

BALTIMORE AREA COUNCIL

2010 Pow Wow



NOVEMBER 6, 2010

OVERLEA HIGH SCHOOL



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DECEMBER CORE VALUE



RESPECT



GATHERING ACTIVITIES

M&M Game

Materials: M&M's or Skittles

Pass the bag of M&M's around the room and have everyone take some in their hand. Each person can take as many as he wants as long as there is enough for everyone playing the game. No one is to eat the M&M's until instructed to do so.

Each color of the M&M's represent a different subject. As a color is chosen, each participant must say something about themselves, using the subject matter, for each M&M in that color that he holds. When he is finished talking he may now eat his M&M's.

Red - Family
Green - Hobbies
Yellow - Pets

Blue - Favorite Music
Brown - Favorite Books/Stories
Orange - Special About Self

Disability Awareness Activities

Set up several different stations to teach disability awareness.

- Station 1: Have the boy remove his shoes and socks. Blindfold the boy and have them put his shoes and socks back on.
- Station 2: Wrap tape around the boy's hands to immobilize his thumbs, then have him put on and button or zip a coat.
- Station 3: Place an air splint on the boy's dominant arm and let him try to put some school items in a backpack. Then put the backpack on his back.
- Station 4: Have a "room" set up with furniture and have the boy negotiate a path through the furniture in a wheelchair.

Add more stations as you have people to work them.

CEREMONIES

Opening Ceremony – Children Learn what They Live

Give each boy his line on an index card to read.

- If a child lives with criticism, he learns to condemn.
 - If a child lives with hostility, he learns to fight.
 - If a child lives with ridicule, he learns to be shy.
 - If a child lives with shame, he learns to feel guilty.
 - If a child lives with tolerance, he learns to be patient.
 - If a child lives with encouragement, he learns confidence.
 - If a child lives with praise, he learns to appreciate.
 - If a child lives with fairness, he learns justice.
 - If a child lives with security, he learns to have faith.
 - If a child lives with approval, he learns to like himself.
 - If a child lives with acceptance and friendship, he learns to find love in the world.
- Let us all stand together, in brotherhood, and recite the Pledge of Allegiance.





A Cub Scout's Pledge to Himself Opening

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

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

(As last Cub finishes his lines and completes the horseshoe formation behind the Pack Flag, all 10 boys join hands for the Living Circle and repeat the Cub Scout Promise)

Mountain Trail Advancement Ceremony

Equipment: Poster of mountain (see drawing below), trail markers for each rank.

Personnel: All advancing Cub Scouts and Webelos Scouts; Cubmaster (or Assistant Cubmaster or Advancement Chairman) is the narrator.

Procedure: Boys enter and place their ranks trail marker in the appropriate place. Cubmaster presents badges to parents as each trail marker is put in place.

Narrator: As we go through life we travel many trails, overcoming many obstacles in trying to achieve our goals. In Cub Scouting, our boys' adventures lead them up Akela's trail in search of the Arrow of Light. The trail begins with Bobcat. *(Boys enter with Bobcat trail marker.)*

An exciting new world opens for the new Cub Scout. The upward climb begins toward his Wolf badge. *(Boys receiving Wolf enter with their sign and place on poster. Present badges to parents who in turn present them to their sons.)*

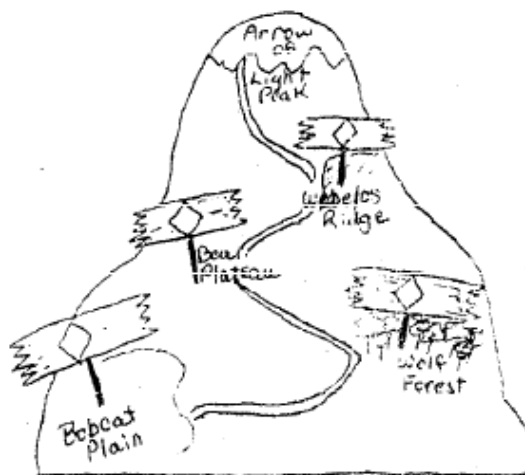
The next year he ascends to the Bear level. *(New Bears enter with their trail marker.)*

As the climb becomes even steeper, he reaches Webelos Scout. *(Webelos Scouts enter and place their trail marker.)*

He is almost at the top new where he will find the Arrow of Light. *(Boys bring in Arrow of Light trail marker.)* "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 a cheer.)*

Helpful hints:

Ask everybody to give a cheer after each advancement in rank: the Bobcat Cheer after the Bobcat badge presentations ("me-c-o-o-w" like a bobcat), the Wolf Cheer after the Wolf badge presentations (howl like a wolf), the Bear Cheer after the Bear badge presentations (growl like a bear), or the Webelos Scout Cheer after the Webelos badge presentations (shout "We'll be loyal Scouts!")





I Made a Promise Closing

Five boys are needed for this ceremony. Each should have his part printed on a small card he can conceal in his hand or have the part memorized.

- Cub #1 I made a promise. I said that whatever I did, I would do the best I could.
Cub #2 I made a promise... to serve my God and my Country the best I could.
Cub #3 I made a promise... to help other people the best I could.
Cub #4 I made a promise... to obey the Law of the Pack the best I could.
Cub #5 I have done my best, and I will do my best because I am the best... I am a Cub Scout.
Den Leader Will everyone now join us in repeating the Cub Scout Promise.

Closing Ceremony

Narrator: Throughout our meeting this evening this candle, which represents the spirit of Cub Scouting, has burned. It represents *all* of our Cub Scouts, from the youngest to the oldest, no matter what similarities or differences they may have. They all wear the uniform of the Cub Scout. Look steadily at this light for a moment. (*Pause*) Now close your eyes. The image remains with you. Open your eyes. Now we blow out the light. As the image of the light remained in our mind's eyes, so will the spirit stay with us. This evening of fun and fellowship will not soon be forgotten nor will the important decisions be overlooked in the lives of boys.

The Golden Rule

The Golden Rule, treating other people as you would like to be treated...

Easy to do except for those that are not like us the mentally or physically handicapped. We laugh, point, and turn the other way. But wait! Have you ever heard a person say, "I can't see without my glasses?" A person with glasses is ok but a blind person, no. A short person has only to find a stool, chair, or ladder to be tall. Someone in a wheelchair just stays short. If I were only seven feet tall, that would be great! But not all tall people are basketball stars. Beds are too short, cars too small, and door openings four inches too low. And where do you buy your clothes?

The handicapped person's biggest hardship is the way we treat them. So the next time you could be of service to someone in need, help him or her get the door to a happier and easier life.

SKITS

Building a Better World

11 Cub Scouts, each holding a card with a letter on the front and his line on the back. Each speaker holds up his letter as he says his line. Last line is delivered by all.

- Take a B for brotherhood, boosting for each others good.
Take an E for every land to share in earth's riches everywhere
Take a T for trustfulness, trusting more, and fearing less.
Take a T for teamwork, for joining hands to put things through.
Take an E for an equal chance for each nation to advance.
Take an R for real respect in spite of race, creed or sect.
Take a W for will to work for peace with faith and skill.
Take an O for opportunity to keep our speech and action free
Take an R for reverence for a guiding providence.
Take an L for love to spread around when need and bitterness are found.
Take a D for dignity of man devoted to a bigger plan.

(*All hold letters up*) There you have it--that is how to build a BETTER WORLD, right now.



Visits to Other Lands

Prep: Make flags (1/4 of a poster-board) for each country; staple each to a dowel

Cub 1: My Den leader told us to pack a bag and go visit Scouts in another land this month. Boy did we have a great time! I visited Scouts in Japan. They took me on a hike to climb Mount Fuji. Did you know that the Japanese have an official season to climb Mount Fuji?

Cub 2: I visited Scouts in Austria. They took me to a salt mine, where we slid down a wooden slide to get inside. It had been there for thousands of years.

Cub 3: I visited Scouts in Scotland. They took me to the Highland Games and played the bagpipes for me.

Cub 4: I visited the Scouts in Australia. Their 6 and 7 year old Cubs are called Joeys.

Cub 5: I visited the Scouts in Mexico and we had a fiesta with a piñata.

Cub 6: I visited Scouts in France. They took me to the Eiffel Tower. What a view!

Cub 7: I visited the Scouts in Greece. I got to see lots of historic ruins.

Cub 8: (Holds US flag) By coming to Scouts right here in the USA, we learned about Scouts very far away. Scouting is our passport as you can plainly see. It's a wonderful place to travel to, come on and go with me.

How Big

(Den Leader is standing on stage. Scouts enter one by one carrying presents. You can add other decorations and backdrops as desired.)

1st Boy: Happy Birthday! I brought you something. (Hands her a small box)

Den Leader: That's very nice, Bill, but there is no need.

2nd Boy: Hi! Look at the present I brought you. (Hands her a bigger box.)

DL: Well, Bob

3rd Boy: (Rushing in) Here's a present. Boy is it heavy!

DL: Well, Tom, what a surprise. You didn't really have to.

4th Boy: (Rushes in carrying box almost too big to handle) Look what I have! Boy, are you going to like it!

DL: Oh dear, Boys

5th Boy: (Pushing heavy box across floor) Here's a Birthday gift from me. It's really neat!

DL: My goodness.

6th Boy: (Pulling a wagon on which is a box much too large to carry). Wait until you see this one! I really spent a lot of money!

DL: Boys, you are all very kind. But I think we should have a talk about all of this. Where's Jim?

1st Boy: He's coming. I don't know what is taking him so long. He doesn't have a very big gift. In fact, I didn't see him carrying anything.

2nd Boy: Here he is now.

Jim: Sorry, I'm late. I stayed after school to finish your Birthday present.

3rd Boy: I don't see a present. Look at all the BIG presents we brought. I can't even see yours. (Smirks)

Jim: Mine isn't very large, but I hope you'll like it. It's a poem.

All: What a present! (Lots of laughing)

DL: May I see it, Jim? (He hands her the paper and she reads it).



"I have no money, so I guess I'm poor
But I have friends, that is for sure
I have no money so I couldn't buy
The things I'd like, though your Birthday is nigh

I have no money, but I don't care
'Cause I have you, with whom to share
Your very special day.

I have no money, so I was sad
But I looked around, and I was glad
The things I have are worth a lot
Some kids don't have the things I got

I have my dad, I have my mom
I have my dog - he loves me some
And in my Den I've learned to share
Not things or money, but love and care

For each of you I wish as much
That you'll each know the work of such
As family, friends and all the things
That last when Birthday gifts are gone."

Norbert

Norbert is an unusual young Scout who is very proud of being self-sufficient, and likes to tell us about his ability. He is a little uncoordinated, much to the delight of the audience.

This skit is best presented indoors with a relatively small audience, so Norbert's demonstration is appreciated up close. The skit is best if not rehearsed.

Preparation: Norbert is two people. One is seen by the audience from the waist up. His hands are inserted into a large pair of boots that are propped up on the table. He has a blanket-covered hunch back, which conceals the second Scout. The second Scout reaches his hands under the arms of the first; these are Norbert's hands. The visible Norbert should be a Scout who likes to talk and can keep a happy outlook in the face of some physical discomfort.

Collect all materials in advance, and plan the order in which they will be used. Encourage the Scouts to suggest ideas, but do not plan too many activities. The skit should not run more than 10 minutes at the most. A plastic sheet on the floor will help with the cleanup.

The Skit: The curtain opens, and Norbert is seated behind a table. The table is draped with a blanket or sheet so that the audience cannot see behind it.

Norbert introduces himself, gesturing with his hands. He knows that he looks a little strange, but he is a very capable and independent Boy Scout. He is very proud that he knows how to take care of himself. Norbert would like to show us how he gets up in the morning. As he demonstrates, he talks about what he is doing.

"First, I wash my face." A Scout brings a basin of water and a washcloth. He washes, getting water over a wide area.

"Then, I shave." Applies shaving cream and shaves. (Use a safety razor without a blade!)

Because the person operating his hands cannot see, the results are, well, interesting. He washes off the soap and dries his face on a towel.

Norbert then puts toothpaste on his toothbrush and brushes his teeth. He brushes his hair.

Once he has cleaned up and the washing materials have been removed, it is time for breakfast -- a good big bowl of oatmeal, which he eats with a large spoon. He uses a big napkin to wipe his face. "Umm, that was good!"

Now he is ready to face the day. All he needs is his hat, a knitted cap.

Norbert thanks all the nice people for coming to see him. He hopes they have enjoyed their visit!



“One Step At A Time”

CHARACTERS: “Senior” Scout (Den Chief, Denner, Webelos), Junior Scouts

SETTING: All Scouts are on stage as skit starts.

CUB 1: When I grow up I’m going to be the world’s greatest broad jumper and jump like this (Jumps about 1 foot and falls down)

SENIOR: Well, You’ll have to remember to take it one step at a time, one step at a time.

CUB 2: Well, I’m going to be a high Jumper and win a gold medal like this...(jumps and falls flat)

SENIOR: Well, just remember that you’ll have to take it one step at a time, one step at a time.

CUB 3: Well, I’m going to be a world famous baseball player and hit homeruns like this (swings and falls)

SENIOR: Fine, fine, but remember to take it one step at a time, one step at a time.

CUB 4: I’m going to be the world’s best slam dunker (dribbles imaginary ball across stage and slam dunks it, falling)

SENIOR: Sure, sure, but remember to take it one step at a time, one step at a time.

CUB 1: Say, what are you going to be when you grow up?

SENIOR: Why, I’m going to be the greatest marathon runner that ever lived’ (Turns and starts to walk away, but trips over shoe lace)

ALL CUBS: ONE STEP AT A TIME...ONE STEP AT A TIME’

Audience Participation**The Transcontinental Train**

Divide the audience into groups, and have them respond as shown, whenever their word is read.

Train: "Toot! Toot!"

Southern Belle: Hi, y'all"

Conductor: "All Aboard"

Texan: "Remember the Alamo!"

New York Doctor: "New York City!?"

Kansas farmer: "The World's Breadbasket"

Penn Steel Worker: "Man of Steel"

Just before the transcontinental Train was ready to pull out of Grand Central Station, the Conductor held the door for one more passenger, a New York Doctor who hurried aboard. The Train moved slowly between the tall buildings, out of New York, through New Jersey and on to Pennsylvania. The Conductor checked the ticket of the New York Doctor as the Train pulled into the Pittsburgh Station. A Pennsylvania Steel Worker boarded the Train and sat across the aisle from the New York Doctor.

The train wound through the Appalachian Mountains, by rivers and through forests down to Atlanta. The Conductor greeted a Southern Belle who boarded the Train. She smiled at the Penn Steel Worker, and sat behind the New York Doctor.

The Train picked up speed as it left the mountains and crossed the delta lands of Mississippi. The Conductor paused to look out the window with the Southern Belle, as the Train traversed a long bridge over the Mississippi River. It arrived at the hot springs in the midst of the Ozark Mountains of Arkansas, as the New York Doctor and the Penn Steel Worker played cards.

The Train crossed into Texas and stopped at Dallas, where a young Texan boarded the Train, showed his ticket to the Conductor, tipped his hat to the Southern Belle, and took a seat.

The Train moved north through the rolling hills of Oklahoma and through the wheat fields of Kansas, stopping in Wichita where a Kansas Farmer and his wife boarded the Train. The Kansas Farmer shook hands with the New York Doctor, and sat beside the young Texan, as his wife smiled at the Penn Steel Worker, and sat next to the Southern Belle.

The Train turned west, moved up steep mountain passes and through the snow-covered Rocky Mountains of Colorado and Utah. The Conductor checked his watch as the Train sped out of the mountains and into the desert of the Great Basin in Nevada.

The Texan and the New York Doctor admired the large trees, as the Train wound through the Sierra Nevada Mountains and the Redwood forests. The Train pulled into its final destination of San Francisco, California, where the Conductor said goodbye to New York Doctor, the Penn Steel Worker, the Southern Belle, the Texan, and the Kansas Farmer.



It's All In Your Mind

JUMPING JACK: Stand up and jump once; then say "Boinggg" and sit down.

RUNNING RALPH: Stand up and run in place; bring feet down three times, say "Zipp" and sit down.

COMPUTER CHARLIE: Stand up and, in robot fashion, swing arms back and forth saying "Does compute. Does Compute" then sit down.

This is a story about a boy called **JUMPING JACK** and another one named **RUNNING RALPH**, and still another boy called **COMPUTER CHARLIE**. These three boys were all friends and they stuck pretty close together around the neighborhood.

JUMPING JACK got his nickname because everywhere he went he was always jumping over things for no apparent reason except that he liked to jump. You would see the boys walking along the street with **JUMPING JACK** jumping over benches, curbs, fences, and almost anything that wasn't too high.

As you probably guessed, **RUNNING RALPH** got his name because he was always running. Maybe it's because his legs were shorter than those of his two friends, which meant that he had to run to keep up with them.

COMPUTER CHARLIE got his name because he was a very intelligent boy and he excelled in mental skills. Everyone teased **COMPUTER CHARLIE** because he wasn't good in sports and wasn't as strong as his friends **JUMPING JACK** and **RUNNING RALPH**. However, this didn't matter to them because the three boys were great friends and went everywhere together.

One day something happened to prove to all the other children that **COMPUTER CHARLIE** was just as valuable to this world as anyone else, and that having strong muscles is not more important than being good in mental skills.

The three boys, **JUMPING JACK**, **RUNNING RALPH**, and **COMPUTER CHARLIE**, were on their way to the store one day when suddenly they saw the local bank being robbed and the robber making his get-away. **JUMPING JACK** jumped over hedges and fences hurrying to a neighbor's house to call the police. **RUNNING RALPH** was right beside him. But **COMPUTER CHARLIE** just stood there watching the whole thing. The swiftness of the two boys brought the police running to the scene of the robbery. The policeman began asking questions. But **JUMPING JACK** and **RUNNING RALPH** could tell them nothing about the robbery because they had been too busy running to telephone the police. But **COMPUTER CHARLIE** began rattling off a long list of facts about the model and color of the car, the license number, the direction the robber went, and a full description of the robber. His mental abilities were a great help to the police.

After reading about it in the local newspaper, all the other children were so proud of **COMPUTER CHARLIE** that they never again teased him about his mental skills. They came to realize that the **COMPUTER CHARLIE**'s of the world are just as important as the **JUMPING JACK**'s and **RUNNING RALPH**'s, because when they all pool their talents, they can accomplish great things.

GAMES

What Am I?

Object: To guess the occupation that has been selected for you.

Materials: None

How to play: The Cubs sit in a circle. One Cub goes outside the room, while he is away the others decide what he should be when he comes back. If, for example, they decide on a policeman, they call him back and he has to ask each Cub in turn what he has to buy for himself. One Cub will say black boots, another a whistle, another a flashlight and so on. If the shopper goes right around the circle without guessing what he is, he must go out again, and the Cubs will choose something else.

Feed the Crocodile

(Teaches agility) Set a block of wood (the crocodile) on end. The Cub Scouts join hands to form a circle around it. They try to pull one another so the block is knocked over. The person who knocks the block over has been eaten by the crocodile and goes out of the game. Continue until one boy is left . . . the winner.



Stalking

A Cub Scout sits blindfolded in the middle of a circle. On signal, another Cub Scout tries to creep in noiselessly and touch him. If successful, the second boy goes to the center. If the Cub Scout in the center hears him and points to him before being touched, the second boy goes back to the outside of the circle.

The Guessing Blind Man

Object: To guess the identity of the Den members while blindfolded.

Materials: A blindfold and a wand.

How to play: Arrange players in a circle. Blindfold one player and turn him around three times. During this procedure, have all players change seats. The blind man should walk forward and touch someone in the circle with a wand, speaking the words, "Can you guess?" The player touched must repeat the question three times, trying to disguise his voice. If the blind man succeeds in identifying the other Cub, that Cub becomes the blind man. Otherwise, the blind man should continue until he is successful.



Sardines Search

Object: Not to be the last player to reach home base.

Materials: Chalk or rope, a moderately large area with lots of hiding spaces

How to play: This "backwards" hide-and-seek game needs a clearly marked home base. Select one boy to be "It." He hides while the rest count to 50. When the counting is finished, the players go out in search of "It," quickly separating from each other. When a boy spots "It," he quickly and silently joins him, squeezing in like a sardine next to him. As the remaining searchers discover the hiders, each squeezes into the hiding place. Everyone needs to be especially quiet not to alert the remaining searchers.

When the last searching player discovers the hiding sardines, they all jump up and race for home base. The last player to reach home base is "It" in the next game.

CRAFTS

Smokey the Bear

(Tie Slide)

Materials:

Sweet gum balls

Acorn caps

Green paint

Construction paper (red & green)

Moveable eyes

Large dark round seed (for nose)

Pipe cleaner

Glue

1. Paint acorn cap green. When dry glue to top of sweet gum ball.
2. To make brim of hat, cut a circle of green paper removing the center to fit over the acorn cap. Glue securely.
3. Cut small mouth from red paper and glue mouth and moveable eyes in place. Glue nose to center of face.
4. Bend pipe cleaner and glue to back of sweet gum ball.

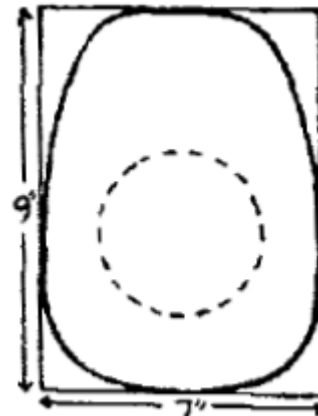




Fireman's Hat Bank

Materials:

- Plastic container with lid
(from Non-Dairy Topping)
- White Cardboard
- White or Hot Glue
- Paint or Markers



1. Place lid on container and invert for the crown of the hat.
2. Cut a slit in the top of the crown (**Bottom of container**) for inserting the coins.
3. Cut the brim from the white cardboard. Glue the crown to the brim.
4. Gently roll up the sides of the brim. Paint hat.
5. Cut a shield from cardboard. Paint it any color, adding the number of the engine company (**Den or Pack**) when the paint is dry.
6. Glue the shield in place in the front of the hat.

U S Map Tie Slide

- Flour Modeling Dough
- 1 cup salt
- 1 ½ cups hot water
- 4 cups flour



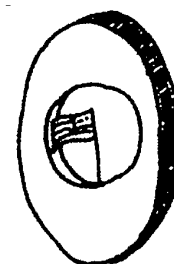
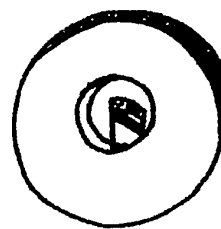
1. Put salt in a bowl and add hot water
2. Stir until salt is dissolved
3. Add flour and stir until thoroughly mixed
4. Knead until mixture is soft and spongy

Roll out the flour modeling dough. Cut out the US shape using the pattern shown. Bake at 300 degrees for 1 hour. Let cool. Paint desired colors. Glue map shape to piece of PVC.

Flag Plaque

Materials:

- Log (with a diameter large enough for the flag)
- Sand paper
- Varnish
- Small American flag frame
- Fabric (optional)
- Brace and bit
- Coping saw
- Hanger for the



Directions:

1. Cut piece of log about 1" thick. You may want to cut it at an angle.
2. Sand the piece well.
3. Draw on it the shape of the hole you want. (First practice on a piece of paper)
4. Using an adjustable bit, cut a large hole.
5. With a coping saw, enlarge the hole to the size and shape you want.
6. Varnish the wood.
7. Glue a piece of fabric background to the back of the log, if desired. You may want to leave it open.
8. Make a small hole on the inside bottom of the hole for the flag,
9. Glue a small American flag in the hole.
10. Tack a frame hanger to the back for a hanger.



SONGS

Hey, Look Me Over!

Hey look me over, lend me an ear,
Watch me advance in Scouting every year,
First I'm a Bobcat, then a Wolf and Bear,
Soon I'm a Webelos and on I'll go from there.
A-singing,
Hey look me over, lend me an ear
Join me in a song and sing out loud and clear,
That our Cubbing advancement is here to stay
And we Do Our Best to grow,
Stand back parents, here we go!

Golden Rule

(Tune: Auld Lang Sync)

Be a friend to make a friend
And smile to those you meet.
Be a friend to make a friend
It makes life twice as sweet.

When you're nice to someone else
It always works, it seems,
They are nice in return
And all around smiles beam.

Good friendships are hard to find
There's nothing quite as true.
Treat yourself to a friend and
Treat a friend to you.

Do Your Best

Tune: Reuben, Reuben

Do your best is the Cub Scout way,
It will get you through the day.
If you try it you will see,
That's the only way to be.

Toughen Up

(Tune: Clementine)

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

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

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

The Inventor Song

(Tune - "My Bonnie Lies Over the Ocean")

Edison gave us the light bulb,
Bell gave us our telephone,
The rubber that goes in our tires,
Came to us from Firestone.

Chorus:

Invent, invent, they all
invented the things we use.
Invent, invent, they all gave
us something we use.

The radio came from Marconi,
Howe gave us sewing machines,
The Wright brothers gave us
the airplane,
And Fulton a boat run on steam.

CHEERS/APPLAUSE'S/YELLS

Eskimo Cheer: Brrrrr-rrr, Brrrrr-rrr.

Pat on the Back: Everyone pat the back of the left shoulder with their right hand.

Texas How: How! How! Howdy pardner!



JANUARY CORE VALUE



POSITIVE ATTITUDE



ADULT RECOGNITION

This is a good time to recognize those fellow leaders who have gone the extra mile. These awards should be simple—and in fun—and can be made with things around the house or found at a craft store.

1. For being a lifesaver (A package of life savers)
2. For being totally awesome (a box of Total)
3. For immeasurable service (A ruler)
4. For a blooming personality (a plastic flower)
5. For being the apple of our eye (A plastic or real apple)
6. For lighting up the meetings (a light bulb)
7. For putting your best foot forward (a plastic foot)
8. For a ducky job (a toy duck)
9. For a over abundance of energy (a size D battery)
10. For colorfull ideas (a box of colors) Gifts &
11. For being tops with us (a toy top) Gimmicks
12. For being #1 (a birthday candle that is a #1)
13. A note of thanks (a toy musical instrument)
14. Greatest scouting fan (a small fan)
15. For raisin leaders (a box of raisins)
16. For adding an extra spark (a spark plug)
17. For being a sweetie (a candy bar)
18. For being a joy to be around (an almond joy bar)
19. For guiding us in the right direction (a compass)
20. For being a good egg at helping (a plastic egg)
21. For giving a helping hand when needed (a plastic hand)
22. For refreshing ideas (a bottle of Listerine)
23. For caring enough to give the best (a hallmark card)
24. For being the official cheerleader (a box of cheer)
25. For putting in a lot of time (a toy watch)
26. For seeing that everyone was trained (a small toy train)
27. For keeping everyone informed of changes(a toy telephone)
28. For sticking with us (a bottle of glue)



OPENINGS



PACK PRAYER

Dear Lord we hope that Scouting and our different cultures and those values which we hold most dear - - language - respect - skills - abilities - health - wisdom - justice - will have played a role in equipping our boys to be tomorrow's leaders. we hope that today's children will be tomorrow's leaders, who will be able to usefully apply the knowledge and skills learned during their Scouting experience, and who will be able to appreciate the cultural experiences acquired through Cub Scout Pack _____. Amen

U ARE IMPORTANT

Cub 1: We cannot spell: C_B SCO_TS without U

Cub 2: We cannot spell: YO_TH without U

Cub 3: We cannot spell: AD_LT without U

Cub 4: We cannot spell: S_CCESS without U

Cub 5: We cannot spell: F_N without U

Cub 6: We cannot spell: O_TDOORS without U

All: Clearly, Scouting needs U!

SAVE OUR WORLD, SHARE OUR CULTURE

Each Cub holds a poster with his letter on one aide and his part written on the other if needed. For a boy who may be to shy to speak or who's handicap may not allow him to speak. They can hold up the "&" poster and all the boys can say together "and. " If available boys could also be dressed in the traditional costumes of their cultures.



S Scouting brings all together.

A Adults help to teach us tolerance.

V Vision a world were we all care.

E Excitement and joy would fill the air.

& And

S Scouting makes us think about each other.

H Hoping our differences help us not hinder.

A Adults teach us to face challenges each day.

R Right and wrong we know the way.

E Each of us can make a difference.

ALL Peace can come to all of us, if we share our cultures and respect each other.
Will everyone please stand for the Pledge of Allegiances.



CLOSINGS

I'M A BOY

1st Cub: Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

2nd Cub: I can dam a stream with boulders, I can climb trees to the top. I can run for blocks and blocks and never even stop.

3rd Cub: I can't solve a chemical equation or lecture on Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

4th Cub: I don't know much about flowers, but smelling them is a joy. I don't think I'm a failure. I'm a genius at being a boy.

Cubmaster Minute

As the nineteenth century ended, men on both sides of the Atlantic worried about boys, especially poor immigrant boys in the teeming cities, who seemed destined for delinquency or poverty. Ernest Thompson Seton, a Canadian naturalist, wildlife painter, and children's author, summed up these anxieties: "It is the exception when we see a boy respectful of his superiors and obedient to his parents, handy with tools and capable of taking care of himself, under all circumstances whose life is absolutely governed by the safe old moral standards." Seton looked around for "robust, manly, self-reliant boyhood," and found instead "a lot of flat-chested cigarette smokers, with shaky nerves and a doubtful vitality"—just as his British contemporaries found an alarming number of young men unfit for the draft.

These concerned men responded by creating a host of character-building organizations, the most powerful of which was the Boy Scouts. The organization grew out of Seton's newly created boys' group, the Woodcraft Indians, and the insights of an ebullient British war hero, Robert Baden-Powell. Lord Baden-Powell had returned to England from the Boer War in 1903 to find children devouring a soldiers' scouting manual he had written. Teachers urged him to revise the manual for boys, and Baden-Powell, inspired by Seton's Woodcraft Indians handbook, seized the challenge.

He envisioned a new organization that would draw on wartime scouting lore and ancient codes of chivalry to teach boys the Victorian virtues. King Arthur's Round Table, Baden-Powell understood, resonated in boys' souls, for it symbolized the marriage of strength and goodness, by contrast with today's "gangsta" culture, which defines manliness as violently predatory. The aim of this new organization, Baden-Powell wrote in 1906, "is to develop among boys a power of sympathizing with others, and a spirit of self-sacrifice and patriotism."

Baden-Powell believed that Scouting's core virtues of selflessness and the cheerful performance of duty were as valid for the poor as for the upper and middle classes. "Everything on two legs that calls itself a boy has God in him," he insisted, "although he may—through the artificial environment of modern civilization—be the most arrant little thief, liar, and filth-monger. Our job is to give him a chance." Respect for others, without class distinctions, was a scout's universal duty.

We are taught tolerance for others, respect for our difference, compassion for those less fortunate. We all walk in the same shoes. Those of a Scout and a Scouter. May we always remember to treat each other with goodwill. Goodnight.



SONGS

CUB SCOUT PRAYER

(Tune: O Tannenbaum)

Lord, in this evening hour I pray,
For strength to do my best each day.
Draw near to me that I may see,
The kind of Cub that I should be.

In serving other, let me see,
That I am only serving Thee.
Bless me, Oh Lord, in Thy great love,
That I may be a better Cub.

--Southeastern Massachusetts Cluster Council
Pow Wow 1997

THAT'S WHY WE ARE IN CUB SCOUTS

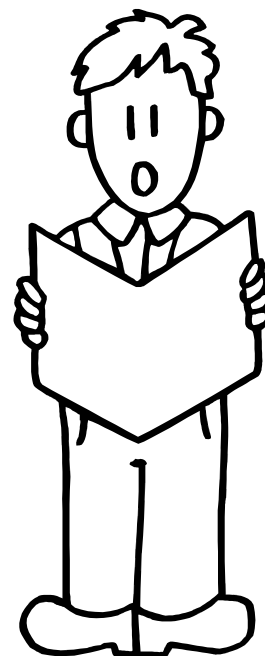
(Tune: Deep In The Heart Of Texas)

The fun things in life,
Our family's delight!
(clap hands four times)
That's why we're in Cub Scouting.

We do our best,
To pass each test
(clap hands four times)
That's why we're in Cub Scouting.

Just me and my son,
Work, play and have fun,
(clap hands four times)
That's why we're in Cub Scouting.

We think our pack's great,
We keep it first-rate;
(clap hands four times)
That's why we're in Cub Scouting!
Bay Area Council Pow Wow, 1994



I AM SPECIAL

(Tune: Frere Jacques)

I am special, I am special
Yes I am! Yes I Am!

I am very special
No one else is like me.

I am me! I am me!

Nashua Valley/Pioneer Valley
Pow Wow 1996



SKITS

WE ARE ALL ALIKE, WE ARE CUB SCOUTS

Have the boy's list different ways that they have seen others being treated unfairly because of their physical challenge. Then have them give ways to correct the situation. Take three or four of those ideas and let the boys role play the situation for the entire pack. In this way they have the opportunity to share with the entire pack and help to develop empathy for the challenges experienced by others.



MAKING A CUB SCOUT

CHARACTERS:

Child

Two Leaders

Two Parents

PROPS: You will need a large table for the child to lie on during the "operation." The "doctor" can carry a large cardboard knife. Props to be "removed" are tacked to back of table, out of sight. Those to be "put in" can be placed nearby. (Props are listed where used.)

NARRATOR: We are about to instruct you in the method of making a Cub Scout. To complete this project, you will need one small eager boy, two interested parents, one patient Den Leader, and one courageous Cubmaster.

(Each character enters as his name is spoken. Boy wears uniform under a large loose-fitting shirt and climbs up on the table. Others don surgical masks. As the narrator continues, the operation proceeds, with Cubmaster acting as doctor. Den Leader and parents hand him the things to be put in and take the things removed. When the boy is hidden under a sheet, he removes his shirt.)

NARRATOR: Cover him with fun and good times

(Hold up posters labeled "FUN" and "GOOD TIMES" and cover boy)

We use laughing gas for anesthetic.

(Use a tire pump labeled "Laughing Gas.")

Take out hate and put in Love.

(Hate - lump of paper, so labeled. Love - big paper heart, labeled).

Take out selfishness, put in cooperation.

(Sign "I," sign "WE).

Take out idle hands, put in busy fingers.

(Idle - empty rubber gloves. Busy - glove full of flour.)

Take out laziness, put in ambition.

(Laziness - rag; Ambition - blown up balloon.)

After this pleasant operation, we have a "CUB SCOUT."

(Remove the sheet. Boy, in uniform, stands up and gives the Cub Scout sign.)

Long Rivers Council Pow Wow 1992



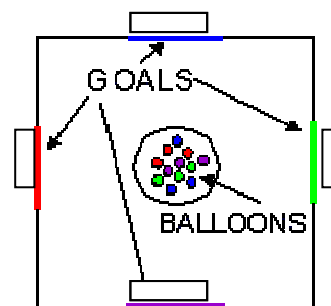
GAMES

BALLOON BLOWOUTS

Balloon Blowout where some players are blindfolded and given a partner, verbally and physically guiding them, to simulate a blind person playing.

EQUIPMENT:

*Balloons of four different colors
8 pylons
Badminton rackets.*



OBJECTIVE:

Put all four of your balloons in each goal, one in each goal.

DESCRIPTION:

Divide into four teams. The playing area is a large square. A goal for each team is made on each side of the square. At the center is a pile of balloons. The balloons of the color assigned to your team must go in each goal. Balloons are moved using the badminton rackets.

WHEELCHAIR BUDDY RELAY

EQUIPMENT:

*Wheelchairs
Anything to create obstacles*

OBJECTIVE:

To be the first team to complete the relay.

DESCRIPTION:

The group is divided into two teams. Within each team, find a partner. One of the partners will be seated in wheelchair. The other will direct the wheel chair bound through the maze without touching the obstacles. First team through wins.

PARTNER SHOE SCRAMBLE

Have all the boys put their shoes in a pile 20 feet away from the starting line. Mix up the shoes so that no pairs are together. Divide into two teams On signal, the first boy:
Runs to the pile picks out their shoes race back to the starting line carrying their shoes
then put their shoes back on. Once he has put his shoes on he goes to the back of the line and the next boy goes. The first team to finish wins.

SHOEBOX RELAY

Provide each relay team a pair of empty shoeboxes. On signal, one player from each team places his feet in the boxes and shuffles to the goal line and back. Make sure the adults participate too!

WALK IN MY SHOES RACE

Really, really, really big gum boots or galoshes.
Divide the boys into two teams. Have them take off their shoes and stand in two lines. Place the huge boots at the starting line and have the boys put on the "boots" race down to a turn-around point and return to give the boots to the next in line.



ADVANCEMENT CEREMONIES

CRACKER JACK

Show the boys a box of cracker jacks. Inside you will find a prize. Draw each of the boys awards from the box. Let the parents pin the awards to their sons uniform. After all the awards have been handed out say the following to the boys.

The label says that the prize is inside. I really think that the prize is on the outside. Why? The prize in life when you go outside of your own box or comfort zone.

Sometimes going out of your way for others is the only way to really help others and feel accomplished in what you do.

This month we have learned how to help others and be aware of others differences. I hope that we will always think of others and how they would feel about the things we say or the actions we do. So thinking "This is the way we have always have done it" doesn't cut it any more. As Scouts, parents, and a community we can change the intolerance in the world today.



ACTING PARTS IN LIFE

CUBMASTER: Tonight we would like to congratulate the pack on the advancements they have made over the last month. Would the following boys _____ please come forward with their parents to be presented with their award. After presenting the boys with their advancement say the following:

Our lives are made up of many different acts or parts. As young boys, you act the part of a Webelos, or a Cub. In school you act the part of a student.

At home you act the part of a son. Whatever part you act, do what is right and do your best so you too someday may be a good parent and a good citizen just like all the adults around you today. Continue to advance and learn as you enjoy your Scouting program.

CRAFTS

Dream Catcher

By Linda Musante. Reprinted with permission from Hands-On Crafts for Kids.

According to Native American legend, the Dream Catcher allows good dreams to pass through and slide down the feathers onto the sleeper. A bad dream becomes entangled in the web of the Dream Catcher.

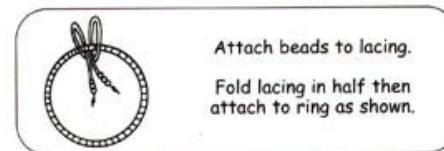
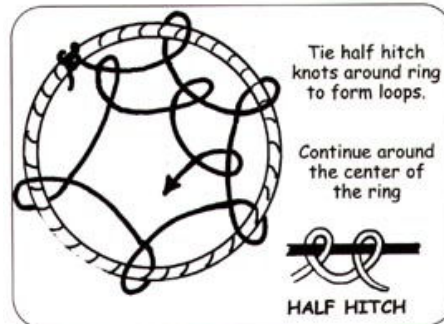
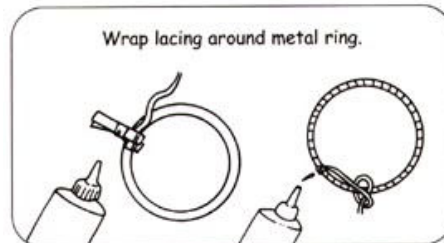
Supplies: Tacky glue, 6" Metal ring, Assorted Pony beads (we used regular 6mm x 9mm and the new mini beads), 8 yards beige suede cord, Natural cotton twist cord (or twine), Feathers, Scissors, Ruler, 2 Clothespins





Directions:

1. **Wrap the ring:** Spread glue on first inch of suede lacing and hold in place on the ring with a clothespin. Wrap the lacing around the metal ring, being careful not to twist the lacing. Glue the end to the lacing where they meet and hold with the clothespin until dry.
2. **Tie the webbing:** Roll cotton cord loosely into a ball. Knot one end of cotton cord around the metal ring then seal the knot with glue. Tie approximately six half hitches every three inches around the ring. Pinch each completed knot as you begin the next. Add a half hitch next to the knot where you began. Then begin tying half hitches in the middle of the cord you already added. Continue until you complete a total of three more circles of half hitches. Weave in some mini beads if desired. Double knot the cord in the center of the webbing then seal knot with glue. Cut off excess cord.
3. **Adding the hanger:** Cut three 10" lengths and three 12" lengths of suede lacing. Knot ends together of one 10" length and insert one end of loop through metal ring at the top. Draw knot through loop and pull tight.
4. **Adding the dangles:** Knot one end of each of the other laces. Thread an even number of beads onto each lace then knot other end. Slide the same number of the beads up to each knot. Fold lacing in half then attach the same way as the hanger.
5. Glue on feathers if desired.



Mini God's Eyes

(From www.makingfriends.com)

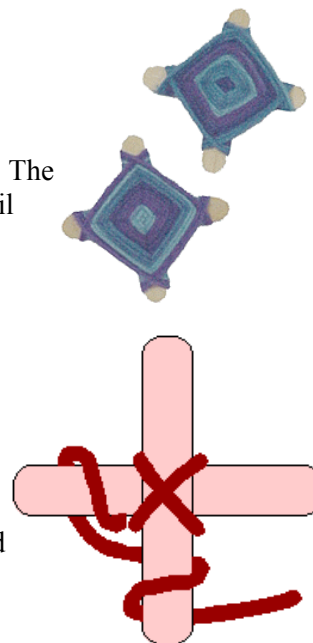
These make great neckerchief slides.

The Ojo de Dios or God's Eye is an ancient symbol made by the Huichol of Mexico. The central eye was made when a child was born. Each year, a bit of yarn was added until the child turned five at which point the Ojo is complete.

Supplies: Multi-colored yarn, Mini Craft Sticks, Tacky Glue or Glue gun with low temp glue sticks, 1/2" PVC schedule 40 pipe cut into 1/2" rings

Directions:

1. Glue two mini craft sticks together forming an "X".
2. Glue the end of the yarn to the middle where your sticks cross.
3. Begin by wrapping the yarn over and around one leg of one craft stick, then over and around the next leg. Pull the yarn tight each time and push it toward the center. (Diagram shows backside of the God's Eye).
4. Continue until the craft sticks are covered. Glue and trim.
5. Use the glue gun to glue the completed God's Eye onto the PVC ring.





RUN ON/ APPLAUSE

What do you give an elephant with big feet?

Plenty of room

What wears shoes but does not walk?

A footpath

How does a tennis player sneeze?

A-tennis-shoe! A-tennis-shoe!

What has one foot and four legs?

A bed

What do bears and wolves get when they walk along the beach?

Sandy Claws!

Why don't bears wear shoes?

So they can go BEAR-foot.

DEN YELLS

North, South,
East or West
Den ____
Is the Best!

Show us some action!
Show us some spark!
All for Den ____
Stand up and bark.



United we stand
Divided we fall
Den ____ is the best of all

We've done fine!
We've done well
Now for an ear splitting yell
Den ____ Den ____ Den ____





FEBRUARY CORE VALUE



RESOURCEFULNESS



CEREMONIES

Experimenting in the Kitchen - Opening

Cub #1 - We've been experimenting in the kitchen.

Cub #2 - We've experimented with food. Besides learning we got to eat our experiments.

Cub #3 - But we didn't eat everything though. Sometimes stuff in the kitchen is poisonous.

Cub #4 - We saw chemical reactions like bubbles and foam.

Cub #5 - We learned that chemistry is a part of everyday life, like a loaf of bread.

Cub #6 - We had fun. We had food. We had fellowship.

Cub #7 - Now it's time to share all this with our families.

Cub #8 - Welcome to our pack meeting!

Genius Night - Opening

5 boys with graduation hats on and numbers 1-5 on their shirts, 2 judges and MC.

MC: To begin the pack meeting tonight, a panel of judges will decide who the real genius is among these boys. Tell us why you feel that you should be called a genius.

Boy #1 - I'm the genius because I discovered the hamburger.

Boy #2 - No! I'm the genius because I invented the television.

Boy #3 - No! I'm the genius because I got all A's on my report card.

Boy #4 - No! I'm the genius because I can play the guitar, juggle oranges and tap dance all at the same time.

Boy #5 - I'm the genius because I joined Cub Scouts!

MC - Thank you boys. Judges, may I have your decision please?

MC - By an overwhelming vote, Contestant #5. He is the greatest genius because he was smart enough to join Scouting.

