire lay is suggested. (See boys' Life Reprint #26-048)

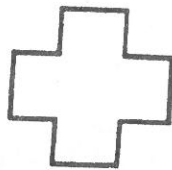
Gather the boys and their parents around before the fire is lit. Ask the denner to light it while the den leader formally declares the campfire open. Be dignified and ceremonious, but keep it simple. There will be more elaborate fire lighting ceremonies which the boys will see when they become Scouts.

Sing a song familiar to most.

Play a campfire game.!!!

WEBELOS/OUTDOORSMAN

READYMAN



At your first meeting you will want the boys to explain what first aid is. FIRST AID is immediate help right after an injury. First aid isn't playing doctor. It's doing things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do?

If you do, you'll be cool and calm, because you know you can help. Your confidence will show and it will help the injured as you ease their pain and worry.

This would be a good meeting to have a guest speaker or take a field trip.

SOME SUGGESTIONS FOR A SPEAKER

- * Ask a First Aid Merit Badge Counselor from a Scout Troop in your area to attend the meeting and explain the items in a first aid kit, or have him show what to do for "hurry cases".
- * Invite a Scout troop to your meeting to show first aid for cuts and scratches, burns and scalds, and choking.
- * Invite a police officer to speak on bicycle safety.
- * Have a swim instructor go over the safe swim defense plan.

SUGGESTED FIELD TRIPS

- * Visit a fire station with an E.M.S. Unit.
- * Visit a hospital E.R. or an Emergency Clinic.

DEN ACTIVITIES

- * Give a talk to younger Cub Scouts (Wolves, Bears) on 6 rules of safety to remember while riding in a car.
- * Put together a first aid kit for your pack to take on outings.
- * Stage a mock disaster involving injuries and have the boys treat the injuries. This could be done in conjunction with a patrol from a nearby troop. With the Scouts demonstrating more complicated skills and acting the part of the injured.
- * Plan a fire escape plan for your home.

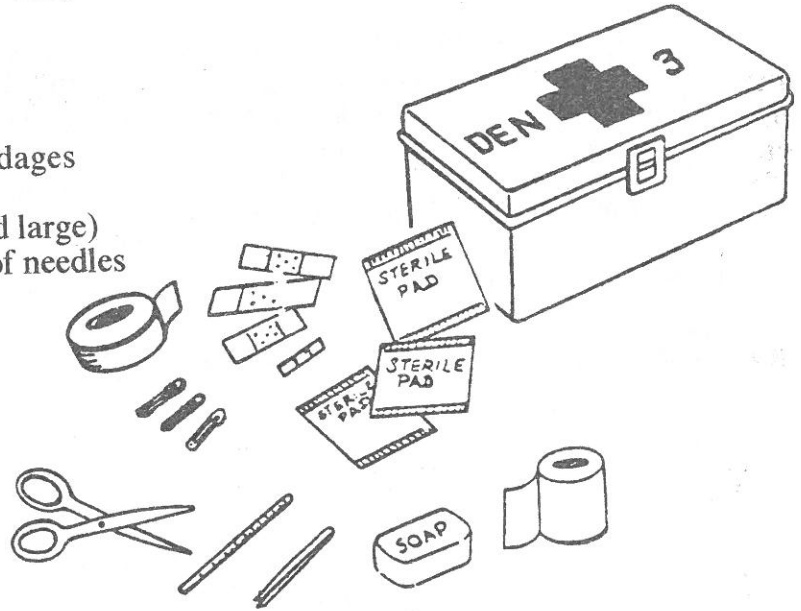
FIRST AID KITS

A well equipped first aid kit is a must for the Webelos den. Rather than buying one, let the Webelos Scouts help put together a kit themselves. They may also want to put together similar kits for family use.

The dens first aid kit can be packed in any waterproof container, such as a plastic food storage box, lunch box, tackle box, or coffee can. It should contain at least the following...

DEN FIRST AID KIT

- * Soap (for cleaning wounds)
- * Box of waterproof adhesive bandages
- * Adhesive tape
- * Sterile gauze bandages (small and large)
- * Small scissors, tweezers, packet of needles
- * Safety pins
- * Calamine lotion
- * Cold pack
- * Petroleum Jelly
- * Baking soda
- * Triangular bandages
- * Booklet of first aid instructions
- * Pen or pencil and pad of paper
- * Coins for telephone calls
- * Health histories
- * Telephone #'s of rescue squad, trauma center, and Scout Executive



TRAVELING FIRST AID KIT

For the container you'll need a large plastic bottle (such as from bleach), Kitchen shears, paper fasteners, a rubber band and permanent felt-tip markers.

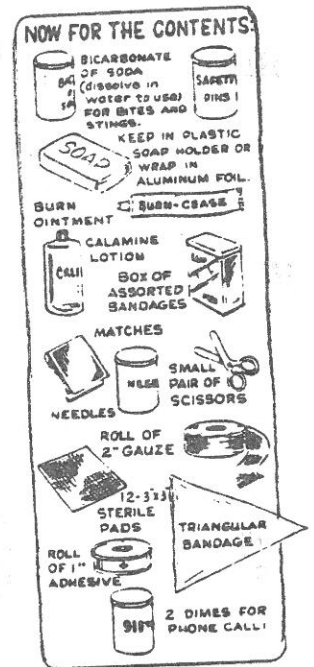
Cut a door in one side of plastic bottle underneath handle as shown. Insert one paper fastener in the edge of door and one in bottle next to the door. Wrap a rubber band around the two paper fasteners to keep door shut. Label and decorate the container with markers.

Place all supplies inside the container and shut door tightly.

The handle of the bottle makes it easy for you to take your first aid kit with you. You can even attach it over your bicycle handle. There's no excuse for ever leaving your first aid kit behind.



CUT ON DOTTED LINE



SCHOLAR



If your Webelos are doing satisfactory work in school, the Scholar activity pin requirements will be fairly easy. More than half of the requirements deal with attendance, behavior, grades and service in school.

A Webelos leader may influence a boy's opinion of school by showing a positive attitude toward this pin and by voicing the importance of education. Perhaps the den can perform a flag ceremony at a school function.

DEN MEETING ACTIVITIES

Ask a teacher to a meeting or schedule a meeting after school.

Attend a school board meeting.

Visit the library to research about the history of the school system.

Visit a college campus.

Visit a technical training school.

Visit the unemployment office and look at the job board.

Review the want ads in the newspaper.

Visit a historical school building. Compare the schools of today with yesterday.



SCHOLAR

If you invite a school board member, school administrator, or school teacher to one of your den meetings, take the opportunity to discuss possible service projects the den might do for their school.

From the standpoint of the Webelos Scouts, the best project is one that they can be seen, touched, and enjoyed for a while. Examples: a bulletin board they've made, or a tree that they've planted. Small building projects or tree planting work could be done by parents and sons working together in an afternoon.

Various types of service work, such as safety patrol or messenger work for the school principal may also appeal to them. In any case, try to make sure that your den service project is not only useful to the school but also meaningful for the boys.

Here are some suggestions to help you increase the value and effectiveness of the Webelos Scouts' own education which you can work into the den program.

- By keeping physically fit, the boy is more likely to get the most out of school.
- Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his emotional development. Encourage him to talk about his problems and listen when he does. Pat him on the back when he does well.
- Help each boy lead a balanced life. Studies should be counter-balanced with recreational and social activities.
- Help him to make wise use of his time. Horace Mann wrote:
"Lost: yesterday, somewhere between sunrise and sunset, two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever."
- A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's watching for your guidance.
- Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education, and you, as his Webelos den leader, are an integral part of his growing-up process.
- Help your Webelos Scouts see that school and the Scholar badge are important parts of their learning process.

Brain Teasers...

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string. Subtract the number of nickels in a quarter.

Answer: 20

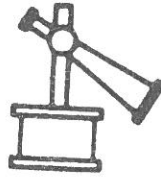
Take the number of toes on both feet. Multiply by the number of pints in a quart. Add the number of months in half a year. Subtract the number of thumbs on two hands. Divide by a dozen oranges.