Twenty-five Cent Question

Personnel: Cubmaster

Equipment: Awards

Setting: For this ceremony, you will want to coach the boys who will be receiving awards so that they properly react to questions when asked. Some questions they will purposely miss. Cubmaster or



advancement person should use a quiz show host manner in delivering this ceremony. This can be a lot of fun for all if you make it that way.

CM: Welcome folks, to the Twenty-five Cent Question Show, brought to you live tonight right from ____ school where we are attending pack ____'s meeting. I want to thank this nice pack for allowing us to test their "Genius" Cub Scouts on our show, and we want to thank our sponsor, Handy Dandy Cream, the everything cream. Use it to keep your hands soft, brush your teeth, set your hair, get rid of athlete's foot, and squirt it right on your favorite pudding. Yes sir, Handy Dandy Cream, you'll want to rush right out and get some. Now back to our show. We have a team of boys here who are ready to challenge our show in the category of Cub Scouting. Will the following boys on the first team come forward with their parents.

(calls name of Bobcat recipients) Now boys, for the first plateau, you may confer if you like and then give us your answer. Now boys, what is the Cub Scout motto?

Bobcats: (Bobcats can act like they are conferring and then shout together) Do your best!

CM: You're absolutely right! Congratulations, you have just arrived at the first plateau and you have won the Bobcat badge. We will present this to your parents to be presented to you. (present badges) Now, on to the second plateau. Our second question is the Wolf Badge. Can you tell me, how many achievements must you pass to earn the Wolf Badge? (Bobcats confer but give up without answering.)

CM: Sorry boys, the time is up. You may sit down and let's bring up our second team, who, on a previous show, won the Bobcat and are now ready to try for the second plateau of Wolf (Call the names of boys who have earned the Wolf badge, ask the parent to come forward also.) Now boys, can you answer the second plateau question for your Wolf Badge? How many achievements must you pass to qualify for your Wolf Badge?

Wolves: (Wolves confer and shout) 12

CM: Congratulations! You have just won your Wolf Badge. (Present badges to parents who then pin on boys).

(Go on in this manner until you have awarded all of your advancements for the month, making the Arrow of Light the "Twenty-five Cent" question and you may even give those boys a quarter.

Just Imagine - Closing

Can be done by the Cubmaster or four Scouts.

#1 - Rudyard Kipling, the famous English author, who wrote the story of the Jungle Book, wrote a little poem. It begins like this:

I keep six honest serving men
They taught me all I knew;
Their names are What and Why and When
And How and Where and Who.



#2 - If you make these six your servants imagine the things you could do! Just imagine for a minute that a little green man from outer space lands in your backyard. Now he wants to know how the picture gets in the television. What causes thunder? Why does night come? Where did your parents live before you were born? Could you answer his questions?

#3 - From this moment on you can decide to be an investigator. Ask questions about everything that you have ever wondered about. What are clouds made of? Are all of the lights in the night sky stars? How would I take care of myself if my parents were gone all day? What can I make by myself? How old are my pets compared to me? What kind of insects live in the field behind my house? How do they protect themselves? What is the street made of? Why is it cooler in the mountains than down in the valley? If the mountains are closer to the sun shouldn't it be hotter? If your parents, teachers and leaders can't give you the answers, then look to books and computers. Just imagine!

#4 - Look around and you will find hundreds of things waiting to be investigated. You've only one life and future...make the best of both!

Kitchen Chemistry - Closing

We've all seen a pot of water boiling on the stove. We've seen the water vapor (which many of us mistakenly call steam) rising above the pan. If we allow the process to continue, we see that eventually there's no more water left. The H₂O, in its gaseous state, becomes a part of the atmosphere. In a closed experiment, that water vapor would be trapped in tubes and recaptured. We don't have that sort of equipment in the ordinary kitchen where our experiments took place this month.

We are gathered here together because of one common bond, the boys in our pack. They have graduated on to new, challenging programs as of today. Our challenge, as parents and family members, is to capture their enthusiasm and energy, to direct it in a positive manner. They need our input, providing them with the proper direction, just like the chemical lab captures and redirects the water vapor in an experiment. That's a big part of what the Scouting program is all about.

CRAFTS

Periscope

Materials: Large shoe box
2 pocket mirrors
2 strips of cardboard 1 1/2" wide
Heavy-duty tape
Optional: Markers or paint

Cut out rectangular windows at opposite ends of the box's long sides. Place the box on a flat surface and lean the mirrors across the corners opposite each window.

Make cardboard hinges to attach the mirrors. Use the 2 strips of cardboard, Glue the back of a mirror to the center of each strip. After the glue dries, fold back the end tabs of the strips and apply more glue. Adjust the angles of the mirrors until you can look in one window of the periscope and see clearly out of the other.

Then press the end tabs down firmly and let dry. After the mirrors are securely in place, be sure to take a sneak preview before taping the lid on the box. Optional: The box may be decorated before putting in the mirrors.

Balloon Launcher

Supplies: Scissors, plastic lid from cottage cheese container, push-pull squirt cap from a bottle, glue, round balloon

Instructions:

Cut a hole, 3/4 inch in diameter, in the center of the plastic lid.



Center the push-pull cap over the hole and glue it to the lid, with the lid's writing face up. Use enough glue so that no air spaces are left between the plastic surface of the cap and the plastic of the lid. Let dry completely.

Blow up a round balloon and slip the opening of the balloon over the opening on the closed squirt cap.

Place the device on a smooth surface, such as a table top, or you can launch it in water. Lift the squirt cap opening so that the air escapes from the balloon. Your balloon launcher will glide effortlessly.

Super Sparker

Supplies: Scissors, clean Styrofoam tray from your supermarket, masking tape, aluminum pie tin

Cut a piece off one corner of the Styrofoam tray, as the picture shows. You'll have a long bent piece that looks a little like a hockey stick.



Tape the bent piece to the center of the pie tin. Now you have a handle!



Rub the bottom of the Styrofoam tray on your hair. Rub it all over, really fast.



Put the tray upside down on a table or on the floor.

Use the handle to pick up the pie tin. Hold it about a foot over the Styrofoam tray and drop it.

Now, very slowly, touch the tip of your finger to the pie tin. Wow! What a spark! (Be careful. Don't touch the Styrofoam tray. If you do, you won't get a spark!)



Use the handle to pick up the pie tin again. Touch the tin with the tip of your finger. Wow! You get another spark.



Drop the pie tin onto the Styrofoam tray again. Touch the pie tin. Another spark! Use the handle to pick up the pie tin. More sparks!

You can do this over and over for a long time. If the pie tin stops giving you a spark, just rub the Styrofoam tray on your hair again, and start over.

Sparks in the dark.....

Try using your Super Sparker in the dark. Can you see the tiny lightning bolts you make? What color are they?

What's going on? What makes the Super Spark spark?

When you rub Styrofoam on your hair, you pull electrons off your hair and pile them up on the Styrofoam. When you put an aluminum pie tin on the Styrofoam, the electrons on the Styrofoam pull on the electrons. Some of the electrons in metals are free electrons—they can move around inside the metal. These free electrons try to move as far away from the Styrofoam as they can. When you touch the pie tin, those free electrons leap to your hand, making a spark.

What does all this have to do with lightning?

The lightning bolt is a dramatic example of static electricity in action. You see lightning when a spark of moving electrons races up or down between a cloud and the ground (or between two clouds). The moving electrons bump into air molecules along the way, heating them to a temperature five times hotter than the surface of the sun. This hot air expands as a supersonic shock wave, which you hear as thunder.

**Charcoal Crystals**

Supplies needed per boy: 1 charcoal briquette, 1 clay pot fragment, 1 bowl

Place the charcoal briquette and clay pot fragment into the bowl.

Mix: 4 tablespoons non-iodized salt, 1 tablespoon ammonia, 4 tablespoons liquid bluing, 4 tablespoons water.

Stir till salt is partially dissolved. Spoon this into the bowls making sure some salt falls over the charcoal and the clay. Put drops of food coloring (different colors) on various parts of the garden. Leave it several days and crystals will form.

Rock Tester

How do geologists identify their specimens? This is one way. It is best to do this experiment in a sink or basin. Vinegar may be substituted for the lemon juice.

What to do: Pour the lemon juice over the rocks.

What happens: The liquid bubbles on some, but not on others.

Why: When the lemon juice bubbles, the rock sample is either limestone or marble. Limestone, a sedimentary rock formed under water from mud and silt, contains a carbonate form of calcium, an alkaline earth metal. When you add the lemon (an acid) to the alkaline of the limestone, it forms carbon dioxide. That makes the liquid bubble up, just as pancakes and cakes puff up when you add baking soda to the batter. Actually, baking soda can be made from limestone. Marble is a rock formed under great heat and pressure from limestone. It reacts to acid just as limestone does. You get similar results if you add lemon juice to chalk, because it, too, is made of limestone.

**GAMES****Invention SCRAMBLE RELAY**

Write the letters INVENTION on separate pieces of paper, make two sets of them.

Divide into 2 teams. On signal the, 1st one of each team races to where the cards are all scrambled. He picks up any letter from the pile and the pencil beside it, writes any work beginning with that letter on the paper, then races back to tap the next in line. They all take turns doing this until all the letters have been used. If a boy can't think of a word beginning with his chosen letter, he may choose a different letter not used and write a word for that letter. However, he can't come back and tap the next until he has written a word and the team can't complete the relay until every letter has at least one word written on it. The first team done is declared the winning team.

The boys have lots of fun doing this one and won't realize they are learning the art of quick thinking, learning new words, and team work. To make it harder you can require 2 or 3 words on each letter. If the boys want to play it a second time, that might be a good time to make the rules a little tougher.



PROGRESSIVE INVENTION KIT

This can be a combination of a craft project and game. It can be varied in many ways to suit the needs of your den. It can combine the fun of a game with teamwork, thinking fast and imagination. Give each person 2 or 3 scrap items without telling him what he will be doing with them. The bigger the variety, the better so that they can all pick different things. Divide group into 2 teams. Each team sits around a table or in a circle on the floor. Have items available to each group such as stapler, scissors, glue, tape, hammer, and nails, etc. On signal, player #1, combines his items in some fashion to make a project. After using all his items, he then passes it to the next person, who adds all his items in some way using glue, nails, tape, staples, etc. as needed. This continues around the team until everybody's items have been added and a completed project is in front of them, at the end. When a whistle is blown, the project is done. Then the group takes a few minutes to make a description of their project, giving it a name and tell with it does. Here's where a boy's imagination can create some unbelievable contraptions. The explanations will be shared and are bound to bring a lot of laughs. This could also be done in a den by pairing the boys off to do this if you have an even number of boys thus having more groups competing with each other. At the end of this, everybody should get a genius award of some kind for their participation.

Find A Name

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

Find and circle the last name of these famous inventors:

Sir Isaac Newton
 Michaelangelo
 Leonardo Da Vinci
 Albert Einstein
 Eli Whitney
 George Washington Carver
 Thomas Edison
 Werner Von Braun
 Robert Watson Watt

Aristotle
 Johannes Gutenberg
 Louis Braille
 Joseph Lister
 Guglielmo Marconi
 Orville Wright
 John Logie Baird
 Alexander Fleming

Galileo
 James Watt
 Robert Fulton
 Emile Levassor
 George Eastman
 Willem Koiff
 Alfred Nobel
 Roger Bacon



SKITS

THE ROBOT INVENTORS

Characters: 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards), 7th Scientist is dressed in the same manner and wears a top hat, boy dressed in cardboard robot costume
Setting: Table, covered with old sheet reaching to the floor in front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO INVENT A ROBOT" while another looks over his shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it.

(Scientist #7 enters from stage left, carrying top hat)

SCIENTIST 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places the hat on the table) You just say, "Abra-Ca-Dabra 1-2-3!" reach in and....

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times,

SCIENTIST 5: That's RABBIT not ROBOT you dunce!!

(They chase Scientist 7 offstage, waving book, spoon, etc. Scientist 6 starts to join them but stops and looks at hat on table.)

SCIENTIST 6: (shrugging shoulders) It just might work! Abra-ca-dabra 1-2-3! (He takes hold of hat with left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reached behind table and pulls up the robot who has been hidden) hey, you guys! It worked! Now I'll just push this button....(pretends to push button on front of robot)

ROBOT DROPS TO ALL FOURS, HOPS OFFSTAGE SHOWING A BIG FLUFFY BUNNY TAIL BOBBING AT BACK)

The Invention

Cast: 4 or more boys

Scene: Boy 1 is sitting on a chair (bed). Toys and clothes are scattered all over the "room". He is deep in thought. Several of his friends have come over to see him....friends enter.

ALL: Hi ! What are you doing?

BOY 1: Just thinking.

BOY 2: Thinking about what?

BOY 1: My invention,

BOY 3: Are you inventing something?

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

BOY 4: What are you going to make? Maybe we could help.

BOY 1: Really? Do you all want to help?

ALL: SURE!

BOY 1: OK. (he stand up) First of all, I need a box. There's one in my closet. (BOY 2 goes off stage to get a box) Then I need 2 toy airplanes, (BOY 3 picks them up) And I need some kite string. (BOY 4 gets it) [Continue with this until all the toys have been picked up by the boys. Last I need some rags. We can use my clothes for that. (They pick up the clothes)
BOY 1 LOOKS AROUND THE "ROOM". Well, that just about takes care of it.

BOY 2: Takes care of what?

BOY 1: My invention! I just invented a way to get my room cleaned before my mom get home!



The Vision Problem Audience Participation Skit

Divide the audience into four sections and assign each a sound.

MURRAY: Blink, blink. Squint, squint.

WESLEY: Snicker, snicker.

GLASSES: I can see!

CARD: Home run!

MURRAY Mole was excited because he was finally going to buy a genuine Mickey Mandrill rookie CARD from WESLEY Weasel. All his life MURRAY had saved for this baseball CARD, and today he was finally going to get one! Before getting out of bed, MURRAY put on his GLASSES. Being a mole, MURRAY's eyes were weak and he needed GLASSES to see the slightest distance ahead. Even with his GLASSES, MURRAY was a bit unfocused, but at least the GLASSES helped.

After getting dressed MURRAY gathered up his savings and hurried to WESLEY's. "Can I see the card now?" MURRAY asked. "Did you bring the money?" WESLEY demanded. When MURRAY said yes, WESLEY brought him inside. "Wouldn't you like a nice glass of water first?" WESLEY asked. "Okay." shrugged MURRAY. WESLEY went into the kitchen and came back with a big glass of water. As he approached MURRAY, WESLEY tripped and spilled the water all over MURRAY. "I'm so sorry." said WESLEY. As he tried to wipe up the water, WESLEY knocked off MURRAY's GLASSES.

The GLASSES fell to the floor, and WESLEY kicked them under the table to hide them. "Oh, no!" MURRAY cried. "Now I won't be able to see the CARD, and I need to make sure it is the real thing!" WESLEY sadly shook his head. "Would I sell you a phony card? Here, see for yourself". WESLEY handed a CARD to MURRAY. It felt like the right size and weight, but without his GLASSES, MURRAY couldn't see what was printed on the CARD. "You'd better hurry up and decide. Bubba Bear will buy this CARD if you won't take it. MURRAY swallowed hard. He felt very hot. "Can I have another drink of water first?" WESLEY shrugged and went to the kitchen.

When the weasel returned, MURRAY was still squinting, but he had a big smile. "I thought of a way I can examine this CARD before I buy it," MURRAY said. WESLEY grumbled unhappily as MURRAY discovered he had almost bought a fake card.

Can you tell me hoe Murray examined the card without his glasses?

He looked at the card through the glass of water, which worked like a magnifying glass.

SONGS

Whoops, You're A Genius

(Tune: All Around The Mullberry Bush)

A block of wood, a piece of wire,
or junk that seems the seediest,
just put it all together now,
Whoops, you're a genius.

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

Tomorrow's Computer

(Tune: Down by the Station)

Out in the workshop
early in the morning
See the Cub Scout Genius
Busily at work
Building a computer
Watch him push the buttons
Buzz, buzz, flash, flash
Won't compute



The Invention

(Tune: The Farmer In The Dell)

I had a genius kit,
Thought lots about it,
I laid the pieces side by side,
And examined them bit by bit.

A nut, a bolt, a screw,
A piece of wood too,
A leather scrap, some furry nap,
And a little bottle of glue.

A needle and some thread,
A nail without a head,
A piece of fire, a bit of wire,
And this is what I said:

“I don’t see how this mess,

Can really quite express,
My urge for building something grand,”
But now I must confess:

I sewed and nailed and glued,
Until the thing I viewed,
Was something grand, you understand,
A mechanical dog that mooed.

APPLAUSES

Invention Cheer: I’ve made it, I’ve made it. Don’t know what it is, but I’ve made it!

Magic Cheer: Put hand up sleeve then pull it out and shout “Sha-zam”!

Mad Scientist Cheer: Hold an imaginary test tube up in one hand and pour into it with the other hand. Shake it then shout “BOOM”!



MARCH CORE VALUE



COMPASSION



CEREMONIES

Cub Scout's Pledge To Himself

Arrangement: Pack flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, come on stage, stand near the pack flag and recite one of the statements below. Upon finishing, each Cub Scout salutes the Pack and retires to rear of stage, where a horseshoe is formed.

1ST CUB: May I grow in character and ability as I grow in size.

2ND CUB: May I be honest with myself and others in what I do and say.

3RD CUB: May I learn and practice my religion.

4TH CUB: May I always honor my parents, my elders and my leaders.

5TH CUB: May I develop high moral principles and the courage to live by them.

6TH CUB: May I strive for health in body, mind and spirit.

7TH CUB: May I always respect the rights of others.

8TH CUB: May I set a good example so that others may enjoy and profit from my company.

9TH CUB: May I give honest effort to my work.

10TH CUB: May I regard my education as preparation for the future.

(As the last Scout finishes his lines and completes the horseshoe formation behind Pack flag, all 10 boys join hands for the Living Circle and repeat the Promise.)

Good Will

Setting: Eight uniformed Cub Scouts line up across front of room holding large cards with letters to spell out G-O-O-D-W-I-L-L. Each boy shows his card as he speaks.

G - Greetings we bring now to everyone.

O - On this special night of fun.

O - Once again it's that special time of year.

D - We're doing our best to spread good cheer.

W - Welcome to our meeting. It's sure to be worthwhile.

I - Would you all please give us a great big smile.

L - Letting the feeling of good will spread all around.

L - Let's all stand and let our happy voices sound.

(Lead audience in singing a patriotic song, and then lead the Pledge of Allegiance)



Twelve New Things

Props: Have the large cardboard badges with stands for each. Start with all laying flat and set each one up in turn.

BOBCAT: I have learned five new things. I can give the Cub Scout Promise and the Law of the Pack. I know what Webelos means. I promise to do my best. I am a Bobcat. (call boys and parents forward and present badges.)

WOLF: I have learned twelve new thing. I grew physically and spiritually. I developed habits and attitudes of good citizenship. As I grew in mind and body, I also grew within my family. I learned to get along with others and gained a sense of personal achievement. It is fun being helpful and doing your best. I am a Wolf. (call boys and parents forward.)

BEAR: I too have learned 12 new things. They required more skill and effort, but were fun and interesting. Many of the things I learned were preparing me to be a Boy Scout. The electives started giving me ideas about hobbies I might want to pursue in life. I am a Bear.

(call boys and parents forward).

WEBELOS: I am learning and understanding the requirements to become a Boy Scout. The Scout Oath and the Scout Law, and the parts of the Scout badge. I am learning about the outdoors through activities and the outdoor code. I have earned three activity pins. I am a Webelos. (call boys and parents forward).

ARROW OF LIGHT: I to am learning about the requirements to become a Boy Scout. I can repeat from memory the Scout Oath and Scout Law. I have earned four more activity pins. I have visited a troop meeting and talked with the Scoutmaster. I have been on an overnight compute. I have attained the highest award in Cub Scouting. I am The Arrow of Light. (call boys and parents forward)

Light and Heat Closing

Cub #1: Did you ever stop to think that each one of us is like a light switch? We all tend to give off some light and heat.

Cub #2: One of the most important questions is: How much light and heat radiates from you?

Cub #3: Every one of us gets ‘turned on’ by different things’. And when each of us gets our switch turned on, we should shed more light than heat.

Cub #4: Look at it this way: When someone throws your switch, what do they get? Do they get heat, in the form of anger, grumbling, argument?

Cub #5: Or light - friendliness, kindness, and understanding. What you give off depends on what you are plugged into - what you really are inside, as a person.



GAMES

Helping Hands:

Give each boy a piece of paper with "HELPING HANDS" written across the top of it. Set a time for 5 minutes and have each boy write as many ways as he can think of for him to be helpful to others under each letter. The only words he can use must start with the letter.

Green Balls:

Give each boy five green paper balls as he arrives at the den meeting. During the meeting, if anyone makes him say "yes" or "no" to a question, he must give that person one ball. The object of the game is to get possession of as many balls as possible. Alert boys will find a way to answer questions without using the forbidden words.

Scavenger Hunt:

Purpose - To increase awareness of not only the existence of litter, but types of litter people throw away and the responsibility outdoor users have to not litter.

A scavenger hunt is nothing new to most kids. This one has a somewhat different twist because the items must be trash that has been discarded on the ground -- raiding garbage cans is not allowed.

1. Divide participants into groups of 3-5 people. Give each group a sack or box, a list of items to be found, and a pencil.
2. Instruct each group that the items to be found must be lying on the ground.
3. Send the groups out to hunt after telling them what specific time they must return.
4. Award prizes to the group finding the most items on the list.
5. Ask participants how they felt searching for and picking up trash and garbage. Are they guilty of littering at times?
6. Plan a cleanup project in the community or sponsor a recycling drive

SUGGESTED LIST

an aluminum can
a metal can
something rubber
a shiny object
glass
something edible
paper
something made of cloth
a sharp object
something with writing

a wrapper
something burnt
plastic
a piece of clothing
something once alive
something wooden
something not man made
a round object
something with a hole in it
something that smells



SKITS

The Gift of Goodwill

Arrangement: A group of 8 Cub Scouts are gathered around, wrapping Christmas gifts.

Each boy is wrapping a gift. Den Chief enters.

Den Chief: Hey, guys, let me see what each one of you is wrapping.

1st Cub: Gloves for my dad.

2nd Cub: An owl plaque for my mom.

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

4th Cub: A doll for sister.

5th Cub: Wind chimes for my mom.

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

7th Cub: A lamp for my mom.

8th Cub: A lacy handkerchief for my grandma. She lilies to wave them good-bye.

Den Chief: Hey, you guys are really giving goodwill. (Laughs)

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

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

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

The Best Gift of All

Scene: All boys in den hurry onto stage with wrapped Christmas gifts in their hands, except one boy who come sin empty-handed. They greet each other and form a little group and all begin talking at once. They are on their way to school and each is taking a gift to their teacher. The one boy who does not have a give in his hand has a big smile on his face. The others are frowning and grumbling and arguing about whose gift is biggest and best.

Boy #1: (Complaining about the ribbon on gift coming off; he pulls at it and frowns.)

Smiling Boy: Let me help. (Pretends to straighten ribbon.)

Boy #2: (In grumbling mood.) I sure hope she gives me an "A" for giving her this dumb thing. (He holds his gift up for all to see and drops it.)

Smiling Boy: (Runs over and picks it up and hands it to 2nd boy.)

Boy #3: (Frowning terribly, he catches his finger in the corner of his package and tears it a little and grumbles.)

Smiling Boy: (Pats 3rd boy on back.) That's all right. It's not noticeable.



Boy #4: (Grumbles) Why did my mom make me bring this dumb thing: (He trips and falls and sends package flying.)

Smiling Boy: (Picks up package and hands it to 4th boy. All turn and look at him.)

All: Hey, where's your gift to the teacher?

Smiling Boy: I didn't have enough allowance to buy one.

Boy #1: Hey, you're the only who has been smiling and cheerful this morning, You're giving the best gift of all!

Boy #2: That's right! He's giving Good Will to everyone. (With big smiles on their faces, they throw their packaged down and leave stage saying: "WE'RE ALL GOING TO GIVE GOOD WILL!")

Service to Country

ARMY – Be all you can be!

AIR FORCE – No one comes close!

NAVY – Can do!

MARINES – Semper Fi!

COAST GUARD – Always ready!

CUB SCOUTS (All) – Do your best!

In the United States of America, we have several different branches of the military, all prepared to defend our freedom. There is the ARMY, the NAVY, the AIR FORCE, the MARINES, and the COAST GUARD.

All these different groups have mottos and slogans, just like the CUB SCOUTS. Part of the CUB SCOUT Promise includes duty to God and country, and certainly, all the men and women who serve in the ARMY, the NAVY, the AIR FORCE, the MARINES, and the COAST GUARD demonstrate their duty to country in a big way.

As CUB SCOUTS, we take pride in being good citizens, in honoring our flag, and in helping others. One day, some of you may choose to join the ARMY, the NAVY, the AIR FORCE, the MARINES, or the COAST GUARD. But, for now, we give thanks and appreciation for those who help protect and defend our county, while we learn to be the best we can be as CUB SCOUTS.

Helping Others

Lights: "Blink, blink, blink"

Cub Scout: "Do Your Best"

Helping Other People: "Warm Fuzzy"

Pack: Yell the Pack Number

Old Lady: "No, I Don't Want To Go"

Tree: "Ahhhhhhhhh"

Once upon a time, in a CUB SCOUT PACK a CUB SCOUT was learning about HELPING OTHER PEOPLE. The CUB SCOUT helped an OLD LADY across the street. But the OLD LADY did not want the CUB SCOUT to help her. The OLD LADY did not care that the CUB SCOUT had been learning about HELPING OTHER PEOPLE or that the CUB SCOUT and his PACK had set out to do good deeds. The OLD LADY just wanted to get a TREE. But the CUB SCOUT and his PACK were learning about HELPING OTHER PEOPLE and really wanted to HELP OTHER PEOPLE and so the CUB SCOUT helped the OLD LADY across the street. The OLD LADY thought what kind of a PACK is this? The OLD LADY just wanted her TREE and pretty LIGHTS. The CUB SCOUT said, "Nice OLD LADY, my CUB SCOUT PACK and I are learning about HELPING OTHER PEOPLE. I'll help you get your TREE and put your pretty LIGHTS on, if you will just let me learn about HELPING OTHER PEOPLE by getting you across this busy street". The OLD LADY sighed and smiled and said "Thank you".



SONGS

I'm a Helpful Scout

(Tune: Sugar in the Morning)

Chorus:

Helping in the morning,
helping in the evening,
helping at supper time;
That's the Cub Scout spirit,
Be helpful all the time,
Listening to Akela, following directions
Doing the best we can,
That's the Cub Scout motto, so lend a helping
hand.

Verses:

If your friends in trouble,
or feeling kinda sad,
your smile can make a difference,
so he won't feel so bad.

Chorus

If your mom is busy,
and suppers overdue
you could set the table
That's a helpful thing to do.

Chorus

Do your dad a favor,
Before he has to ask,
You could take the trash out,
Or maybe cut the grass.

Chorus

If you're in the classroom,
and the teacher just stepped out,
you could sit real quiet
Don't push or shove or shout.

Chorus

Cub Motto Song

(Tune: Be Prepared)

Do your best, your best, your best,
The motto of the Cub Scout
Do your best, your best, your best,
The motto of the Cub Scout
DO YOUR BEST, DO YOUR BEST
The motto of the Cub Scouts.

Put a Little Love in Your Heart

Think of your fellow man,
Lend him a helping hand;
Put a little love in your heart.
You see it's getting late,
Oh, please don't hesitate;
Put a little love in your heart.

And the world will be a better place.
For the world will be a better place.

For you.... And me...

Just wait.... And see....

Take a good look around
And if you're looking down,
Put a little love in your heart.
I hope you will decide
Cubs will be your guide,
Put a little love in your heart.

Giving Gifts

(Tune: Are You Sleeping)

Giving gifts, giving gifts,
Lots of fun, lots of fun,
I make them in my den,
I'm really proud of them,
Giving gifts, lots of fun!

Do a Good Turn

(Tune: Are You Sleeping)

Do a good turn, do a good turn,
Do your best, do your best,
Do a kindly favor,
Be friendly to your neighbors,
Cheerful Cubs, cheerful Cubs.



CHEERS

Big Hand With Feeling Applause: Leader says "Let's give [name] A Big Hand." Everyone holds up one hand with palm out. Then leader says "With feeling" and everyone "feels" with their hand while it's up in the air.

DYB (Do Your Best) Applause: Leader chants "DYB, DYB, DYB, DYB, Do Your Best." Group responds with "We'll DOB, DOB, DOB, Do Our Best." Repeat two times.

Friendship Applause: Have your neighbor put his left hand out to his side, and you clap it with your right hand; meanwhile you are also holding out your left hand and your other neighbor is clapping with his right hand, etc.

Good Job Cheer: Divide the room in half. As you point to one side, they say "Good". When you point to the other half of the audience, they say "Job". Vary the speed and the direction you point. Aim for volume.





APRIL CORE VALUE



FAITH



CEREMONIES

AS A GOOD CITIZEN OPENING

Cub 1: As a good citizen I will try to be helpful and kind.

Cub 2: I will strive to take good care of all property and practice safety and health rules.

Cub 3: I will practice thrift and good work habits.

Cub 4: I will show a respect for authority. I will be honest and dependable.

Cub 5: Fair play and good manners will be my goal.

Cub 6: I will take pride in achieving and be patriotic and loyal to my hometown and country

“FEELING OF GOODWILL”--CUBMASTER’S MINUTE

A friend of mine once told me of being on a long business trip. His car broke down in the middle of nowhere and he was going to be late for a very important meeting. Just then a farmer came around the corner on a hay wagon, and pulled over to see what was wrong. The farmer and his son often fixed their own machinery and they were quickly able to get my friend's car running again.

My friend offered to pay the farmer and his son for their help, but they refused. He insisted that they must take something because they had saved him so much by letting him get to his meeting on time.

The farmer replied that he and his son now had something far more valuable than the businessman could give them. They had helped someone when they did not have to. That gave them a warm feeling about themselves. If they took the money for an act of kindness, then it would simply be a job, and take the feeling of goodwill away.

Keep your feelings of goodwill by helping others. It will be the most valuable reward you will ever receive.

SCOUT BENEDICTION

[Over the years I have been involved in many different Scout organizations, all of which have used this prayer at one time or another (or regularly) as a closing. Each seems to have its own variation on the "actions" that accompany it, but in general, they involve holding arms outstretched as in a bowing or veneration posture. If this is new to your group, you can use the "repeat after me" method of reciting it.]

May the Great Master
Of all Scouts
Be with us
Till we meet again.

CLIMBING THE MOUNTAIN

(Adapted from a story by Ernest Thompson Seton) This can be done well as a puppet show, with the Den leader narrating the story and the Cubs handling the puppets.

Far away in our dry southwestern country is an Indian village, and in the distance is a high mountain, towering up out of the desert. It is considered so great a feat to climb this mountain, that all the boys of the village were too eager to attempt it.

One day, the Chief said: "Now, boys, you may all go today and try to climb the mountain Start right after breakfast, and go, each of you, as far as you can. Then when you are tired, come back; but let each boy bring me a twig from the place where he turned back." Away the boys went, full of hope; each feeling that he surely could reach the top. But soon the first boy came slowly back, and in his hand he held out to the chief a leaf of cactus. The chief smiled and said, "My boy, you did not even reach the foot of the mountain. You did not even get across the desert.



Later, a second boy returned. He carried a twig of sagebrush. "Well," said the chief, "you got as far as the mountain's foot, but you did not climb upward. The next boy had a cottonwood spray "Good," said the chief "you got up as far as the mountain springs".

Another came later with some buckthorn. The chief smiled when he saw it and spoke thus:

"You were climbing; you were up to the first slide rock." Later in the afternoon, one boy arrived with a cedar spray, and the old chief said. "Well done. You went halfway up". An hour afterward, a boy came with a switch of pine. To him the chief said, "Good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last boy returned. He was a tall splendid boy of noble character.

His hand was empty as he approached the chief but his countenance was radiant, and said, "My father, there were no trees where I got to; I saw no twigs, but I saw the shining sea." Now the old chief's face glowed, too, as he said aloud and almost sang:

"I knew it when I looked into your face, I knew it! You have been to the top. You need no twigs for token it is written in your eyes and it rings in your voice my boy, you have felt the uplift, you have seen the glory of the mountain." Oh, ye Scouters, keep this in mind, then: The badges that we offer for attainment are not "prizes." They are merely tokens of what you have done, or where you have been They are mere twigs from the trail to show how far you got in climbing the mountain. The real rewards are the changes within you brought about by Scouting.

DUTY TO GOD

One way for each of us to do our duty to God is to go to our own house of worship, whether it be a Church, Synagogue, or Temple. We must remember to thank God for everything that we have, such as friends, our family, our health, and the world around us.

The Boy Scouts of America does not tell you what defines a belief in God or how to practice your faith or what church to attend. Rather, it provides programs and ideals that support and complement the practice of your faith. The support is mutual, religious organizations are the most active sponsors of packs, troops, and posts.

If a pack is sponsored by a religious organization, no member shall be required, because of their membership in that unit, to take part in any religious ceremony. The BSA does not define what constitutes belief in God or the practice of religion. Nor does it require membership in a religious organization to be a member of the BSA, but it does strongly encourage membership and participation in the programs of a church, synagogue, or any religious association.

As leaders, we must respect another person's religious beliefs, even though different than our own.

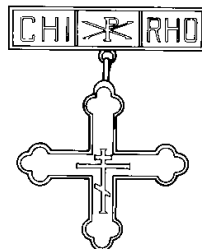
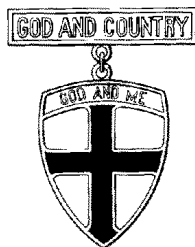
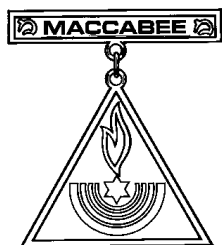
If we can help boys to understand that there is a Supreme Being, who is guiding us daily, taking care of us, someone that loves us, then we just may have planted a seed that will grow and mature and that he will carry within him throughout his life. Just remember these three basic rules:

1. Reverence toward God
2. Faithfulness in their religious convictions
3. Respect for the convictions of others in their customs and religions



Religious Awards

All major churches and other religious bodies in the United States have programs to recognize Cub and Webelos Scouts who demonstrate faith, observe their creeds or principles, and give service. Shown below are some of the awards that both Cubs and Scouts and Webelos Scouts can earn. Please note that this is not a complete list of all religious awards for boys. More information is available at Relationships Division, BSA, 1325 Walnut Hill Lane, P. O. Box 152079, Irving, Texas 75015-2709.



Presentation of Emblems And Awards

Presentation of religious emblems or awards should be made by the church, temple, synagogue, mosque, or other religious body at a religious service or observance. It is especially appropriate to have presentations made during Scouting Week such as on Scout Sunday, Scout Sabbath, a day of particular religious significance, or on a day of religious observance when a senior church official officiates. Imagine the thrill a young boy would experience at being presented his emblem by a bishop or similar religious figure of regional, state or even national prominence!



Scouts who have received a religious emblem may also be recognized by their unit at a Pack meeting, a Blue and Gold Banquet, a Court of Honor, or recognition banquet. It is appropriate for units to present Scouts with the universal religious emblem square knot (No. 5014 - silver knot on a purple background), in a ceremony at a pack meeting. The units should not present the religious emblem or medal¹. The proper setting for the religious emblem presentation is in the religious community that supported the Scout throughout the program.

When presenting the square knot it is important to avoid any hint to any Scout that would cause him to question his own faith or make him feel that he has to be in another faith to get recognition. Often this result is not intended at all. In the excitement of the situation, there is a temptation to create props for the ceremony such as a giant sized replica of the religious emblem to highlight the award or to use language that focuses on the specific emblem presented. Such a situation might discourage a boy from participating in Scouting altogether, if he feels that he has to choose between his beliefs and being in the unit. It is always much better to use a neutral presentation that encourages all of the Scouts in the unit to participate in a religious growth program, regardless of their faith(s).

¹ The only exception is for The Church of Jesus Christ of Latter-day Saints (LDS) emblems, which are presented at LDS-Sponsored Unit's Meetings.



SAMPLE RELIGIOUS AWARD PRESENTATION CEREMONY FOR PACKS

Ladies, Gentlemen, Scout Leaders and Scouts, we have just concluded our Pack's awards ceremony where we have honored those Scouts who have demonstrated achievement by earning Scouting awards. Tonight, we also want to recognize a Scout who has demonstrated his commitment to the Cub Scout Promise and have a very special presentation to make.

Dim lights and light a candle in front of a large replica of the religious emblem square knot (can be made with purple felt and rope painted silver).

Cub Scout _____ please escort your parents to the front of the room and then turn to face the pack.

We are very proud of _____. For the past _____ months he has worked with both his family and his religious advisor to learn more about his religious faith and his duty to God. After much hard work and personal growth, he has received the right to wear the religious emblem of his faith on his Scout uniform and was presented with a medal by his religious advisor _____ weeks ago. _____, like all Scouts who have received a religious award, he may now wear Scouting's universal religious award square knot on his Scout uniform and may continue to wear it as a Boy Scout, Explorer or adult later in his life.

We now take great pleasure in presenting the religious emblem square knot to his parents, Mr. and Mrs. _____ in recognition of the role they have and will continue to play in his religious growth. Mr. and Mrs. _____, will you present your son with the religious emblem square knot?

_____, we know you will wear this square knot centered over your left pocket with pride. Congratulations on your accomplishment. You have lived the Cub Scout promise well. Please escort your parents back to their seats.

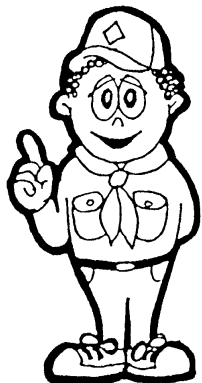
Almost every religious body in the United States has a religious emblems program open to Cub Scouts, Boy Scouts, Girl Scouts, 4-H and Campfire Incorporated. We encourage all Scouts to consider participating in this program. If any other Scouts in this Pack are interested in working toward the religious award of their own faith, please see _____ (Awards Chairman) at the end of this meeting. He/she has information on the emblems and will make it available to you.





Scouters Please Note:

You will notice that this ceremony did not mention what the Cub Scout's religion was or the name of the church, temple, synagogue, mosque, or other religious organization where the medal was presented and only referred to the universal religious emblem square knot. There are three very good reasons for using a non-denominational ceremony:



1. This method avoids creating a situation where another Scout(s) may believe he has to belong to a particular religion (and may even think he should join another faith) just to participate in Scouting;
2. This method encourages other Scouts to consider earning the religious emblem of their own faith, so they can get the same award (the knot) as Jimmy; and
3. This method allows a Scout leader to give the same level of praise to each Scout earning an emblem using the same ceremonial props. The leader doesn't have to know a lot about each religion, doesn't have to create new props, and doesn't have to worry that any Scout might think a certain religion is favored.

For Adults:

If you earned a religious award as a boy, you can wear an emblem on your adult uniform. The adult award earned as a boy is silver on purple.

There are also religious emblems for adult Scouters which are presented for exceptional service to boys through Scouting. Information is available from Relationships Division, BSA, 1325 Walnut Lane, P. O. Box 152709, Irving, Texas 75015-2709.

GRACES AND PRAYERS

Prayer can be a part of your den and pack activities. Please remember that when you pray, that the beliefs of all denominations must be considered. Simple prayers that give thanks to God and ask for direction and assistance are always appropriate. Below are some prayers that you can use.

Cub Scout Graces from Around the World

1

Bless to me, O God, each thing mine eye sees;
Bless to me, O God, each sound mine ear hears;
Bless to me, O God, each odour that goes to my nostrils;
Bless to me, O God, each taste that goes to my lips.

Amen.

Ancient Celtic Prayer
The Hebrides



2

For this new morning with its light,
Father, we thank Thee;
For rest and shelter of the night,
Father, we thank Thee;
For health and food, for love and friends,
For everything Thy goodness sends,
Father in heaven, we thank Thee.

Ralph Waldo Emerson
(1803-1882) -- United States

3

Each time we eat, may we remember God's love.
Amen.

A Child's Prayer
China

4

Scones and pancakes round the table,
Eat as much as ye are able
Eat a'! Pooch nane! *
Hallelujah! Amen.

*Eat all! Leave nothing!

Traditional
Scotland

5

We thank thee, Lord, for happy hearts,
For rain and sunny weather;
We thank thee, Lord, for this our food,
And that we are together.
Amen.

Traditional

6

Fill your children with kindness, wisdom, and love.
Then shall they learn to live at peace.
Blessed is the Lord, Teacher of Peace.
Amen.

Jewish Liturgy

7

May the Great Spirit [HANDS CIRCLE ABOVE HEAD],
In the future [HANDS EXTENDED IN FRONT],
Fill our hearts [HANDS ACROSS CHEST],
With much [ROLL HANDS],
And great joy [POUND FISTS ON ONE ANOTHER],

Native American



8

O, God, make us able
For all that's on the table!

Amen.

Traditional
Ireland

9

Let us in peace eat the food
That God has provided for us.
Praise be to God for all his gifts.

Amen.

Armenian Apostolic Church
Lebanon

10

All good gifts around us
Are sent from Heaven above;
Then thank the Lord, O thank the Lord,
For all his love.

Matthias Claudius
(1740-1815) Germany

11

O Lord, the meal is steaming before us and it smells good.
The water is clear and fresh. We are happy and satisfied.
But now, we must think of our sisters and brothers
All over the world who have nothing to eat and only little to drink.
Please, please give all of them your food and your drink.
That is most important.
But give them also what they need every day to go through this life.
As you gave food and drink to the people of Israel in the desert,
Please give it also to our hungry and thirsty brothers
Now and in all times.

Amen.

Prayer of a Young Man
Africa

12

Us and this,
God bless.

Old Quaker Grace



A Grace for Use as an Invocation at a Blue and Gold Banquet:

Scouts, family members and friends
let us take this moment to offer a prayer.

Here in Your presence many friends and families are gathered to
celebrate in fellowship
the achievements and accomplishments of these young Cub Scouts.

We thank You for this fellowship and for helping these families to give
their sons the opportunity to grow and learn to do their best at all they
try.

Open the heart of each Scout to realize his duty to You
and his promise to help others
and give his parents joy and patience as
he learns and tries new things.

For these gifts and the blessing of abundant food
to nourish us in spirit and in body
we give You thanks.

Amen

By Michael F. Bowman

Cub Scout Prayers

1

O, Father of goodness,
We thank you each one
For happiness, healthiness,
Friendship and fun,
For good things we think of
And good things we do,
And all that is beautiful,
Loving and true.

Amen.

Prayer from France

2

Let peace encircle all the world
Let men walk hand in hand
A living bond of Brotherhood
A voice from land to land.

Amen

Unknown



3

O, God, look on us and be always with us
That we may live happily.

Prayer of the Amazulu People

4

We thank you, Lord, for Scouting, and all it means to us.
We thank you for the fun and things we learn to do.
We thank you for the chance to help others
Which is our way of serving you.
Make us better able to do the job, we pray,
And give us a better understanding of our promise
For all the strength we have to run and jump and play
For all our senses, strong and sound,
We thank you, Lord, today.

Amen.

thanks to *Scout* (Australia)

5

Great Spirit, help me never to judge another
Until I have walked in his moccasins for many moons.

Sioux Indian
North America

6

O, God, who hast made all things beautiful
Give me a love of Thy countryside,
Its lanes and meadows, its woods and streams,
and clean open spaces;
And let me keep it fresh and unspoilt
For those who shall come after me.

Amen.

School Prayer Book
England





7

Hear me, four quarters of the world -- a relative I am!
Give me the strength to walk the soft earth.
Give me the eyes to see and the strength to understand,
That I may be like you.
With your power only can I face the winds.
Great Spirit, all over the earth
The faces of living things are all alike.
With tenderness have these come up out of the ground.
Look upon these faces of children without number
And with children in their arms,
That they may face the winds
And walk the good road to the day of quiet.
This is my prayer, hear me!

Black Elk
Sioux Indian
North America

8

God of my brother across the sea,
God of the stranger next to me,
God of a world-wide brotherhood--
Grant me the grace to cast aside
The differences that but divide,
And see in all the true and good.

9

God our Father, Creator of the world,
Please help us to love one another.
Make nations friendly with other nations;
Make all love one another like brothers.
Help us to do our part to bring peace in
The world and happiness to all men.

Prayer from Japan



Songs

Songs like graces and prayers should be selected with care to avoid any words or images that would indicate a preference for a single religion or language that might be offensive to another faith. As Scouters, we must teach Scouts to be tolerant of each others differing views and that it is right for each to worship in his own way. We don't want to create an environment that makes Scouts uncomfortable with their own faiths or feel like the group is isolating them. Songs that express universal themes of faith, joy, thanks, or other values as they relate to a common maker are more appropriate. For example, in the *Cub Scout Song Book*² you will find several songs that are appropriate including:

- ☺ *Bless Our Cub Scouts,*
- ☺ *Cub Scout Prayer,*
- ☺ *Cub Scout Vespers,*
- ☺ *Good Night, Cub Scouts,*
- ☺ *The Happy Wanderer*
- ☺ *Round the Campfire,*
- ☺ *Taps,*
- ☺ *Who'll Come A-Scouting*

Many other religious songs express universal themes of faith, joy, thanks, or other values, which you may wish to consider.

- ☺ *Abide With Me*
- ☺ *Day Is Done*
- ☺ *He's Got The Whole World In His Hands*
- ☺ *Let There Be Peace on Earth*
- ☺ *Morning Has Broken*
- ☺ *O God, Our Help In Ages Past*
- ☺ *Shalom*

² Boy Scouts of America, *Cub Scout Songbook*, No. 3222A (1988).



RELIGIOUS OBSERVANCES AND SERVICES

Sensitivity to Religious Observances and Customs in Planning

In the early days of Scouting, Baden-Powell devised a time for religious observance that he called "The Scouts' Own." He explained it in the following manner:

Some Ideas on Scouts' Own

For an open Troop, or for Troops in camp, I think the Scouts' Own should be open to all denominations, and carried on in such manner as to offend none. There should not be any special form, but it should abound in the right spirit, and should be conducted not from any ecclesiastical point of view, but from that of the boy. Everything likely to make an artificial atmosphere should be avoided. We do not want a kind of imposed Church Parade, but a voluntary uplifting of their hearts by the boys in thanksgiving for the joys of life, and a desire on their part to seek inspiration and strength for greater love and service for others.

A Scouts' Own should have as big an effect on the boys as any service in Church, if in conducting the Scouts' Own we remember that boys are not grown men, and if we go by the pace of the youngest and most uneducated of those present. Boredom is not reverence, nor will it breed religion.

To interest the boys, the Scouts' Own must be a cheery and varied function. Short hymns (three verses are as a rule quite enough-never more than four); understandable prayers; a good address from a man who really understands boys (a homely "talk" rather than an address), which grips the boys, and in which they may laugh or applaud as the spirit moves them, so that they take a real interest in what is said. If a man cannot make his point to keen boys in ten minutes he ought to be shot! If he has not got them keen, it would be better not to hold a Scouts' Own at all.

**By Baden Powell
Printed in *The Scouter*
November 1928**



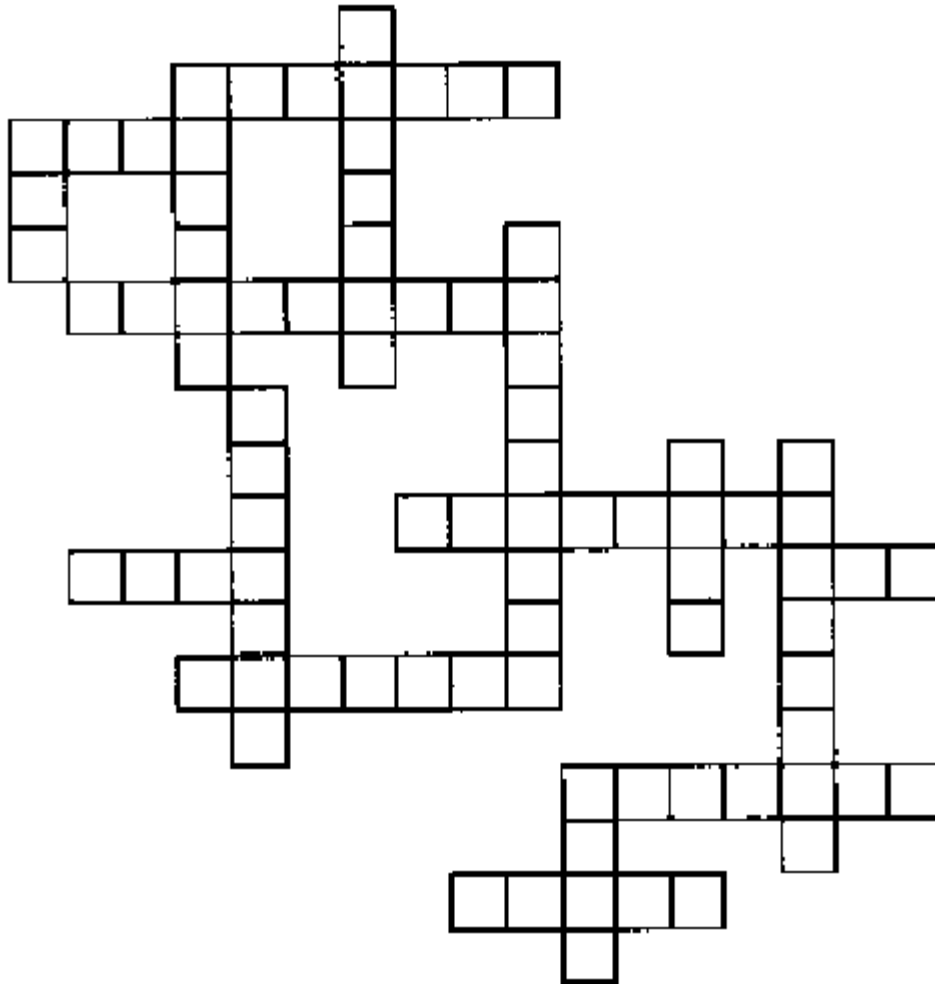
MAY CORE VALUE



HEALTH AND FITNESS



GATHERING TIME ACTIVITY



3 letters

JOG

RUN

4 letters

BEND

DIET

JUMP

WALK

5 letters

DANCE

6 letters

SPORTS

7 letters

BICYCLE

MUSCLES

STRETCH

WEIGHTS

WORKOUT

8 letters

AEROBICS

EXERCISE

9 letters

KNEEBENDS

NUTRITION



CEREMONIES

Opening

Toughen Up

Arrangement: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and in turn, speak the lines below.

1st Boy: To keep your body strong and healthy, it is more valuable than being wealthy.

2nd Boy: When you are *fit*, you feel so good, and try to do the things you should.

3rd Boy: It helps you lend a helping hand, to needy folks around our land.

4th Boy: Eating the right foods is always wise, and everyone needs some exercise.

5th Boy: Stand on tiptoes, one, two, three, touch your toes, don't bend a knee.

6th Boy: Run a while, then slow your pace, practice will help you win the race.

7th Boy: Scouting builds young boys into men, and this is where it all begins.

A CUB OLYMPICS OPENING

Cubmaster: We promise, that we will take part in our game, in fair competition, respecting the e rules that govern them and with the desire to take part in the true spirit of sportsmanship for honor to our dens and for the glory of the sport.
Do we all promise to do your best to obey this promise?

Cubs: We do!

Cubmaster: Let us all stand and face the American Flag, as we repeat the pledge of allegiance.

Advancement

Strength

Materials needed: several sticks, rank badges, Styrofoam and stick barbells (see note at bottom)

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

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

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



you work and develop your skills, you will become stronger. *(Show this by adding more sticks the bundle becomes harder to break.)*

Now, I am proud to present to you, your parents and they in turn may present to your *(wolf, bear, etc.)* badge.

Congratulations.

(This award can be presented pinned to a small weightlifting bar made from a cardboard roll stuck into two round Styrofoam balls painted black.)

Weight Lifter

Cubmaster: This month the theme is "Physical Fitness" and our Cubs will advance according to their strength. As men and women must train to be Olympic champions, our Cubs must grow in strength and ability to obtain their rank advancement.

Tonight we have _____, who has achieved the Bobcat rank.

We will ask him to lift the heavy weight up to the Bobcat level.

For a boy to earn the Wolf rank, he must increase in ability by practice and working with his muscles just like a weight lifter must train and get into condition. Tonight we have _____ who has trained to get his Wolf rank. We will have him lift the weight to the Wolf rank.

Training must continue for a weight lifter. Tonight we have

_____, who has continued his training and has increased his ability. Let's have this muscle man come and lift the weight to the Bear level.

The Olympic champion receives his gold medal to show his strength and ability. Tonight Webelos Scout _____, is now asked to come and lift the weight to the Webelos level and, in effect, become one of the champions of Pack We have seen that Cub Scouts increase in ability much like muscle builders. Let's have a round of applause for all the Cub Scouts who have advanced in rank this night.

Closing

Tired Feet

(Have the boys on stage wearing cardboard feet which have scratches, cuts, band-aids, etc. on them.)

Narrator: Our Toughen Up meeting has come to an end.
We now have a message to leave with you, dear friend.

Our many achievements in life make feet tired and weary.
But if there was nothing to do, our life would be dreary.

So forget the knocks and scratches, blisters and aches.
Do your best at all times, That's what success takes!

*(As the poem is finished, boys lay down on stage with their cardboard feet facing the audience... each of the feet has a letter on it spelling out **G-O-O-D-N-I-G-H-T**)*



SKITS

Annual Physical

Characters: Doctor - Wearing white shirt backwards and cardboard headband which has foil circle attached.
Five Cub Scouts - Wearing Cub Scout T-shirts and shorts, and bandages as indicated in script.

Setting: Doctor is sitting at a desk which has a large sign "The Doctor Is In" on it. Placed on the desk are a large medicine bottle, a piece of cardboard with rib cage drawn on it to resemble an X-ray, pencil and index cards. Desk is located near center of stage. 5 chairs are placed near desk.

Cub Scouts enter together, jogging, flexing muscles.

Cub Scout 1: Well, today is the day for our annual physical. As Cub Scouts, we should stay in good physical shape.

Doctor: Come in, come in. Please sit down.

Cub Scout 2: Sorry we're late, doctor.

Doctor: Doesn't your watch tell time?

Cub Scout 2: Oh, no. I have to look at it.

Doctor: *(To all Cub Scouts)* Now let's check your sense of balance. Lift your left foot. *(Cub Scouts do so.)* And now, your right foot. *(Cub Scouts do so.)* And now, both. *(Cub Scouts try.)* HMMMMMMMM! *(Doctor rubs chin.)* Now tell me, do you have any special problems?

Cub Scout 3: *(Holding up X-ray)* I'm worried because I swallowed a roll of film at our last den meeting.

Doctor: Don't worry. I'm sure nothing will develop. Next?

Cub Scout 4: *(Holding up bandaged finger)* Tell me, doctor, will I be able to play the piano when my finger heals?

Doctor: *(Looking at finger)* Of course, of course.

Cub Scout 4: Good! I never played before!

Doctor: *(To Cub Scout 5)* I see you look a little thinner.

Cub Scout 5: Yes, I've been exercising regularly. This morning I touched the floor without bending my knees.

Doctor: Excellent. How did you do it?

Cub Scout 5: I fell out of bed!

Cub Scout 1: Doctor, what can I do for my black eye?

Doctor: Wow! Who gave you that shiner?

Cub Scout 1: Nobody. I had to fight for it.

Cub Scout 2: Doctor, my leg hurts!

Doctor: *(Handing him large bottle)* Here, rub this on your leg. It will relieve the pain.

Cub Scout 2: Will it make my leg smart?

Doctor: *(Disgusted)* If it does, try rubbing some on your head. Seems to me there's only one thing wrong with you boys. *(Pretends to write a prescription.)* Excess energy. I recommend a balanced diet, daily exercise, fresh air, plenty of rest and at least one den meeting a week followed by a good, rousing pack meeting.



The Story of Scouting

The following skit can be done by eight Cub Scouts. Two at a time come on stage; the first sets the scene, the second acts as Narrator.

SCENE 1 - NARRATOR - Imagine if you will an outdoor scene - trees and bushes - a campfire in the clearing. Several boys in shorts and t-shirts are setting up a tent. A man stands to one side, giving directions. Finally all boys are seated around campfire with the man standing facing them. He gestures as if he were telling an adventure story.

The date was July 29, 1907. The place was Brownsea Island off England's southern coast. 21 boys and two men had set up a makeshift campsite which was to be their home for the next two history making weeks. One of the men was Robert Baden-Powell. The boys came from every part of England, they were the first Scouts. Baden-Powell was testing his idea for a new organization for boys.

SCENE 2 - Our scene moves to a fog-bound London. A man is walking down the street, he glances at a paper in his hand, looks around, is obviously lost. He shakes his head, discouraged. A boy appears, questions the man, offers to show him the way. They walk away, then the boy points to a house. The man offers the boy money, the boy shakes his head in refusal. The boy smiles and walks away.

NARRATOR - The date was two years later. The place was London, England. The man was William O. Boyce a Chicago businessman, who was lost in the fog. A boy came and offered to take him to his destination. When Boyce offered the boy a tip, he refused explaining that Scouts do not accept money for doing a good turn. Boyce inquired about Scouting, and his interest was aroused. He visited with Baden-Powell to find out more about it.

SCENE 3 - We now see a steamship in the background. Boyce is boarding. He carries several bags and suitcases. He has a smile on his face. Sign nearby points to America.

NARRATOR - When Boyce boarded the transatlantic steamer for home, he was afire with enthusiasm about Scouting. He had a suitcase full of ideas. On February 8, 1910 he incorporated the Boy Scouts of America in Washington, D.C. Four years later the Boy Scouts of America was granted a Federal Charter by Congress.

SCENE 4 - Now we see a small group of boys working with a woman. They are working on a craft project around a table. In the background is a large map of the United States with a few locations pinpointed.

NARRATOR - Cub Scouting began in America in 1930, when boys Cub Scout age and their parents asked for a program of their own. The first year there were five thousand Cub Scouts registered. And now, 49 years later there are more than two million Cub Scouts in America. Scouting keeps on growing.

CURTAIN



SONGS

Toughen Up

(Tune: Clementine)

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

Running broad jump, do a high jump.
Throw the ball way out of sight,
Then go swimming, maybe rowing,
Lift bar bells with all your might.

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

Muscle Builders

(Tune: Are You Sleeping?)

Building muscles, building muscles
Through Cub Scouts, Through Cub Scouts,
Climbing ropes and lifting weights
Stretching - running - all these rate
And it's fun, and it's fun.

Fitness

(Tune: On Wisconsin)

Hurry Cub Scouts, build your muscles
Get in shape for play.
When we feel our very best,
We'll do our best each day.
Keep on running, keep on jumping,
Trying to improve.
When we've grown a little older,
We'll still be on the move.

A Stretching We Will Go

(Tune: A hunting we will go) This is an action song.

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

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

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

Perfect Posture

(Tune: Are You Sleeping?)

Perfect posture, perfect posture,
Never slack, never slack
You must grow up handsome,
You must grow up handsome,
Brace that back, brace that back.

Soap and Towel

(Tune: Row, Row, Row Your Boat)

Soap, soap, soap and towel
Towel and water, please.
Busily, busily, busily, busily
Scrub your dirty knees.

GAMES

Hop, Step and Jump Relay - Divide the boys into two groups and then let each side practice the hop, step and jump until each member can do it. First member of each team toes a mark and takes into succession a hop, step and jump. Second player does the same, toeing the last heel mark of his teammate. Other members repeat the performance. The team whose last man finishes out in front wins.



Back-to-Back Relay - Players are divided into two teams and take their places behind the starting line. Two members of each team race at one time. They stand back-to-back and link arms so that one walks forwards and the other backwards. At signal, pairs head for goal line and come back, with player who has been walking backwards now walking forwards. They touch off the next pair and the race continues until one team has finished.

Astronaut Training - This is a good physical fitness relay. Two beanbags, two jump ropes and two rubber balls are needed. Divide the players into two teams. They stand behind starting line. At a turning line 15 feet away are a jump rope, bean bag and ball. On signal, first player runs to turning line, takes jump rope, jumps 10 times, tosses bean bag in air 10 times and bounces ball on floor 10 times. He runs back to his team, touches next player who repeats the action. First team to finish is the winner.

Walk the Tightrope - Line the players up in two teams. Give each team a 10' long piece of string - their "tightrope" and a cardboard roll from paper towels or toilet paper. Lay the string in a straight line on the ground. The first player from each team stands at the end of his team's tightrope and balances a cardboard roll in his open hand. He must balance the roll as he walks the length of the string and back. He then passes the roll to the next teammate. If he steps off the string or drops the roll, he must take two steps back before starting forward again. The first team of successful tightrope walkers wins the game.

Individual Skill Challenges

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

Frog Handstand - Squat and place your hands flat on the ground. Keep arms between legs. Lean forward slowly, shifting weight of body onto hands and elbows until feet swing free of ground. Keep head up and point toes backward.

Heel Click - Stand with your feet apart. Jump into the air, click your heels twice. Land with your feet apart.

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

Ankle Toss - Hold a ball firmly between ankles or feet. With sudden jump, kick feet backwards and up so ball is tossed in air and curves over your head. Catch it as it comes down.

Line Jump - Stand with toes touching a line. Lean over and grasp toes with hands. In this position attempt to jump over the line without letting go of toes.

Elbow Toss and Catch - Hold right arm (*if right-handed*) out at side, shoulder height and bent at the elbow. A coin or beanbag is placed on elbow. With a quick motion, drop arm and try to catch coin or beanbag as it falls, in the same hand.



CRAFTS

Bottle Jai Alai

Use two 1 gallon milk or bleach bottles for the cestas (pitching cubs). Following the picture, draw lines on the plastic where one side and the bottom will be cut out. Be sure that the lines are even. Then use a knife or large scissors, to cut.



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



Palm Paddle

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



Rules: Two or more can play this game. It is probably more fun with four or more. Use a whiffle ball at first and then go on to a tennis ball when you think you want a faster game. Set up a badminton net and score the way you would in a badminton game.

Gold Medal

Pour a small amount of plaster in the bottom of a 2-3 inch plastic bowl. Add pop top ring or push soda straw through to form hole toward top. Paint medals gold, bronze, or silver and put string through hole or pop top.



Simple Jump Pole

On 2x4 stands, put nails 1" apart. Use a bamboo pole across nails. (Make sure nails and pole are away from jumper so pole will fall to ground and not trip the jumper if he misses.

This can be used as an elimination game by moving pole up one notch at a time.

Boys are eliminated when they miss.

Homemade Muscle Building Equipment

Bar bells can be made of plaster of paris set in soup or tuna cans, with a short length of pipe in between, for a hand weight. For a full-fledged bar bell, use fruit cans or #10 cans with a long pipe between. Choose can size based on age and size of your boys.

Use also use empty plastic bottles filled with sand.



SPARKLERS

Sounds Impossible

Can you figure out how to do these tricks? There is a catch to each one. Try them on the Cubs. See if they can figure any of them out before you show them the impossible.

Place three chairs in a row. Take off your shoes and jump over them.
The trick - Take off your shoes and jump over your shoes.

Bite one inch off from the end of a ruler.
The trick - Bite one inch away from the end of the ruler.

Put yourself through a keyhole.
The trick - Write yourself on a piece of paper and put the paper through a keyhole.

Jump across the room.
The trick - Walk across the room and give a jump.

Stand 2 inches away from a person without his being able to touch you.
The trick - Close the door between you.

Touch a book inside and out without opening it.
The trick - Touch it indoors. Go outdoors and touch it.

Leave the room with two legs and come back with six.
The trick - Bring a chair with you when you return.

STUNTS

It Can't Be Done

Tell your friends that you can jump backwards farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backwards a few inches. When assuming the same position, they find they cannot budge.

Strong Arm

Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.

Kneel and Stand

Do not attempt this stunt without a mat or cushion to protect the knees. The player stands, toes to a line. With his hands clasped behind his back, he attempts to kneel and then rise from the kneeling position to a standing position without unclasping his hands.



JUNE CORE VALUE



PERSEVERANCE



GATHERINGS

Getting To Know You - Mixer

Copy the statements below and give one to each person as they arrive at the meeting. During the meeting, award those who have largest number of spaces filled with small prizes.

Find people who can complete the following sentences. The person's name can only appear once on the quiz (you can't put your name).

_____ was born in the same state as I was.

_____ knows how to play a musical instrument.

_____ has the same middle initial as I do.

_____ sings in a choir.

_____ has a birthday in the same month as I do.

_____ knows the words to "America the Beautiful."

_____ wears the same size shoe as I do.

_____ can whistle.

_____ likes the same sports as I do.

_____ has a harmonica.

_____ has the same favorite color as I do.

_____ takes piano/key board lessons.

_____ has the same hair color as I do.

_____ knows the Cub Scout motto as I do.

_____ likes the same kind of music as I do.





Madlibs

Give every boy a copy of the list below and have him fill in the types of words required. Parents may help them understand what types of speech are required. Later in the Pack meeting, read the following story. When you reach a number, point to a boy and have him read his answer for that particular number. Have extra copies of the story to hand out to the boys at the end of the evening, so they can see how their whole list of words complete this silly story.

- | | |
|---------------------------------|---------------------------------|
| 1. (name) _____ | 14. (body part) _____ |
| 2. (adjective) _____ | 15. (past tense verb) _____ |
| 3. (name) _____ | 16. (past tense verb) _____ |
| 4. (noun) _____ | 17. (verb ending in -ing) _____ |
| 5. (adjective) _____ | 18. (body part) _____ |
| 6. (past tense verb) _____ | 19. (verb ending in -ing) _____ |
| 7. (clothing) _____ | 20. (number) _____ |
| 8. (verb ending in -ing) _____ | 21. (adjective) _____ |
| 9. (past tense verb) _____ | 22. (adverb) _____ |
| 10. (noun) _____ | 23. (adjective) _____ |
| 11. (clothing) _____ | 24. (noun) _____ |
| 12. (verb ending in -ing) _____ | 25. (name) _____ |
| 13. (animal) _____ | 26. (adjective) _____ |

The Most Embarrassing Day to Play Baseball

Hi, my name is (1) _____, but you may call me (2) _____ (3) _____. That's what my (4) _____ calls me. But anyway, would you promise to keep a (5) _____ secret?

Today, at baseball practice as I was trying to catch the ball, it (6) _____ into my (7) _____. I was very embarrassed to take it out because everyone was (8) _____ at me. When I (9) _____ a few times trying to catch the ball, I got a (10) _____ in my (11) _____. Now everyone was (12) _____ at me really hard. The next time I tried to catch the ball a (13) _____ landed on my (14) _____ and I couldn't concentrate on catching the ball.

When it was my turn for batting, I (15) _____ the baseball bat in half! The coach was so (16) _____ that he was (17) _____ on my (18) _____. I was really embarrassed now, especially since everyone was (19) _____ at me. I also had to pay the coach (20) _____ dollars for a new baseball bat.

The (21) _____ coach made me leave early since I was doing so (22) _____. Now people call me (23) _____ (24) _____ (25) _____.

Just remember it's a (26) _____ secret!!!!

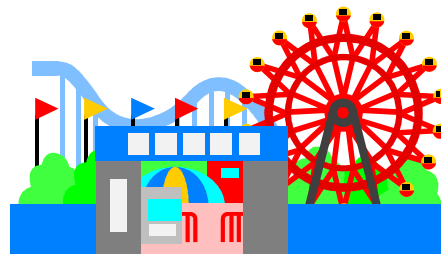


CEREMONIES

Cub Scout Fair Opening

Arrangement: Six Cub Scouts in uniform, enter stage one by one, carrying various items such as balloons, cotton candy, popcorn, etc. and recite their lines.

- 1st CS: I went to the County Fair I saw exhibits there.
- 2nd CS: The grandest prize, was won by some guys who raised horses – the biggest pair.
- 3rd CS: I rode the Ferris wheel and heard the piglets squeal,
- 4th CS: I ate hot dogs, and patted the hogs, and got a blister on my heel.
- 5th CS: I went to the County Fair. I had great fun while I was there,
- 6th CS: And I advise, that if you're wise, next time, you'll come to the fair.



Summer Opening

Have each boy read his part while holding an item or items that would be used in each of the summer activities. Narrator is also a Cub Scout.

Narrator: What would of happened if our Cubmaster and Den Leaders had decided they didn't want any Cub Scouting this summer?

(Read only those that apply to your Pack - add activities that you may do that are not listed).

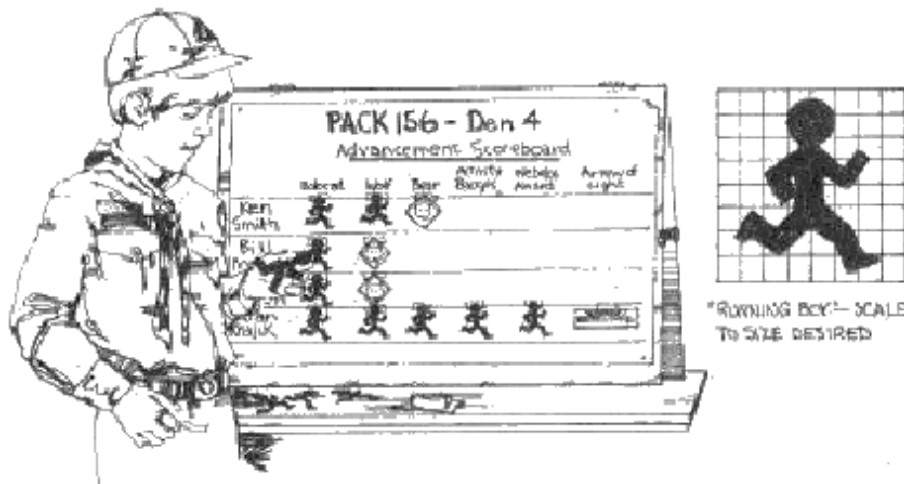
- 1st Cub: We wouldn't have had our Softball League.
- 2nd Cub: Day Camp would have been just a dream.
- 3rd Cub: Our families would have missed the fun of our Picnic.
- 4th Cub: We wouldn't have met with other Packs for the Olym- Packs.
- 5th Cub: The fathers probably would not have gone camping with us at the Webelos Overnighter.
- 6th Cub: We wouldn't have marched in our city's Fourth of July Parade.
- Narrator: As you can see, it would have been a pretty dull summer if they had decided to take the summer off. Let's give a big cheer for our Leaders and parents who have cared enough to give us Cub Scouting during the summer.

Scoreboard Advancement Ceremony

Personnel: Cubmaster, Den Leaders, advancing boys and their parents

Props: Scoreboard and cutouts of running figures, invisible tape, straight pins, badges. Make a scoreboard of poster paper and write in the name of the advancing boys. Use grid methods to draw the figure to size you want; then cut out as many figures as you need.

Call forward advancing Scouts and their parents. Line up the boys on either side of the scoreboard with the parents behind them.





Cubmaster: You know, boys, Cub Scouts is a lot like sports. It's fun, it's full of physical activities, and you can win – or lose. In Cub Scouting you win by growing strong in mind and body, and by advancing in rank. Or you can lose by not joining in our Den and Pack activities and by not doing your best to pass achievements and electives.

You boys have all been winners this month. You have advanced in rank or earned arrow points, or both. Your coaches have been your Den leaders and your parents. In Cub Scouting, we could not get along without coaches. So I want to congratulate all of you, boys and parents. Now I'll ask each boy to show his progress on our scoreboard by putting on the scoreboard a marker for each rank you have earned and have your parents pin on your new rank badge. *(In turn, advancing the boy's tape on a runner for each rank he has earned and removing his new badge for the parents to pin on to his uniform.)*

We also have a boy who has earned the Arrow of Light. Cub Scouting's highest award. *(Call him forward with his parents.)* _____ has shown that he is ready for Boy Scouting by earning the Arrow of Light. He has met the requirements for this award. He is in the ninth inning of his time in our Pack. We are all proud of him and the way he has progressed in the sport of Cub Scouting. Now _____, will you please fill your ranks on our scoreboard and have your parents pin your Arrow of Light badge on your uniform? *(They do so.)*

I hope that every member of the Pack gets on the scoreboard in the coming year. It is a good way to be a winner in Cub Scouting.

Fortune Teller Advancement Ceremony

Equipment: crystal ball, gypsy shawl, bracelet, earrings and rings, table and chair. (You will need to rehearse each award presentation, using the example as a guideline.)

Example One

Cubmaster: I seem to have misplaced my list of awards somewhere. How will we ever be able to do the ceremony? Oh, look! A fortuneteller! I'll ask her for help. Fortuneteller, can you help me? I'm not sure which one of the Cub Scouts in my Pack has earned rank advancement and awards.

Fortuneteller: let me look into my crystal ball and we'll see what it will tell us. (Wave hands around ball.) I see... I see... I see a boy, about 8. No 9. I'm sure he's 9 years old, with blonde hair and freckles... he has something around his neck. I can't quite make it out. Oh, it's a Cub Scout Bear neckerchief! Does that mean anything to you?

Cubmaster: Well... we only have one blonde headed Bear Scout, his name is _____. Is that him in there?

Fortuneteller: Yes, that's his name, _____. He has earned his Bear badge.

Cubmaster: _____, will you and your parents please come forward to receive your Bear badge?

Example Two



Cubmaster: Thank you, fortuneteller. Now what else do you see?

Fortuneteller: It's coming... it's getting clearer now. I see something gold, no...it's silver I think. No... it's gold and silver. They look like sharp pointed stones or something....

Cubmaster: Those must be arrow points. But who are they for?

Fortuneteller: *(describes the boy or boys)*

Example Three

Cubmaster: I remember that _____ is supposed to received an award, but I can't recall which one. Come up with your parents and don't tell me, let's see if the fortuneteller can see it.

Fortuneteller: *(eyes closed and touching _____'s forehead and temples)* I can feel something... it is soft and... and... furry! *(jerk away hands, then touch nose)* oh, this is wet and cold. *(take a hand)* your hands are... very sharp! *(drop hand)* Do you understand any of this?

Cubmaster: I think so. _____ must be a Wolf Scout. He must have earned his Wolf badge. Is that right?

And so on... Other stunts may include reading cards, dropping a handful of objects and "reading their pattern," read the palm of a Cub's hand, etc. Just keep it light.

Remember to prepare ahead of time some "facts" about each Cub Scout who is to receive an award.



Little Boy Closing

Den Leader: We will try to show you the many sides to the little boys we so proudly call son, but remember, these are all one boy.

1st: I'm the one all full of dirt, so very sure that soap and water will hurt.

2nd: I'm the one who lives in his dreams, always off on a cloud, at least that's how it seems.

3rd: I'm the show-off and athlete. I just can't stand to be beat.

4th: I'm the pouter, sensitive and shy, but I try to make people think I'm a real tough guy.

5th: I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.

6th: I'm the Cub Scout, the one we boys like best. That's cause I'm different from all the rest. So everyone please join us as we say the Promise we try to live by every day.

(All recite the Cub Scout Promise.)

SKITS

Muscle Building Champs

Cast: 6 boys in uniform holding props as described below.

Setting: All boys come on stage and one at a time step forward and speak their lines.

All: We all excel in building muscles,
We're champs at that, you see.
Just listen to our stories
And we're sure you will agree.

1st Cub: I hold the title of strongest in my Den
Do you suppose it's because of my friend?
(Holds up toy skunk. Other boys hold their noses.)

2nd Cub: I'm known as the Den's muscle man this year,
Most of my muscle is between my ears.
(Pulls out small hat from behind his back and tries desperately to fit it on his head.)

3rd Cub: I hold the title of fastest of all,
I'm first in line for the chow basket call.
(Pulls out bag of cookies and begins eating.)

4th Cub: I'm known as the champion of the high jump,
One time I missed and got a big lump.
(Rubs head, with painful expression on face.)

5th Cub: To keep in shape, I exercise each day,
I wonder why my muscles turned out this way.
(Removes sweatshirt to show colorful padding on arms and legs.)

6th Cub: I'm the champ at making things disappear, you see,
Watch us all disappear, as I count to three.
(He counts slowly 1-2-3 as curtain closes.)



A New Sport

Have a Den line up on stage. One Scout steps forward and, acting as a narrator, announces that this is the first exhibition of a new Olympic event. This is the cue for the rest of the Scouts to grin as widely as possible. The narrator announces that this event is called the Standing Broad Grin.



Musical Merriment

The success of this stunt depends upon lively music & players. The audience will probably enjoy singing along with the boys and should be encouraged to do so.

Setting: 4 or 5 boys are seated in the center of the stage. They are wearing garden gloves, white ties, and large ovals of paper pasted on their foreheads. These articles have been painted with phosphorescent paint to enable them to glow in the dark. 2 or 3 boys stand at each side of the seated group. They wear straw hats (bands of paper taped to cardboard brims) tennis shoes, and garden gloves painted with phosphorescent paint. Curtains are closed to conceal players.

At a signal, all lights go out, the curtain opens, to the audience, hats, shoes and gloves seem to be moving in space.

(Off stage play a phonograph record of "Cantina Band" from Star Wars record or any other fast-paced Dixieland record)

The seated boys pretend to play instruments, moving their gloved hands and heads around to match the beat of the music. The boys who are standing tip their hats, shuffle their feet (soft-shoe style) and clap their hands to the music.

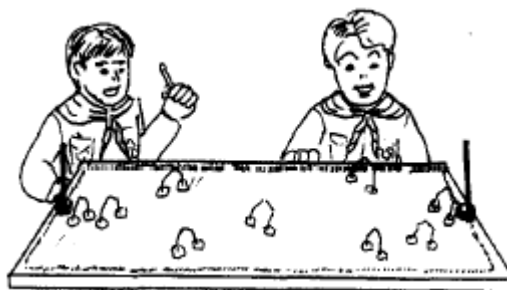
During the music, 2 or 3 of the boys will put their hands behind their backs, change hats, or place black paper over their eyes, so that the painted items are concealed.



CRAFTS

Table Croquet

For turf, place carpet scraps or old wash cloths on a table. Or to construct a permanent game, mount on a piece of 1/4" plywood cut to size. For mallets, wrap heavy weight aluminum foil around the end of a pencil. For hoops, insert the ends of opened paper clips into balls of clay. For stakes, insert pencils into clay (stakes could also be made of a piece of dowel rod and painted). Use a marble for ball. Set up your course and play.



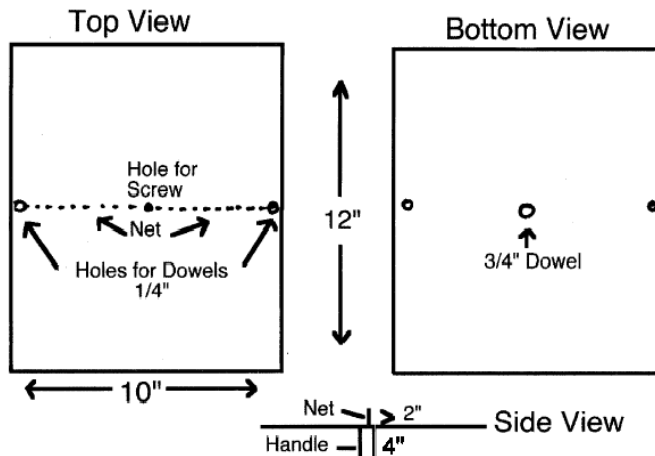
One Man Ping Pong

Materials:

- One #8 or #10 screw
- One 4" x 3/4" dowel
- Two 2" x 1/4" dowels
- One 12" x 10" plywood (1/4" or 1/2")
- One piece of netting
- One ping pong ball

To play:

Bounce ping pong ball back and forth over the net by moving the game board back and forth.



Sports Coasters

Materials List: Felt, Sports cards, pictures, A pen, Permanent white glue, such as Glue-All, Scissors sharp enough to cut felt, Wide-mouth canning lids (you can find them in the home canning/freezing section of grocery stores.)

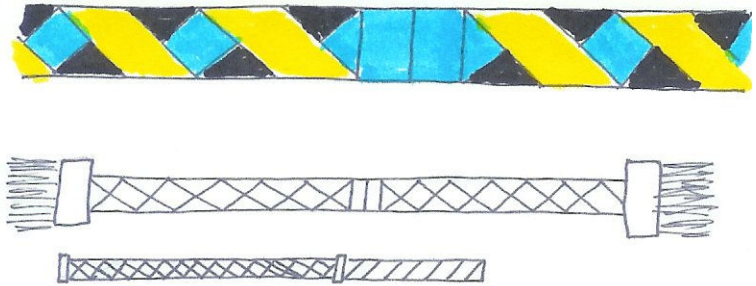
Directions: Cut cards or pictures to fit inside circle on lid. Trace around lid onto felt. cut out one for each lid. Glue cards on inside of the circle. Glue on felt. Let dry overnight.





Chinese Juggling Flower Sticks

Materials: One 2' length of 5/8" hardwood dowel, two 18" lengths of 3/8" hardwood dowel, 3 rolls of colored electrical tape (the more colors the better), roll of rubber tape, roll of duct tape, six 5" x 12" strips of felt or leather (2 each of 3 different colors to match or compliment the colored electrical tape), permanent fabric adhesive.



Instructions:

1. Measure and mark the center of the 5/8" dowel. Be precise. Balance is important!
2. Wrap a strip of colored electrical tape around the dowel on either side of the center. The strips should meet at the center mark.
3. Take the original color tape, start in the middle and wrap all the way to the end of the stick. Create a barber pole effect by leaving enough spacing for the rubber tape to be wrapped in between the electrical tape.
4. Start the rubber tape in the middle, next to the colored tape and wrap between the electrical tape to the end.
5. Repeat steps 5 & 6 for the other half of the stick.
6. Cut the end of the second colored electrical tape at 45 degrees and starting in the middle and centered over the line where the colored and rubber tape meet, wrap in the opposite direction from the first two pieces of tape. Repeat for the other half.
7. To add weight to the ends of the stick wrap equal amounts of duct tape at both ends. Make the total diameter of each end come to about 3/4". Check the balance by balancing the center of the stick on you finger. Adjust the balance, if necessary, by adding more duct tape to the light end.
8. Cut all three felt (or leather) pieces into a fringe 1/2" wide by 3" deep. This leaves 2" uncut for the full 12" length.
9. Apply the fabric adhesive to the 2" portion of the strips and wrap one of each color around each end of the stick. This should cover the duct tape.
10. Starting at one end of the 3/8" dowels wrap 12" in the design you used above.
11. Wrap extra rubber tape at both ends of the design. Four or five extra wraps are sufficient.
12. Wrap the 6" of handle with the two colors of electrical tape just like you did with one color and the rubber tape above. Add a couple of extra wraps at the end of the dowel.

Nut Shell Pictures

Materials Needed: Beans, macaroni, seeds, corrugated cardboard, glue Draw an outline of a vase of flowers on the cardboard. Decorate it with the various beans and seeds.

A Family Centerpiece

Materials Needed: Tree branches, spray paint, plaster, large plastic tub, decorative paper, ribbon, wooden or plastic curtain loops, scissors, glue Pour plaster into tub and insert branches. Tie a ribbon around the tub. Glue paper to the back of the hoops, inserting a picture of your family and tie a ribbon to the top. Hang pictures on the tree.



GAMES

Ball Pass Relay

Equipment: One ball for each team

Each team stands in file formation with a team leader sitting opposite about twenty feet away. He has the ball in his lap. On signal, the first player in line runs to this leader, picks up the ball, and returns to his place in the file line. He then throws the ball to the leader and goes to the end of the file line and sits down. When the ball returns to the leader's lap, the next player runs. The first team to finish a rotation wins.

Tennis Ball Pass

Equipment: A tennis ball for each team

Teams stand in a file formation. A tennis ball is passed from chin to chin, using no hands, from one end of the line to the other end. If the ball is dropped, it must be returned to the start of the line. The first team to pass the ball forward and backward wins.

Bucketball

Place two bushel baskets or large metal buckets 50 to 60 feet apart. Establish sidelines 30 to 40 feet apart. Use a basketball or other ball about that size. Play regular basketball rules, but with any number of players on a side. No score is made if the ball bounces out of the bucket or knocks it over.

Orchestra

The boys sit in a circle and each one chooses the name of a musical instrument. It is better to choose the names of instruments, which require distinctive motions to play, such as: bass drum, trap drum, violin, bass viola, piano, cornet, among others. The leader starts the game by imitating the motion of one playing his instrument. For example, if the leader's instrument is the bass drum, he imitates one beating a bass drum. Each other player must then imitate the motions that go with the playing of his instrument. Whenever the leader desires, he may change his motions and start imitating the motions of any other player. While he is doing this, all other players except the one imitated must switch to the instrument that the leader was formerly playing. The one whose instrument is imitated must stop his motions and place his hands over his ears. Whenever the leader switches back to his original instrument, each player in turn must switch back to his. Anyone who plays his instrument while it is being imitated, or fails to switch to the leader's instrument when he switches to another, or anyone who fails to switch back to his own instrument when the leader switches back to his, must pay a forfeit. Another version of this game is to have a player who has made a mistake become the leader.

Whistling Contest

The players are formed in a circle with a pile of folded sheets of paper in the center. On each slip of paper is the name of a song. The leader starts by taking one slip of paper. The leader must whistle the song until the name of the song is guessed. The player who guessed is next to pick a slip of paper.

Throwing Championship

Object: To see who can throw the farthest distance into the air.

Materials: Stopwatch & Adult operator, baseball, pencil, paper

How to play: The 1st contestant stands about 5 to 10 feet away from the rest of the boys with a baseball in hand. At the signal, he throws the ball into the air as high as he can, and the operator of the stopwatch begins timing. As soon as the ball hits the ground, the watch stops. The operator should write down the time for each child. The longest time wins.

Catch 'Em in the Cup

Materials: Take two Styrofoam cups and glue the bottoms together (make two sets).

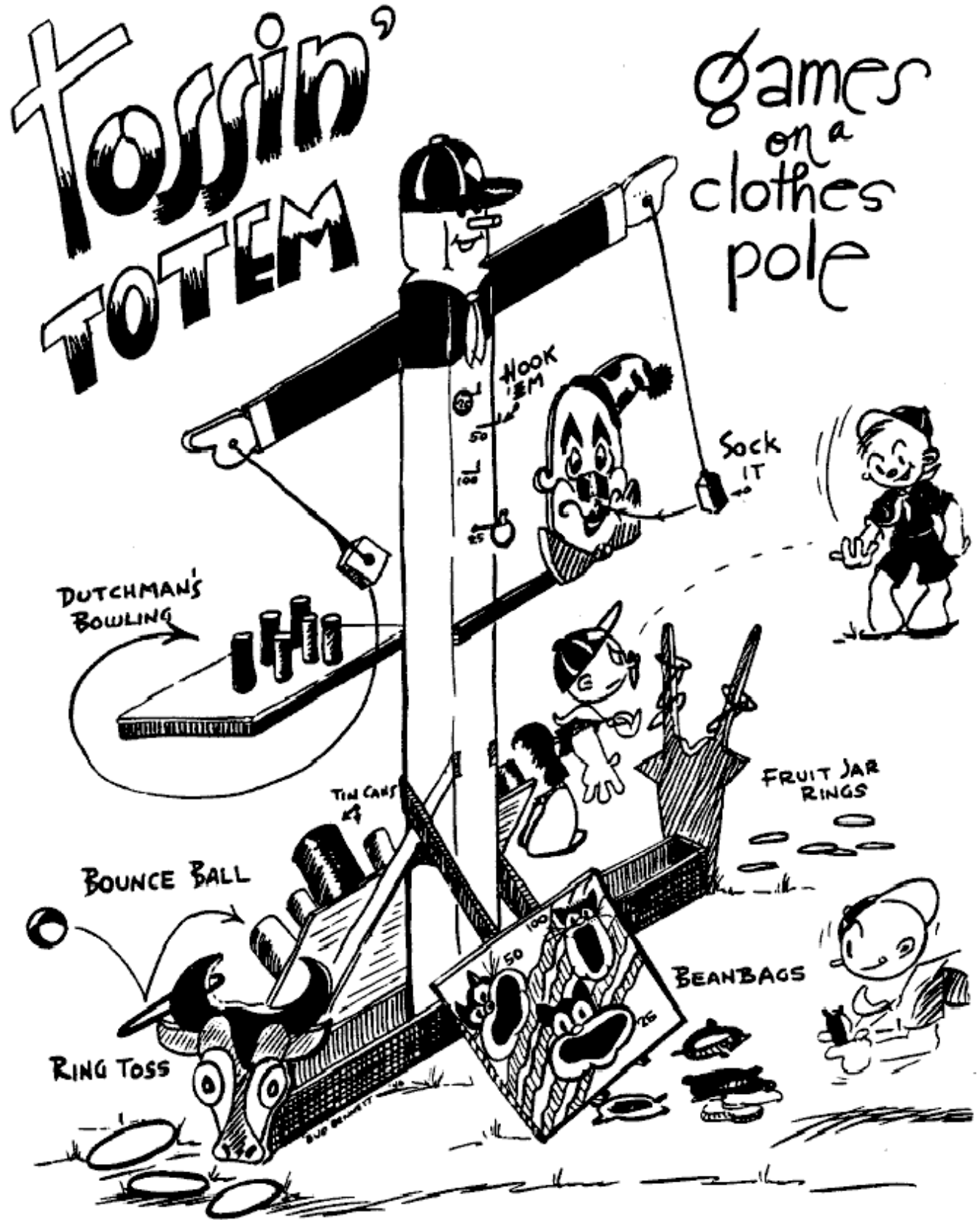
How to play: Place a ping-pong ball in one cup. Now toss the ball up and catch it in the bottom cup, twisting the cup upside down. When you can do this with one hand, try using two sets.