Answer: 2

If two cars start from Denver to drive to Colorado Springs, a distance of approximately 80 miles. If they are both the same make of car, and if both are being driven at the same rate of speed, and yet, while one of the cars makes the distance in 80 minutes, it takes the other car 1 hour and 20 minutes. Can you explain the reason?

Answer: 80 minutes and 1 hr. and 20 min. are the same!

SCIENTIST



No doubt your Webelos Scouts are studying science in school. They have probably done experiments in class, so the Scientist Activity Badge will not be new to them. Webelos Scouts can use their scientific knowledge to astound the Cub Scouts at a pack meeting with some of the experiments and scientific tricks using Bernoulli's Principle, Pascal's Law, atmospheric pressure and other phenomena. Learning scientific methods helps a boy develop the power of thinking.

We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world around him so that these laws can be used by people to improve our living environment.

Most of the badge requirements have practical applications. Inertia is a most important element in space flight and some of the experiments in the Webelos Scout book explain this physical action. Seat belts are put in cars and planes to counteract this force of inertia when there is a sudden stop. Balance isn't really as simple as seeing how long you can stand on one foot. Balance is most important when you're loading a plane or ship or riding a bicycle, because you suddenly find there are physical forces involved. Balance is stability produced by even distribution of weight on each side of the vertical axis. Eyes are most important to our science exploration and wonderful photographic instruments to transmit what we see to the brain. So, as you can see, this badge has a lot of possibilities.

IDEAS FOR DEN MEETINGS:

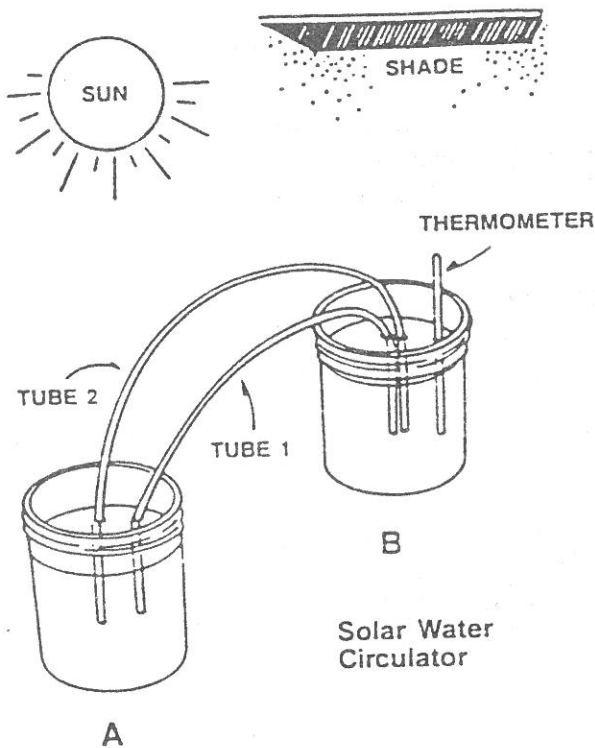
1. Visit an eye specialist and learn how eyes work.
2. Have a visiting scientist demonstrate an experiment related to the badge requirements.
3. Visit an airport and ask an expert to explain flight principles.
4. Have a slow-motion bicycle riding contest to illustrate balancing skills.
5. Do some of the experiments found in the Webelos book.
6. Practice balance stunts.
7. Make some optical illusions to show how the eyes converge.
8. Discuss various branches of science and how they differ.
9. Study fog and how it's formed. (There's lots of good weather information in Boy's Life Reprint # BL-94 "Nature Hobbies and Activities").

Solar Water Circulator

To demonstrate the sun's power to move water, you will need the following.:

- 2 peanut butter (or similar size) jars
- Two 3 foot lengths of aquarium tubing
- Black paint
- Electrician's tape
- Thermometer
- Food coloring or ink

1. Paint a jar black and fill with colored water. Place in sun. Leave jar B clear and fill with clear water.



Raise it an inch or two above jar A and place jar B in the shade.

2. Punch two holes in the top of jar A's cover and three in jar B's cover. Run the tubing and thermometer through the tops as shown, and seal openings with tape.
3. When the sun warms jar A, watch what happens. Colored water will rise through tube 1 and replace the clear water. How long does it take for the water in jar B to turn color and warm up. Why does it happen?