Build a Backyard Midway!

From the 1981 Northwest Suburban Council Pow wow Book. Sometimes the old games are still the best...







SONGS

The Athlete

(Tune: My Bonnie)

They gave me a suit and a number,
And sent me out on the field.
They gave me a ball called the pigskin,
And shoes with some cleats, toe and heel.

Chorus: Muscles, and cramps,
wracking my body with pain, with pain,
I stand, wondering,
If ever I'll do this again !

Next time they gave me a racquet,
Then sent me out on the court
Funny the things you encounter,
While trying to learn a new sport.

The ordeal was finally over,
At least, that's what I thought.
When they shoved me the soccer equipment,
I fainted dead on the spot !

Cub Scout Sports Song

(Tune: My Bonnie)

My baseball went over the fence
My arrows are broken to bits
My volleyball been deflated
After riding a horse I can't sit

Chorus: Belt loops, belt loops,
I'll earn my sports pin today, today.
Belt loops, belt loops;
My letter is not far away

My bicycle has a flat tire
My boomerang just won't return.
They say that I've lost all my marbles
And I still haven't gotten my turn.

My dog ate my ping pong paddle.
My badminton birdie has flown.
I sprained my right ankle while jogging
And was stranded ten mile's from home.

They say that Cub Scout sports are fun.
Some day I would like to know.
I've been wandering around for an hour
Just waiting for my Den to show.

S-M-I-L-E

(tune: John Brown's Body)

It isn't any trouble just to S-M-I-L-E
It isn't any trouble just to S-M-I-L-E
There isn't any trouble that won't vanish like a bubble,
If you only take the trouble just to S-M-I-L-E.

2. It isn't any trouble just to G-R-I-N, grin.

3. It isn't any trouble just to L-A-U-G-H

4. It isn't any trouble just to HA! WA! HA! HA! HA!

That's Why We're in Cub Scouting

(tune: Deep In The Heart Of Texas)

The fun things in life,
Our family's delight!
(clap hands four times)
That's why we're in Cub Scouting.

We do our best,
To pass each test
(clap hands four times)
That's why we're in Cub Scouting.

Just me and my son,
Work, play and have fun,
(clap hands four times)
That's why we're in Cub Scouting.

We think our pack's great,
We keep it first-rate;
(clap hands four times)
That's why we're in Cub Scouting!

Cubmaster's Hymn

(tune: On Top of Old Smoky)

On top of Old Smoky,
All covered with snow,
I learned a great lesson,
All people should know.
I met a Cubmaster,
A helper of youth.
He was roaming God's mountains,
In search of the truth.

He told me he found it
In the red sunset's glow,
In the voice of the thunder,
In the touch of the snow.
His truth was quite simple,
As plain as could be.
I'll never forget what
That leader told me.

Do your duty to God,
To the red, white, and blue,
To all others be helpful,
To thine own self be true.



JULY CORE VALUE



COURAGE



GATHERING TIME ACTIVITIES

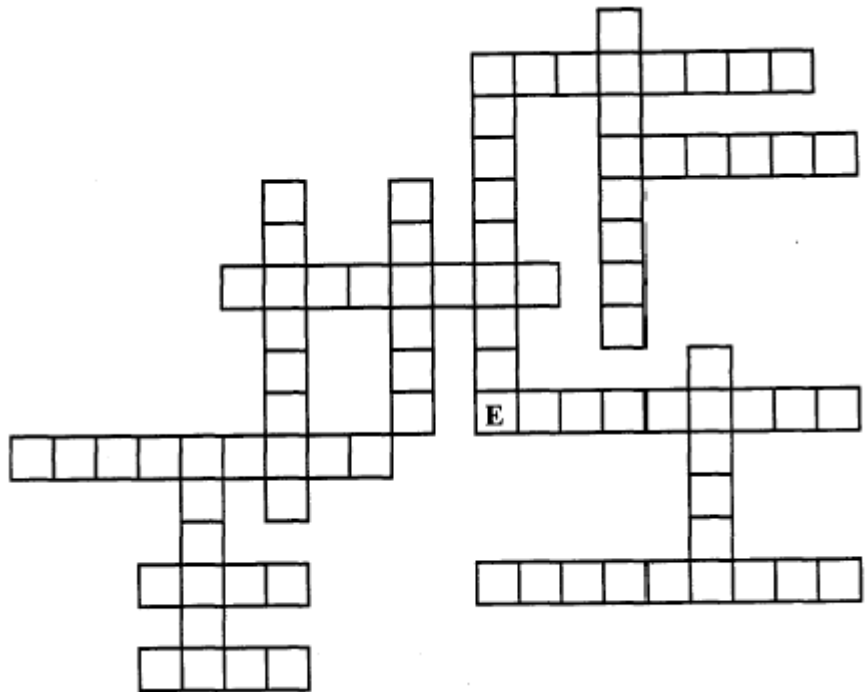
Rescue Fill-In

4 letters
Fire
Help

8 letters
Accident
First Aid
Operator
Readyman

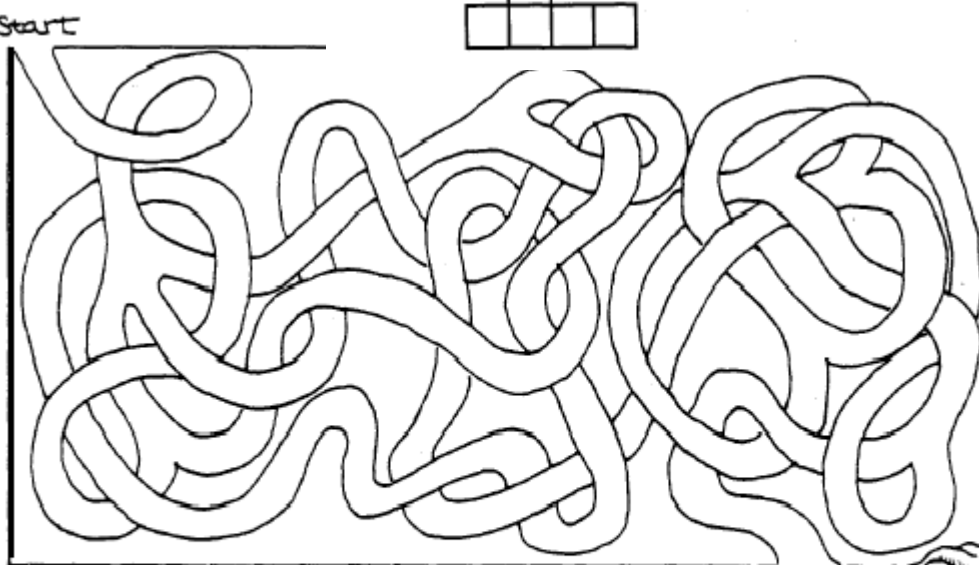
6 letters
Oxygen
Police
Rescue
Splint

9 letters
Telephone
Ambulance
Emergency
Paramedic



McGruff's Maze

This is
a



“spaghetti maze.” Each path can go over, under, and around, You can only change paths at a “Y.” Start at the top, and work your way around to the bottom, where McGruff is waiting.



Fire Prevention Quiz:

Read the questions and ask the boys to write down the letter of the correct answer, or make copies and give one to each boy. (Correct answers are underlined.)

1. What should you do to be ready if fire should strike your home?
 - (a) Keep pails of water on hand.
 - (b) Have an escape plan and rehearse it often.
 - (c) Be ready to carry out furniture.
 - (d) Have a suitcase already packed.

2. In making your escape plan, why should you know two ways out of every room?
 - (a) So I can see different parts of the house when i practice the plan.
 - (b) In case fire or smoke blocks one escape route.
 - (c) To keep people guessing.
 - (d) To make home fire drills more fun.

3. If your clothing catches on fire, what do you do?
 - (a) Run for help.
 - (b) Look for water to throw on yourself.
 - (c) Roll on the floor or ground, wrapping yourself in a coat, blanket, or rug, if possible.
 - (d) Try to blow out the fire.

4. What should you use for light in a dark closet where there is no light bulb?
 - (a) A match.
 - (b) A candle.
 - (c) A cigarette lighter.
 - (d) A flash light.

5. When you check extension cords in your home for fire hazards, what should you look for? choose two.
 - (a) Frayed or broken insulation.
 - (b) Whether the color matches the woodwork.
 - (c) Whether they run under rugs of furniture legs.
 - (d) Whether the plug is brown of white.

6. If there are small children in your home, you should be especially careful they cannot play with which of these?
 - (a) A pile of blankets.
 - (b) Matches.
 - (c) Tennis balls.
 - (d) Pots and pans.

7. Stairways in your home should be:
 - (a) A great place to play.
 - (b) A good place to keep your toys when you aren't playing with them.
 - (c) Kept clear of obstructions at all times.
 - (d) A place to pile your laundry until you can take it to your room.



OPENING CEREMONIES

Fire Brigade Opening

A brigade of Cub Scouts dressed as fire fighters come running out on stage as if responding to a three-alarm fire. On stage is a ladder and taped to the sides are flames and billowing puffs of smoke cut from poster board or card board. On the reverse side of each flame and cloud of smoke is text describing a particular household fire hazard and means for preventing it. One by one, the Cub Scouts mount the ladder, remove a card, climb back down and read the text to the audience. Follow this with a conventional flag ceremony.

Theme Opening

With the room lights turned out, the Cubmaster lights a candle and says "Cub Scouts this candle represents the Spirit of Cub Scouting, lighting our way through life."

"This flame also represents danger. As our theme this month has taught us, we have learned about the danger of fire and how to prevent it. Let's remember what we have learned so we will always use fire wisely and safely, not only as boys but later on as men."

"This light of Cub Scouting gives us warmth and cheer. Make sure it is never allowed to run wild and destroy lives and property, let's always be fire safe."

Lights on. Have Webelos Den post the U.S. flag and the Pack flag and lead in the Pledge of Allegiance.

ADVANCEMENT CEREMONIES

Fire Safety Advancement Ceremony:

As Cub Scouts we must be aware of being fire safe. As we develop in Scouting, our knowledge increases, our awareness of safety protects ourselves and those who live, play and work with us. Our responsibility to be fire safe and guide others increases as time goes on.

Entering into this beginning class are _____. Will these boys and their parents come forward? These boys are receiving the Bobcat award. This award is the beginning of their training in Cub Scouting. A part of this training is fire safety. The parents will present this bobcat award to their son. Congratulations and welcome to the Pack.

Advancing in knowledge as a Wolf Cub Scout are _____. One of the requirements for the Wolf Scout is to know the location of the fire station and fire call boxes in their neighborhood. This training directs the boys to safety within their community. This award is presented to the boys by his parents. Congratulations.

Another achievement in Cub Scouting is the earning of the Bear award. Tonight several boys have earned this award. Will the following Cubs and their parents come forward? _____. While attaining skills in several achievements, the Bear Cub has gained advanced knowledge in fire safety. The achievement calls for action when a person's clothing is on fire. We are proud that the proper response has been learned by these boys. The parents will present the bear award to their sons. Congratulations.

Receiving the Webelos award tonight are _____. Will _____ and his parents come forward? The knowledge initiated in the Webelos activities. Along with this knowledge is the learning of outdoor fire safety. The camping experiences include fire safety in the outdoors. Part of the Forester Activity Badge is the Outdoor Code. A part of this code is as follows: "As American, I will do my best to be careful with fire. I will build my fire in a safe place and be sure it is out before I leave." Following this code can be both land-saving and life-saving, and lead to a worthy Scout and citizen. The Webelos leader will present the award to the parents and _____ congratulations on your success in Scouting.

This ceremony should be done in semi-darkness with candles so the cauldron will not be too obviously unreal, but use enough light so that each item going in can be clearly defined. Can be done "theatrically" like a witch putting: in "eye of toad. wing of bat, etc."



SKITS

Skit - Why Are Fire Trucks Red ?

- Cub Scout 1. Fire Trucks have four wheels and eight men.
Cub Scout 2. Everyone knows that four and eight make twelve.
Cub Scout 3. There are 12 inches in a foot.
Cub Scout 4. A foot is a ruler.
Cub Scout 5. Queen Elizabeth, a ruler, is also a name of the largest ship on the seas.
Cub Scout 6. Seas have fish and fish have fins.
Cub Scout 7. The Finns fought the Russians.
Cub Scout 8. Russians are red.
Cub Scout 9. Fire trucks are always rushin'.
Cub Scout 10. Therefore, fire trucks are red.

CPR

Personnel: 4 Cub Scouts

Equipment: None

(Cub Scout 1 pretends to have an emergency requiring CPR. Cubs 2 and 3 perform CPR, one pretending to give mouth to mouth and one pretending to compress the chest.)

Cub Scout 4: *(Acts as time keeper, telling Cubs 2 and three when to compress and when to breathe. After a few seconds, says) "Let's switch!"*

(Cub 2 lays down. Cubs 3 and 4 give CPR and Cub 1 is the time keeper).

Fire Safety Skit

This skit needs at least five boys. Mr. James and Narrator wear suits or shirt and ties. Hose Man carries a garden hose, Ladder Man carries a chair, Chief wears a fireman's hat and raincoat. Other props are a candle and matches, and an offstage siren. (One of the boys can make the siren noise, as boys seem to do this so well.)

Narrator: Now, this evening, folks, we have Mr. James to talk to us on fire safety. Let's welcome Mr. James. (Narrator begins applause, audience follows.)

Mr. James: Hello, ladies and gentlemen. This evening I would like to discuss the hazards of an unwatched open flame. I shall light this candle now as the first part of my demonstration.

(Mr. James lights candle. Just as he is about to open his mouth to begin his talk a siren goes off.)

Hose man: *(enters shouting) Fire! Fire! Fire!*

(Ladder man enters and sets up chair next to Mr. James. Others may also enter, adding to the excitement, all shouting chief! Chief! Chief! Fire! Fire! Fire! Chief enters and climbs chair, he ceremoniously blows out the candle. All firemen run off stage>)

Narrator: That concludes our fire safety demonstration. Thank you, Mr. James. *(Shakes Mr. James' hand.)* I'm sure we'll all remember that an unwatched open flame can cause a lot of trouble!

(Narrator exits, Mr. James picks up candle and exits singing "Happy Birthday".)





AUDIENCE PARTICIPATION STORIES

A Bad Hike

First Aid: Oooh, Blood!
Cub Scout--Do Your Best!

Water-Glug, glug, drip
Mountain—Because it's there!

Food-Yuk!! Yuk!!

Once there was a CUB SCOUT who decided he knew everything there was about hiking. He knew FIRST AID, how to find FOOD, and how to know if WATER was good, so the CUB SCOUT took off for the MOUNTAIN. He packed his FIRST AID kit, knowing he would find his own FOOD and WATER on the MOUNTAIN side.

The sun soon became hot on the MOUNTAIN and the CUB SCOUT became thirsty so he searched for WATER. As the CUB SCOUT searched the MOUNTAIN side he found a spring of cool clear WATER and took a long drink which made the CUB SCOUT decide he was hungry, too. Where could the CUB SCOUT find some FOOD? The CUB SCOUT searched the MOUNTAIN side and found a couple of berries that didn't taste so good, but FOOD was FOOD. The CUB SCOUT got another drink of WATER to take away the taste of the FOOD, but that drink of WATER didn't taste good either.

By now the CUB SCOUT decided he would go down the MOUNTAIN and back home for some good FOOD. In the CUB SCOUT's haste, he tripped over a log and fell into the WATER of a nearby stream. The CUB SCOUT sadly watched his FIRST AID kit washed by the WATER down the MOUNTAIN side. As the CUB SCOUT stood up to shake off the WATER and the MOUNTAIN dirt, he realized he had cut his knee. Oh, for the FIRST AID kit but the WATER had sent it way down the MOUNTAIN. What was it the CUB SCOUT learned in his FIRST AID class? Oh my goodness, the CUB SCOUT couldn't remember! Maybe he didn't know all about hiking after all, and remembered he shouldn't be hiking the MOUNTAIN alone with no survival supplies.

After the CUB SCOUT arrived home, ate some good FOOD, drank some good WATER, and had mother's FIRST AID, the CUB SCOUT resolved to review his survival skills.

Safety Projects for Den Meetings

1. Learn how to build a fire and put it out.
2. Learn how to call the fire department and how to escape from home in case of fire.
3. Learn how to put out fire on a person and give him first aid; learn exits in public places boys frequent such as movies, schools, and churches.
4. Ask boys to tell how they held a home fire inspection.
5. Make a card of emergency phone numbers.

Fire- Triangle Experiment

Fire requires three things: air, fuel, and heat. Take away any one and the fire goes out. Demonstrate this with a wooden match and bottle.

Have a cub Scout strike a match (creating heat by friction). Let it burn a moment ((using oxygen to burn the wood or fuel), and then drop it into the bottle and place his hand over the top. This cuts off the oxygen and the hatch goes out even though there is still plenty of fuel.

Have a cub Scout strike a match and dip it into a glass of water. The water cuts off the air and cools the fuel, extinguishing the fire even quicker

Your boys may want to make a poster showing the fire triangle as illustrated.





CRAFTS

Coffee Can First Aid Kit

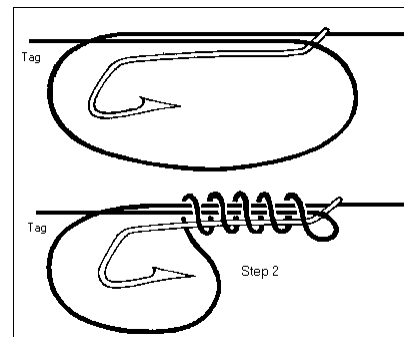
A very simple first aid kit can be made for the home or car by using a one-pound coffee can and adding the materials mentioned below. By sealing the lid tightly with tape the contents of the kit will last indefinitely.

Safety pins	Scissors	1" Adhesive compress
Tweezers	Sterile gauze pads	3" Roller bandage
Adhesive tape	2" Triangular bandage	2 Triangular bandages

Survival Kit in a Can

Materials Needed:

1. One foot of heavy cotton string, dipped in melted paraffin and then wrapped in waxed paper. Cut off 1½" piece, fray end, light with match and use to start a fire. Burns longer and hotter than match alone.
2. Salt, wrapped in foil packet. Improves the flavor of anything caught and cooked for food.
3. Two snelled fish hooks. May be used with leader to catch fish for food.
4. Four feet of black plastic electrician's tape. Used originally to seal and waterproof can. May also be used to fasten splints on broken limb, repair torn clothing, etc.
5. Steel wool, 00 or finer. Makes excellent tinder, even after being wet. Water can be shaken out and it will start from small spark. Burns very hot but very quickly, so should be used with other tinder (such as pine needles, twigs etc.) wrapped inside to start fire.
6. Picture hanging wire. Makes excellent snare wire; may also be used to help erect a shelter.
7. Water purification tablets. Use if there is any doubt about purity of water.
8. Metal container, with minor glued to lid. Mirror may be used to signal searching aircraft. Container used to melt snow for water; also may be used to mix up small quantities of soup.
9. Small tube of antibiotic ointment. Use on small cuts and bumps to avoid infection.
10. Wooden matches dipped in paraffin to make them waterproof.
11. Safety pins. Use to fasten together torn clothing or replace lost buttons.
12. Packet of condensed soup mix. May be mixed, small amount at a time, with water in can.
13. Vitamin pills (one per day). To help maintain health on inadequate diet.
14. Small whistle. Use to signal. Three blasts are a recognized distress signal.
15. Adhesive bandages. Use on small cuts, abrasions, burns.
16. 20 lb. test leader. Use with hooks for fishing; use with needle to sew clothing, use for snares; use to lash shelter together.
17. Razor blade (single edge). Use to make fuzz stick to start fire; use to clean and skin small creatures caught for food; use to cut up belt or other material to make thongs, ties.
18. Needle with large eye. Use with leader for sewing; use to remove splinters.
19. A sealable plastic bag to protect things from moisture.
20. A round microfilm canister or other such container to hold survival kit.





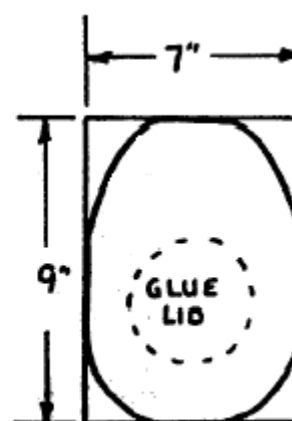
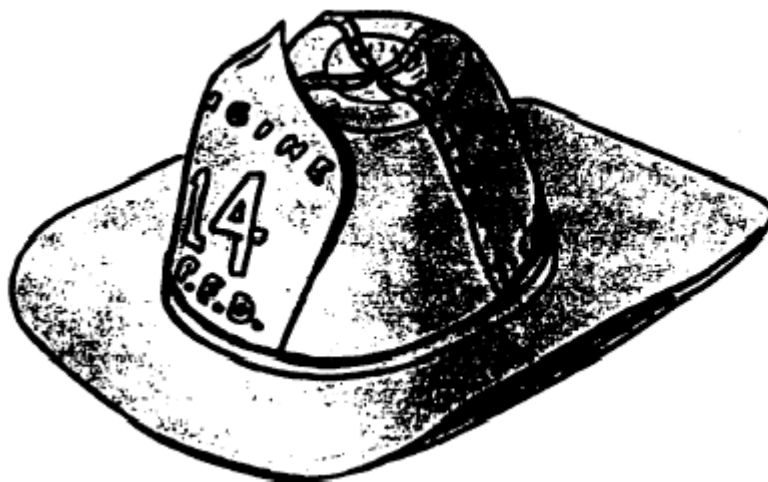
Fire Safety Posters

Have boys create their own slogans and designs for posters. Use Poster Board and felt tip pens, crayons, or paint. Display at Pack Meeting.



Fireman's Hat Bank

Firemen save property, but you can save coins in this firefighter's hat. Make one of your own as a salute to Fire Prevention Month. A plastic container (with its lid) from nondairy whipped topping, cardboard and paint are all you need. Place the lid on the container and invert for the crown of the hat. Then, cut a slit in the top of the crown for inserting the coins. Cut the brim, as shown, from cardboard. Glue crown to brim. For ridges on the hat, glue pieces of yarn or twine from the coin slot to the brim. Gently roll up sides of the brim. Paint the hat. Cut a shield from cardboard. Paint it any color you want, adding the number of the Engine Company when the paint is dry. (Tip: use your Pack number or Den number as the Engine Company number.) Glue the shield in place on the front of the hat. To remove coins (only allowed in case of fire or other real emergency), lift the crown from the brim.





Another Smoky Neckerchief Slide

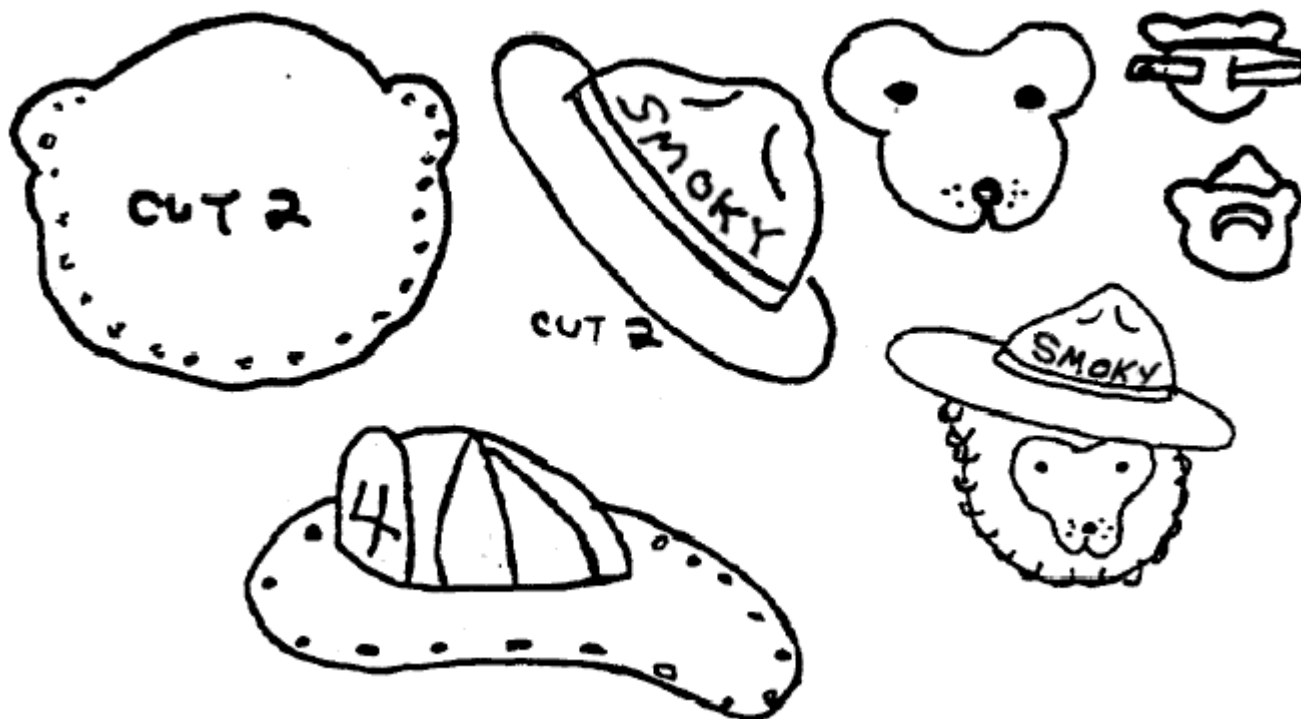
This slide can be made from leather, upholstery vinyl or leatherette and some plastic lacing. Contact cement works best in gluing leather and vinyl pieces together.

Using the pattern pieces, cut two heads. Punch holes around bottom of each head. On back piece cut two slits for slide ring. Insert a length of leather through the two slits, leaving the ends loose out the back. Lace the two head pieces together

Cut the Face part out of a lighter leather. Draw on the face. Glue face to head.

Cut two hat pieces and draw markings on the front one. Glue both pieces to front and back of head, lining up hat edges.

Close ends of leather strip that will be used as ring to hold neckerchief. Ends can be stapled or glued. Attaching a snap to the ends will allow the slide to be placed around the neckerchief securely without having to make the loop so big as to let it slide up and down the neckerchief.



Fireman's Hat Slide

This is made the same way as the Smoky slide except that it is just one pattern piece. Cut two hat pieces and punch holes along hat brim. Make two slits in back piece and insert leather strip. Lace front and back together. Close ends of leather loop with glue, staples or snaps. Draw hat markings on front.



GAMES

Fireman Save My Child

Divide Den into two teams. One member of each team (the child) sits on an old throw rug or heavy cloth., about 2 foot x 3 foot, about 15 feet from his team. Each of the other players has a four foot length of rope. On signal, the boys tie their ropes together with square knots to form a rescue rope. When ropes are tied, a player throws the rescue rope to the child and the team pulls him to safety. The Den that ties all knots correctly and first pulls its child to safety, is the winner.

Dial 911

Pieces of paper are handed out to the captain of each team. Each paper contains emergency situations, i.e. house on fire, car wreck, cat up a tree. Each captain puts back the paper then goes back to his team and whispers what was written on the paper. Each team member must receive the message to the end. The last person raises his hand then when all the teams are done let each team's final member repeat the message and compare it to the original. Parents can judge to see which team came the closest.

Rescue Relay

The teams are in relay formation behind the starting line; one player of each team is standing in the goal line and facing his team. On the signal, this player runs to the first player in his team, grasps his hand, and runs with his back to the goal line. He remains there while the player whom he brought to the goal line goes back to the team and gets the next player. Thus each player is taken to the goal line and returns to get the next player until all have been "rescued" and are in file formation back of the goal line. The team that finishes first wins the relay.

Variation: Have players work in pairs, returning to get a team member and employ various firemen carries to return him to the goal line.

Roll in a Blanket

Play this safety game in Den meeting, or as a Pack relay. Stand in a big circle with one person in the middle. Have him point at random to anyone in the circle and say, "Your clothes are on fire!" The person named must fold his arms across his chest, drop to the floor, and roll over slowly. For realism, play the game using a blanket to roll in. Have each Cub Scout take a turn.

Home Fire Hazards Hunt

Prepare for this game by creating some fire hazards around your Den meeting place. You might include: matches left carelessly within reach of children, oily rags filed in a corner of the garage, an outside door blocked by a chair, grease spilled near a stove burner, screen fallen away from a fireplace, electric cord on the floor where people walk.

Give the boys 10 minutes to make an inspection and find as many hazards as they can. Urge the boys to inspect their own homes and work with their parents to correct any hazards.

Spot the Errors.

Material Needed: pencil & paper (for each Cub Scout)

The Cub Scout Leader tells a story purposely making mistakes. The subjects could be: Health Rules; Highway Safety; Fire Safety, First Aid, etc. When the story is finished, the Cub Scouts go to their corners and list the errors. The Cub Scout who notices the most errors is the winner.



SONGS

Fire Prevention

(Tune: Clementine)

Check your hallways, check your closets,
And underneath the stairwell, too.
For if you've piled lots of junk there,
A big fire may call on you.

Dirty paint rags, piled up papers,
Frayed extension cords won't do.
Fire prevention is the answer,
All cub Scouts must follow through.

Prevent Fires

(Tune: Are you Sleeping?)

Prevent fires, prevent fires,
Do your part, do your part,
Check your house for hazards,
Check your house for hazards,
You'll be smart. You'll be smart.

Hunt for hazards, hunt for hazards,
Clean them out, clean them out.
Help protect your family,
Help protect your family,
Have no doubt, have no doubt.

I Wish I Were a Volunteer Fireman

(Tune: I Wish I Were an Oscar Meyer Wiener)

Oh, I wish I were a volunteer fireman,
That is what I'd really like to be.
'Cuz if I were a volunteer fireman,
Everyone would look up to me.

I'd climb up ladders high to save babies.
I'd battle fire, smoke and burning steam.
I'd wear my big, red fireman's cap proudly
and polish my badge until it gleamed.

I'd rescue cats from limbs in very tall trees,
And do inspections very carefully.
I'd teach the kids to all be fire detectives,
'Cuz then my job would be so easy.

Old Macdonald's Fire

(Tune: Old McDonald Had A Farm)

Old MacDonald had a farm, E-I-E-I-O.
And on this farm he had some woods, E-I-E-I-O.
With a chop-chop here, and a chop-chop there,
Here a chop, there a chop,
Everywhere a chop-chop.
Old MacDonald had some woods, E-I-E-I-O.

Then Old MacDonald lit a match, E-I-E-I-O.
And he was careless burning trash, E-I-E-I-O.
With a spark-spark here, and a spark-spark there,
Here a spark, there a spark, d .'. j
Everywhere a spark-spark. i-i+

Old MacDonald burned his woods, E-I-E-I-O.

(Sing this very slowly)

Through carelessness, he burned his woods, E-I-E-I-O.
Now, Old MacDonald has no woods, E-I-E-I-O.
With a ash-ash here, and a ash-ash there,
Here an ash, there an ash,
Everywhere an ash-ash.
Old MacDonald has no woods, E-I-E-I-O.

Help, Help, Help, Help, Help

(Tune: Row, row, row your boat)

Help, help, help, help, help
I have an emergency.
Quickly, quickly, quickly, quickly,
Dial 911, oh please.

London's Burning

(A Round)

London's burning London's burning,
Look yonder, look yonder,
Fire, fire! Fire, Fire!
And we have No water.

Emergency Call

(Tune: Are You Sleeping?)

Someone's crying,
Hurt and crying
911, 911
Tell them your location,
Stay calm and be patient
911, 911.

APPLAUSES, RIDDLES AND RUN-ONS

Cheers & Applauses



Fire Bucket Brigade Cheer: Pretend to pass buckets of water, throw water on fire going “swwooosshh.”

Fire Engine Cheer: Divide into four groups. 1. Bell, “ding, ding, ding.” 2. Horn... “hon.k, honk, honk.” 3. Siren... “rrr, rrr, rrr.” 4. Clanger... “clang, clang, clang.” Have everyone yell at once.

Firefighter Cheer: “Water! Water! Water!”

Siren Applause: Say ErrrrRRRRRRRRrrrrrrrr

Hospital Applause: “Sick, sick, sick.”

Mad Doctor Applause: Laughing wickedly, prepare the patient, lift up the sheet, put on your mask, turn to your assistant and say Scalpel, Sponge, sponge. (Speaking faster and faster) Sponge, sponge, sponge. Oh, no!!! Transfusion!!!

Run-Ons

I sure had a high fever last night.

How high?

Two bales.

Two bales? That's no way to take a temperature.

Of course it is. I have hay fever!

Cub #1: Did you hear about the kid that always wore two different colors of socks?

Cub #2: Yeah, his mother told him to never touch matches!

Cub #1: Doctor, doctor—my boy swallowed a pen!

Cub #2: Well, bring him into my office as soon as you can.

Cub #1: What should I do in the meantime?

Cub #2: Use a pencil.

CLOSING CEREMONIES

Battery Check

Personnel: 6 Cub Scouts

Equipment: Smoke Detector and new Batteries

1st Cub Scout: brings out the smoke detector and places on a table

2nd Cub Scout: checks for a sound, pushing button - nothing happens.

3rd Cub Scout: comes out and takes out the old batteries.

4th Cub Scout: brings out the new batteries and put them in.

5th Cub Scout: checks for a sound, pushing button - the smoke detector works.

6th Cub Scout: “A message to our parents. Please remember to check the batteries in our home smoke detectors tonight. Goodnight.”

Fire Safety Closing

Extinguish the room lights, shine a small spotlight of flashlight on the U.S. flag and ask all to join in singing "God Bless America." Cubmaster then says, "Cub Scouts, all during our meeting the candle representing the Spirit of Cub Scouting has continued to burn. Now we'll blow it out, reminding ourselves that a flame must never be left burning when no one is around, but let us keep the light of Cub Scouting burning in our hearts."

Smoky Closing

Each boy should hold up cards to spell "SMOKY":

Smokey the Bear has a message to tell.

Make it a point to hear him well.

Only you can prevent forest fires Smokey does say.

Keep yourself safe in being careful that way.

Yes, we can stop fires before they start.

if everybody does his part.



AUGUST CORE VALUE



HONESTY



CEREMONIES

OPENING:

Committee Chairman: The word "teamwork" means many things to a group. We in Cub Scouting are proud of our Team

Cub: As the youngest member of our team
I represent all of our Cubs who dream
Of growing up to be a man some day
To grow up right, if you all show the way.

Webelos: We Webelos have been around a while
We've learned and had fun so we can smile,
So many of you have helped so much
We want to say, thank you, for your loving touch.

Parent: Like all of you, I was new in the Cubbing game
But I did my best all the same,
Helping my son with his achievements and more
Attending the pack meetings and trips galore.

Den Leader: With reluctance I became part of this Cub Pack
Helping boys keep on the right track.
Crafts and songs and games and planning, too
Kept me busy with all of you.

Scouting Coordinator: You don't see me too often, I'm like the invisible man. My job is to see that our (institution, school, church, etc.) helps in any way it can. Keeping in touch with our pack committee right here. And keep it moving from year to year.

ADVANCEMENT:

ASSISTANT CUBMASTER:

It's not too far-fetched for us to think of our Webelos Scouts as the movers and shapers of our future. They have demonstrated an ability to perform necessary accomplishments in earning Activity badges. A journey of a thousand miles begins with one step. Will the following Cub Scouts step up and be recognized?

(go through all boys achievements earned)

CUBMASTER:

Scouting is in the business of Character building, and will deliver to a nation a great gift, a new generation of prepared young citizens - physically strong, mentally awake, and morally straight -- young people who are growing through their Scouting experience, learning the lessons of responsibility, of citizenship and priding themselves on the great accomplishments of our country.

ASSISTANT CUBMASTER:

A very impressive sampling of our future leaders. Let's give all these Cub Scouts a BIG HAND:

ADVANCEMENT CEREMONY - GROWING BOY

Equipment: Using a long sheet of heavy butcher paper draw a boy with long legs. Fold the legs so that boy appears to grow during the ceremony. Color him in Cub Scout uniform with removable neckerchief. Make



three neckerchiefs - one for wolf, one for bear and one for Webelos. If Bobcat Rank is to be awarded, start out the boy without a neckerchief. Put on Wolf neckerchief to present Wolf awards; after boy "grows" put on Bear neckerchief for Bear awards; grow boy again and put on Webelos neckerchief for Webelos awards. Awards could be attached to the various neckerchiefs.

To make the boy grow:

- 1) Secure a dowel rod, slightly longer than the paper, to the top by turning paper over and glueing it.
- 2) Attach heavy string or rope to each end and throw over the top of a door, or a movable blackboard, or a partition so that as the ropes are pulled the boy will "grow". A helper will be needed to control the growth.
- 3) As the ceremony progresses the helper takes the cue from the dialogue until the boy is fully grown.

Cubmaster: This month we have learned about the many career opportunities that may be available as these Cub Scouts grow up. Some of the jobs of today were not even thought of when I was young - so it may be that the professions of these boys will be developed in the next 10 years. No matter what career each decides on, the basics of Cub Scouting will help them grow and mature until they are ready to be on their own. We have several boys tonight who have been making progress and have been growing in their Cub Scout experience. They have earned ranks, arrow points and activity badges. We have a little friend here who is going to help us acknowledge those accomplishments. We are pleased that _____ has earned his Bobcat Rank. Come up here and bring your parents. (Give badge to parents to award to boy. Do appropriate applause.)

Next, we will honor the Wolfs. (Put Wolf neckerchief of boy and have him grow).

CLOSING CEREMONY

The Cubmaster or someone with a good reading voice reads Baden-Powell's last message. (Found among Baden-Powell's papers after his death, January 8, 1941).

Dear Scouts:

If you have ever seen the play "Peter Pan", you will remember how the pirate chief was always making his dying speech, because he was afraid that possibly when the time came for him to die he might not have time to get it off his chest. It is much the same with me, and so, although I am not at this moment dying, I shall be doing so one of these days and I want to send you a parting word of good-bye.

Remember, it is the last you will ever hear from me, so think it over.

I have had a most happy life, and I want each one of you to have a happy life, too.

I believe that God put us in this jolly world to be happy and enjoy life. Happiness doesn't come from being rich nor merely from being successful in your career nor by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and so can enjoy life when you are a man.

Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try to leave this world a little better than you found it: and, when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best. "Be Prepared" in this way to live happy and to die happy--stick to your Scout Promise always--even after you have ceased to be a boy--and God help you to do it.

Your friend,

Baden-Powell *At this point everyone can stand to sing "Taps".*

Closing Thoughts for Den or Pack Meeting

President Kennedy said that intelligence and skill can function best when the body is healthy and strong ... hardy spirits and tough minds usually are in strong bodies.

The principle occupation of each boy while he is growing up is school. Think of yourself. Are you merely putting in time, or are you trying to get all the rewards that school has to offer? The rewards can be great. It is up to you!



SKITS

Audience Participation

What Am I Going to Be

DOCTOR Open Wide

FOOTBALL COACH Hut Hut Hut

PRESIDENT My Fellow Americans

MUSICIAN A one and a two

ASTRONAUT 3-2-1 Takeoff After a den meeting one afternoon, six Cub Scouts were sitting around discussing what they wanted to be when they grew up. One of them wanted to be a **DOCTOR**, one thought he might be an **ASTRONAUT**, another thought a **FOOTBALL COACH** would be a great job, another boy wanted to be a **MUSICIAN** and another wished to become **PRESIDENT** one day.

"Being a **DOCTOR** would be great," said the first Cub Scout. "**DOCTORS** help other people and have nice offices. I'd like to do that." "**MUSICIANS** are more talented than **DOCTORS**," said the next boy.

"**MUSICIANS** play beautiful music and are a lot more sensitive than **FOOTBALL COACHES**."

The next boy said "**ASTRONAUTS** have the best job around. If you're an **ASTRONAUT** you can see the earth as one giant place we live on together. **PRESIDENTS** should be **ASTRONAUTS**

first!" "A **FOOTBALL COACH** is a leader of people. **FOOTBALL COACHES** can get players to do their best. I wouldn't want to be an **ASTRONAUT** though. That's a lonely and dangerous job," said the fourth boy.

The next boy, who wanted to be **PRESIDENT** said, "When I'm elected **PRESIDENT**,

I'll be over all of you. **DOCTORS**, **MUSICIANS**, **ASTRONAUTS**, and **FOOTBALL COACHES** all work for the **PRESIDENT**. All the boys then looked at the last boy, who had never said what he wanted to be.

"You all have some great ideas for what you want to do when you grow up. An **ASTRONAUT**

would sure be exciting. And I like sports, so I can see how a **FOOTBALL COACH** would be a great job. We can always use more good **DOCTORS** and **MUSICIANS** are important to help entertain the people. And of course a **PRESIDENT** would have a lot to say about what happens in the world. In fact, I think all those jobs would be great. So would a plumber, a mechanic, a teacher, a minister, a bookkeeper or a garbage collector. I don't know yet what I want to be, but I know I want to do something that I like to do.

I've seen too many grown-ups complain about their jobs. I'm never going to do that. I'll get a job I have fun at and can help other people." The other Cub Scouts didn't say anything for a minute.

But then one by one the future **ASTRONAUT**, the

MUSICIAN, the **FOOTBALL COACH**, the **DOCTOR**

and the **PRESIDENT** nodded their heads in agreement.

And they knew that their dreams of what they wanted to be had a new ingredient.



SONGS:

Cub Scout Rap

Yo! We are the Cub Scouts of Den One!
When we get together we have some fun!
We won't be late; we ain't no fools!
'Cus being a Cub Scout is really cool!

We learn a lot; it's not all plate
We're working hard to find our way!
We're growing up; it won't be long
So, put your hands together and Join our song!

ONE!(clap) TWO! (clap)
THREE! (clap) FOUR! (clap)

Cub Scouts are super.
Cub Scouts are strong.
Cub Scouts gonna teach us
Right from wrong!

Cub Scouts don't cheat.
Cub Scouts don't lie.
Cub Scouts don't do drugs-S ay!
I don't want to die!

Cub Scouts are righteous,
We try to get along.
Cub Scouts are good friends-
You'll find you can belong.

HUH! ewh, ewh, ewh, ewh,
Yo Cubbies! Yo Cubbies!
Yo Cubbies! Yo Cubbies!

People in a Family Should Do a lot Together

(Tune: Supercalifragilisticexpialidocious!)

words by Larry Becker and Pat Miller

If you have internet access go to

<http://www.niehs.nih.gov/kids/lyrics/supercal.htm>

to hear the tune

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 you 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, see a show , or ride a bike,
Try your hand at fishing,
or at 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!

GAMES

Passing The Buck

Equipment: A glove, a beanbag, a small rubber ball, or any other tossable object.

Have everyone stand in a circle. The 'buck' is any small object that can be tossed easily from player to player - a glove, a beanbag, or a rubber ball. Toss the buck to a player in the circle. The person catching the buck must begin to tell a story - something made up on the spot.

The player holding the buck tosses it to another player who must catch it and continue the story.

The story can take any form just as long as there is an attempt to connect it to the last player's contribution.

Players must not break the flow of the story no matter how fast the buck is passed. Those who have the buck must speak - if only a few words -and then they can toss it to another.

Living Clay

Each person selects a partner. One person becomes a blob of clay, and the other becomes the sculptor. The sculptor molds and forms the human clay into any shape possible without hurting the clay. Arms can be turned, legs can be bent, heads can be tipped, and faces can be pushed into strange expressions. The clay may resist any unreasonable positions. When the sculptor is finished, the creation may be put on exhibit. After the exhibit, sculptor and sculpture should switch places.



CRAFTS

Stilts

Materials:

2 Large juice cans 2 - 6' sections of rope

1. Cut out one end of the can. In the other end punch two holes just large enough for the rope. Tie the ends of the rope together inside the can.
2. Step on the closed end of the can and hold the rope in your hand. As you lift your foot, pull on the rope.



Belt

Materials:

Nail & hammer 16 to 20 bottle caps 10' or 12' Heavy white cord Adhesive tape.

1. Punch 4 holes in top of bottle caps. Remove cork.
2. Cut cord in half. Tightly bind all ends of cord with tape to make stringing of caps easier.
3. String caps on cord using both pieces, in cross-stitch fashion. Cross is formed on inside of cap. Leave about 1" between caps

(measuring on top of cap).

4. Adjust belt to fit waist. Leave equal lengths of cord at each end for tying.





SEPTEMBER CORE VALUE



COOPERATION



GATHERING ACTIVITIES

THE LITTERBUG

Divide group into each of the characters. As the key word is said each group makes the corresponding sounds.

*PAPER Crackle-Crackle, TRASH Dump-Dump, CANS Clatter-Clatter,
LITTERBUG Toss and Throw*

NARRATOR: God put bugs in this world for many reasons. He made them to live in every kind of season. But the pesky LITTERBUG with his PAPER and CAN, was made through neglected TRASH by the foolish person. To keep America beautiful, get rid of the LITTERBUG, so beach goers can again lounge on a clean sandy rug. Because of this pest, we must woller around, In PAPER and CANS and TRASH all over the ground. Just who are these LITTERBUGS who mess up our land? Do you ever really see them toss that PAPER and CAN? Quite often the LITTERBUG is a sneaky guy, and at dumping his TRASH he's oh so sly. So most of the time it just appears everywhere, As if it had dropped right out of thin air. Could it be we are so used to throwing things here and there, that we dump that PAPER and CAN without being aware? Without even thinking when we toss TRASH and waste, we could be an unconscious LITTERBUG in all our haste. So when you unwrap that gum or small piece of candy, don't throw the PAPER on the ground just 'cause it's handy. Next time stop and think when a pop CAN you toss, cause if you're a LITTERBUG, it's also your loss. So if every single person would take note of his habit, that pesky LITTERBUG we could certainly nab it. Then that terrible bug we would surely stamp out, with no more PAPER or CANS or TRASH about. To keep America beautiful, we must all do our part, by taking care of our TRASH properly from the very start.

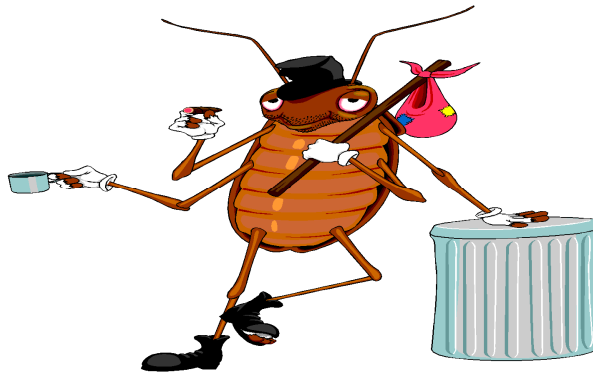
SOMETHING NOT TO BE

Fill in the missing letters in the spaces below with the letters listed below. They spell something no one wants to be. What is it?

B E G I L R T T U

BOTT__ES
T__NS

S__RING
S__ICKS
PAP__R
T__ASH
RUB__ISH
J__NK
RA__S



Answer: Litterbug

TREE LORE

Twenty leaves of local trees are placed before each den. The den has five minutes in which to write down the names of the trees. The den with the most correct answers wins.



OPENINGS

CONSERVE

Cub Scouts hold cutouts of cars made from poster board, with letters printed on back of each one to spell out the word: CONSERVE.

- C - Cars and buses and such were invented by men.
- O - Oil fields were discovered also by them.
- N - Nobody really worried about the amount of fuel this would take.
- S - So on no transportation did they put the brake.
- E - Eventually the amount of fuel used grew astonishingly.
- R - Raising on everyone's mind a great big doubt.
- V - Very soon the world's traffic was put to the test.
- E - Everybody to conserve fuel must now do their best!



ALLEGIANCE TO THE OUTDOORS

SETTING: After presenting flags and Pledge of Allegiance, Den lines up across front of room.

NARRATIVE: We are coming up on the time of the year when we start using the outdoors more and more whether we are hiking the trails of America or just going to the park. Each of us as Cub Scouts owes an allegiance to the outdoors just as we do our flag. Each Cub Scout should know and understand the outdoor code.

Cub 1: As an American, I will do my best to be clean in my outdoor habits, I will keep my trash and garbage out of America's waters, fields, woods and roadways.

Cub 2: Be careful with fire: I will build my fire in a safe place and be sure it is out before I leave.

Cub 3: Be considerate of the outdoors: I will remember that the use of the outdoors is a privilege I can lose by abuse.

Cub 4: And be conservation minded: I will learn to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife and I will urge others to do the same.

CONSERVING OUR NATURAL RESOURCES

Personnel: Seven Cubs

Props: Seven candles in a candleholder, (a half log with 7 holes drilled in it would fit the theme) a lighter or matches and a candle for the Cubs to use to light the candles in the candleholder.

Scene: The CM or DL lights the "lighter candle". The Cubs each light a candle in the holder and read their part.

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

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

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

CUB #4: We will help and learn from nature's resources.

CUB #5: We will protect them from harm.

CUB #6: We will follow the conservation pledge.

CUB #7: Will you all please rise and join me in the conservation pledge.

"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, water, and wildlife."

Thank you. Please be seated.



DEN ACTIVITIES

Things to discuss when it comes to saving resources...

Recycling

When an object can be shredded, melted or otherwise processed and then turned into new raw material -- for instance, aluminum cans can be melted down to make more cans, glass can make more glass, cardboard and paper make more cardboard and paper, plastic bags and containers can be turned into other plastic products. This takes some energy (very little for aluminum), but it is a good choice.

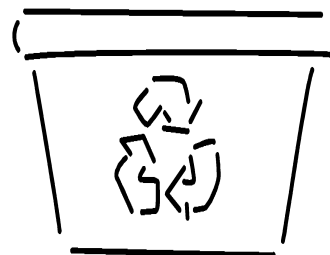
Reusing

When you find a use for an existing item - like decorating a bag and using it as a gift bag instead of buying wrapping paper; putting leftovers into a clean container from some other food; turning a used box into storage; decorating a can to hold pencils; saving packing peanuts and boxes and using them the next time you need to ship something or give a gift.

It is important to 'reuse' items wisely -- reusing packing peanuts to pack an item is by far the best way to use them. Recycling them, if it is available, would be the next best thing. Giving things in good condition that you no longer need to charity is another good way to reuse things like outgrown clothing or toys. Reusing is often the best way to save resources. This is something to consider year-round, not just around the winter holidays.

Shop Wisely

Can the container be easily recycled or reused? Will a larger container reduce the amount of packaging and perhaps cost less per serving? Is everything that can be recycled being recycled? Save resources (and money) by asking yourself if the item is something you really need, and if it is well suited for the task, and if it will last. Not only can this save you money, it can save you space and work, too. Five toys that are loved and played with are more fun than 10 toys that are broken or are boring to play with. And it's quicker to pick up 5 toys and put them away than to pick up 10.



After discussing ways to recycle do the following activities:

1. Divide den into two teams. Open up a mystery trash bag at each table and identify which things can be recycled. Lift up the bag again and feel how much lighter it is when people take things out of the trash, which can be recycled
2. This activity was adapted from a lesson written by: Phyllis Youngberg, a teacher at Burnt Mills Elementary School.
NOTE: If there is a tree on or near the school grounds, take the den outside for this activity. If there are no trees, have the den look at pictures of trees.

Give the boys a pencil and paper. Tell them they are going to examine a specific tree. Use the following procedure:

- A. Ask them to use their senses to make observations about the tree. (Provide them time to do this silently, then discuss in the den)
- B. Have them touch and smell the tree.
- C. Ask them to close their eyes and listen for sounds associated with the tree.
- D. Next, have them look for signs of who or what uses the tree, then discuss their observations.
- E. Ask: "What could hurt the tree? How? Why?"
- F. Pose the following "What if" questions for them to consider:



- a. What if this tree (or all the trees in our community) were gone? What would be good/bad/interesting about that?
 - b. What if the birds that use this tree went away? What will be good/bad/interesting about that?
 - c. What if lots of trees were planted on the school grounds? What would be good/bad/interesting about that?
- G. Ask: "Whose job is it to care for the tree? Why?"

3. If the weather is pleasant, ask the boys to go outside to sit and observe the area around them. They are to use their senses to observe other things in nature (sky, ground, plants, birds, etc.) Have them take a pencil and/ or crayons and paper and:
- A. Draw a picture of themselves outside.
 - B. Draw their observations.
 - C. Draw or write about their feelings about nature. (Provide ample time for this.)

When the boys return inside, provide time, if needed, to complete their work. Then have them share their work. Use the opportunity to discuss the importance of taking care of all things that are provided by the Earth.

4. Different types of walks you can take with the boys.



RAINBOW WALK — look for items of different colors, try a color per block or every so often, or just plain color identification.

HAWKEYE WALK — a list of items to spot or pictures of items to look for.

SUNSHINE AND SHADOW WALK — play with the shadows, measure some, make creatures, play shadow tag.

PHOTO WALK — take pictures before and have the boys look for certain items. Try weekly pictures to sequence spring development.

BINOCULAR WALK — make binoculars for toilet tissue rolls and use them on the walk to focus on items. It makes for a new look at the same old scenery.

ALIEN WALK — take your walk on this planet earth as if you were from another planet. Try to identify the things you see, not knowing their real name of purpose.

BINGO CARD WALK — on a bingo type card, with pictures or drawings of items, go for a walk to identify the items on the card.

SIGNS OF POLLUTION WALK — clean up the environment as you go using plastic gloves to protect hands.

ALPHABET WALK — make a list of things with letters of the alphabet and have the boys identify them.



CRAFTS

COFFEE GROUND 'FOSSILS'

What You Need

- 1 cup of used coffee grounds
- 1/2 cup of cold coffee
- 1 cup of flour
- 1/2 cup of salt
- Wax paper
- Mixing bowl
- Some small objects to make impressions in the dough
- Empty can or a butter knife
- Toothpicks, optional
- String to hang your fossil, optional

How To Make It

1. Stir together the coffee grounds, cold coffee, flour, and salt until well mixed.
2. Knead the dough together and then flatten it out onto the waxed paper.
3. Use the can to cut out circles of the dough or use the dull knife to cut slabs large enough to fit your "fossil" objects.
4. Press your objects firmly into the dough. When you take the object out, you have your "fossil". If you want to hang the fossil, poke holes into the edge to hold the string.
5. Let the fossil dry overnight and then hang it if you wish.

Tips

Bake them for a short period to get the "dough" to harden.

BIRD FEEDER

by Lynda Musante

You will need:

- 3" Wooden disk
- 3 Plastic coated wire hangers
- 16 Gauge wire
- Plastic container or used margarine tub
- Nail
- Craft Snips
- Sand paper
- White glue
- Bird seed
- Pine cone
- Peanut butter





BIRD FEEDER Continued



Fold bottom of hanger up over hook to make wings.



Shape hook and hanger to make arms and body.



Attach food dish to bottom of hangers with wire.

Instructions:

1. Sand disk smooth. Spread glue on disk to seal wood. Allow to dry.
2. To make wings, squeeze the hanger hook of one hanger closed. Pull the center of the hanger up to the hook of the hanger and loop it into the twisted section to secure. Bend hook over the loop.
3. To assemble the body, straighten the hooks on two hangers and bend them at a right angle. They will become the arms. Insert one hanger crossways into the second hanger. Bend both arms forward. Cut a 12" length of wire. Hold wings in position and wrap wire around all three hanger's twisted sections to secure.
4. Pull down the wide section of the two body hangers and flatten center area. Use nail to poke two holes 1" apart at the center point on each side of the plastic container bottom. Cut four 3" lengths of wire and bend each piece into a "U" shape. Insert a wire "U" through one set of holes and position container over bent hanger. Twist wire to secure it to the hanger. Repeat with three other sides.
5. Fill container with birdseed. Spread a pinecone with peanut butter then squeeze arms together to hold it. Your bird feeder can stand in the garden or hang.
6. Glue disk to top for face.



SONGS

Planet Earth's Our Only Home

(to the tune of Old McDonald)

Planet Earth's our only home,
It is in our hands.
We must learn to keep it safe,
The seas, the skies, the lands.

Chorus

With recycling,
And conserving,
I know I can, I know you can,
Yes it true, I know we can!
Planet Earth's our only home,
It is in our hands.

It's home to birds up in the sky,
Fishes in the sea.
It's home to creatures on the ground,
It's home to you and me.

(Repeat Chorus)

Turn off water, dim the lights,
Kids can do their part.
Making changes to conserve,
Is just being smart.

(Repeat Chorus)

<http://www.buschgardens.org/AnimalsAbound/musicalmemories.html>



Picking Up the trash

(to the tune of "I'm Picking Up a Baby Bumble Bee")

I'm picking up some trash from the big blue sea.
Keeping the ocean clean for you and me.
I'm picking up some trash from the big blue sea.
Why don't you come and join me!
My friends and I are cleaning up the sea,
For whales and dolphins swimming happily.
My friends and I are cleaning up the sea.
Look how pretty it can be.
We're keeping all the oceans nice and clean.
Have some fund and join our clean-up team.
We're keeping all the oceans nice and clean.
Come and join our team!



What Shall We Do With a Litter Dropper?

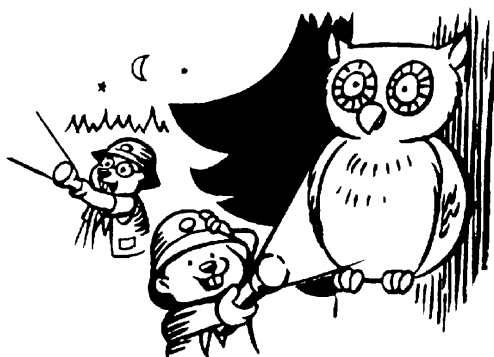
(Tune: What Do We Do With a Drunken Sailor)

What shall we do with a litter dropper
What shall we do with a litter dropper
What shall we do with a litter dropper
Early in the morning?
Put them in the bin, let the garbage truck take them *(say 3 times)*
Early in the morning.

What shall we do with the bottle smashers
What shall we do with the bottle smashers
What shall we do with the bottle smashers
Early in the morning?
Let the recycling truck take them *(say 3 times)*
Early in the morning.

What shall we do with the tin can tossers
What shall we do with the tin can tossers
What shall we do with the tin can tossers
Early in the morning?
Put them in the bin, let the garbage truck take them *(say 3 times)*
Early in the morning.

What shall we do if they take no notice
What shall we do if they take no notice
What shall we do if they take no notice
Early in the morning?
Pitch right in and stop all littering, etc. *(say 3 times)*
Early in the morning.



Recycle Song

By Sue Parr-Jourdain

Tune of "Row, Row, Row Your Boat."

Pick, pick, pick it up
Put it in a can,
Please don't litter, it makes us bitter
Don't dirty up our land.
Re, re, recycle
Paper, plastic and glass
We're the solution, to stop pollution
It will be a blast!



Pollution Song

(Tune: My Bonnie Lies Over the Ocean)

The litter blows over the highway,
The litter blows over the park,
Unless we do something about it,
The world will be litterly dark.
Pick up, pick up,
Oh, pick up the litter you see, you see.
Pick up, pick up,
Oh, pick up the litter you see.

The cars that drive over the highway,
Are spewing exhaust in the air,
We're leading our world in extinction,
And yet just don't seem to care.
Bring back, bring back,
Bring back a clean world to me, to me.
Bring back, bring back,
Please bring back a clean world to me.

God gave us clean air for our breathing
But we just don't keep it that way,
Instead we pollute it from smokestacks
And breathe in the garbage each day.
Bring back, bring back,
Bring back a clean world to me, to me.
Bring back, bring back,
Please bring back a clean world to me.



Picking Up Litter

(Tune: I've been working on the Railroad)

I've been pickin' up the litter,
All the livelong day.
I've been pickin' up the litter,
Just to have a place to play.
Can't you see the litter basket,
Sitting on the sidewalk there?
Every little bit will help us,
If you just show you care.
Won't you pick it up?
Won't you pick it up?
Won't you pick it up today, today?
Help us clean it up,
Help us clean it up,
Help clean up the U S A



SKITS

EARTH DAY

Adapted from a poem by Hillol Ray.

Divide into parts. Have the boys hang a poster around their neck with different recycle items. Bottles, can, newspaper, etc.

Fresh air and clean water nourish our souls,
Without them, we suffer, and pay a heavy toll!

Banning pesticides and lead in gasoline -
Made the giant move to make the nature clean!

Recycling became a daily household chore -
To reduce costs and protect the seashore!

Reduction of emissions created the flow -
Of cleaner air, and polluters took a blow!

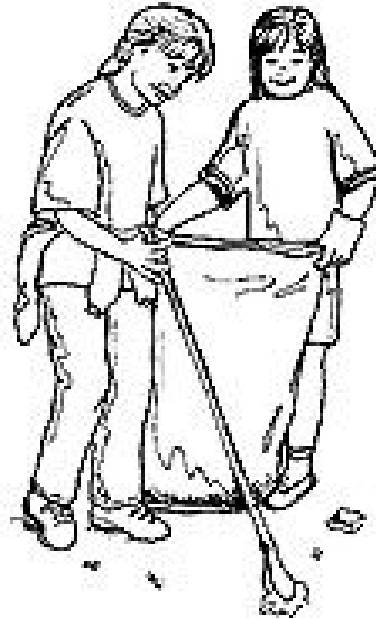
The situation has changed over twenty-five years,
And laws are in place to remove our fears!

Now, always think "Earth Is In Your Hands",
Here at home or in foreign lands!
So let us follow these few simple roles,

Conserve the water as much as you can,
While you are bathing or washing the van!

Recycle and prevent pollution at the source,
Plant the trees in open private space,
To create the shade and cool your face!

Well, now you know what you have to do -
And celebrate "Earth Day" without further ado!



BACK TO NATURE

Decorate 8 large shopping bags; label 4 "Dirty Bugs", and the other 4 are "Tidy Bugs." Each boy carries one with his lines written on it near the top. If desired, they can also decorate a smaller paper sack like a bug to wear over their head.

Cub 1: My name is LitterBug Lou. And oh, what us litterbugs do!

Cub 2: We clutter the country with papers and trash. At making a mess, we're really a smash!

Cub 3: The roadsides and parks are scenes of our folly. We really enjoy it and think it quite jolly.

Cub 4: To leave behind garbage, bottles and paper, as little memories of our daily labor.

Cub 5: I'm Tidy Bug Ted of the Tidy Bug clan. We work to keep things spick and span!

Cub 6: We pick up the litter wherever we are and always carry litter bags in our car.

Cub 7: We'll wipe out Lou and all of his band and make America a beautiful land.

Cub 8: Free of litter, trash and clutter. Won't you help us, dear Father and Mother?



GAMES

SUN AND SEEDS

Boys form a circle and kneel with hands over their faces as if they are sleeping seeds. One Boy is named the sun. He runs around the circle and touches a seed. The seed jumps up and chases the sun around the circle. The sun must make it to the seed's vacant place without being tagged. The seed then becomes the sun and tags someone else. If the sun is tagged by the seed before reaching the seed's place, he is the sun again.

QUIET RECYCLE ACTIVITY

Unscramble our recycling world. Have the boys unscramble the word in the highlighted box below to spell how our state will look if we all recycle our waste.

Litter Reduce Cardboard Compost Reuse Landfill Recycle Ecology

Resources Glass Aluminum Newspaper

1. ecreyle _____
2. tltrei _____
3. locyoge _____
4. drecee _____
5. erutosecs _____
6. bocadrdr _____
7. lsgsa _____
8. pcmoots _____
9. umualimn _____
10. uesre _____
11. apwreesnp _____
12. fladlinl _____

BONUS word _____

Bonus word answer: CLEAN





ADVANCEMENT CEREMONIES

POLLUTION SOLUTION

This month our Cub Scouts have been learning about their environment and how to be part of the solution to pollution rather than contributors to the problem. They have learned to re-use, reduce, and recycle products in their home. They have participated in service projects to help fix existing problems in their neighborhoods and parks. Tonight we honor some of those service minded Scouts who have completed requirements for their rank advancements.

The Bobcat Trail is the beginning of the Cub Scout adventure. The boys attaining this rank have just begun to learn the meaning of service to others as they learned the Cub Scout Promise and Law of the Pack. (Call boys and parents forward.)

In attaining the rank of Wolf, boys learn about our "Living World" and how to protect it. They have made observations about how their neighborhoods get dirty, then gone into action to help be part of the solution to the problem. (Call boys and parents forward.)

The Big Bear Trail is full of choices, and some of those choices deal with "Taking Care of Your Planet" and "Sharing Your World With Wildlife." Boys attaining this rank have learned something of the interdependence of life on Planet Earth, that all living things need each other. (Call boys and parents forward.)

Learning the Outdoor Code is one of the requirements for attaining the Webelos Rank. In preparing for Boy Scouts, these boys will be spending more and more time outdoors, and their conduct toward the environment could impact generations to come. (Call boys and parents forward.)

The outdoor program is an important part of the Scouting movement. Be a leader in your school, your home, and your neighborhood to preserve this precious environment for our future.

CUB SCOUT SEEDLING

STAGING: Cardboard trees and bushes in background.

CUBMASTER: Do you see that tree in my backyard. My first den & I planted that tree as a seedling the first year my oldest joined Cub Scouts. Look at it now! We did it as a conservation project to show how we can help our environment.

ASST CM: Wow, it sure has grown!!

CUBMASTER: A young Bobcat starting his Cub Scouting adventure may be like a young seedling just starting to grow like that one used to be in my backyard. We have several Cub Scouts that have earned the Bobcat rank.

ASST CM: Will the following boys and their parents please join us in the backyard. (Reads names)

CUBMASTER: These Cubs, like a planted seedling, have just started. Parents, I give you the Bobcat Badge to present to your sons.





Advancement Ceremonies

CUB SCOUT SEEDLING Continued

CUBMASTER: A young Wolf has gone beyond the bobcat, like the seedling becoming a tree. His limbs extends high and becomes visible to the neighborhood reaching out to see and learn.

ASST CM: We have several Cub Scouts tonight that have earned the Wolf Badge, the second rank in Cub Scouting. Will the following boys and their parents come into the backyard. (Read Wolf names)

CUBMASTER: A Wolf Cub has accomplished more than the Bobcat. His experiences, skills, and knowledge have begun to extend beyond his home and has become visible to others. Parents, please present these Wolf Badges to your sons.

CUBMASTER: The Bear Scout, the third rank of Cub Scouting, has continued up the Scouting trail beyond the Wolf. He has become strong and straight as a young tree, not fully grown yet, but on his way. His search extends beyond his neighborhood into the town and country. His experiences could be fishing in a creek, a hike through town, or visit to local park or zoo. We have several Cub Scouts that have met the challenges of the Bear and will receive their awards tonight.

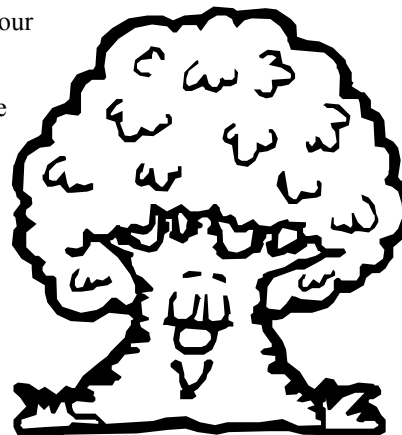
ASST CM: Will the following Cub Scouts and parents join us. (Read names)

CUBMASTER. The Bear Scout has matured and endured the challenges of the Cub Scout trail. His experiences and knowledge are nearly complete. His backyard is beyond his neighborhood. Parents please present these badges to your sons.

CUBMASTER: The Webelos Scout is coming to the end of the Cub Scout Trail. He is a fully grown tree in the Cub Scout forest. He stands straight and tall. His backyard extends up and down the highways. His fun may include Canoeing at a Cub Scout camp, hiking in the woods, and camping overnight. We have several Cub Scouts here tonight that have met the Webelos challenges.

ASST CM: Will the following boys and their parents join us in our backyard.

CUBMASTER: The Webelos Scouts have almost completed the Cub Scout trail. They are knowledgeable, skillful, and confident. His backyard is almost limitless. Parents please present these badges to your sons.





RUN ON/ APPLAUSE

RUN ONS

Cub 1: What did the big chimney say to the little chimney?

Cub 2: I don't know.

Cub 1: You're too young to smoke!

Cub 1: Everyone knows we should conserve energy. Can you name one way to do that?

Cub 2: By staying in bed all day!

Cub 1: What is the first thing you should do with a barrel of crude oil?

Cub 2: Teach it some manners!

Cub 1: Do you know what will happen when man pollutes outer space?

Cub 2: No, what will happen?

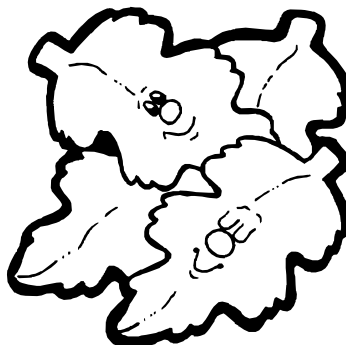
Cub 1: The Milky Way will curdle.

Cub 1: (reading statistics) Do you know that every time I breathe, someone dies?

Cub 2: Have you tried mouthwash?

Cub 1: What is blue and gold and covered with dirt?

Cub 2: A Cub Scout who has gone back to nature.



APPLAUSE

Clean Air: Take a big sniff of air, exhale and say
"AHHHHHHHHHHHHHHHHH!"

Noise Pollution: Raise hands and have everyone yell as loudly as they can. Lower hands and volume of yells go down. When hands are on floor, everyone must be extremely quiet. Do several time – raise and lower volume. Then, with hands on floor ask the Pack to listen to absolute quiet.

Reduce, Reuse, Recycle: Divide the audience into three sections. Have the first section yell, "Reduce!", the second section yell, "Reuse!", and the third section yell, "Recycle!" Alternate pointing at each section, pointing faster and faster.

Reverse Applause: Move hands away from each other.

Plant: Crouch near floor, take deep breath, hands together, like saying prayer with eyes closed, slowly rise upward spreading fingers and as you are on tip-toes, look up (to sun,) open eyes and exhale "Ahhhh."



CLOSINGS

THIS APPLE IS THE WHOLE WORLD

**This ceremony involves the use of a pocketknife, so an adult should handle this.*

PROPS: Apple, Pocketknife, Table

CUBMASTER: Earth Day comes in April and it reminds us to be careful with our home planet. There is also an old song about April showers bring May flowers. Together, these remind me of how precious and valuable water is, and how important it is to use it wisely. I

Imagine that this apple is the whole world. Three quarters of the world is covered with water, and only one quarter is covered by land. (Cut one-fourth section off of apple and place it down on the table.)

Out of the three quarters covered in water, only about three percent is fresh water and the rest is salt water, mostly in the oceans. (Cuts off thin sliver from apple, and places larger piece down on the table. Holds the thin sliver up for all to see).

Of this 3% slice, about two-thirds of that is generally not available. Most of that is frozen in the North Pole and South Pole, and other hard to reach places. (Cuts off two thirds of the thin sliver and puts larger piece down).

Only this thin sliver is left. All the fresh water that is available to life on the land's surface. This is all the fresh water we have. What would happen to us if we ruin this thin sliver by pollution? (Eats thin sliver in one bite).

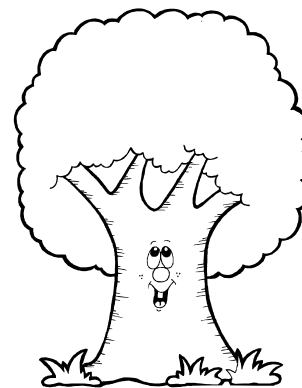
We would be gone just like that. Be careful with the world. We need to save it for all these young people here tonight.

WALK THROUGH THE WOODS

The Cubmaster can simply read this or you can add music and trees in the background as props and have the boys in the dens walk out on stage as the words are being read.

When you walk through the woods, I want you to see,
The floating gold of a bumblebee
Rivers of sunlight, pools of shade
Toadstools sleeping in a mossy jade.
A cobweb net with a catch of dew.
Treetop cones against an azure blue.
Dancing flowers, bright green flies
Birds to put rainbows in your eyes.

When you walk through the woods, I want you to hear,
A million sounds in your little ear.
The scratch and battle of wind tressed trees
A rush as a timid chipmunk flees
The cry of a hawk from the distant sky
The burr of the leaves when a breeze rolls by
Brooks that mumble, stones that ring
And birds to teach your heart to sing.



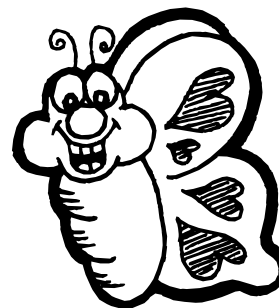


Closings

WALK THROUGH THE WOODS Continued

When you walk through the woods, I want you to feel
That not we nor man could make this real
Could paint the throb of a butterfly's wing
Could teach the woodthrush how to sing
Could give the wonders of earth and sky
There's something greater than you or I

When you walk through the woods and the birches nod
Son, meet a friend of mine, named God.



A NATURALIST IS ...

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored.

A naturalist is a student of natural history which includes the many things found in nature, such as plants and animals. This month, our dens have (briefly review some of the den activities an the theme)... There are many more interesting activities to help you Cub Scouts learn more about the world of nature and to develop an appreciation of it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him... except that the naturalist's world can be at his very feet... a world to be investigated and discovered. It is as near as your own backyard; a nearby park, the woods and fields or even a country road. These places are inhabited by many kinds of insects, birds, plants, animals, trees and other forms of life. Continue exploring the world of nature and you will find many wonderful things that God has given us to enjoy.

NATURE CLOSING

Wood and water, wind and tree,
Wisdom, strength, and courtesy,
Scouting favor go with thee.

A TREE IS A GOOD SCOUT

Personnel: 6 Cubs and a narrator

Equipment: Each Cub hold a picture or drawing of a tree with his section of text on the back.

Cub 1: Did you ever pause to think about how helpful a tree is?

Cub 2: It provides a nesting place for birds, shade from the sun, and protection from the rain.

Cub 3: It discards it's dead branches, thus providing wood for building fires and for cooking food.

Cub 4: A tree adds beauty to the countryside and to camping areas.

Cub 5: We must admit that a tree gives a lot more than it receives.

Cub 6: We can learn a lesson from the tree , by doing our best to always be helpful to others and by putting our fellow Scouts first and ourselves second.

Narrator: Remember the lesson we learn from the tree - To give to others more than we receive.



OCTOBER CORE VALUE



RESPONSIBILITY



OPENING CEREMONIES

A Tree Is A Good Scout

By Lord Baden Powell

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 building fires and cooking food. A tree adds beauty to the countryside and to camping areas. We much 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 and by putting our fellow Scouts first and ourselves second.

Remember the lesson we learn from the tree—to give others more than we receive.

Smokey Bear

Props: Signs for the Cub Scouts to hold. Their speaking part can be taped to the back.

Cub Scout 1. *(Holds up picture of Smokey the Bear)* In 1944, the National Forest Service, in conjunction with the Advertising Council, originated and authorized a poster, by Rudolph Wendelin, of Smokey Bear as the symbol for fire prevention.

Cub Scout 2. *(Holds up picture of fire)* In May of 1950, during a large New Mexico forest fire, a tiny bear cub found his way up a tree. With badly burned feet and back, the cub clung tenaciously to the side of that pine tree.

Cub Scout 3. *(Holds up picture of a fireman's hat)* He was found by one of the fire crews who had been fighting the fire. The cub was briefly named "Hotfoot" but those involved quickly called him Smokey Bear and he became the living symbol for the poster.

Cub Scout 4. *(Holds up a map of Washington DC)* Once healed he was flown to the National Zoo in Washington, D.C. where he quickly became a "star." In July of 1950, New Mexico, presented Smokey Bear to the school children of America.

Cub Scout 5. *(Holds up a card with the number 20252)* By 1964, Smokey Bear was given his own ZIP code because of the large amount of mail he was receiving. It is said that Smokey received more mail at that time than anyone living in Washington D.C., including the president.

Cub Scout 6. *(Holds up a picture of a stamped envelope)* In 1984, Smokey was honored with a postage stamp that pictured a baby bear hanging onto a burned tree. This is the only time in history that the U.S. postal service created a stamp in honor of a real individual animal.

Cub Scout 7. *(Holds up a picture of a birthday cake)* So, Happy 60th Birthday, Smokey! This summer, as we travel to parks and forests all across this great land of ours, please remember, that,

"Only You Can Prevent Forest Fires!"

Please join us in the Pledge of Allegiance to our flag.

The Outdoor Code

Arrangement: Poster with the Outdoor Code on it. Have Pack repeat the outdoor code. Explain it's meaning.

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

Cubmaster: 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 waterways, fields and roadways.

Pack: Be careful with fire.

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

Pack: Be considerate of the outdoors.

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

Pack: And be conservation minded.

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

(Sing "God Bless America")





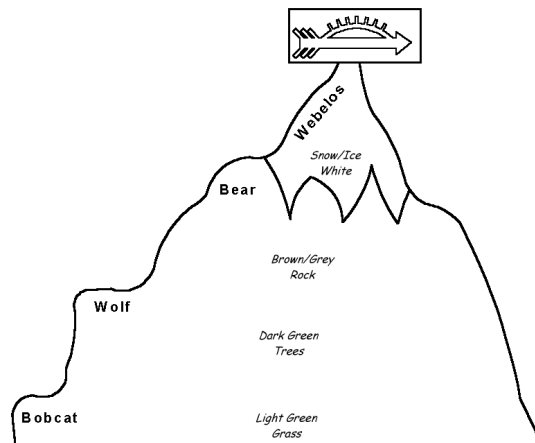
ADVANCEMENT CEREMONIES

Parks Advancement

Props: Cardboard mountain as shown.

Cub Scout: Glue a picture of a Cub Scout (or mountaineer) onto some . . . light cardboard backing. Cut out the general shape of the figure. Glue the figure onto a pinch-type clothespin. Make a separate figure for each rank. If you have several boys advancing to the same rank you may want to tag the figures with the boys' names.

Ceremony Preparation: Place the figures at the location on the mountain that represents their current rank. Place the badges on the mountain at the location that represents the rank they are advancing to. If you like to lower the lights for effect, a couple of candles will provide sufficient light for this ceremony.



Cubmaster: Many of our nation's most spectacular mountain ranges can be found in National Parks. I have before me what might be called a Cub Scout Mountain. The Bobcats start out down here (pointing) on level ground and, on this side of the mountain, as you go up there are several plateaus that represent the ranks in Cub Scouting. The trail ends and the mountain is conquered when a Cub Scout earns his Arrow of Light Award. As in climbing a real mountain, it always looks like a long way to the top but each step along the path brings us closer to the top. A Cub Scout starts his climb and before he knows it, he has reached the Wolf plateau, then the Bear, the Webelos plateaus, and finally the top – the Arrow of Light Award. Now it is time to honor the climbers among us. Will the following new Bobcats and their parents please come forward (read list). We want to welcome you new Bobcats and your parents into our Pack. To reach Cub Scout Mountain you have so far walked on rather level ground and now you will begin your ascent. The way may seem steep and long, but remember that many have gone before you and reached the top and I am sure you will reach it also. To ensure that you are starting out properly, please recite for me the Cub Scout Promise. (Bobcats respond.)

Now, recite for me the Law of the Pack. (Bobcats respond.)

Now, the Cub Scout Motto. (Bobcats respond.)

Congratulations - you are well prepared to begin your climb. To commemorate your start, remove your badge from the mountain and place the climber I am giving you on the Bobcat plateau. (Cubmaster shakes the boys' hands as he hands them their "climber.")

Will the following. Climbers who have reached the Wolf plateau and their parents please come forward (read list).

While you are not yet half way up the mountain, you have made an excellent start. In some respects you have traveled the hardest distance, because as in climbing real mountains, if the beginning is steep, some climbers will not go on and will turn back before they even really get started. But you did not turn back. I can assure you that the fun you experienced on the, Wolf trail awaits you on the Bear trail. The real mountaineer will take a moment to rest at each plateau he reaches, but you should not. Earn some Arrow Points and then begin your ascent of the Bear trail.

In commemoration of your having reached the Wolf rank, remove your badge from the mountain and place your climber on the Wolf plateau of Cub Scout Mountain. (Cubmaster shakes each boy's hand as they finish.)

Will the following climbers who have reached the Bear plateau and their parents please come forward (reads list of new Bears).

You have come a long distance – you are over half way up Cub Scout Mountain, and the top is now in sight. You have come a long way and it would be foolish to turn back now and not go all the way to the top and earn the Arrow of light. You will continue to experience the fun that you had along the Wolf and Bear trails, but it will be a different fun because Webelos will be a new and different experience. Also, you should not rest at the Bear plateau, but instead earn some Arrow Points before you begin on the Webelos trail. In commemoration of your having reached the Bear rank, remove your badge from Cub Scout Mountain and place your "climber" on the Bear plateau (Cubmaster shakes each boy's hand as they finish).



The following climbers in the Pack are on the Webelos trail and the fun they have experienced and the things they have learned have resulted in their earning activity badges. Will the following climbers and their parents please come forward (read names and activity badges each has earned).

Each step along this trail brings you closer to the top and I am confident each of you will reach the top. To commemorate your travels along the Webelos Trail, remove your badges from the mountain and place your climber in its place (Cubmaster shakes each boy's hand as they finish)

Will the following climbers and their parents please come forward (read list of boys earning Webelos Badge).

We do not have a plateau on our mountain for the Webelos Rank because unlike the other ranks, 'you have achieved, the requirements for this badge are identical to some of those required for the Arrow of Light. This rank is but a milestone along the trail and you, more than ever before, cannot rest here, but must press ever forward because the top is very close in sight for you. To fail now is unthinkable. However, I have a great deal of faith in you and am sure you will not fail and will reach the top.

To commemorate your travels along the Webelos trail remove your badge from the mountain and place your climber in its Place (Cubmaster shakes each boy's hand).

Finally, it is time to honor those climbers who have reached the top – those climbers who have earned Cub Scouting's Arrow of Light Award. Not only is this Cub Scouting's highest award, but also this is the only badge that can be taken into Scouting and worn on the Scout uniform. In actual mountain climbing, many might set out, but only the strongest, mentally and physically, will finish and reach the summit. Will the following climbers and their parents please come forward (reads list of new Arrow of Light recipients).

You are to be congratulated for you have-reached the summit and conquered Cub Scout Mountain. You are now among the strongest climbers in our Pack. Your travel to the summit along Cub Scouting's trail has prepared you well for the adventures you will experience as a Scout. It is every Cubmaster's privilege to present the Arrow of Light Award and you should be very proud of yourself.

To commemorate your reaching the summit and earning the Arrow of Light, remove your badge from the mountain and place your climber at the top of Cub Scout Mountain. (Cubmaster shakes each boy's hand as he finishes.)

Tiger Cub Graduation: Path of a New Challenge

Personnel Required: Cubmaster(CM), Tiger Cub Den Leader(TL), Wolf Den Leader(DL), Den Chief

Props: 1 tall white candle in center of table 3 black candles at one end of table 3 orange candles at the other end of table Rope, string or crepe paper to make a bridge 8 pieces of construction paper Graduation certificate for each Tiger Wolf book for each Tiger. *(On the 8 pieces of paper, write the Sign, Handshake, Motto, Salute, Promise, Law, Webelos and the Arrow of Light symbol. Place them on the floor of the bridge in such a way to make walking on them difficult for a Tiger Cub.)*

CM: Tonight we honor our Tiger Cubs. Will our Tiger Cub Den Leader please introduce our Tigers and their Adult Partners? *(Tigers and Adults come forward).*

TL: *(Lights white candle).* White is for the purity of living. *(Lights black candles).* Black is for the unknown, the fear and doubts. *(Lights orange candles).* Orange is for knowledge, joy and confidence. These are the colors of the Tigers. You have completed the tenure of the Tiger Cub Program. Adults, please remove your Tiger Cub's orange neckerchief and Tiger Cub cap. Here is a certificate of graduation for all to see that you have graduated from Tiger Cubs. As your Tiger Cub Den Leader, I bid you farewell and show you the path of a new challenge - the challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the bridge of Cub Scouts and meet your new leaders. *(At the end stand the Cubmaster, Wolf Den Leader and Den Chief).*

(The Den Leader puts the Wolf neckerchief on each Tiger Cub as he finishes crossing. The Den Chief hands each Tiger the Wolf Book).

CM: Congratulations on achieving this goal. As you crossed this bridge, you may have noticed that the path was not easy for you. Life is full of challenges, but I will only ask that you always do your best in whatever you do in your daily life. Your Den Leader and Den Chief stand before you, ready to lead you on your next adventure.

DL: This is your next challenge. Read and do each requirement on the trail of the Bobcat. When you have completed these eight requirements, you will have earned your Bobcat badge.



SKITS

The Compass

Props: A good compass and a map

Announcer: In this scene, we see a Cubmaster teaching a Webelos patrol about maps and a compass.

Cubmaster: Now fellows, the nice thing about hiking in a national park is the great maps they provide. If you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that.

(John does as instructed, exits, re-enters)

Cubmaster: *(Standing)* In the same way you can take a bearing on a distant object, and use that to find where you are on the map. Now, each of you take a bearing on that big tree on the hill top.

(Other boys do as instructed, passing compass around, making suitable comments.)

Cubmaster: *(After a few moments)* All right, let's all gather around. That wraps up tonight's compass lesson. There is just one more important point! Never, never buy a TATES compass.

Tom: Cubmaster, why should we never buy a TATES compass?

Cubmaster: You know the old saying: He who has a TATES is lost!

Marked Trail

Characters: Adam, Leon, Mom. Adam and Leon are putting thermos bottles and lunches into the backpacks with Mom's help.

Mom: Beautiful day for a hike.

Adam: Great day.

Leon: Just great for walking in the woods.

(Adam closes his backpack and puts it on his back)

Adam: Hurry up, Leon

Mom: You mustn't keep John waiting. You're lucky to have a friend like John.

Leon: I'm glad he likes to hike. I'm glad he likes the woods. *(As he adjusts the backpack straps, the phone rings)*

Adam: I'll get it. *(Answers phone)* Hello. Oh, John. We're ready. *(Pause)* OK. Guess you're right. Good-bye. *(Hangs up, turns to his mom and Leon)* It was John.

Leon: I know, he can't go.

Mom: What a shame.

Adam: He said to go without him.