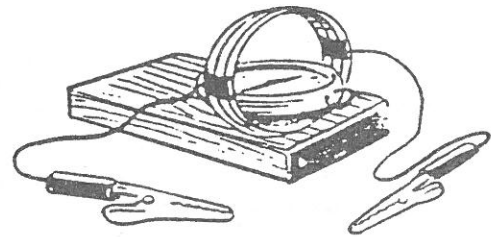
Lemon Battery

An electric battery can be made from an ordinary lemon and small strips of copper and zinc. Clean both metals with emery cloth.

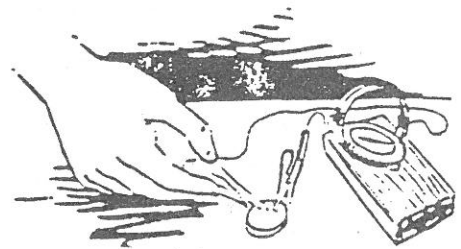
Materials Needed:

- Lemon
- 3 by 3/4 inch strip of copper
- 3 by 3/4 inch strip of zinc
- Thin covered wire
- Cork
- Small piece of wood
- Compass

1. Cut two slits in the lemon about 1/2 " apart.
2. Push the zinc strip in one slit the copper in the other, making sure the strips don't touch each other. This is now a battery cell. To prove it works, you need to make a galvanometer.
3. Wind about 50 turns of thin covered wire around a small glass, but large enough so a compass will fit inside the finished coil. Leave 8 inch lengths at each end of the coil to connect the galvanometer to the battery cell.



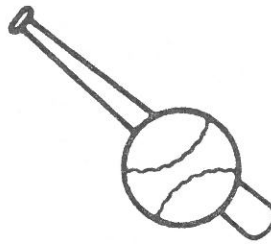
A Galvanometer is easy to make.



4. Slide the coil off the glass and put a few pieces of tape on it so it won't ravel. Mount the coil upright.
5. Cut a slot on the bottom of a cork, and glue it to a small piece of wood. Rest a compass on the cork. This is the galvanometer.
6. Turn the coil so the compass needle lines up exactly with the coil. Touch the ends of the coil to the copper and zinc strips of the cell. The needle will swing.

Here's what happens. As the electric current from the battery cell flows through the coil, it creates a magnetic field. Magnetism affects a compass needle and it moves.

SPORTSMAN



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

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

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

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

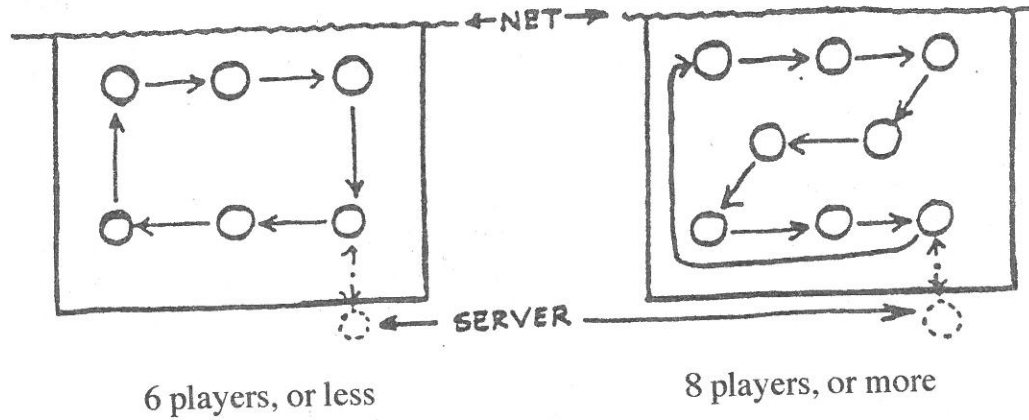
DEN ACTIVITIES

- *Explain and discuss football signals, using Big Print posters # 26-061.
- *Invite a referee or umpire to talk with the den about signals.
- *Dads and sons attend a high school or college sports event.
- *Hike around a golf course.
- *Visit a bowling alley and bowl a few lines, or challenge another Webelos den.
- *Invite a team member to talk with the boys about sportsmanship and fair play.
- *Have each boy list the sports in which he participated during the past year.
- *Make shuffleboard discs and cues as shown in the Webelos book.
- *Decide on a demonstration for pack meeting.
- *Practice archery, using a bale of hay behind paper targets

Volleyball

While the official team is made up of 6 members, any number can play the game, but when teams exceed 9-10, it becomes increasingly difficult to move around and direct the ball effectively.