Mom: Without John? You'd get lost in the woods.

Adam: On, no. The trail is marked. The Saturday hikers always mark the trail.

Mom: Mark the trail. How interesting. Just like Pioneers and Indians.

Adam: Not exactly.

Mom: Well, how do the Saturday hikers mark the trail?

Adam: Oh, they drop candy wrappers, paper, tissues, Band-Aids and pop cans.

What A Day

Scene: Three tired looking hikers enter, drop Packs, and flop in a circle.

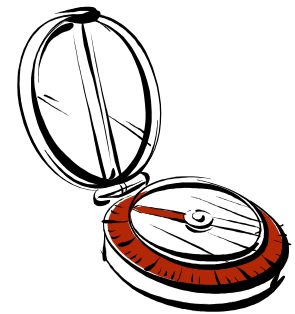
Hiker 1: *(groans)* What a day.

Hiker 2: *(after a pause, groans)* What a day.

Hiker 3: *(happily)* Yeah, it sure was!

Hiker 2: *(angrily)* If you can't stick to the subject, I'm leaving!

(First two hikers stalk off, leaving third looking very surprised).





The Sounds Of The Wilderness

Four or five Cub Scouts enter the stage (more can be accommodated) and stand facing the audience.

Announcer : One of the nicest things about hiking in a park is the quiet and solitude. If you listen quietly you can hear the sounds of the wilderness: the birds... *(One Cub Scout whistles a bird song, then stops).*

...or the deer... *(Another Cub Scout makes swishing sounds like a deer traveling through the brush, then stops).*

...or the bear *(Another Cub Scout growls).*

And so on, for as many Cub Scouts has you have on stage.

Announcer: And if you are very, very quiet, you can hear the sound of the Cub Scout...

From offstage: HEY! WHERE ARE YOU GUYS?

AUDIENCE PARTICIPATION STORIES

Let's Climb A Mountain

The leader says "Want to climb a mountain? Then just say what I say and do what I do. All set? Let's go!

"I think I'll climb a mountain." *(Audience repeats this and following phrases.)*

"Let's Pack." *(Put imaginary things into imaginary Pack and throw over shoulder.)*

"Out the door!" *(Single clap to indicate banging of door.)*

"Down the street!" *(Marching claps with both hands against thighs).*

"Awfully big town." *(Continue marching.)*

"In the country at last! *(Speed up march.)*

"Here's a river." *(Continue marching.)*

"And here's a bridge." *(Resume ordinary marching.)*

"Let's cut across." *(Swish palms together.)*

"Here we are at the foot of the mountain. Let's start climbing." *(Clap thighs more slowly.)*

"Lost!" *(Several slow marching stops and starts.)*

"There's a tree, let's climb it and look around." *(Fast clapping to indicate running to tree, then arm motions for climbing. Then hand to forehead and peer in several directions.)*

"Still lost." *(Make slow climb down the tree, then several hesitant marching starts and stops.)*

"Look, there's a cave!" *(Fast clapping for run to cave.)*

"This side is cold." *(Feel with hand against imaginary side.)*

"This side is wet." *(Feel other side.)*

"There's a light!" *(Point with one finger into cave.)*

"There's another light!" *(Point in same direction.)*

"They're eyes! It's a bear!" *(Rapidly reverse actions: coming down mountain, jumping stream, swishing palms across field, over bridge, through streets, ending with a loud clap for door closing back home.)*

"Back home! Safe at last! But wasn't that a great climb?"

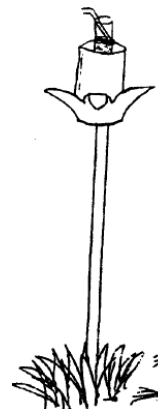


CRAFTS

Lawn Cup Holder for Father's Day

Materials: 3' dowel – ¼" diameter
Paint for stick, if desired
Nail or Awl
Hot glue
Tin can (big enough to fit soda can inside)
Contact paper or other paper to decorate can
Small sponge to fit in bottom of can

With nail or awl poke a hole in bottom center of can big enough to slide the dowel through. seal dowel into hole with hot glue. Glue sponge in bottom of can. Decorate can, as desired. If you wish, you can paint the dowel or whittle the bottom end to a point for easier insertion into ground. Dad can use this to hold his glass or can of soda while he rests outside on Father's Day.



Spider Web Prints

Spiders make their webs from silk, which they spin from a liquid made in their bodies. They use the silk not only to spin webs but to make sacs for their eggs, as anchor lines, and as parachutes or balloons. A young spider launches itself into the air at the end of a long silk thread.

During the summer and fall, spider webs can be found on bushes, in grass, on branches of small trees and on fence rails. On your next hike, take a can of spray paint and a piece of paper with you. The following directions will help you capture some of the most beautiful designs in nature. The print will be so interesting, you may want to frame it.

You will need: White enamel spray paint, dark blue or black construction paper, a spider web

1. Find a spider web. If there is a spider on the web, you won't want to kill it. Try tickling it with a long twig. This will usually cause it to exit to the nearest cover. Don't worry about taking the web. The spider will quickly spin another.
2. Be careful not to touch the web. Stand a short distance away and very carefully spray the web on both sides with the white enamel. Too much paint will cause the web to sag.
3. Carefully put the dark paper behind the web and bring it into contact so the web will stick to the paper. Then break the supporting lines of the web and remove the paper.
4. Cover the dried web with cellophane or clear plastic for protection. Another way to enjoy spider webs is to photograph them. Look for them in the morning. They sparkle in the sunshine. This way, all of the boys in a Den or Pack can enjoy a single web.

Bark Planter

Cut a square plastic bottle in half or use a square plastic container. Poke holes in bottom for drainage. Glue flat pieces of bark to sides of box and fill with potting soil. Plants with large leaves look nice in this box.

Twig Planter

Paint a clean coffee can (1,2 or 3 pound) inside and out with black or brown rustproof paint. Gather straight sticks that are all about the same thickness. Cut each so its 1" longer than the can's height. Stretch 2 rubber bands around the can and smear a line of white glue along one stick and slip it under the rubber bands, pressing glue side against the can. Continue gluing sticks around the can. After 24 hours, remove the rubber bands. Glue felt to bottom of can and under sticks so planter will not scratch tables.



GAMES

Forest Floor Mystery Bag Game

Equipment: Cloth bags filled with objects from forest floor: Wood, moss, leaves, bark, stick, bone, pinecone, rock.

Put several different objects commonly found on the forest floor into separate bags, and pass them, one at a time, halfway around a circle of Scouts. Each Scout feels the object and gives an adjective describing it. The other half of the circle tries to guess the bag's contents. The last Scout gets to reveal the object. Reverse the order so that everyone gets the chance to guess and to feel. Have the other Scouts arrange the objects in the order of decomposition rates.

Making Discoveries

Let each person find something out of doors that he or she never saw or knew about before. Perhaps he can find it without moving from where he is standing. Let him give his discovery a descriptive name (a series of short words which describe the object). Hunting for the true name of the discovery makes an interesting way of following up the work in the field. While each individual may need a little help, he should always take part in identifying his discovery.

Nature Hunt

Make a list of nature objects your Den can search for on your next hike. Here are a few ideas:

- An oak leaf
- A seed
- A particular type of rock
- A weed
- An acorn
- A pinecone
- An interesting piece of wood

In starting the hunt, you should name only the first article to be found. As soon as a Cub Scout finds the first item have him bring it to you and you then give him the name of the next item. The first boy to find all articles wins.

Nature Scavenger Hunt

Divide your group into teams. Give each a list of nature objects to find within a given period of time. The winning team is the one that finds the greatest number within the allotted time.

One-Leaf Trail

Lay a trail using only one kind of leaf as a marker and letting the leaf stem point in the direction to be followed. Once they have followed this kind of trail, the Cub Scouts themselves will be able to lay their own trail. At the end of the trail play Tree Hide-and-Seek. Let the Cub Scouts hunt for the tree whose leaves were used in the trail.

Stop And Spot

While hiking, the leader stops and says: " I spot a _____," naming a familiar object. Everyone in the group who sees the object will raise his hand or sit down. This sharpens the skill of observation.

Obstacle Course

Some boys have never climbed a tree, walked a log, gone through a fence, or chinned themselves on a tree branch. To give them this experience, pick a trail that will provide such an obstacle course. Don't destroy property or trespass.

Penny Hike

This is an adventure! Set a time limit. Start walking until you come to the end of the block or 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).

Memory Hike

This game is played after a hike or a trip to the zoo or park. During the outing, tell the boys to observe everything very carefully so they can make a list of all that they have seen. Just after the outing, hand out paper and pencils and have the boys make their lists. See who was most observant.



SONGS

A Hiking Song

(tune: Pack Up Your Troubles)

Pack up your luncheon in your brown knapsack
And hike, hike, hike.
Take all you need upon your own strong back
Wander where you like.
Leave the road to motor cars,
The sidewalks to the bikes-but...
Pack up your luncheon in your brown knapsack
And hike, hike, hike.

Footsteps On Distant Trails

(tune: Santa Lucia)

Footsteps on distant trail
Campward are wandering
Birch fire and bubbling stew
Rich odors sending
Here is your heart's desire
Best when your feet shall tire,
Open air and pale and food and fire
Joy never ending

Campfires are burning low
No longer leaping
Guides sing their evening song
Shadows come creeping
Sun sinks below the west
Good Night, and may you rest
Blankets warm and by soft sounds caressed
Guides all are sleeping.

The Campfire Trail

(tune: Long, Long Trail)

There's a long, long trail a-winding
Into the camp of my dreams;
Where the evening campfire's glowing
And the bright moon beams;
There'll be long, long months of waiting
Until my dreams all come true,
'Till the day when I'll be going down
That old camp trail with you.

Take Me Out To The Forest

(tune: Take Me Out to the Ball Game)

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, at your compass.
If it rains, then it pours.
And it's ouch, slap, sting and you're bit
In the great outdoors!

Going To Day Camp

(tune of Oh, Susanna)

Chorus: Going to Day Camp,
So don't you cry for me.
I'll come back good and dirty,
So you'll never know it's me.

I scrubbed the night before I left,
My hair was nice and clean.
My mother was so proud of me,
But not for long you see.

While hiking out at Day Camp,
I found the perfect pet.
But I had to leave my friend behind,
Because he scared the Vet.

The Good Old Open Trail

(tune: Jingle Bells)

Skies are warm and light,
Our hearts are light and gay
Ev'rything's all right
And bright the world today;
Let's be on the march
Over hill and dale,
On a happy hike we go once more
On the good old open trail!

Chorus: March along! March along!
Singing all the while
Shouting out a rousing song
As we reel off mile on mile.
(Keep time there!)
March along! March along!
Spirits never fail
When again we're on our way
On the good old open trail!

When the campfire's lit
And we're many miles from town,
Singing ringing songs,
Of the trails we've hiked along:
Of happy days we've known
On the good old open trail!
Round the fire we sit and sing
While the stars are looking down.

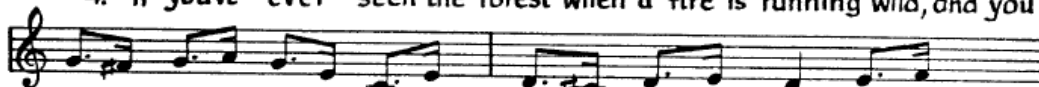


SMOKEY THE BEAR

By STEVE NELSON and JACK ROLLINS



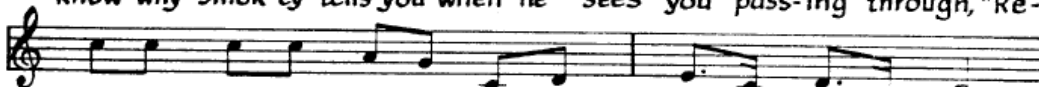
1. With a Ranger's hat and shovel and a pair of dungar-ees you will
2. You can take a tip from Smokey that there's nothin' like a tree, cause they're
3. You can camp upon his doorstep and he'll make you feel at home, you can
4. If you've ever seen the forest when a fire is running wild, and you



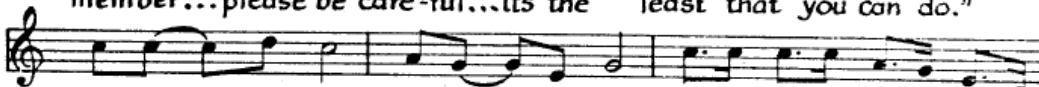
find him in the forest always sniffin' at the breeze. People good for kids to climb in and they're beaut-i-ful to see, you just run and hunt and ramble any - where you care to roam. He will love the things within it like a moth-er loves her child, then you



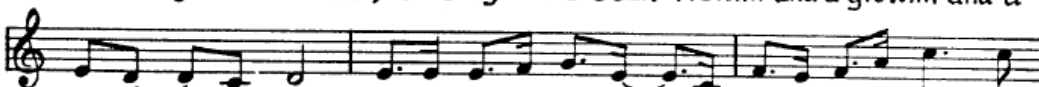
stop and pay at-tention when he tells 'em to be-ware, 'cause have to look a-round you and you'll find it's not a joke, to let you take his hon-ey and pre-tend he's not so smart, but know why Smok-ey tells you when he sees you pass-ing through, "Re-



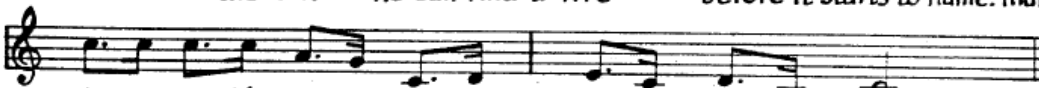
ev'-ry - bo-dy knows that he's the Fire Pre-ventin' Bear. see what you'd be mis-sin' if they all went up in smoke. don't you harm his trees for he's a Ran-ger in his heart. member...please be care-ful...its the least that you can do."



Smokey - the Bear, Smokey - the Bear. Prowlin' and a growlin' and a



sniffin' - the air. He can find a fire - before it starts to flame. That's



why they call him Smokey, that was how he got his name.

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APPLAUSES, RIDDLES AND RUN-ONS

Run-Ons

I heard you had an accident on your hike today.
No but I did get bitten by a rattlesnake.
You don't call that an accident?
Heck no, he did that on purpose.

OOOOOUCH, OOOOOH, OOOUCH.

What's the matter with you?
A bee's stung my thumb.
Try putting some cream on it then.
But the bee will be miles away by this time.

Riddles

Why do bees hum?
Because they don't know the words.

What kind of gum do bees chew?
Bumble gum.

What did the bee say to the flower?
"Hello, honey!"

What would you get if you crossed an insect and a rabbit?
Bugs Bunny.



Applauses

Clean Air Applause: Take in as much air as you can through your nose, hold it, then exhale and say, "Ahhhhhhh!!!"

CLOSING CEREMONIES

Keep America Beautiful

Arrangement: 7 boys line up each holding a letter.

A -America abounds in beautiful sights.

M - Making it beautiful is one of our rights.

E - Each of us is proud of our U.S.A.

R - Rolling hills and lakes in which we play.

I - instead of littering and spoiling our land,

C - Crusade to keep America beautiful and grand.

A - And then we can always be proud of our land.

Sequoia Tree

*You will need a 1/2" rope about 50 feet long, As you talk, knot the ends together in a **tight, secure knot***

The tallest trees in the world are the Sequoia Trees. They grow up to 300' tall and live for hundreds of years. The base of these trees can be up to 16 feet in diameter

*(At this point, have boys come forward and stretch rope into a circle Have them sit down on the ground around the rope, **NOTE: Knot must be secure**)*

That's a pretty big circle isn't it boys. Sequoia trees also grow pretty close together for their size and their tree roots do not grow very deep. The root system instead grows into the root system of the trees surround it. It is this way that the giant Sequoia trees are able to withstand whatever Mother Nature throws at them. Now Scouting is a lot like those trees, it encourages you to grow tall with individual accomplishments while supporting each other at all times. *(Pick one Scout)* Could you lift yourself up by pulling on that rope yourself? No, I don't think so. To demonstrate how the Sequoia trees



and Scouts work together for support I want you all to grab hold of that rope and pull as hard as you can on the count of three. Ready, One, Two Three....

(All boys should be able to pull themselves upright.)

I hope you all remember that the teamwork of Scouting is always there to not only give you a lift, but to support you at all times. Goodnight

Campfire Closing

(Give each person a sprig of dried cedar, pine, juniper, etc. If using an artificial campfire indoors, use toothpicks.)

Cubmaster: The light from hundreds of campfires around the world has brightened the Cub Scout spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout family. As the campfire dims, its glowing embers are re reminders of the fun and fellowship we have shared. I ask you now walk slowly past our campfire in silence, throw your twig upon the embers, and think of what Cub Scouting means to you. Then. please leave our council ring, remaining silent Goodnight.

American Closing

Cubmaster: We are America today! As we look down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they have built, the bridges they have crossed, the mountains they have climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The pioneers worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday – but it is up to us to make it today. This is our land. Here, men and women of the past lived and worked and died serving great ideals. These ideals were freedom and justice.

None of us here tonight can fail to carry his part of this great dream to his children and to his children’s children. Our land is rich in material goods, but also in history – in living legends of the people who left their mark on America. Our own past speaks to us and as we listen we hear the voice of the past saying, “Hear me now. Courage, endurance and faith built America, and what was built was good. If you build the same way, the future will also be good.”

Lead or have a tape and close with “Taps”.





NOVEMBER CORE VALUE



CITIZENSHIP



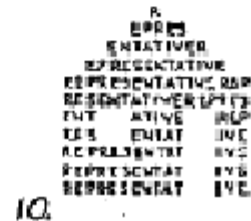
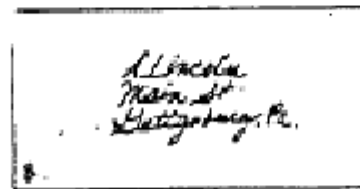
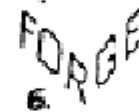
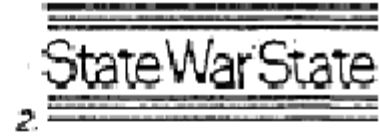
GATHERINGS

Good Ole U.S.A.

All of the towns and cities listed below are right here in the U.S. Some of them sound foreign but they're not. Troy, for example, could be an ancient city in Asia Minor, but it's an American city. In fact, there's a Troy, Michigan, a Troy, New York and a Troy, Ohio.

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

- | | |
|-----------|-----------|
| Abilene | Fresno |
| Akron | Gary |
| Anchorage | Miami |
| Annapolis | Mobile |
| Arlington | Omaha |
| Berkeley | Oxnard |
| Biloxi | Peoria |
| Boise | Phoenix |
| Boston | Reno |
| Butte | Troy |
| Dallas | Tucson |
| Dayton | Tulsa |
| Denver | Waco |
| Duluth | Wichita |
| Flint | Ypsilanti |



A
n
s
wers:

- | | |
|--------------------------------------|----------------------------------|
| 1. Bunker Hill. | 6. Valley Forge. |
| 2. War between the States. | 7. One nation under God. |
| 3. From sea to shining sea. | 8. Lincoln's Gettysberg address. |
| 4. One, if by land; two, if by sea. | 9. Equal justice under the law. |
| 5. Washington crossing the Delaware. | 10. House of Representatives. |



CEREMONIES

Opening

Patriotic Opening

Personnel: Narrator and 6 or more Cub Scouts.

Equipment: American flag, tape player, recording (*such as America the Beautiful or This is My Country*), Pack flag.

Arrangement: The color guards advance the flags in the normal manner while the patriotic tape is playing. They come to the front and stand at attention, facing audience while narrator reads the ceremony. The tape player volume should be turned down to provide background music during narration.

Narrator: The heritage of freedom that is ours today was won on the battlefields of yesterday by men who pledged that future generations of Americans might live unshackled by the bonds of the past. That they might walk, head erect, in a new world – with new ideas, new remedies for ancient ills, and in a climate free from fear.

“We hold these truths to be self-evident” wrote Thomas Jefferson “that all men are created equal...” Those words destined to ring down the corridors of time – words which would stir the conscience of mankind.

Life, liberty and the pursuit of happiness – No other charter or treaty has ever before included that last word...happiness. It was like a fresh breeze blowing from Philadelphia that hot day in July 1776, brushing away the cobwebs of intolerance and servitude.

But somewhere along the way that “fresh breeze” became an ill wind. For a document, however noble, is only a scrap of paper if the people for whom it was written, abandon the principles it promises, or turn away from the obligations of good citizenship and ultimately reject reason and embrace hate.

It is for us, therefore, as Americans, young and old, to rediscover the time-tested values which have made this country great, to rededicate ourselves to preserving this heritage of freedom, to make the great dream work. We must never abandon our faith in America.

Join me in pledging our allegiance to our flag.

Advancement Patriotism

Personnel: Cubmaster

Equipment: Red, white, and blue candle. If having an outdoor ceremony, get an old flag and conduct a flag burning ceremony, small flag for each boy, awards for boys

Arrangement: Cubmaster in front of audience

Cubmaster: (Discuss what the red, white, and blue means This can be obtained from a variety of Scout books. If a flag is to be burned, get a flag burning ceremony and enough people to help make this an impressive ceremony for all. Discuss what Americans have done to make us a free, democratic country. The bloodshed, elections, voting rights, and so on.)

We have some Cub Scouts here tonight who have advanced in rank. These Scouts have learned about being patriotic, about respecting our flag, how to display the flag, and what the flag stands for. This country of ours - free and democratic - is something each and everyone of us are very proud of. The



following Cub Scouts have worked hard to complete the requirements to advance in rank. Will the parents of these Cub Scouts come forward. We are proud of the hard work these boys have done and of what you, the parents have done with your support and encouragement. (Present the badges to the parents and present to the boys.)

Our Flag

Personnel: Cubmaster

Equipment: American Flag and awards for the boys

Arrangement: The flag is on the same level as the audience and the Cubmaster. It is to the left of the audience and close to the Cubmaster during the awards.

Cubmaster: Our country's flag is made up of several things, like the Cub Scout program. Our flag contains the color white. White is a clean, new color. To represent the white in our pack, I'd like to welcome the following new Bobcats to our pack. (Call forward the boys and their parents. Present the badges.)

Red is also found in our flag. Red is a lively, active color. Representing the red are the new Wolves of the pack. (Call forward the boys and their parents who are to receive the badge. Present badge.)

Our flag also has a field of blue. Blue is an older and wiser color. These are the same characteristics that are seen in the Bears in our Cub pack. (Call forward the boys and their parents. Present the badge.)

You have to have something to fly the flag from too. A pole or staff that reaches toward the sky will provide a strong support for our country's colors. The following boys have earned awards in the Webelos program and represent the upward reach and support of the Cub Scout program. (Call forward the boys and their parents. Present badges.)

Of course, you can't forget the stars on our flag. Stars are those who are important and successful. The following young men, who have achieved the Arrow of Light are stars in

every sense of the word. Tonight they are receiving the only Cub Scout award that they will be able to wear throughout their Scouting career, and that makes them truly stars. (Call forward Arrow of Light recipients and parents. Present badge.)

Closing

Beautiful America

Arrangement: 7 boys line up each holds a card with letters A- M- E- R- I- C- A printed on it. And says his line in turn.

- A** America abounds in beautiful sights,
- M** Making it beautiful is one of our rights,
- E** Each of us is proud of our U.S.A.
- R** Rolling hills and lakes in which we can play.
- I** Instead of littering and spoiling our land,
- C** Crusade to keep America beautiful and grand,
- A** And then we can always be proud of our land.



The Trail

- Cubmaster: Our pioneer forefathers found and followed the Mountain Trails. The native Americans explored the mountains first Then the European settlers followed. With each new person came new experiences and new challenges.
- Cub Scout 1: Our trail is the Cubbing Trail.
- Cub Scout 2: Our experience is the fun and adventure of Cub Scouting.
- Cub Scout 3: Our challenge is to be good scouts, friends and neighbors.
- Cub Scout 4: Our future is to explore the world around us, moving down the trail from Cubs to Scouting.
- Cubmaster: Let's join in singing" Happy Trails".

SKIT

City Slickers

- Characters:* 6 Cub Scouts as follows: two city slickers, Ma, Pa, boy, sis. All dressed as hillbillies except city slickers.
- Props:* Large cardboard car with handles on back. Log cabin prop.
- Setting:* Two city slickers drive up in front of cabin and honk their horn.
- Ma: (hillbilly woman comes out) "Howdy! What ya'll want?"
- Driver: "How do we get to Baltimore?"
- Ma: "I don't rightly know, but I'll ask my son." "Sonny, how do ya'll get to Bawl'mer?" (Yells into cabin)
- Boy: (Boy comes out of cabin) "Well Ma, I don't rightly know. I'll ask Sis." "Sis how do ya'll get to Bawl'mer?"
- Sis: (comes out of cabin) "I don't rightly know, I'll ask Pa." "Pa, how do ya'll get to Bawl'mer?"
- Rider: "Boy you people sure are dumb!" "You don't know anything, do you?"
- Pa: "Well you see, it's this-a-way." "We might not be very smart, but we ain't lost."

SONGS

This Is My Country

This is my country!
Land of my birth.
This is my country!
Grandest on earth.
I pledge thee my allegiance,
America the bold
For this is my country
To have and to hold.

Springtime in Alaska

("Springtime in the Rockies")
When it's springtime in Alaska,
It's forty-nine below.
The Eskimos go barefoot
Through forty feet of snow.
The polar bears get sunburned,
And the seals sing all the day,
When it's springtime in Alaska,
In Alaska far away.

I Love The Mountains

I love the mountains,
I love the rolling hills,
I love the flowers,
I love the daffodils,
I love the campfire
When all the lights are low
Boom-de-adda, boom-de-adda
Boom-de-adda, boom-da-adda
(sung as a round)



The Happy Wanderer

I love to go a—wandering,
Along the mountains track,
And as I go, I love to sing,
My knapsack on my back.

Chorus

Val-de-ri, Val-de-ra,
Val-de-ri, Val-de-ra-ha ha ha ha ha,
Val-de-ri, Val-de-ra.

My knapsack on my back.

(Last line is last line of verse)

I love to wander by the stream,
That dances in the sun.
So joyously it calls to me,
“Come! Join my happy song!”

Chorus

I wave my hat to all I meet,
And they wave back to me,
And blackbirds call so loud and sweet,
From ev’ry greenwood tree.

Chorus

Oh, may I go a-wandering
Until the day I die,
Oh, may I always laugh and sing
Beneath God’s clear blue sky

Chorus

GAMES

Battle of Bunker Hill - The boys should be divided into two teams, one team representing the minutemen and the other the British. Draw two lines from ten to fifteen feet apart and stand the contestants on these lines, facing each other. Give each team four beanbags. When the signal is given to “fire” the teams “shoot” at each other by tossing the bean bags at the opposing line. If a player is hit by a beanbag, he is a “casualty” and must drop out of the game. However, if a player sees a bag coming toward him, he may catch the bag and continue playing. The game should continue until either the Minutemen or British are vanquished.

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 stand 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 three points. If the ball goes through the hoop but doesn’t touch the bell, he scores two points. If the ball hits the outside of the coat hanger, the player scores one point. Each player throws the ball only once per turn, and gets five turns. After everyone is finished, add up the number of points scored by individuals or teams.

State Landings - Cut cardboard circles of different sizes to represent the states. Suspend them from the ceiling. Make paper airplanes and let each player have 3 chances at throwing a plane and hitting a state. Have the player stand about 6 feet away. Set a point value on each state, the smallest being worth the most points. The player with highest score wins.

Minuteman, Run! - To play this game, the players form a circle and hold hands. A person is chosen to be “it” and stands inside the circle. He walks around the circle, tapping each player’s hands as he says each word of the rhyme, “Red, white, blue, out goes you!” The two persons he taps on the word, “You,” run around the circle in opposite directions. “It” steps into one of the empty places. The last one to get back to the other empty place becomes “it”.



Independence Tag - As in all tag games, “IT” pursues the rest of the players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag people in inconvenient places.. .on the anide, knee etc.

Miss Betsy Ross - Give each player paper and crayons or pieces of colored construction paper and tell them that they have been commissioned to design a new American flag. After the designs are finished, take a vote to see which design wins. The winner is crowned “Miss Betsy Ross”.

Citizen Test - Two team face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to one step forward. An incorrect answer passes the question to the other team. The team to cross the other team’s starting line first is the winner.

Straw and Tissue Paper Relay - Each player is given a straw. The two end players on each relay team are given a small square of tissue paper. They draw their breath through the straws and hold the paper against the end of the straw. The next player in line removes the paper to his own straw in the same manner. He passes it on to the next player, and so on down the line. If the paper falls to the floor, it must be picked up by putting the end of the straw against it and breathing in.

Craft

American Flag Slide

Materials:

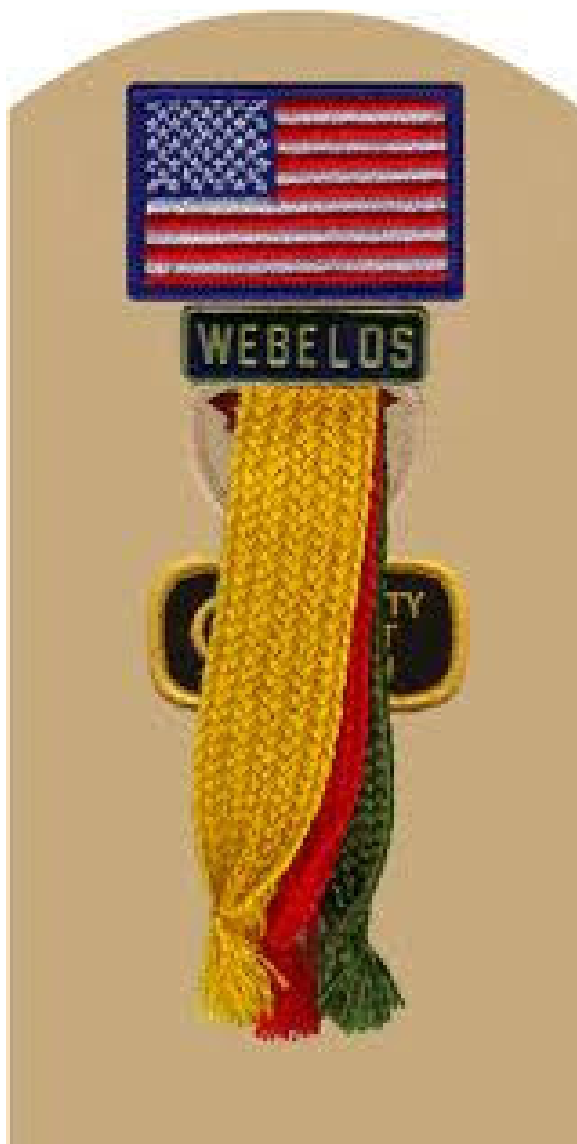
- 1 – 2 ½” Tongue depressor
- 1 – ¼” piece of ½” PVC pipe
- Paint or markers or stamps/stickers
- Sandpaper
- Clear finish or nail polish
- Glue
- Kitchen shears



1. Cut the tongue depressor to about 2½” long.
2. Round the ends so that they match with kitchen shears.
3. Smooth with sandpaper.
4. Using markers or paint, draw a flag on the tongue depressor. Or get any appropriate stickers or stamps and stick it to the depressor.
5. Spray with a clear finish or apply several coats of clear nail polish.
6. Glue the PVC pipe to the back for the loop.



WEBELOS





WEBELOS TRANSITION

Introduction

We don't have transition plans for other phases within the program, so why do we need a transition plan from Webelos to Boy Scouts?

Even though we all think of Cub Scouts, Webelos, and Boy Scouts as Scouting, the fact remains that most Scouters view Cub Scouts and Boy Scouts as separate programs. Statistics show us that every year approximately 35% of all Webelos Scouts do not move on to a Boy Scout Troop. There are many factors that contribute to this:

Increased competition from other activities

When boys are in the first grade and ready for Tiger Cubs, there are not many activities to compete with Scouting for a boy's time and attention. As he gets older, more activities become available to him and compete for his time. When a boy is ready to move on from Cub Scouts, he is faced with many choices. We need to make sure that he has as much exposure to what's ahead in Scouting as he has to other activities, such as baseball, soccer, basketball, football, etc.

Misunderstandings between parents and troop leaders

The Cub Scout and Boy Scout programs are fundamentally different in that Cub Scouting is a program put on by and run by the adult volunteers. Boy Scouting on the other hand, is designed to be a boy planned and run program with guidance and supervision from the adult volunteers. Due mostly to poor communication, enthusiastic parents of Webelos sometimes feel shut out by Boy Scout Troop leaders. Once the parent is disillusioned with their worth or involvement in a new unit, the child soon follows. Webelos parents need to be educated on the differences between the programs and led toward an understanding of the Boy Scout program.

Program Differences

Cub Scouting is an adult led, activity based program whereas Boy Scouting is a boy led, outdoor oriented program. The change in program activities can be intimidating to some boys. Sometimes, those that haven't had outdoor experiences need to be eased into the program and their parents, particularly mothers, need to have assurance that their little boy (because that is still what he is) is going to be okay.

Improper assimilation into a troop

When the boys were cubs, they were all pretty much on an equal level, in terms of maturity. A Scout troop contains a much wider and diverse spectrum of levels of maturity. You have the young new scouts, and you also have the mature scouts, who, in reality, are not boys anymore but are young men ready for transitions of their own. A young Webelos thrust into a troop of much older boys will many times be intimidated and may be easily lost if not properly handled.

Lack of Interest from Troops

Sadly, many troops do not actively recruit Cub Scouts. If a troop doesn't take an active role in the Webelos program, many boys will move on to other activities that have shown interest in them (For the most part, they won't come looking for you). Boy Scout leaders can't assume that everyone will automatically look to move on to Scouting. You are getting those that do already; we want the ones who don't. In addition, boys will almost always follow their friends. If the troop is not actively pursuing these boys, a single boy will be very reluctant to go where he doesn't know anyone.

Where do we go from here?

The key to success in any activity in Scouting is preparation and planning

"Be Prepared"

We must therefore prepare and plan for the transition well before it occurs. This means that we must start our plan when a boy "becomes" a Webelos, not when he is ready to crossover. In essence, the Webelos' transition will begin long before he realizes or recognizes it.



Everyone has a role to play

- Webelos Den Leader
- Webelos Den Chief
- Scoutmaster
- Unit Commissioner
- Parents
- Boy

Webelos Den Leader's Role

- Most influential in the Boy's preparation
- Should have the Webelos function as a patrol
- Should insure that the boys attend summer camp
- Should verify the presence of the necessary Scout skills
- Should attend Roundtables and get to know the Scoutmasters
- Attend a Troop meeting and recruit a Den Chief
- Plan the graduation/bridging ceremony and promote Troop summer activities
- Verify the transfer of documents (the boy's records)

5TH Grade (Second Year) WEBELOS Leader's Role

Suggested Timing	Task
Sept./Oct	Have your den select a Scout patrol name, get patrol patches to wear, make a patrol Flag, and elect a patrol leader. (Check the Scout Handbook for ideas).
October	Complete and return your Webelos roster (tracking sheet) to your Unit Commissioner or pack committee chairman by October 30th. This is very important so that troops can send you Webelos information and invite them to orientation and camp promotion meetings. Meet with the local Scoutmaster(s) for transition planning
Oct./Nov	Take your Webelos and their parents to visit a troop meeting. A new Scout- Parent informational meeting at the troop should include summer camp plans. Ask the Troop to appoint a Webelos Den Chief. This will aid the new Scouts with their transition into the Troop.
December	Encourage your Webelos to make the final decision on joining a Troop Assist the Cubmaster in planning a top-notch, personalized graduation for the February pack meeting.
February	Graduate your Webelos into Boy Scouts. Have them complete a Scout application and register with the Troop. New Scouts should have the Scout Handbook at this time. Webelos should attend Winter Camporee/Klondike Derby with their new troop.
Feb./Mar.	Be sure the new Scouts have a schedule and begin attending Troop activities. Encourage parents to get involved with the Troop Committee. Talk to the Scoutmaster about continuing to work with the new Scouts as a patrol advisor. This will help boys become comfortable in the new troop. Help as needed with any final details for summer camp preparedness. Follow up with any of your Webelos as to why they did not yet join a Troop.

Note: Get the name of the nearest Scoutmaster(s) from your Unit Commissioner or District Executive.



Webelos Den Chief's Role

- Act as a resource for scout skills
- Help for the patrol and scout spirit
- Help operate the patrol
- Assist in the Arrow of Light and Cross Over ceremonies
- This fulfills a requirement for leadership

Scoutmaster's Role

- Include the Webelos in summer camp reservations
- Discuss program differences with Webelos' parents
- Discuss camp and Troop activity costs with Webelos' parents
- Have Webelos and their parents attend Troop meetings
- Become a part of the Pack graduation ceremony
- Assist in finding Den Chiefs for Webelos Dens
- Ensure all forms are completed
- Invite the Webelos Den Leader to become a part of the Troop
- Hold a pre-summer camp orientation for Scout skills

Scoutmaster's Role Schedule of Events

Suggested Timing	Task
October	Choose and make reservations for your Troop's long-term, summer camp. Meet with your Unit Commissioner and let him/her know your desires for increasing the troop size. Appoint good scouts to be Webelos Den Chiefs to help get Webelos in nearby Packs interested in joining your troop. Identify a Webelos Resource Chairman for the troop to help with nearby packs.
November	Invite Webelos to visit a troop meeting. Hold a Webelos parents' night to promote the troop's summer camp plans and get Webelos ready to participate. Give them an information sheet with schedule, fees, and general camp information.
December	Plan to be a part of the pack's February meeting and Webelos' graduation.
February	Attend the pack meeting in February and help conduct the graduation ceremony. Webelos should register as scouts with your troop
Mar./Apr	Invite the Webelos Leader(s) to be the new Scout's patrol advisor. This will help May the new boys get adjusted and provides an excellent prospect for a new Assistant or committee person for the troop. Be sure all new Scouts have the troop schedule so that they can begin participating in troop activities Hold a spring campout for the troop emphasizing basic Scout skills for new boys (e.g. cooking, camping, and patrol methods). This will build confidence in new Scouts and help prepare them for summer camp. Have a troop parent's meeting for final details on summer camp. Encourage new parents to join the troop committee.

NOTE: For information on packs in your area to recruit new boys from, ask your Unit Commissioner or District Executive. A list of Webelos leaders and/or Cubmasters, and/or Pack Committee Chairman can be provided to you.

ALSO: You should receive a list of eligible Webelos in November/December to invite to your troop. If you do not, contact your Unit Commissioner or District Executive.



The Unit Commissioner's Role

- Determine which troops can accommodate more Scouts
- Work with the District Executive to create more units where necessary
- Ensure graduations are planned
- Track graduating Webelos and ensure they get registered as Boy Scouts
- Attend graduations
- Try and determine causes behind why particular Webelos do not join a troop (be tactful and discreet)

You're the Unit's Best Friend

Although the unit leader can get help from many places, it's special when it comes from you. Being there in person, you're the first one to offer personal support.

Troops Need Boys

Many Boy Scout troops have eight boys or less. Even the larger troops may find recruiting difficult. Though many Webelos Scouts leave their den when reaching Scouting age, they're not sure about going into the troop.

You Have the Answer

With little effort, you can be the key person helping both the Boy Scout troop and the Cub Scout pack to fulfill their needs. More than 84 % of graduating Webelos Scouts join troops when the Webelos-to-Scout transition program is used. Leaders can do it themselves when someone gets them started ... and you're that someone.

Do you want to know how it's done? What's In It For You?

Unit Commissioner's Schedule of events

Suggested Timing	Task
Oct./Nov.	<p>Ensure that Webelos leaders complete and return their 5th grade Webelos To Scout Transition Tracking List to you, or the District Executive, no later than the November Roundtable. Please forward the list if given to you.</p> <p>Determine if your troop(s) can accommodate more Scouts. Some troops feel they are big enough. If not, contact your Dist. Exec. Immediately and help Webelos parents form a new troop to start activities in February.</p> <p>Arrange a phone contact or meeting between Webelos leaders and Scoutmasters to work the plan</p> <p>Assist in planning a Webelos visit to a quality troop meeting, including camp promotion information for new parents. You should attend this troop meeting, and ensure that invitations are telephoned to the parents beforehand.</p>
Dec./Jan	<p>Help plan a top-notch graduation for Webelos at their February pack meeting.</p>
February	<p>Attend graduation. Be sure new Scouts complete a Boy Scout application and know the troop's program and meeting schedule.</p> <p>Assist the troop to turn in applications and Webelos graduation reports to the scout service center.</p>
March	<p>Begin to follow up with boys who have not joined. Get them invited to visit another troop.</p>

How the Transition Plan Helps the Boy

Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop.

That's really the purpose of the Webelos-to-Scout transition plan: to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

It will be the boy's (and his family's) decision so we owe it to them to demonstrate some of the fun experiences and to let



him know that he is wanted. Certain key Scout Leaders are better able to show the Webelos Scouts the various elements of Scouting. So we need to include everyone, starting with the Webelos Scouts themselves. That makes the transition plan an unlimited opportunity.

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader. He becomes more confident and enthusiastic about the patrol method, a district camporee, summer camp, and maybe even a national jamboree.

In short, the boy's desire for troop membership is the result of this gradual change in appetite for troop-oriented activities.

How the Transition Plan Helps the Leaders

For the Scoutmaster, it means more boys - boys already versed in Boy Scout and Tenderfoot requirements and boys whose families have been supporting them in pack activities.

For the Webelos den leader, it means fulfillment. It means direct help with advancement requirements, father/son overnights, as well as a pleasant association with the troop. The time spent with a boy is productive as seen in the boy's desire to continue.

To the Cubmaster, it means assurance of a stable Webelos den, more graduations and better ceremonies, the ready access to den chiefs and pack meetings that feature a lively Webelos den and Boy Scout troop guests.

We can only instill the values of Boy Scouting into the lives of Boys who become Boy Scouts.

The Transition Plan

Every graduating Webelos Scout deserves the opportunity to continue his Scouting experience as member of Boy Scout troop. Your help can make a difference.

Here's a plan that bridges the gap between Webelos Scouting and Boy Scouting. It results in better prepared and more enthusiastic new members for the troop, a strong feeling of success for the pack, and-most important of all - an outstanding new Scouting experience for the boys.

Many Webelos Scouts go on to Boy Scouting with no help at all, but a lot of them need to know more about their opportunities for fun and adventure in the troop. That's the purpose of the Webelos-to-Scout transition plan: to give every Webelos Scout a sampling of the troop program, troop leadership, advancement opportunities, and the fun and excitement of Boy Scouting. We also must let him know that he is wanted.

The boy's progress toward the Webelos badge and the Arrow of Light Award introduces him to some of the basic elements of Boy Scouting, and gives him an early taste of Scouting skills and the Boy Scout advancement program. He learns more about the troop through joint den/troop activities, which let him see boy leadership at work and sense his own potential as a leader. He becomes more confident and enthusiastic about his Scouting future as he becomes more familiar with the boys and adult leaders of the troop he will be joining.

Here's How It Works

The Webelos-to-Scout transition plan offers a clear path into Boy Scouting for every Webelos Scout, beginning early in his fifth grade year. By linking his Webelos den and a Boy Scout troop in a transition partnership, he is provided an opportunity, through joint activities, to sample the fun of Boy Scouting. As his Webelos advancement plan helps him prepare for Boy Scout advancement, he might also learn more about Boy Scouting through council and district activities designed to support the transition plan.

In the early spring, after he has earned the Arrow of Light, he graduates with the other members of his den into the troop.

The Den/Troop Partnership

The key factor in the transition process is the establishment of a working partnership between the Webelos den and the Boy Scout troop that most of the Webelos Scouts will join. This partnership should be firmly in place by the start of the Webelos Scouts' fifth grade year. Every fifth grade Webelos den should be linked to a troop, and every troop should have one or more Webelos dens as partners.

Of course, in many cases these partnerships already exist, and have been effective for many years. But some Webelos dens are not linked to troops, and need help from their district in establishing a partnership. Similarly, troops with no "feeder" Webelos dens might need help.



No Webelos Scout should start his fifth grade year without a clear path ahead of him that leads to a Boy Scout troop.

Joint Activities

The partner troop may provide Webelos den chiefs for the pack, as well as assistance in Planning and conducting outdoor activities, but the most important result of the den/troop partnership is the experience of joint activities.

The fifth-grade Webelos den and the troop should hold several activities together, including one or two joint campouts. The den could also join the troop in a court of honor, campfire program, day hike, field trip, or joint Good Turn for the chartered organization or community. Visiting a camporee or other district or council Boy Scout event as guests of the troop might also be included. Through these joint activities, Webelos Scouts not only learn of the fun of Boy

Scouting, they also get acquainted with the individual Scouts in the troop. When the time comes to move into Boy Scouting, it is no longer a leap into the unknown, but a step into an already familiar and friendly situation.

Webelos Scout Advancement

The Webelos Scout advancement pattern has been developed to lead naturally to earning the Webelos badge in the fourth grade year and the Arrow of Light Award in the fifth grade year, but still allows boys who join the Webelos den as fifth-graders (or 10-year-olds) to earn both ranks. By following the pattern detailed in the Webelos Scout Program Helps (Webelos Activity Badge Schedule - BSA Recommendations), the Webelos den leader will ensure that most Webelos Scouts will earn the Webelos badge in January of their fourth-grade year and the Arrow of Light Award in January or February of the fifth-grade year.

Early Spring Graduation

Summer camp is a vital part of the Boy Scout experience, particularly for the new Scout. The expanded Webelos Scout program gives us a great opportunity to guarantee that graduating Webelos Scouts participate in summer camp by getting them into the troop in time to prepare for Boy Scout camp.

Webelos Scouts may become Boy Scouts as soon as they have earned the Arrow of Light Award. For most Webelos Scouts, this happens in January or February of their fifth-grade year.

From Den to Patrol

Webelos Scouting and Boy Scouting have been designed to neatly dovetail together, and the Webelos den can move right into the troop as a new Scout patrol. When the whole den moves into Boy Scouting together, they continue to provide friendship and support to each other, which allows each boy to make a smooth transition with his friends into the troop.

Council and District Support

There are several ways that the council and district can help packs and troops with the Webelos-to-Scout transition process:

Webelos tracking: Every district needs to have a system to identify and track each fifth-grade Webelos Scout to ensure that he has the opportunity to continue his Scouting experience as a Boy Scout. Follow-up should be planned to maintain contact with each boy until he is enrolled in a troop. This may be assigned as a responsibility of the commissioner staff or the membership committee.

Webelos Woods. Usually conducted on a council wide basis, Webelos Woods is an outdoor program activity designed to introduce graduating Webelos Scouts and their parents to the fun and excitement of Boy Scouting. The best troops in the council are involved in the program, and it is held, where possible, in the early spring at the council camp. For more details, see Webelos Woods, No. 33838. **District Ceremony:** Many districts have found that a district wide graduation ceremony for all Webelos Scouts who are joining Boy Scouting helps motivate the boys to move ahead. The ceremony may be held as a part of Webelos Woods or at some other event, such as a spring camporee. It is important, however, that the district graduation ceremony be held in addition to - not in place of - the pack graduation.

Joint Roundtables: A joint roundtable, where Webelos den leaders and assistants, Webelos den leader coaches, and Cubmasters are invited to participate in a special Boy Scout roundtable event, is an excellent way to match up Webelos dens with troops in the transition partnership. Once a year is probably enough, although some districts do it twice, and October seems to be the best month.

In Summary

The Webelos-to-Scout transition plan links fifth-grade Webelos dens and Boy Scout troops together, encourages joint



activities, introduces Webelos Scouts to Boy Scouting and ensures the graduation of the Webelos den into the troop in early spring. Our goal: Every Webelos Scout continues his Scouting experience as a Boy Scout.

Key Leaders in the Transition Plan

- The Webelos Den Leader works with the Scoutmaster and the Assistant Scoutmaster responsible for new boys to provide an introduction to Boy Scouting for every fifth-grade Webelos Scout. This is done through the Webelos advancement program, visits and joint activities with the troop, and an impressive graduation ceremony with the entire fifth-grade den moving into the troop as a new Scout patrol.
- The Webelos Den Chief is a registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader. He should be skilled in conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games, and helping to prepare the Webelos Scouts for the troop experience ahead. By his example, he may be the single most important person in influencing Webelos Scouts to join the troop.
- The Scoutmaster, as the primary leader of the troop directs the establishment of a cooperative link between the troop and the pack. He or she selects and appoints the Webelos den chief. The Scoutmaster encourages joint activities and the graduation of Webelos Scouts into the troop. Through the troop's junior leaders, he or she sets the tone for welcoming new members.
- The Assistant Scoutmaster, (for Webelos to Scout Transition - added by editor) in addition to guiding the new Scout patrol in the troop, serves as liaison between the troop and Webelos den. He or she, along with the Webelos den leader, helps plan joint activities, including an exciting graduation ceremony. The assistant Scoutmaster also is principally responsible for the smooth transition of Webelos Scouts into the troop by working closely with the Webelos den chief, Webelos den leader, Webelos den leader coach, and the Scoutmaster.
- The Unit Commissioner provides continuing program support to pack and troop, and helps establish working relationships between the troop and the fifth grade Webelos dens of the pack. He or she also encourages and supports joint activities as well as graduation, and promotes participation in district and council transition activities such as Webelos Woods.

Keys to Cub Scouts continuing in Boy Scouts

- Visit troop before moving up from cub scouts
- Having friends in the Boy Scout troop
- Going to summer camp the first summer as a boy scout

TURN YOUR WEBELOS INTO BOY SCOUTS

1. Start early with your program for the first year boys to get all of them to Arrow of Light (A.O.L.).
2. Do not wait for September to start new Webelos den into active program.
3. Get together during the summer months to do some special activities. The Aquanaut can be completed right away.
4. Pull the den together during the summer by doing small and simple service projects for school, church, or community.
5. While doing regular programs with boys add those requirements for 'joining Boy Scouts'. Get boys into the outdoors as soon as they start the Webelos Program.
6. Do as many activity pins outside as possible. Plan around a patio, yard, Garage, Park, Pool, a business or any other place.
7. Have special Visitors over for den meetings to talk about specific skill activities.
8. Spend sufficient time with each activity pin. Not one week, but two to four weeks.
9. Try to get all the boys in the den to the Webelos badge at the same time. Make it special for them at their recognition pack meeting.
10. Attend the monthly Roundtable meetings and 'Cub Leader Pow-Wow' to get activity pin ideas and help.
11. Once into the program start planning ahead, up to six months, those activities you want to do. Work your program into your schedule, the seasons, the weather, the Boy Scout Troop and sudden changes. Always have a back-up plan.



12. If a leader feels uncomfortable about doing an activity with the boys, get help: do not pass up the opportunity to learn
13. Give boys a sample of the skills, activities, requirements that the Boy Scouts do.
14. Start early to get boys ready for camping. Have a backyard Day Camp or overnighiter.
15. Look for Troops in your area that the boys may go to and visit. Go Camping with them. Have skills demonstrations with.
16. Take boys on meaningful tours and trips (more special than their earlier Cub outings).
17. Now is the time to take boys out for hikes - in neighborhood, park, construction site, open field.
18. Know what your boys want and give them all they can take. Every Activity Pin if they so desire.
19. Realize that the second year for Webelos is a short one. Know when to graduate them ahead of time.
20. Plan well ahead for the Arrow of Light and get an O.A. (Order of the Arrow) ceremony or other special ceremony scheduled. Contact Troops for help.
21. Be sure to fulfill all the requirements for Arrow of Light and those to get the boys started into boy scouts.
22. Get parents involved, even more than before, so they will help carry boys into Boy Scouts.
23. Visit more than one Troop in your area - early. Have parents go along. Also to get a better understanding of the Boy Scout Program.
24. Having a Boy Scout Handbook to work from, refer to, show boys, get ideas from and get them prepared with is a great training aid.
25. Be aware that boys are lost from the Boy Scout Program during the first year if not properly prepared.
26. It is very important that boys experience camping before they join the Boy Scouts to make it more comfortable for them.
27. Remember that a parent must be with a boy on campouts as Webelos, but let the boys live the experience themselves.
28. Having and using a trained 'Den Chief' will add to the program and help leaders, too. The Webelos will enjoy having an older boy there.
29. Use as many assistant leaders and parents as possible to help with any and all hands-on skills activities. A good safety factor, too.
30. Get outside experienced help to give boys the 'Whittling Chit' Requirements and Demonstrations.
31. Boys should start working towards proper uniforming for the Boy Scouts. A proper insignia placement is important.
32. Having a den doodle for the boys is a good tracking and incentive tool to get them all into Boy Scouts.
33. Work with the Webelos at the beginning of their second year, a little at a time, so that they know the Boy Scout Joining Requirements.
34. Have them start working towards the Boy Scout Tenderfoot physical fitness requirements. This is the hardest requirement to fulfill.
35. Get boys started in making out duty rosters and menus for campouts soon. They will have to do these on their own as Boy Scouts.
36. Get all of your boys to Webelos Summer Camp after their first year. This will be their best Outdoor experience as a Webelos den.
37. Games, Skits, Songs, Stories, Competition with each other and a den flag are very important parts of the Webelos Program.
38. Letting the boys pick a patrol name, with a patch, instead of a den number will bring the boys closer to the Boy Scout Program.
39. The most important part of the Webelos Program is having well trained leaders to pass on all those new skills to the boys.



WEBELOS CEREMONIES

Bear To Webelos With Neckerchiefs

Props: Spirit of Scouting candle and holder, badges, colors and neckerchiefs.

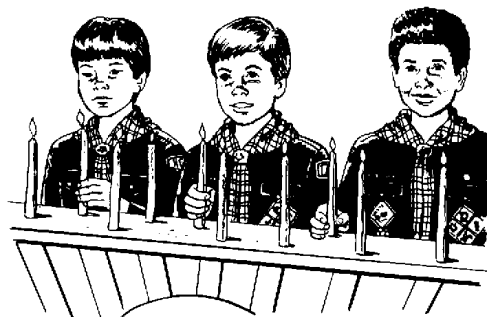
Webelos Den Leader: Mr. _____, will you and the den please come forward and join me on stage. Tonight we have (number) Bear Cub Scouts who have entered the fourth grade and are joining our Webelos den. Den Chief, _____, escort Bear Cub Scouts, _____, and their parents to our awards table please. (Cub's names) you have shown yourselves worthy of joining our Webelos den by working hard through the ranks of Wolf and Bear. We would now like to present to you the new parts of your Cub Scout uniform. (Webelos den leader presents parts as they are explained.) Mr. _____, please remove their neckerchiefs and replace them with the Webelos neckerchief. Next, place the Webelos badge of colors on their right shoulder. These colors will tell everyone that you are an older boy preparing for the adventures of Boy Scouting. The badge of colors will hold the Activity Badges that you earn as you explore some of the 20 Webelos activities with your den. Mr. & Mrs. _____, you have helped your sons along the Cub Scout trail this far. It is important that you continue to go along with your sons and learn about the Boy Scout trail in his Webelos den. We know that we will soon have the pleasure of seeing you present your son with Activity Badges, the Webelos badge, and finally, the Arrow of Light award, the highest in Cub Scouting. Congratulations _____, & _____, and remember to keep the spirit alive in all that you do.

We have a very active Webelos den. Since our last meeting, every one of our Webelos has earned a new Activity Badge. As I call your names, would each boy and his parents please come forward. (Call all Webelos)

Each boy, in order to earn his Webelos badge, must earn three Activity Badges including fitness, be an active member of the Webelos den for three months, know and understand the requirements to be a Boy Scout, know the parts of and meaning of the Webelos uniform, and lead a flag ceremony in his den, and fulfill a religious requirement. We have (number) Webelos Scouts that have earned their badges this month.

Would and their parents please come forward. (List activity each boy has earned to qualify for badge, and present to parents to pin on his chest.) Congratulations to all of you, and keep up the good work.

Pack, how about a cheer for the Webelos, their parents, and especially for Mr. _____, their leader.



Drum Beat

Narrator: Many moons ago a Webelos brave started on the trail of the Arrow of Light. Much work and many hard hours went into preparation. After many council files--Akela came forward. (*Drum beats while Akela enters.*)

Akela: The great Eagle, bird of truth, has come to me with the name of a candidate for the sacred award of the Arrow of Light. (*Drum beat*) Will (name), and his parents please come to the Council fire. Will his Webelos Leader also come forward. (*Drum Beat*)

Akela: Brave (name), I now ask your Webelos Leader if you have tried to follow the Cub Scout Promise and Law of the Pack. Have you learned from the trail of the Bobcat, Wolf and Bear, and from the tribe of the Webelos?

Webelos Leader: Yes, he has.

Akela: I now ask you one question. Have you TRIED to do your best?

Brave: Yes, I have.

Akela: This is indeed a proud moment for our tribe, when we can see you advance. It symbolizes the cooperation in your pack and in your teepee. You have shared many experiences and much knowledge. Without this sharing and caring along the trail of the Arrow of Light it would have been far more difficult. As your parents take the Webelos scarf from around your shoulders, I want you to think about the one question I asked you before. You answered Yes, that you had done your best. If this is true, when we pass your scarf over the flame of truth (*a flashlight with the top covered with red and yellow cellophane to look like a torch*) it will not be consumed by the fire.

Akela: Welcome to the Brotherhood of the Arrow of Light. You have indeed done your best.



Because of new fire regulations, this ceremony has been adapted to remove the actual use of fire and acetone to “burn without consuming.”

Below are some suggested alternatives:

“The Bear Bag”: A bag that looks “kind of like” a bearskin. It is formed into a pouch with 2 pockets inside. Make up some kind of story about the skin and scouting, then pre-stuff the next rank neckerchiefs into one pouch. During the ceremony, tell the legend, then take the boys, one at a time, and remove the old neckerchief and stuff it in the “Bear’s mouth” (the empty pocket). You can wiggle and squirm a bit, like it was a real test, then pull the new neckerchief from the other pocket.

“The Colors of Scouting”: This one requires a large pot of some sort, with a can inside, big enough to hold the demo water. Take a glass jar or pitcher of plain water, and talk about the different colors involved in Scouting. Put some food coloring from a bottle marked “Blue Scout Spirit” in the water to turn it Blue. Pour the blue water into the can in the pot. Do the same with another jar, and Gold or yellow. If this is a transition to Boy Scouting, do it with red, also. Take the old neckerchiefs from the boys and put them in the pot (To the side of the can that you have been pouring the colored water into). From the pre-loaded pile of new neckerchiefs, take one to pull out to give to the boy. It is very important that the pot be high enough that the boys cannot see into it.

Bridge to Boy Scouting

Personnel: Webelos den leader (Akela), Scoutmaster, den chief as torchbearer, Boy Scouts from troop, graduating Webelos and parents, senior patrol leader.

Equipment: A wood bridge with railings, campfires, camp candle lantern to be carried by the torchbearer, Boy Scout neckerchief.

Setup: Campfires are at each end of the bridge and the Webelos scout and parent(s) are seated around one campfire, and the Boy Scouts around the other.

Webelos leader: Hello, Scouts of (name of troop).

Scoutmaster: Hello, Webelos Scouts of Akela, what do you desire?

Webelos Leader: We have a Webelos Scout of Akela’s council ring of (name of pack).

Scoutmaster: Bring him forward to the bridge that joins our two council rings.

The Webelos den leader, accompanied by the torchbearer, leads graduating Webelos Scout and his parents to bridge. Scoutmaster crosses over bridge and is introduced to the parents and the Webelos Scout.

Webelos Leader: (Name of graduate), you have contributed much to your Den and Pack and we shall miss you and your parents. Now you are leaving us to enter the Boy Scout troop of your choice. There you will continue to grow in scouting skills and friendship. An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our Pack and Cub Scouting, will you remove your neckerchief and give it to me? Your new Scoutmaster will place the neckerchief of your new troop around your neck.

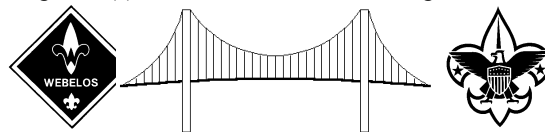
The Webelos Scout removes his neckerchief and gives it to the Webelos Leader.

Scoutmaster now beckons the graduate to follow him across the bridge.

Scoutmaster: *(Standing before the Boy Scout campfire)* As the Scoutmaster of Troop (number), I welcome you and your parents. There are many traditions in Troop (number) that will interest you.

Scoutmaster will explain one or two of these traditions and tell of important activities planned for the near future.

Scoutmaster: Now it is my pleasure to present you with the neckerchief of our Troop. (Places the neckerchief around the neck of the incoming Boy Scout.) Wear it with pride as many have done before you. Your Senior Patrol Leader (name) now wishes to express the Troop’s happiness in having you as a new member. (Cheer or Scout Song follows now and should end with the Scout Oath being said and congratulations to the new Scout(s) and his parent(s).)





WEBELOS ACTIVITY BADGES

AQUANAUT (Physical Skills Group)



The Aquanaut Activity Badge is a great way to “break the ice” with a new Webelos den. You might want to use it as a way of getting first year Webelos (and their parents) off to a good start, by beginning early in the summer after the boys have advanced from the Bear rank. This is a good opportunity to collect health forms or consent to treat forms from parents; they will probably need to be updated for your camping activities anyway.

You may use community, YMCA, school system, or private pools. Having the parents along on these first den outings is an opportunity to remind them that they are a big part of their boy’s Scouting experience. You might hold the Activity Badge training at a neighborhood pool, then have a swim party/picnic when you are finished with training. In any event, the leader should have training in BSA’s Safe Swim Defense before conducting swimming activities.

The Safe Swim Defense

Start by reviewing the Safe Swim Defense on pages 266-267 of the Webelos Scout Book. Show the boys how important it is to have an adult check out unfamiliar swimming areas by placing a piece of pool furniture in the water and showing the boys what might happen if they were to dive in head first without first checking for water depth and obstructions.

The Buddy System

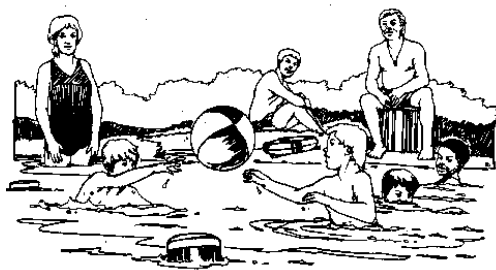
Review the buddy system, pair the boys (and leaders) and practice the “Buddy Check”. The boys will be required to do this at resident and Webelos Camp if they swim. The initial session should be in water not more than 3 1/2 feet deep as you evaluate their different swimming skills. You will probably have skill ranges from “scared to death of water” to champion swim team members, and will have to accommodate boys at both extremes. Try to have enough leaders available to divide into at least two groups unless all the boys have roughly the same skill level. Some Scouts may not be physically capable of the requirements or have the level of physical maturity necessary in their first year as Webelos. They should be encouraged to enjoy the experience and realize that they will have plenty of time to accomplish the requirements of the pin. Some of the simple skills like a dead man’s float, and the reach, throw, go concept can be taught to one group while the other group tackles more advanced skills like snorkeling.

Reach, Throw, and Go

If one of your instructors is a certified lifeguard, have the instructor demonstrate an example rescue. Emphasize to the boys how much practice and physical strength an actual rescue requires. Games can be improvised using a traffic cone and a standard life saving ring. Each Scout gets three attempts at the cone, first from ten, then twenty feet away on dry ground. Volleyball in the pool is always a favorite, even with the youngest boys. Float tag is a game that is played by Scouts that are learning to float. One is “it” and tries to tag the others. They are safe as long as they are floating in any position -- turtle, jellyfish, back, or vertical float.

Small Boat Safety

Small boat safety can be taught using materials available from the Coast Guard. Have an “expert” give a rowboat demonstration, then allow the boys to take turns. Attend a boat show, or visit a local marina and collect information on types of boats and their uses. Have a demonstration of personal flotation devices (PFD’s).

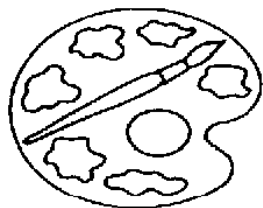


**Swimming Safety Rules Skit:**

Each boy holds a piece of posterboard with a letter of the alphabet on it.

- A - stands for Ability--never exceed, your ability or limits.
- B - stands for Buddy System--never go alone and stay with your partner at all times.
- C - stands for Condition--know if the water is shallow, deep, clean, and healthy, or bottom is smooth or rocky, if current is strong or slow.
- D - stands for Don't--don't play rough games or throw sharp objects into the water. Never pretend to be in trouble and never make fake calls for help.

Swimming is a sport that can be enjoyed for an entire lifetime unlike many competitive sports. Let's help **all** Webelos Scouts become good swimmers.

ARTIST (Mental Skills Group)

For many people, art is the way they make their living. For others, it is a recreational activity which develops into a lifelong hobby. The Artist Activity Badge won't make an artist out of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express.

If you are not familiar with color charts, design, sculpture, mobiles, and constructions, you may wish to enlist the help of an experienced dad or mother or an art teacher. Beginner's books on art will also be helpful.

Webelos Scouts will learn to be more observant in this Activity Badge area as they learn to distinguish between colors, tints, and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They will develop creativity as they practice design and work on sculptures, mobiles and constructions.

Field Trips

- Attend an art exhibit or visit an art museum.
- Visit your community or village center and look at some of the sculptures, statues, and fountains.

Speakers

Art instructor, artist

Pack Meeting

-Demonstrate a color wheel. Using poster paint, start with the 3 primary colors of red, yellow and blue, mix a little blue with the red to make violet and gradually mix in more blue to make blue violet. Then do the same with yellow and red, and red and blue.

Den Activities

- Let the boys study a color wheel and practice combining paints making shades and tints with tempera or watercolor. Ask boys to make a profile of a family member and an original picture at home.
- Design is basic in all art. Have boys make two designs each of straight line, curved line, and a composite of both types of lines.
- Have each boy make a pencil sketch of a bottle, dish, or other still object.
- Hold an "Art Can Be Fun" night for the Webelos den families.
- Have modeling clay and material on hand for making models.
- Start simple sculptures to be finished at home. (See Webelos Scout book)
- Make mobiles. Boys can bring some of materials for mobiles from home.
- Have boys make drawings during a nature hike of birds, animals, trees, insects, plants, etc.



Afterimages

Eyes are funny things. Sometimes they can fool you. Here is proof. Get some pieces of brightly colored paper, cardboard, or cloth. Be sure the colors are bright. Use red, green, blue, yellow, orange, and violet. Cut 3-inch circles from the colored sheets. You'll need a sheet of black and a sheet of gray paper or cardboard, too. Go outdoors in the bright sunlight or sit under a bright lamp indoors. Put the red circle on the black paper and look at it steadily for at least thirty seconds. Be sure that you don't move your eyes. Sometimes the experiment works better if you shut one eye. Now take the red circle away and continue looking steadily at the black background. You should see a circle on it, but the color will be green not red. Try the experiment again, with a gray instead of a black background. The gray will also appear to be green. Turning off the light or moving into a shadow sometimes increases the effect. Try again, using a green circle. The afterimage will be red. Use a blue circle and the afterimage will be orange. An orange circle will give a blue image; yellow will give violet and violet yellow. We say that opposites are complementary colors. We can arrange them in a circle as shown. The order of colors, starting from violet to blue is the same as in the rainbow.

Many of the beautiful effects in paintings come from "retinal fatigue". The eye can get tired, just like a muscle. It gets tired from looking at just red. And so, when you take the red away, the retina of the eye tries to see just the opposite, or complementary color. Look at the circle you made again and see if you can determine the afterimage or complementary color to red-orange. What about blue-green?

1. Keep an eye out for special art shows in the Sunday paper. Major art galleries and museums usually have an exhibit on display.
2. Take walking tour of an art plaza in your area, to see excellent examples of sculpture in the statues you can find there.
3. Visit the art department of a local college or an arts festival, and watch an artist at work.

Games

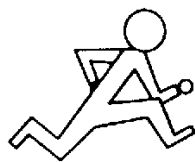
Kim's Game: Arrange 20 objects in an orderly fashion. Have the Webelos study the objects in silence for 20 seconds. Then each player returns to his seat and writes the names of as many objects as he can remember. The one who names the most correct objects wins.

Artist's Quiz: Match the answers on the right to the clues on the left.

- | | |
|--|-----------------|
| 1. A primary paint color | a. Violet |
| 2. Genius Kit | b. Design |
| 3. Pleasing arrangement of shapes or lines | c. White |
| 4. A secondary paint color | d. Blue |
| 5. Mixture of blue and yellow | e. Construction |
| 6. Hanging shape | f. Green |
| 7. Mixture of blue and red | g. Orange |
| 8. Add this color to make a lighter hue | h. Mobile |

Police Artist Drill: Use an enlarged sheet of head sizes, hairstyles, eyes, mouths, noses and ears to trace an approximate likeness of a well-known person. Let each boy take a sheet of tracing paper and move it around, selecting appropriate features for the likeness he is creating. You might want to add this selection of features by tracing some hairstyles, mouths, or ears from magazines or newspaper ads.

ATHLETE (Physical Skills Group)



Boys are curious, not overly cautious, occasionally clean, sometimes contrary, and often competitive. They want to know and do everything and they want to know it and do it "yesterday." They thrive on physical activity with lots of fun added. Scouting recognizes this need in the Cub age boy and has geared the program to fit those needs both mental and physical.



Competition

Competition is a normal part of everyone's life. One's emotional health depends in no small degree upon one's outlook toward this aspect of life. The Boy Scouts of America believes that helping boys keep competition in the proper perspective is a part of helping boys live happy and successful lives. One can hardly learn the necessary skills of winning and losing gracefully, except by



winning and losing.

Therefore, we believe that competition should be used as a learning process and as a means of enhancing the growth and development of Scouts. Competitive events should be planned so they result in positive experience that develops character and sportsmanship. This doesn't always mean winning.

Three kinds of competition exist in Scouting:

1. **Group Competition with overall winners:**

Dens compete with dens, Inter-unit (Pack vs. Pack) competition is not normally a part of Scouting, but intra-unit (dens vs. dens) competition is. In such cases, points should be given to the individual of team winners, with dens accruing the most points being the overall winner of the event (or which ever method the pack committee feels best). Thus, the stress is on completion of events rather than on winning.

2. **Group Competition to a standard:**

Under this plan, boys demonstrate their skill and are given points according to a rating plan. There is no provision for selecting the best group, but each is encouraged to attain the highest possible rating. The same rating would be earned by as many groups as earned a given score. It is always wise to include improvement in skills as a measure of success.

3. **Individual Competition**

Certain events in a competitive activity might, by their very nature, be designed for individual competition. In such events, there could be individual winners, and such winners would also earn points for their group. Thus, the effort of the individual would contribute to the group's total effort.

Generally speaking, group competition is to be preferred over individual competition, thus permitting wider participation of boys and development of healthy group morale. Webelos Scouts are bursting with energy and eager to impress their Webelos Den Leader with their physical prowess. Since most boys this age already possess the physical skills necessary to pass this Activity Badge when they first enter the den, it is a good Activity Badge to start them on to get their interest and encourage them to keep working.

The Athlete Activity Badge is one of the optional badges that may be used to fulfill the Arrow of Light Award. By giving encouragement and praise, Webelos Den Leaders can make this the foundation of a good relationship with the boy for the coming year. If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any boy this age will recognize the importance that his body plays in his life. This badge gives the leader a chance to impress on the boys the importance of keeping physically fit.

Fitness Circle Game

Form a circle as large as the room permits with all the Cub Scouts facing the same direction. Give instructions for various activities as follows:

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





CITIZEN (Community Group)

Required for the Webelos Badge



At first glance, you might assume this Activity Badge will be rather dry, but in actuality, the Citizen Activity Badge offers a myriad of opportunities for the boys to expand their relationship with their community while having a lot of fun.

Speakers

Mayor, politician, history teacher, judge, police officer.

Field Trips

- Visit a local government building (the State House, the Capitol Building , or Library of Congress.
- Attend a court hearing
- Plan a trip (Traveler) to visit your Senator or Representative in Washington, DC.

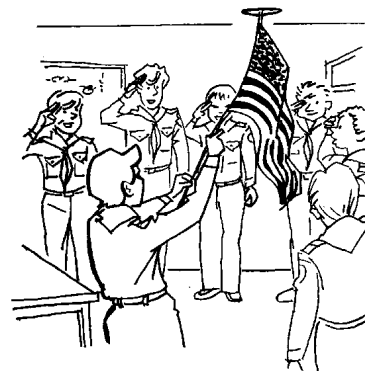
Pack Meetings

- Bring some items which show what you have studied this month: election literature, information on good citizens, chamber of commerce, or local village center.

Den Activities

Citizen Scavenger Hunt: Most government buildings have some form of tour and you might be able to combine the tour with your scavenger hunt. Divide the den into two or three teams and give the boys a reasonable time limit. Have them locate answers to questions as well as inexpensive available items. Examples for these would be:

1. What is the middle initial in the full name of our town’s mayor? What does the initial stand for?
2. Bring back a piece of stationery showing our county’s logo or crest.
3. Draw a picture of our state flag.
4. On what floor can you find _____? (a symbolic statue, historical artifact, etc.)
5. Who runs the Water Works Department and what does that department do?
6. Where does the City or County Council meet?
7. What’s on the top floor of the building?
8. What is the full name of the governor of the state?
9. Get a brochure about trash pickup services.
10. Who takes care of snow removal from city or county streets and what is their budget?



These are just a few examples of the kinds of things your scavenger hunt could require. Ask someone who handles the public relations for your local government to help you make up a list. If you don’t want to make it competitive, just have different lists for the teams to complete and then have them report back to the group when the time’s up.

“Wanted: Good Citizen” Poster Project

Imagine the type of citizen you would want to be a part of your community. How would the person act? What would the person look like?

Design a WANTED poster of the ideal citizen. Cut and paste a picture or photo on a sheet of paper of the citizen you are wanting. It can be a picture or photo of someone you cut from a magazine or you can draw a picture of a real or pretend person. Then, describe the person physically and also describe his or her personality traits. *Example: Wanted person with good humor, a concern for others, and ability to get along with others.* Then, complete the following statements on your poster: This person was last seen in _____. He/she was _____, once again showing himself/herself an active and responsible citizen. If you have seen or have any information about this person, please contact _____. This person is an ideal citizen because _____.

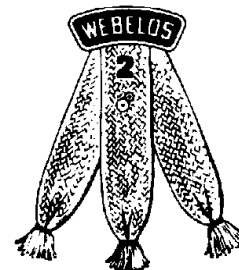
*Citizenship Baseball*

Before the game begins, write 40 questions with answers on strips of paper, assign each question a “hit”. Examples:

- Who is the president of the United States? (single)
[answer: Bill Clinton]
- Name two of the four levels of government in the United States. (double)
[answer: federal, state, county, and local]
- When should a Cub Scout salute the United States flag? (triple)
[answer: When the flag is being hoisted or lowered; the flag passes by or you pass the flag; you recite the Pledge of Allegiance]
- What is our national anthem and who wrote it? (home run)
[answer: “The Star-Spangled Banner”, Francis Scott Key]

Fold the strips of paper and place them in a bowl or hat. Set up areas as the baseball diamond. Divide Webelos into two teams - one begins in the “outfield” and the other team is “at bat”. A batter comes up, he draws a question from the hat. The leader reads the question. If the Webelos gets the correct answer, he takes his base. If he misses it, it is an out. After three outs, the teams reverse.

Ask a parent in your den or pack (if you have a parent in public service) or invite a guest who is a politician, judge, police officer, fire fighter, or county administrator to come and talk about their career. How did they get interested? Where did they go to school? What kinds of courses did they take? Have they moved up through several jobs to get where they are? What is their future?

**COMMUNICATOR (Community Group)**

We are all communicators. What does it mean to communicate? Communication is the art of transmitting and receiving information. And how do we as human beings go about this exchange of information? We communicate with words, facial expressions and body language. As the human race developed, so did our communicative skills. Early man drew pictures on the walls of caves. With the development of language came a better way to keep records and tell stories...writing!

With the discovery of electricity came the telegraph, telephone, radio, television, computers, micro-wave transmission, optical fibers, lasers, and on and on and on.

Who makes a good communicator? We do, of course!

With all of the modern technology at our fingertips today, it is still important for us to learn basic communication skills. Skills that will be with us throughout our entire lives. Things, like how to talk to one another with respect, how to listen to one another. Silly things, like saying “please” and “thank you.” Things like learning good telephone manners and practicing being polite and courteous to others.

Speakers

News broadcaster, radio DJ, politician, minister

Field Trips

- Visit library - talk to librarian, learn how books are indexed.
- Visit radio station - see how it operates.
- Visit television station
- Visit police station or 911 dispatcher - learn how 911 calls are processed and prioritized.
- Visit school for the deaf and/or blind.
- Use a computer to talk to other people
- Visit a newspaper office - see how a newspaper is put together. Watch the printing presses run.



Den Activities

- At a school or church function, create and post directional signs.
- Read to a visually impaired person.

Games

Who's Who History of Communication: Match the following inventions to their inventors.

- | | |
|-------------------------|------------------------------|
| 1. Telephone | Johann Gutenberg |
| 2. Phonograph | Guglielmo Marconi |
| 3. Telegraph | Louis Jacques Mandé Daguerre |
| 4. Printing Press | Alexander Graham Bell |
| 5. Photography | Thomas Alva Edison |
| 6. Typewriter | Howard Aiken |
| 7. Radio | Samuel Morse |
| 8. Computing Machine | Xavier Progin |
| 9. 1st Digital Computer | Charles Babbage |



Answers: 1. Bell, 2. Edison, 3. Morse, 4. Gutenberg, 5. Daguerre, 6. Progin, 7. Marconi, 8. Babbage, 9. Aiken

Play a game of Charades.

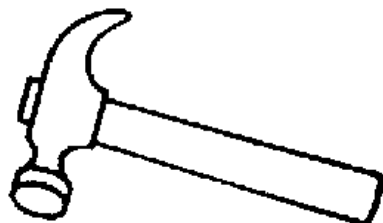
Blindness Awareness Game: How would you go about describing something to a blind person? An animal for instance, one they have never seen? Try this exercise, blindfold your den, give them each a pencil and a piece of paper, then describe to them an animal and have them draw what they think they hear. Remove the blindfolds and see if they can guess what animal they have drawn. Hint: Don't use any key words. Example, if you are describing an elephant don't use the word trunk for his nose.

Communication with the blind: Have your den form a large circle. In the center place an empty coffee can. Blindfold one of the boys and supply him with a broomstick. The object of the game is to have the den direct the blind Scout to the can and have him pick it up with the broomstick.

Was it easy? Does it work better with one boy giving directions of all of them?

Secret Sounds: Use prerecorded sounds or have den chief produce sounds from behind a screen or another room. Webelos listen as each sound is produced and then write down what they think the sound is. Example: Sandpaper rubbing against something, a deck of cards being flipped into the air, a golf ball or Ping Pong ball bouncing on a bare floor; bursting of a paper bag, etc.

CRAFTSMAN (Technology Group)



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 help from some of the parents or your Boy Scout Troop. Sometimes craft stores

have classes on the boys' level for a nominal fee.



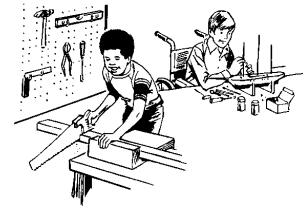
What follows is borrowed wisdom from years past. When working with the boys on their projects, you must have P, P, & P.

PATIENCE - Some boys require a high degree of patience. Stick with it and be rewarded. Enlist the help of the Assistant Webelos Den Leader, den chief, and fathers. Do not do it alone.

PREPARATION - Have all 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 boys individually in these areas. Show them the sample to 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 length 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 criterion for you and the boys.



Speakers

Carpenter, home builder, automobile mechanic, furniture repair, sheet metal worker, TV repair, glazier, contractor, furniture refinisher.

Field Trips

- Furniture factory, sawmill, cabinet maker, lumber yard, tannery, leather goods manufacturer, or hardware store. Ask to see the job-related tools, machines, clothing, and various safety precautions in the workplace.
- Tandy Leather Company will work with Scout groups to teach them leather-working. (Fee for materials.)
- Arrange to visit a home under construction. Talk to the workers at the beginning of the month and look at blueprints. Visit again at the end of the month to see the progress made in that time.
- Visit a bicycle shop. Learn about the different kinds of bikes. Ask about bike maintenance. At your den meeting, take apart an old bike then put it back together.

Safety

Include proper safety instruction for the tools used in a den meeting. Invite a safety inspector to talk to the den about the role of safety in factories.

Cub Scout Resources

- Use the "Cub Scout Leaders How-To Book" for craft ideas.
- Chapter 2: Putting game, marble roll, turtle race, flipstick
- Chapter 3: Wood projects galore
- Chapter 4: Skit: 'Dad's Workbench'
- Chapter 7: Tangle puzzle
- Chapter 8: Porcupine planter, sundial, bird feeder, snowman

Tool Tie Slides

(Each different slide uses 1/2" PVC pipe for the slide part)

Hammer -- Use a 1 1/2" piece of wood for the handle. Shape the head from fast drying clay or salt dough. Paint the head silver and the handle brown. Glue to a piece of leather or PVC pipe.

Saw -- Cut the saw blade from a piece of aluminum can. Use pinking shears to make serrated edge. Cut two 1" squares of wood for the handle. Glue them together with the saw blade inserted between. Draw the outline of the handle on the



wood. Experienced whittlers may wish to cut away the excess wood. But it looks nice if filled in with markers. Add PVC pipe to back.

Screwdriver – Make a screwdriver from dowel. Use a thicker piece of dowel for the handle. Use sandpaper to shape the blade. Paint handle red or yellow and shaft silver. Attach to the PVC pipe

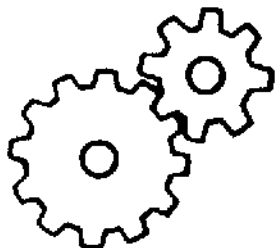
Contests

Nail Driving - Give each boy a hammer and five nails and a piece of log 4 inches in diameter and about 6 inches high. On the word go, they are to nail all five nails completely into the piece of log. First one finished is the winner.

Board Sawing Contest - This is the same as the nail driving contest. Give each boy a small hand saw, pencil, ruler, and a 2" x 4" board (any length). On the word go, each boy is to mark and saw his board in half. The first one finished is the winner.

NOTE: Judge the contests on skill and speed. Drive the nails straight, and measure the boards correctly. *Also supply safety goggles for each boy whenever they are actually working with the tools.*

ENGINEER (Technology Group)



History

The word “engineer” has its roots in the Latin word “ingenious” which is also the root of “ingenuity” meaning inventiveness or skill in devising or combining. The engineer finds ingenious solutions to problems and is not an operator of engines.

Engineers of ancient times planned and guided construction of such marvels as the pyramids, Roman roads and canals, great structures, and war machines. They were advisors to kings and generals, but had no formal education. They used common sense and practical knowledge gained from experience. As civilization developed, engineers used discoveries in science and mathematical methods as they became available. Formal engineering education did not begin until the mid-1800’s and most engineering disciplines were not established until about 1900.

Civil engineering was the first distinct branch of engineering. They designed and supervised construction of roads, bridges, and buildings. Next came the mechanical engineer with the development of the steam engine and production machinery. Mining engineering emerged when society began demanding large quantities of fuel and ore. Electrical and chemical engineering came on the scene as industrial technology grew more complex. Other engineering branches were formed as technology in a particular field developed, for example, nuclear engineering.

Fields Of Engineering

Aeronautical Engineering: Deals with the whole field of analysis, design, manufacture, maintenance, testing, and the use of aircraft both civilian and military purposes.

Astronautical Engineering: Closely related to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth’s atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space.

Chemical Engineering: Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.

Civil Engineering: Perhaps the broadest of the engineering fields. Deals with the creation, improvement, and protection of the communal environment; providing facilities for living, industry, and transportation, including large buildings, roads, bridges, canals, railroad lines, airport, harbors, and other constructions.

Electrical Engineering: Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and control systems.

Geological & Mining Engineering: Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude materials and mineral products.

Industrial or Management Engineering: Pertains to the efficient use of machinery, labor, and raw materials in industrial production.



Mechanical Engineering: Broadly speaking, covers the design and operation of all types of machinery and small structures.

Safety Engineering: Concerned with the prevention of accidents.

Sanitation Engineering: A branch of civil engineering that has acquired the importance of a specialized field due to its great importance for a healthy environment, especially in dense urban population areas.

Pack Meetings

- Bring some items which show what you have studied this month: survey maps, floor plans, topographical maps, measuring devices, pictures of bridges, block and tackle, electrical wiring plans

Den Activities

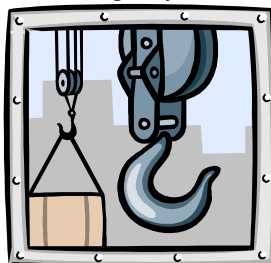
Ask a parent in your den or pack who is engineer to come and talk about their career. How did they get interested? Where did they go to school? What kinds of courses did they take? Have they moved up through several jobs to get where they are? What is their future?

Make Your Own Pulley:

Materials: Wire, spools (from craft store), string, hook, and bucket full of heavy objects.

1. Bend about 8 inches of wire into a triangle shape and push the ends into a thread spool.
2. Find a suitable place to hang your pulley. A hook in the garage or the hook at the end of a plant hanger will do.
3. Tie one end of the string to the handle of the load.
4. Wind the string over the spool.
5. Pull the bucket up.

Is it easier to lift the load with the pulley? How much string do you have to use to lift the load 1 foot?



Construct a Lever:

Materials - Small rock, large rock or heavy object to move, and a heavy wooden board or pole.

1. Place the small rock near the heavy load. The rock is the part of the lever called the fulcrum.
2. Push the board, or pole as far as you can under your large rock or heavy load you want to move.
3. Push the small rock you plan to use as the fulcrum as far under the bar as you can.
4. Push down on the bar. You can hope the load will begin to move.

Survey Maps:

The U.S. Department of the Interior publishes geological surveys for the whole country. Look at a map which includes your town and try to find your house. What is the exact longitude and latitude of your home? Find your meeting place, nearby lakes, and other points of interest.

Map Symbols: Line up in two teams for this relay. The leader stands at a table with a "topo" map. Teams take turns. One player at a time comes forward and the leader points to a symbol to identify or asks a question. If the boy is correct, he runs back and tags the next person. If he is not correct, the other team begins its turn.



FAMILY MEMBER (Community Group)

A family is a group of people who care for each other and share with each other. The family of many boys includes mother, father, and perhaps brothers and sisters. Other boys live with just one parent or grandparent. Still others live with guardians or in foster homes or boarding schools. Your family gives you food, shelter, clothing, and love. It teaches you religious beliefs and helps you learn right from wrong. In return, you should give the other members of your family your love. And you should learn how to do your share of the work that must be done around your home. In earning the Family Member Activity Badge, you will discover how to show your love for your family.

Speakers:

Social worker, family counselor, parent, human services agent, ombudsman, family education specialist, community education director

Field Trips

- Tour a fast food restaurant or small restaurant
- Have someone from OSHA or plant safety committee give a talk after taking your tour.
- Tour an energy conservation home (underground or energy efficient).
- Tour the local water company and ask for ways to conserve water.

Den Activities

- Make a list of fun activities of little cost and do them over several den meetings.
- Switch chores with another family member for a month.
- Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next two months, and how they will do them.
- Before the boys inspect the home and grounds to make a list of hazards or lack of security, you might want to talk over some of the home hazards they may find.
- Have a contest ... take a small piece of cloth and a button, needle, and thread. Have the boys sew a button on ... judge the button that is sewn on the best.
- Make a contest out of making a list of things families spend money for. See who can make the longest list. Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award two points if they happen to list one.
- Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes. Also, you might adopt some of these for your cookouts!