The rotation pattern is diagrammed below:



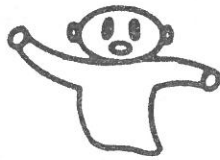
Tips on volleyball

- A service is made by batting the ball over the net with one or both hands.
- A point is won when either team fails to return the ball to the opponents' court.
- The ball must be batted. Scooping and lifting, shoving or following the ball are not permitted.
- A ball may be batted in any direction and a player may use any part of his body above the hips in playing the ball.
- The ball may be touched only three times by one team before being returned over the net.
- Players cannot catch or hold the ball or reach over the net to play the ball.
- The team first scoring 15 points is the winner.
- A team counts a point on service only.

Resources

It is suggested that you contact the physical education department at your local jr. high or high school to help you with the finer points of games which you are not familiar. However, the emphasis with Webelos Scouts, should be placed on enjoying playing the game, and good sportsmanship.

SHOWMAN



The Showman Activity Badge appears to be the least sought after of all of the badges. Why? Because, on the whole, most people are afraid to get up in front of an audience. Somehow this attitude seems to rub off on the kids even if we don't want it to.

Have you ever seen a fourth or fifth grade boy playing with his friends who WASN'T shouting and screaming when having fun? Take the same boy, put him in front of the pack meeting, and nine times out of ten you can hardly hear him in the front row!

How can we as Webelos leaders help the boys overcome this? Confidence! By building up their confidence as much as we can, (but not obviously) whenever we can. As far as we are concerned there is no such thing as over-confidence in a young boy.

Use the Showman Activity Badge to teach the boy to speak well. Remember, practice makes perfect. Also, don't forget to set the example, get up there yourself and speak out.

There are three areas a Webelos Scout can choose from to work on his Showman badge: puppetry, music, and drama. There is an excellent section on puppetry in the *Cub Scout Leader How-to-Book*. Also check the *Webelos Den Activities* book and the *Webelos Scout* book for examples.

DRAMA Putting on a play will let the boy's talents shine like stars. The boys can write, direct, produce and even act in their own play. This play can be a small skit or an elaborate play with props and scenery. It could also be an illustrated joke. See the *Webelos Scout* book for examples.

MUSIC How can a Scout have fun with music? Well, if he plays an instrument at school, let him bring that instrument to a den or pack meeting to play for the group. If you have several Webelos that play instruments let them form a band. What if you don't have the luxury of store bought instruments? *Improvise!* Make instruments from cardboard boxes, oatmeal boxes, rubber bands, tissue paper rolls, aluminum foil, rolled up pieces of tin, or just about anything; then let the boys have some fun.

PUPPETS Puppetry can offer a lot of fun for your boys. Puppets can be made from just about anything. Stage settings can be simple or elaborate. For the shy boy, puppetry can be a means of expressing his talents while drawing attention to the puppet and away from himself. This is not only comforts the shy boys but affords them a chance to grow.

PRODUCE A FILM

One way to handle the play-writing phase of the Showman Activity Badge is to let the Webelos Scouts produce a film. This opportunity should excite any boy. Let them write the script, direct it, film it if possible, and act in the film.

One of the most important points that the Webelos Leader has to consider when looking at a boy's skit is that the Webelos Leader is not an art critic, but a production critic. Don't work on the idea or story, but point out where a prop or line of action cannot be handled easily.

One way to handle the play writing option id to let the boys produce a film. This unique opportunity should excite even the dullest boy.

The following information comes mainly from the book MAKING YOUR OWN MOVIES by Harry Helfman. This book, and others, can be found at the library.

The main idea is to let the boys write the script, direct it, film it, if possible, and the rest of the boys act in the film. The ideas to use for a plot will come easy, but there will have to be as much help in the mechanics of making the film. Here is a rough outline of the steps in making a film...

1. The type of camera used does not matter, but if the Webelos Leader has an inexpensive camera, it may prevent several problems. (I suggest using a video camera).
2. One 50 foot film cartridge will run about 3 1/2 minutes, so it is important for the boys to have a script. Five seconds is the shortest amount of time for any one scene or title to allow the audience to "see" what is going on. The script should contain a plot outline to tell the story, and a detailed scene by scene outline describing the action in the scene and the time elapsed.

Example:

Title: "HAUNTED HOUSE"	5 seconds
Credit: John Jones, director, writer, cameraman	
Den 1 actors	7 seconds
Scene 1: Front of old scary house.....	5 seconds
Scene 2: Boys sneaking up on the house, up to the front door.....	15 seconds

3. Have a "table run" where the boys learn what they are to do and the director take them through the first reading.
4. Then comes dress rehearsal with an unloaded camera, to check out film angles and let the actors get "used to" their parts. Mark any ideas and changes on the scene script.
5. A final dress rehearsal with all the changes used and realistic as possible.

TRAVELER



Traveling has become a very important part of our lives in both work and recreation. The more we know about traveling and prepare for our trips properly the safer and easier our trips will become. While working on the Traveler Activity Badge the Scout will become more familiar with the tools of travel, thus making each trip a more exciting adventure.

To get started with the Traveler Activity Badge you need to obtain maps of the U.S., state, and local roadways, and as many different time tables and schedules as possible. Travel agencies, bus depots, Metrolink stations, and train stations are the best places to start. Oil company road maps, although not cheap are good to use. You can also find a member of an auto club who can get you maps for free. These are the best for our purpose when map work is to be done. When your Scouts are doing projects requiring maps try to have them provide their own. To get the badge work going with enthusiasm start with a field trip to the Santa Fe train station. While there you can get all of the train schedules and local bus time tables you need. You might even consider taking the den to the bus station.

One of the best learning processes that can come out of the Traveler Activity Badge is the Scouts use of the telephone to gather needed information. Between den meetings have each Scout call Amtrak, Greyhound Bus Line, Metrolink, and any number of airlines to get the round trip coach fare to a city that is located at least 500 miles away. Have your Scout write the information in his Webelos notebook. They'll find if they identify themselves as Scouts working on a Scout project the people they talk with will be more happy to spend the time to help them as much as possible. Once the data is collected by the Scouts the cost per mile to different cities can be computed. Which is the cheapest, quickest?

Notice that the two trips listed in the requirements are family trips and not Webelos den activities. However make sure that he takes his Webelos notebook or some other paper to make a journal of the trip. When he comes to the next den meeting have the Scout tell of the adventure even if the den isn't working on the Traveler Badge at the time.

SUGGESTED DEN MEETING ACTIVITIES:

- * Take a bus or train trip.
- * Visit a travel agency or automobile club office and find out what they do.
- * Calculate cost and speed of a plane trip
- * Make car first aid kits.
- * Visit a train depot, bus terminal, or airport, to see inside operations.
- * Discuss timetables and how to read them.
- * Have a speed contest of locating specific destinations and how to get there using maps and timetables.
- * Teach proper packing of a suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.
- * Locate points of interest on city and state highway maps.

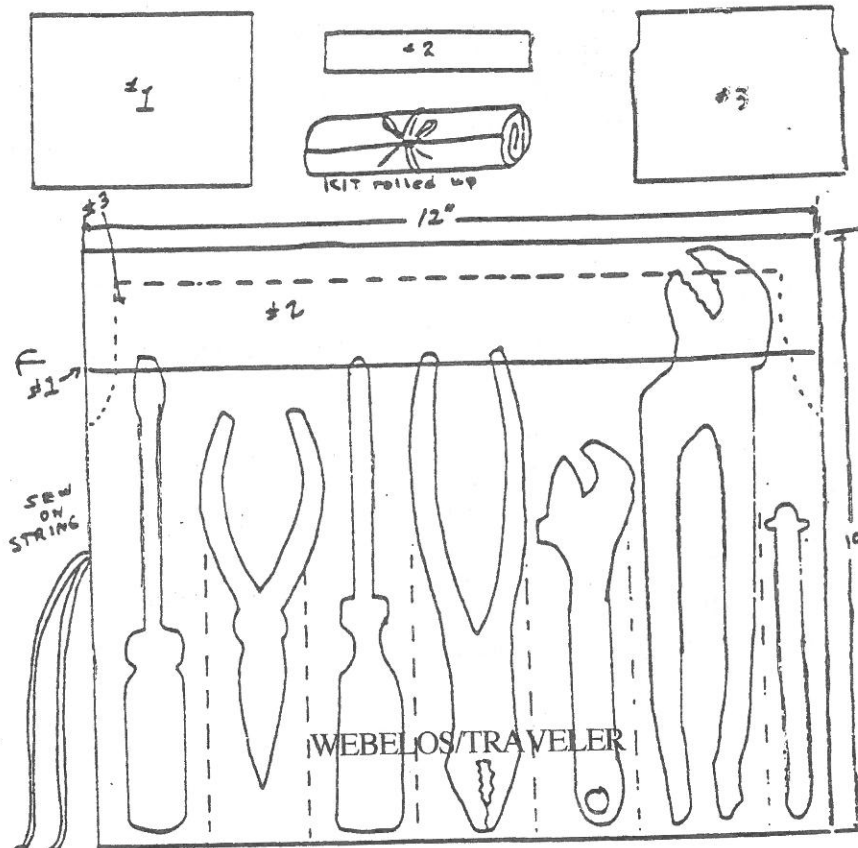
STATE LICENSE BINGO

Make a list of about 30 states. Cut shirt cardboard in half and mark them into squares-- five across and five down. Print the name of a state in all squares except the center one that is free. Make several cards, with no two alike. While on a car trip, each player takes a card and puts a small check with a pencil when he sees a license plate from that state. The first one to complete a row across, down, or diagonally wins.

MISSISSIPPI	GEORGIA	FLORIDA	OKLAHOMA	TEXAS
ALABAMA	LOUISIANA	ARKANSAS	NEBRASKA	NEW MEXICO
NEVADA	CALIFORNIA	ARIZONA	KANSAS	TENNESSEE
UTAH	MICHIGAN	OREGON	COLORADO	KENTUCKY
OHIO	ILLINOIS	MISSOURI	INDIANA	IDAHO

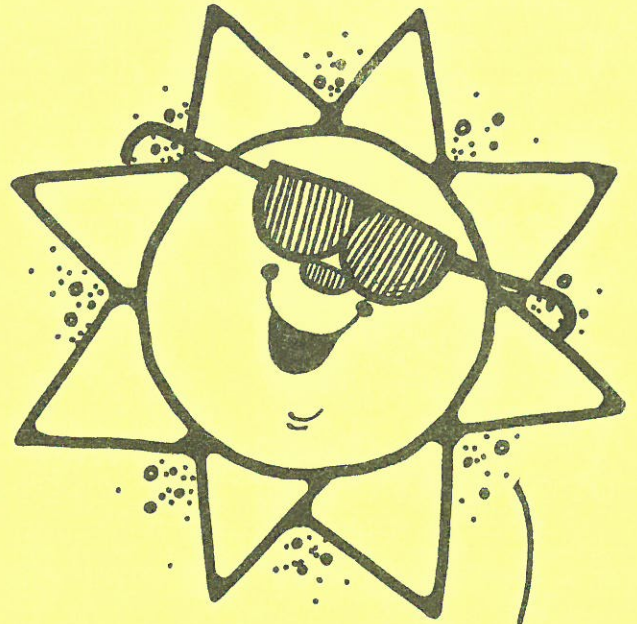
TRAVEL TOOL KIT

This handy carrier will fold up small but still carry a great many things useful for any kind of trip. This is an auto repair tool kit, but you can change the tools to make a bicycle kit or a boat kit. Made from denim or canvas.



Be Sure
to Come!

Pow Wow
1999 -



"Surfing
into the
New Millennium"

Saturday,
November 6, 1999