Genealogy

Tracing your family roots can become a lifetime hobby. There are many books and classes on how to find information. Ask if any den parents have organized charts or have studied their heritage. Try to develop family trees for both your mother's and father's family. Make a list of all the members of your family. What other relatives are living? (Grandparents, uncles, aunts, cousins?) Try to talk to them (or write) and ask them about their parents and grandparents. Ask for birthdays and years of death. Where they lived is also an important clue in your search.

Games

Shopping: This is a variation of Kim's game. Fill a grocery bag with about 20 items from your cabinet before the den meeting. Close to the activity time, add cold items from the refrigerator. To play the game, pull one item from the bag at a time, announce the name, and lay it on the table. When the bag is empty, put everything back in quickly. Give boys a paper and pencil and ask them to write down what items were in your shopping bag.

Who Are We? Ask boys to bring baby pictures and family pictures to the next meeting. Hold the pictures up one at a time and try to guess who it is. Bring in family vacation pictures and try to guess where the family went. (Disney World, the White House, etc.) Think of other ideas of pictures the boys can bring to show off (first fish catch, riding a horse,



talking to someone famous, etc.) Take some den pictures and make up an album of your Webelos family or take slides and play music while you are watching them.

Home Hazards

Before the den meeting, set up as many possible hazards around your house as you can. (Safely, that is.) Pan on the stove with handle sticking out over the front, metal pan in the microwave, bag of newspapers in the middle of the stairs, (empty) bottle of ammonia sitting in the corner, matches too close to the fireplace, gas can in the laundry room, pills (candy) laying on the counter. When the boys arrive, give them a paper and pencil and ask them to write down any hazards they see. During the opening period, discuss the answers. Are there some that were not noticed? Ask them to take their lists home and check for similar things at their houses.



FITNESS (Physical Skills Group)

Required for the Webelos Badge



Your body is a wonderful machine. It is much more complicated than the fanciest car or fastest computer. But your body needs the same kind of care that experts give to machines. What does that mean? It means that you must give your body the right fuels in a balanced diet. You must avoid putting harmful substances into it. Your body needs rest and exercise, just as a car needs maintenance. As you earn the Fitness activity badge, you will learn how to take care of the world's most wonderful machine - your own body.

Den Activities

- Invite the grade school gym teacher to your meeting. Get to know them on a personal basis. Why did they become a teacher? What kind of background do they have? What sports are they currently active in? What do they like about teaching kids?
- Invite a nurse, doctor or dentist to your den to answer questions about health. Have boys write the questions on cards so they are anonymous.
- Have your den write a skit depicting ways to say 'NO' to drugs & smoking.
- Have the den make a poster designed to encourage people to say "NO" to drugs & Smoking.
- Have a police officer involved with drug prevention attend a den meeting.
- Have the boys interview him and ask questions concerning drugs and alcohol.
- Have the boys find out what the policies are in their school about drugs and what would happen to students with drugs in their lockers, etc.
- Collect newspaper and magazine articles about accidents and crimes that are drug or alcohol related.
- Find out what some organizations are doing to stop use and availability of drugs, especially to, children.
- Check with the BSA council for a video, "Drugs: A Deadly Game."

Speakers –



YMCA director, health class teacher, personal trainer, coach, CPR instructor, marathon director, little league coach, gym instructor

Field Trips:

- Visit the local YMCA.
- Visit a local fitness club.

Activities That Will Help The Boys Understand The Harmful Effects Of Cigarette Smoking

1. **Define "pollution".** ("Pol-lu-tion: to make unclean, impure, or corrupt; desecrate; defile; contaminate; dirty." Webster's New World Dictionary of the American Language)
2. **Discuss pollutants in the air in the outside environment.** Use pictures from magazines or newspapers. Include: factory smoke, car exhausts, rocket launches, smoke from someone else's burning cigarette & so on.
3. **Explain how all living things need air to breathe.** a. Put a plant under an airtight container. What begins to happen? b. Put ants or other insects in an airtight jar. Give them everything else they need to survive. What happens? Why? (When the ants' activity begins to decrease, open the jar and set them free.)
4. Talk about the fact that smoking cigarettes is harmful to our health and how it "pollutes" the internal environment of our body (the lungs).

Nutrition Connection

- Nutrition and fitness go hand in hand. Teach the boys the four basic food groups and what each does for the body.
- Have the boys make a poster or collage showing foods that belong in each group. Use magazines and advertisements from the Sunday papers for these.
- Let each boy make up a menu for a meal and let the other den members check it for balance.
This would be good to do for a campout menu. They need to be balanced also.

MILK GROUP

Milk and Milk Products
Cheese
Cottage Cheese
Ice Cream
Builds teeth and bones!

FRUIT-VEGETABLE GROUP

All kinds of fresh fruits and vegetables
Builds energy and helps your body defend against disease.

PROTEIN GROUP

Beans
Meat
Fish
Peanut Butter
Eggs
Builds muscles, bones and blood.

BREAD-CEREAL GROUP

Rice
Cereal & Grits
Bread
Flour Products
Spaghetti
Quick energy builders, helps to make your body work better.

Test Your Heartbeat

Did you know that you can't actually hear a heartbeat? The heartbeat itself is just a contraction of muscle and is perfectly quiet. What you can hear is the sound of heart valves snapping shut.

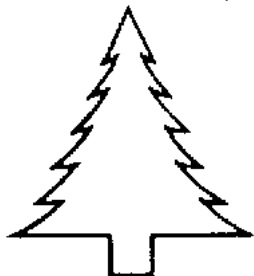
Here's how to check your heartbeat:

1. Press the first two fingers of one hand over the radial artery in the wrist of your other hand. That's the artery in the depression just below the base of your wrist. Move your fingers until you can feel the pulse of your blood.
2. Use a watch with a second hand, and count the number of beats in 10 seconds.
3. Multiply by 6. Now you know the number of beats per minute.
4. Run or exercise for 10 minutes or so. Take your pulse again, and see how much faster your heart is pumping.

Your resting heart rate can tell something about your overall health and fitness. Physically fit people often have low resting heart rates.



FORESTER (Outdoor Group)



A forester learns the varieties of trees, tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, and mapping and making trees for harvesting. He must learn rules for conservation for protecting our forests from fire and disease.

America is a land of trees - they grow almost everywhere in our country. At times, it is evident that we forget all the products coming from trees such as lumber, rayon, camera film, and sporting equipment.

Diameter Tape and Cruising Stick

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

Tree Diameter

Cut a strip of flexible paper or cardboard about ½" wide and 45" long. Begin at one end of the paper strip and make ink marks 3.14" on tape equals 1" of tree diameter.

To measure tree diameter, wrap tape around tree at chest height, about 4½ feet above the ground. The diameter of the tree in inches will be at the mark nearest where the tape overlaps the zero end.

Tree Height

Glue a strip of hard paper or cardboard on one side of a yardstick. Begin at one end and make marks 6.15" apart with ink. Label the first mark 1, the second 2, and so on.

To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach-about 25" from the eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving, sight of bottom of tree (be sure stick is still vertical) and see the place on stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is 2, there are two 16-foot lengths, so the tree is 32' high.

There are 1,182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them:

Den Activities

1. For a long term project, adopt a tree and keep a diary on it. Measure its girth, estimate the height, record when it buds, when it loses its leaves, and other pertinent facts.
2. Check with the local forestry office regarding planting projects and seedlings.
3. Plant a tree seedling from Scout fair.
4. Visit a lumber yard or sawmill.
5. Visit a forest or nature center.
6. Make something useful from wood.



Tree Quiz

1. Which tree has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which trees are the tallest? (Redwoods)
4. Which trees are the oldest? (Sequoia)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which trees give maple syrup? (Sugar and Black Maple)
7. Which tree has paper-thin bark? (White Birch)
8. Which tree is used for baseball bats? (White Ash)
9. Which tree is used to make your pencils? (Red Cedar)
10. Which conifers lose all their needles in the Fall? (Larch and Bald Cypress)
11. Which evergreens bear berries instead of cones? (Yew, Cedar, Juniper)
12. Which broad-leaf keeps its leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which tree gives us turpentine? (Long leaf and Loblolly Pines)
15. Which is our most important lumber tree? (Douglas Fir)
16. Which trees are the soft woods? (Evergreens)
17. Which trees are the hardwoods? (Deciduous)
18. Which trees are often called “Stinkweed”? (Ailanthus)
19. What tree is used for making matches? (Aspens)
20. What tree is used to make craft spools? (White Birch)





GEOLOGIST (Outdoor Group)



To most ten 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 good 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 volcanoes, geysers, and the formation of mountains so that the boys will acquire a fairly good knowledge with only a little assistance.

This is one of the badges that seems to be oriented toward increasing the boys' awareness of the outdoors. While working on this badge, the boys will learn how the earth is formed, how rocks and minerals are used and how a geologist works. If you can locate a rockhound in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. Perhaps one of the dads is a geologist ... and if so, can be of great help.

Speakers

Geologist, Soil and Water Conservation worker, water treatment plant operator, inspector for air and water purity, jeweler, oil driller, miner, assayer, rock collector, travel guide.

Field Trips

- Visit a geology exhibit, department, museum, or collection.
- Tour a quarry, mine, or gravel pit. Look for fossils. Do not go alone to any of these places. Get permission from the owner. Try to get someone who is familiar with the quarry, mine, or gravel pit to take you. Be sure to strictly follow safety precautions.
- Visit an industry that uses geological materials.
- Visit a rock collector's club meeting.
- Visit a jeweler's shop.

Pack Activities

- Exhibit rock and mineral displays.
- Display drawings of causes and effects of volcanoes, geysers, and earthquakes.
- Demonstrate hardness test for minerals.
- Demonstrate rock tumbling.
- Demonstrate your volcano.
- Have the boys display their rock collections.
- Demonstrate how mountains are formed.

Den Activities

- Take a treasure hunt for rocks and minerals. At another den meeting, identify them and check specimens on mineral hardness scale.
- Use cigar boxes, egg cartons, or cardboard boxes with dividers for displaying rocks and minerals.
- Start a collection of geological materials used in home construction. Make a display for pack meeting.
- Make a mineral hardness kit.
- Study the causes and effects of earthquakes. Make posters and charts.

Create your own rock formation: Stalagmites are mineral formations on the FLOOR of a cave. Stalactites are mineral formations found of the ROOF of a cave. Both are made by the dripping of mineral water, usually lime water. As the water evaporates, the minerals form a layer which builds a stalactite or stalagmite.

Directions:

Into one cup of water stir 1/2 cup of Epsom salts. After all of the salt is dissolved, pour 1/2 of the solution into a second cup. Set the two cups about four to five inches apart on a tray or piece of board. Attach a piece of heavy cord or piece of cloth twisted until it is rope-like into the solution in one cup. (Be sure this is rope or cloth that will absorb liquid.) Attach the other end to the second cup. Let the cord loop slightly in the middle. In a short time the liquid should begin to drip.



Be sure that it drips very slowly. Soon you should be able to see a stalagmite form.

Make Your Own Fossils: The paleontologist uses this technique in reconstructing the shells of long-dead animals. Casts are especially useful in working with fossil footprints. Materials needed are a small cardboard box, clay, plaster and water, small snail or clam shell.

1. Cover the bottom of the box with modeling clay to a depth of several inches. This represents the soft mud found on the ancient sea floor.
2. Press the shell firmly into the clay. Lift out carefully so a clear imprint remains, making a mold.
3. Mix a small amount of plaster with water in a paper cup. Stir with a spoon until thick, and then pour over the mold.
4. After the plaster has dried, carefully remove it from the mold. This is now a cast of the original shell.
5. Compare the original shell with the plaster cast. Notice that even some of the more delicate markings have been preserved. Compare your cast to some real fossilized stones.

Games

Flash Cards: Cut out photographs of a variety of rocks and tape each one onto an index card. (You can buy rock hound magazines and cut them up.) Write the correct identification on the back. Work in pairs to learn rock identification.

The Biggest Handful: Have the Webelos collect egg-sized rocks for this contest. See which boy can hold the most rocks in one hand.

Mineral Identification Contest: Have the boys identify common minerals found in your area.

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 number of cards or point values on cards for scoring.

Building The House Of Diamonds: Two teams build a card house made of diamond playing cards. Individuals can build with the cards also.

King Of The Mountain: Draw a large circle on the ground. The denner is chosen to be King of the Mountain. The other boys must remove the King from the circle to become the new King of the Mountain.

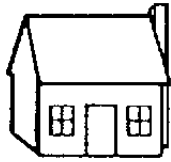
Nuggets In The Bag: The Den Chief is to put a certain number (known only to him) of different sized rocks in a cloth drawstring. Each boy is given the bag for 15 seconds. He then passes it to the next boy. When all the boys have had a chance to examine the bag for fifteen seconds, it is returned to the Den Chief. The boy who guesses the correct number of rocks in the bag then takes his turn as the one who puts an amount of nuggets in the bag.

Rock Pick-Up: Arrange the players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 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 (Technology Group)



Handyman is one of the easiest and flexible activities in the Webelos program. There are fourteen requirements from which the den can choose a minimum of six. These can be selected on the basis of aptitude and availability. Also, the activity can be worked for the month allocated in the Webelos calendar, or it can be done in fewer meetings, if the den meetings are prepared and organized. Some of the requirements can be used for den meeting fillers, if you exhaust a topic early or some of the resources you need for another activity are unavailable.

However, though Handyman is an easy topic, the den leader should handle it with care and thoroughness. Handyman allows the Scout to learn new skills and gain self-reliance and confidence in helping with activities around the house. There are also several safety and environmental issues inherent to several of the requirements.

Den Activities:

- At a hardware store, visit the repair shop, and acquaint the Scouts with a few specific and varied sections in the store, like electrical supplies and hand tools.
- Arrange a presentation at a well equipped home workshop.
- Build a sawhorse.
- Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den the safe way to change a tire, light bulb and to check the oil and transmission fluid.
- Put on a bicycle rodeo for your pack or den.
- Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- Check the garage or storage shed in your house to ascertain the tools or implements are properly and safely stored.
- Have a clinic on the care and repair of bicycles. Set it up like a shop and have each boy bring his bike and do repairs, etc.
- Have Webelos bring tools to a den meeting and demonstrate different ways to mark them.
- Hold a nail hammering contest. See who can hammer a nail in the fewest number of strokes.
- Have a family car inspection.

Speakers

Carpenter, electrician, plumber, car mechanic

Field Trips:

- 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.
- Visit an auto dealership.
- Arrange a visit to a service station, auto repair shop or your local tire store, Have the attendant explain the use of different types of equipment Hijack torque wrench, etc. If possible have the attendant show them how to check oil level, check fluids and belts, check tire pressure, and change light bulbs. Organize a pack bicycle rodeo. See Cub Scout sports Bicycling Manual for details.
- Visit a lumber yard, hardware store, or bicycle shop.

How to Fix a Leaking Faucet

1. A leaking faucet is usually due to a defective washer and is a problem that can easily and quickly be resolved.
2. Shut off the water! If there isn't a valve under or near the sink, turn off the main supply valve.
3. Unscrew cap nut of faucet.
4. Using a flat wrench, unscrew nut on faucet and pull out stem assembly. (Cloth or cardboard under wrench jaws prevents scratching.) Remove screw on stem assembly, pry out old, worn washer, wipe out grime and put in same size new washer.
5. Replace screw and reassemble faucet. Turn water back on.

Clean a Drain Trap

A drain trap is a U shaped piece of pipe in a sink drain that gives a low spot to hold water. Drain traps keep gas from the



sewer from coming into the house. Sometimes it clogs up and it must be taken off and cleaned out.

To clean a trap, first put down plastic sheeting or newspaper below the trap. The trap is full of water, so protect the area beneath the sink from spills. Use a pan to catch the water. Use a large pipe wrench to loosen the two screw collars that hold the trap. They have right-hand threads, which means that you turn them clockwise (the way a clock's hands move) to tighten them. You will need to turn them the other way (counterclockwise) to unscrew them. They may be tight to start with, so you will need help from an adult with this job. After each collar has been unscrewed two or three turns with the wrench, you can probably unscrew them the rest of the way by hand.

When both collars are loosened, you can lift out the trap. Be careful; it is full of water, soap scum, and other trapped things that you won't want to spill. First, unscrew one collar and hold the trap with one hand while you unscrew the second collar by hand, so it won't fall off when the collar loosens.

Carefully place the trap in the pan so it won't spill. Carry it to where you can to dump it. The water can be poured into another drain, but the sludge and solid waste should go in the trash. Flush the trap outdoors with a hose.

Reverse the steps to replace the trap. Turn both collars at least two turns by hand to make sure the threads are matched up, then make them as tight as you can with the pipe wrench. An adult should do the final tightening job to make the joints as leak-proof as possible. Run some water in the sink to check for leaks. If you see any drips, tighten the screw collars more, or remove the trap and replace the rubber seals before putting it back.

Take Care of Your Bicycle

Always check:

brakes _____ chain _____ pedals _____ reflectors _____
spokes _____ tires _____ seat _____ lights _____

Make sure you keep your chain well-lubricated and the tires inflated properly.

- Visit a bicycle shop. Learn about the different kinds of bikes. Ask about bike maintenance. At your den meeting, take apart an old bike then put it back together.

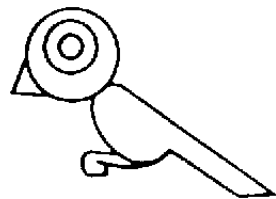
Changing a Light Bulb

Make sure you do not have power going to the light fixture, by unplugging a plug or make sure the wall switch is turned off. Replace the bulb with the correct wattage for the fixture or the bulb will burn out quicker.

Handyman Day

Have all the boys wash parents' cars and with the help of an adult, check the oil and any other fluids in the car. Have the boys check their bicycles.

NATURALIST (Outdoor Group)



Nature offers much for the observer. A Webelos leader can show his den the beauty of a sunset and the silent wonder of falling snow. He can teach them to listen to the musical notes of the bluebirds in the spring and the rhythmical tap of the woodpecker, as he searches beneath the bark for insects. Instill in your boys the sense of wonder first. The names of plants and animals can come later.

Go on a nature hike. As you start the hike, have one of the boys pick up two small sticks, each about a foot in length. Push the first stick in the ground. Locate the end of the shadow cast by that stick and place the other stick in the ground at the end of the shadow. Ask the boys if they think the shadow will be in a different position at the end of your hike. If they think the shadow will move, ask them which way. At the end of the hike, stop back and check the sticks.

Remind the boys to be as quiet as possible since animals are easily frightened and can hear sounds from long distances. During the hike, if you wish to take a rest break, have the boys sit in an open area and ask them to be quiet for about 15 minutes. After the rest, ask them what sounds they heard.



The use of all five senses should be emphasized. It is not enough to merely look and listen ... but they should taste, feel, and smell, too. Crumble a handful of dry sycamore leaves and you'll find they smell like cinnamon. Let them feel the velvet softness of the fuzzy branches of the staghorn sumac. Take care in what the boys taste. Some berries are poisonous--others are edible.

At the end of the hike, get each boy to describe what he liked most. You'll find they usually remember the simple things. Don't worry about your knowledge. Get out in the fascinating world of nature and enjoy it with your boys.

Scavenger Hunt: A list of several natural items is composed, each boy is given a bag and a time limit in which to find the items. Again, some should be easy, some difficult, such as a fossil. With items such as tree bark, it should be stressed that nothing must be taken from live trees. You may score this game by the most number of items found. In the event of a tie, the boy with the fastest time wins.



Crayon Print: Lay a leaf on the table with vein side up. Put a clean sheet of paper on top of it. Hold the leaf in place with your hand and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.

Wormy Experiment: Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with a half-dozen earthworms. On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand. Wrap black paper around the jar to shut out light. At your next den meeting, take off the paper and see what has happened. The worms will have moved dark soil up into the sand and sand down into the soil. You will see tunnels along the glass marking their travels. Explain that the worms' tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.

Games

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 nature 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 for air, we breathe it. B is for birds, they fly. C is for clouds, they carry rain.

Make a Flower Change Color: You can see how a plant takes up water. Just put the stem of a cut flower in colored water. When the water reaches the flower, the flower changes color. Here's what you need:

A vase or jar
Water

Food coloring
A light-colored flower, such as a carnation or daisy.

Here's what you do:

1. Mix several drops of the food coloring into the vase or jar of water.
2. Put the cut flower into the vase of colored water. Before you know it, your flower will change color. If you cut the stem or leaves, you will see colored water there, too.





OUTDOORSMAN (Outdoor Group)

Required for Arrow of Light



The best way to work on the Outdoorsman Activity Badge is on a Father-Son overnight campout. Policies of the Boy Scouts of America encourage one or two Father-Son overnights during the year when a boy is a Webelos Scout. This is not full-fledged Boy Scout camping---only a taste of what is to come when the boy joins a troop. After a Cub Scout becomes a Boy Scout, he will become proficient in handling

himself in the woods. As a Webelos Scout, he should not be expected to completely master any of these skills--only to have a little fun in the woods.

Most Webelos cannot wait for the first campout. But some are really not ready for it when they go. Good planning and assistance from the parents is important to make the first campout away from home successful.

Make sure that new boys that have not camped have the back yard experience first. They will probably be in and out all night, but it will help raise their confidence.

If you are using state parks, call ahead for reservations. Most will save you a space if you send in the required deposit on time. Make sure you get permission to use private property, and fill out a Tour Permit to get clearance from the Scout Service Center. When you are planning, use these topics as brain teasers. Make sure you consider these for a successful campout.

- Adult assistance-** Son and one, not more than two boys to one adult.
- Location -** Distance, time and transportation
- Food-** Dietary problems, weight, water, refrigeration, trash disposal.
- Cooking-** Basic food groups. Keep it simple. Try it at home first.
- Sanitation-** Safe water, proper dish washing, showers, handwashing, latrines.
- Safety-** No hatchets, axes, or chain saws. Buddy system everything! Follow fire rules. Gas fuels - adults only!
- First aid-** Medication for boys, allergies, nearest medical facility, good first aid kit (you can make it yourself).
- Activities-** Activity Badges, Tracking, Hiking, Orienteering, Campfire, Swimming, Fishing, Knots.
- Plan B-** Something to do if the above activities cannot be done because of weather, etc.

Camping

- Campsite** Watch for low areas that may be a runoff or stream if it rains. Check for dead branches overhead that may fall if the wind blows.
- Tents** Seams need to be sealed before first use. Practice set-up and teardown, in daylight and darkness, before the trip.
- Bedding** Make sure it's suitable for the weather. Remind the boys to change into clean, dry clothes at night before bed, not in the morning.

Packing

- Use checklist in book.
- Have a "shakedown"; see what the boys pack early.
- Raingear (big plastic bags are cheap).
- Put things in small plastic bags. It keeps them dry and organized.

Homemade Mess Kit: Staple together two aluminum foil pie plates for thickness. Staple together two more. Use one double thickness pie plate for the top of mess kit, the other for the bottom. Fasten together on opposite sides with paper clamp. Tie a leather shoelace through hole in paper clamp. To make a strap to hang on belt or bicycle handlebar. This mess kit will hold a collapsible cup, and plastic fork and spoon.

Roasting Tools -- Wiener or marshmallow roasting utensils are made from wire coat hanger, which have had the paint sanded or burned off. Handles are either pieces of wooden dowel or spools glued together. Be sure the holder is long enough so that you can stand back from the fire when using it.



Hand washer: Materials needed:

- 1 large bleach bottle or milk jug
- 1 bar of soap
- Leg of old panty hose
- String and knife
- 1 roll of paper towels
- 1 sturdy stick and small twig

Punch a hole in each side of the bottom of the bleach bottle or milk jug. Run a string through one hole and out the other. Wrap each end of the string around the ends of a sturdy stick. (First slide the roll of paper towels onto the stick.) Bring ends of the string together and tie. Then hang over tree limb. Slip the bar of soap into the toe of the panty hose. Tie to handle of the bottle. Punch a small hole about 1 inch from the bottom and plug with a small twig. Remove twig to use. You may wish to tie the twig to the handle with strings so as not to lose it.

Den First Aid Kit

A number of kits are on the market, but as a Webelos den project, you can make one for the den. The first aid kit is best packed in a waterproof container such as a plastic refrigerator box. Here are some items that can be considered standard; soap, box of adhesive bandages (assorted sizes and waterproof), adhesive tape, sterile gauze pads (small and large), burn ointment, small scissors, tweezers, a packet of needles, safety pins, ammonia inhalant capsules, chopsticks, salt tablets, snakebite kit, poison ivy lotion, tablets for digestive upsets.

Trail Snacks

Have the boys prepare a trail snack to take with them. See recipes below:

Hiker's Nosebag

- 1/4 lb. seeded raisins
 - 1/4 lb. Cheese
 - 1/4 lb. chocolate
 - 1 apple
- (Put in plastic bag)*

This and That

- 1/4 lb. seeded raisins
 - 1/4 lb. peanuts
 - 1/4 lb. chocolate bits
 - Some favorite sugared cereal
- (Mix and put in plastic bag)*

Games

Map Concentration: Let the boys make sets of map symbols on index cards and play a game of concentration.

Clock Hike: Each boy picks a time, then using a compass with north as 12 o'clock, you simply hike a predetermined number of paces that the "time" dictates. Then use the next boy's selected time for the new direction. Teaches a little of compass usage and provides some exposure to what they will get into in Boy Scouts.

Webelos Handbook -- Aside from the fun the boys will experience on the overnight campout, they should complete enough requirements to earn the Outdoorsman Activity Badge by the time they return home. In addition, certain requirements for other badges can be accomplished while on a campout. For example:

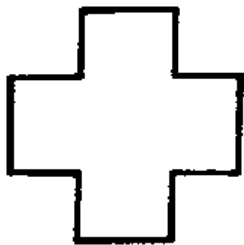
Geologist - Collect 5 geological specimens that have important uses.

Naturalist - Be able to identify the poisonous plants and reptiles in your area. Observe wild animals in their natural habitat. Describe what you saw and what they were doing.

Forester - Identify 6 forest trees and tell what useful wood products come from them.

Traveler - Make a list of 4 nearby trips. Act as navigator on one of them at least 25 miles long. Pack a suitcase for the trip. Check the First Aid Kit in the car.





READYMAN (Community Group) Required for Arrow of Light

The Boy Scout motto is “Be Prepared”. It means that the Scout is always ready in mind and body to do his duty and to face danger, if necessary, to help other people. He learns first aid. He learns how to swim safely and how to ride his bicycle without danger to himself or others. He also learns how to make his home safer and the safety rules for passengers in the car. In earning the Readyman Activity Badge, you will get a faster start on being prepared as a Scout. Many of the things you learn help you advance as a Boy Scout.

Den Activities

- Visit your local ambulance service or fire department rescue squad.
- Ask a member of the local Red Cross or emergency trauma team to visit your den and show you how to save lives by learning: Hurry cases, shock, other minor emergencies.
- Learn how to get help from the local authorities such as the police, fire department, ambulance, or hospital, contact the police department to find out how to report or summon help in these situations.
- Consult with the local fire marshal, emergency services team, or police department to find out how to plan an emergency escape route, or find where most home accidents are likely to occur.
- Invite a member of the local Red Cross or a qualified swimming instructor who is a Water safety Instructor to show your den how to have a safe and fun time at the beach or the local pool.
- Build a buddy tag board and use it on an outing that involves water sports.
- Attend a Boy Scout first-aid demo.

General Directions for Giving First Aid - American Red Cross

- Keep the injured person lying down.
- Do not give liquids to an unconscious person.
- Restart breathing with mouth-to-mouth artificial respiration.
- Control bleeding by pressing on the wound.
- Dilute swallowed poisons and call the poison Control Center.
- Keep broken bones from moving.
- Cover burns with thick layers of cloth.
- Keep heart-attack cases quiet and give cardiopulmonary resuscitation (CPR) if it is necessary and if you have been trained.
- Keep a fainting victim lying flat.
- For eye injuries, pad and bandage both eyes.
- **ALWAYS CALL A DOCTOR.**

Fire Prevention

Safety Comes First!

Kitchen Fire Extinguisher

Materials: Glass bottle Red and black construction paper Funnel (optional)
 Baking soda Black marker, scissors, glue

Wash and dry the bottle. Cover the outside with red paper; glue ends. Draw extinguisher shape on front of bottle. Write the words with black marker.

Fill the jar with baking soda (the funnel helps, if you have one). Place next to kitchen stove. If there should ever be a stove fire, pour the baking soda on the flames to put them out.



Possible Kit (It's possible that what you forgot is here.)

- | | |
|---------------------|-------------------------------|
| 1. mm film canister | 9. Book matches |
| 2. Rubber bands | 10. Fishing line and fishhook |
| 3. Masking tape | 11. 2 safety pins |
| 4. thumb tacks | 12. 1 quarter and 1 dime |
| 5. paper clips | 13. 2 kitchen matches |
| 6. Band-Aids | 14. 2 stamps |
| 7. piece of chalk | 15. 1 pencil stub |
| 8. straight pins | 16. 1 piece of string |

Directions: Wrap masking tape and rubber bands around the outside of the film canister and carefully put all other items into the canister. And it's just possible that what you forgot is in there. You will survive a little longer.

Make Your Own First Aid Kit

What to Include:

For open wounds, cuts, skinned knees, and scratches

- 1 box 12 adhesive compresses
- 3 sizes sterile bandages
- 3 sterile gauze squares
- a small bottle antiseptic

For blisters

- Adhesive compresses or gauze squares
- narrow adhesive

For sprains

- 1 triangular bandage
- small scissors

For burns, sunburn

- tube burn ointment - 5%

For splinters

- small tweezers
- needle
- matches to sterilize

For fainting

- small bottle aromatic spirits of ammonia

For bites or stings

- small box bicarbonate of soda

For toothache

- small bottle oil of cloves

For plant poisoning

- small bar yellow soap

Containers to use:

- A cigar box, a tin cracker or candy box - paint and decorate. Put a list of what-to-do inside the lid.
- Make a cloth case with a strap.
- A cloth kit with pockets. Fold over the top, roll up, and tie.

Soap Leaves: Soak a paper towel in a solution of 50% liquid dish soap and 50% water. Lay out to dry. Cut into 2" x 3" strips and staple together. They can be used to wash up when you don't have a bar of soap handy. (1 leaf at a time is enough)

Games

Pressure Pad Relay – *Equipment* - Each boy using his own neckerchief

One boy has about 30 feet in front of the team with arterial "bleeding" of the left wrist. There is one judge for each victim. On signal, the first boy from each team runs up and applies a pressure pad over the simulated wound. When correct, the judge yells "off", the boy removes the pad and runs back to the team, tags off the next boy who repeats the operation.

Bandage Demonstration -- *Equipment* - As needed.

One member of a den is the patient; the rest are first-aiders. On "Go" Number 1 runs to the patient and ties a head bandage and runs back; Number 2 ties cross chest; Number 3, thigh; Number 4, ankle bandage; Number 5, sling for arm; then Numbers 6 and 7 go up and be chair carry transport for the patient back to the starting point. No time element. (*Note: In case of a small den, one or more boys may go up twice, until the project is completed*). Base scoring on excellence.

What's wrong with me? -- Write down several different accidents or afflictions. (example: A broken leg, A nose bleed, Choking, Shock, etc...) Place these in a hat and have the boys draw them out one at a time. The boy that drew will have to act out that particular problem. The first boy to identify the problem must show how to treat it, he now gets to pick and act out an accident.

**SCHOLAR (Mental Skills Group)**

The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a 10 year old.

In studying the history of education, did you every wonder how your school books were printed? Can you imagine how long it took to print a book before the Gutenberg press? Monks in monasteries used to hand print ALL books. It could take years and years. They used calligraphy to write and illustrate. Find out the history of calligraphy. Tell your den or pack. **Learn some calligraphy.**

NOTE: To add some extra fun to this month's Activity Badge, try to stump the Webelos Scouts with some brain teaser, riddles, intelligence tests or puzzles.

Den Activities:

- Let the boys talk about what's going on in school. Don't try to change any of their ideas, but guide the discussion in such a way that they will see the value of an education.
- Learn about the history of education, how schools developed in America.
- Prepare a chart of the school system and explain and discuss with boys.
- Discuss & do a den service project for the school.
- Invite the parents of Webelos to come to a den meeting dressed in the type of clothes they wore to school. Have them bring along such things as class pictures, yearbooks, report cards, etc. and allow each ample time to share his/ her school days with the den.
- Have a panel of parents with various jobs explain their schooling and training for these jobs
- Invite an educator to talk with the den about some of the scholar requirements.
- As a den, talk about good study habits.
- Have someone from the public library talk about the local literacy project.
- Tour a local high school or visit a local college campus.
- Play a Newspaper Search game looking for articles about education.
- Encourage boys to find out all they can about schools in your community ... the different types and how they work... the problems and opportunities. Discuss these at a den meeting. Have the boys make a list of the things they like about school and another list of the things they don't like about school. Give these lists to the principal.
- Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.

Speakers:

Teacher, college professor, school principal, librarian

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

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

ANSWER: 50. The windows on my right going up were the same 50 that were on my left going down.

Den Meeting

Ask a school board member or principal to visit your den and speak about positions in education and how the local schools are run.

Field Trips



- Make arrangements with the principal or vice principal of the middle school that your Webelos will attend.
- Plan a trip to the library to have the librarian demonstrate the use of a microfilm or microfiche viewer.
- Briefly visit a school board meeting. Let them know you are coming. They may be interested to know the boys are working on the Scholar Activities Badge.

Intelligence Test:

This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 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 No. 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 a circle around each word in sentence No. 5.
8. Put an “x” in the lower left-hand corner of this paper.
9. Draw a triangle around the “x” you just put down.
10. If you think you have followed directions up to this point call out “I have”.
11. Now that you have finished reading carefully. Do only No. 1 and No. 2.

You have finished. How did you do?

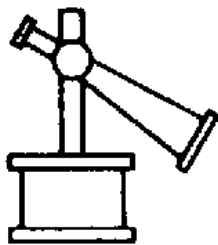
Seven Ways to Improve Grades

1. **Learn to listen.** Look at the speaker and concentrate on his words. Teachers often review important facts many times. Some even give the exact information that will be required on a test. Take notes. Participate in discussions.
2. **Develop good study habits.** Have a study place at home away from distractions. Have supplies handy. Do your homework at the same time everyday so it becomes a habit. Make a list. Do the things you hate first. Cross off each item as you finish. Schedule a short break if the list is long.
3. **Use the right reading technique.** Learn how to skim by glancing through whole paragraphs at a time. You can find specific information this way. Slower, more careful reading is necessary when you must understand and remember. This is good when learning something new, studying, or reading directions for a test.
4. **Improve your vocabulary.** Look up words you don’t know. Write them down. Note the spelling, pronunciation, and meaning.
5. **Sharpen your writing skills.** Organize your thoughts. Keep your sentences short. Don’t start every sentence with **the** or **I**. Make sure your handwriting is neat. Double check spelling and punctuation. Go over your work.
6. **Learn how to take tests.** Study for a test well ahead of time, carefully and calmly; do not “cram”. Then relax, and face it. First, slowly read all the directions. Make sure you understand exactly what is required. Next, answer the questions you know for sure. Pace yourself. If there is an answer you don’t know, skip it and go on. You can always go back and fill it in. Work steadily. Double-check your work for careless errors before you submit it.
7. **Develop a positive attitude.** This is most important. You are what you think you are. Think you are going to pass and you probably will.

Albert Einstein said: “The most important method of education always has consisted of that in which the pupil was urged to actual performances.” Make it happen in the Webelos den so that the boy is doing something as often as possible; and under good guidance, he will be learning the skills that will help him get more out of life and be a better citizen.



SCIENTIST (Technology Group)



A scientist studies things to learn how they behave and why. Scientists try to find out the laws of nature about the things they study. People can use these rules or laws in making things. While working on this activity badge, you will learn a few of the main ideas in physics. Physics is a science with several branches. One of these branches will be weather. You can learn a little about weather in these activity badge requirements. Another branch of physics is called optics. You will have a chance to learn something about sight and find out how your eyes work. Scientists learn a lot by experimenting or trying things out. Try things for yourself. Scientists take nothing for granted. They may be sure an idea is true, but they always test it, if possible, to make certain they are right.

Den Activities:

- Talk about the various branches of science and how they differ.
- Do the atmospheric pressure tests or balance tests in the Webelos Book.
- Make Fog.
- Make Crystals.
- Do the inertia experiments in the Webelos Book.
- Visit an eye specialist and learn how the eyes converge and find out what the various eye tests measure
- Invite a local weatherman to your den meeting to talk about the climate during the year. How is weather different in the Southern Hemisphere?
- Have a slow-motion bicycle riding contest to illustrate balancing skills.
- Plan a scientific experiment to be demonstrated at the pack meeting.

Speakers:

Lab technician, nurse, zoologist, nuclear physicist, weather forecaster, X-ray technician, science teacher, researcher.

Field Trips:

- Visit an eye specialist and learn how the eyes work.
- Visit the control tower of the Metropolitan Airport or visit a Municipal Airport. Learn about the principles of flight.
- Tour an airplane and look at all the control dials.

Pack Meeting:

- Honor your pack leaders by making up some "Scientific Awards." Cut them out of poster board.
- Gravity is a heavy subject. (Shape of the Earth)
- Stars are night lights that don't run up bills. (Stars)
- Astronomers are far-sighted. (Glasses with big eyeballs)
- Chemists really, stir things up! (Beaker with bubbling mix.)
- Science Fair: Set up and hold a science fair during your pack meeting. Show some of the simple experiments you have been doing in your den meetings. Display items that you have made.

Games

Bottle Target: Webelos take turns seeing how many toothpicks they can land in a milk bottle which is placed on the floor an arm's length away. Players drop the toothpicks one at a time. They may lean forward, but can't move their feet.

Atomic Chart: Make up flash cards with the symbols of the atomic table on one side and the element word on the other side. Mix them up, forward and backwards. Play in pairs or compete as teams. Teams can be one person answering at a time, or a group effort. Who are the best "Scientists"?



Hot Air Balloon Power: Divide scouts into 2 or more teams, each player is given a balloon which he blows up and holds by the neck until his turn. A raceway is defined for each team and a Ping-Pong ball is then placed at the beginning of each raceway. Team players take turns letting air escape from their balloons, blowing a Ping-Pong ball down the raceway. The winner is the team that blows the ball the furthest down their raceway.

Scientific Principles

Air and Water Pressure

1. Hold a glass over a dishpan and fill to the brim with water. Cover the top with a piece of cardboard. Press on the cardboard with one hand, turn the glass upside down and let go of the hand touching the cardboard. The cardboard will stay stuck to the glass.
2. Stick a clear straw in a glass of colored water (for clarity), suck up the water until the straw is full. Putting your tongue or a finger over the straw, lift it out of the water. The water will stay in the straw until you let go.

Bernoulli's Principle

1. Make an airfoil section (section of an airplane wing) by gluing a strip a paper around a straw, pencil, or small stick. Hold the stick in front of you and blow a stream of air over the leading edge of the airfoil. The airfoil should rise.
2. Tape a thread to each of two Ping-Pong balls and suspend them from the ceiling, about 6" apart. Using a soda straw, blow between the suspended balls, and watch them move closer together. No matter how hard you blow, they never fly apart. The balls move together because of the lower pressure created by blowing air acting on the curved surfaces.

Inertia

1. Place several books on a smooth table. Push them toward a stick or another book you are holding as obstacle. When the bottom book is stopped by the obstacle, the books on top continue due to their inertia. (Newton's First Law of Motion)
2. Put a marble, golf ball, or Ping-Pong ball into a glass or jar that is laying on its side. Move the glass forward quickly, then stop it. Due to Newton's First Law of Motion(Inertia), the ball continues forward though the glass is stopped.

Pascal's Law – Place a glass in water, turn it upside down and lift it slowly. What happens when the bottom of the glass rises above the surface of the water? The water stays in the glass and is raised with it. But as the top of the glass breaks the surface of the water, the water in the glass falls out. This happens because the air is pushing down on the water outside the glass and when the glass breaks the surface, air can rush in. The air no longer supports the water so the water falls out according to Pascal's Law.

Optical Illusion

1. Make a frame out of construction paper or cardboard and attach a piece of cellophane. Draw a picture (i.e., a house) on a piece of white paper using a marker the same color as the cellophane. Look at the picture through the cellophane and the picture disappears.
2. The refraction of light at the air/water interface is an easy illusion to illustrate. Place a penny in the bottom of a bowl. Step back until you cannot see the penny. Have an assistant slowly fill the bowl with water until the penny reappears.

Food Science – Invite a dietitian to your den meeting to talk about how and why foods cook. Why do you add yeast, salt, or soda to recipes? What happens if you forget one of the ingredients? How does a microwave oven cook foods? What other ways are there to prepare food? Do some cooking in your kitchen and then sample the foods. (Microwave cupcakes, hot-air popped popcorn, cookies baked in the oven, grated cheese broiled on bread -- Yummy!)

Nobel Prize – Look up information about the Nobel Prize. How many categories are there? Who was awarded a prize last year? What did they do or discover?

Right-Eyed? – Everyone knows whether they are left-handed or right-handed...but do you know whether you are left-eyed or right-eyed? Try this test to find out. Point a finger towards a distant object keeping both eyes open. Then close your right eye. If your finger appears to jump, this means you are right-eyed. If it does not jump, you are left-eyed.



SHOWMAN (Mental Skills Group)



HURRY HURRY HURRY STEP RIGHT THIS WAY FOLKS ITS SHOWTIME'. Does that bring a flood of old memories back to You? Everyone's show and most all boys have a generous chunk of ham in them and want nothing better than a chance to let it out. If you don't give them a chance under controlled conditions they will take it when you least expect it or want it.

The Showman activity badge gives them a chance to let out the hidden, barely Shakespeare, Jerry Lewis, Leonardo the Great or what ever happens to be their style. It also allows them to express themselves musically be it kazoo or Steinway. Providing the entertainment for the pack meeting will be a challenge gladly met by Webelos Scout boys and the sillier the better.

In most units, the boy will also get to demonstrate two of these skills around the campfire. The ham will have a chance to surface as his Patrol is called upon to give a skit and his singing talent, or lack of it, will take a back seat to his volume as the campfire fun continues.

This badge covers most of the field of entertainment and acquaints the boys with ways of putting on various shows or skits. Making the props also can be used as part of the Craftsman badge. Skits and some Costumes are covered elsewhere in this book so look them up and use the ideas presented which are usually proven and tested ideas.

There are three areas a Webelos 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*.

Den activities:

- Have a story telling session. Have each boy come prepared to tell the best true life story he knows about something that happened to him, or a friend, or family member. This shows the importance of good listening and the value of sharing ideas.
- Tell a funny or silly story and just as you get into the plot, ask the boy next to you to continue the story for a while. Let him carry it for a while and pass it on to the next boy. It will be wacky for sure. It is fun to see the plot jump around, change and bounce back again.
- Do a series of pantomimes or charades. Divide into teams. Have prepared basic and crazy categories to act out like U.S. Presidents, current song titles, rap music titles, sports figures, and names of school teachers or principals. The kids will have fun!
- Try to find a very simple but easy-to-do "old melodrama" with the villain in black and sweet heroines, etc. and see if the boys can do it pantomime using signs as cues to the audience. Emphasize body language and exaggerated facial expressions to communicate the ideas. It could be really crazy and fun.
- The den could produce a video, one with a story or not, demonstrating an activity or skill or just about anything. It could be narrated and could be good entertainment for a pack meeting.
- Scouts like silly or gross songs. (Songs about eating worms, etc. are great.) They have a good collection of the ones they like, you just need to hit their "go" button and use lots of enthusiasm.
- Record fun and silly sounds like the washing machine running, paper bags bursting, toilets flushing and making animal noise imitations. With this "wacky" collection of sounds, have them weave a story line or have someone narrate a story with sound effects telling the story. It will bring many laughs.
- Have a fashion show. This can be quite hilarious if performed for others to watch. Divide the group into teams of 4 persons each. Give each team a bundle of newspapers and a package of safety pins. Then select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins the prize.
- Teach the boys the basics of planning and executing what it takes to do a campfire ceremony. Have them and other leaders bring any ideas they have for skits, run-ons, songs, stories, or magic tricks. Select a den to plan a program and select a narrator. Tell them that the intensity of the program that they plan "follows the fire". Like the fire which slowly builds, let the program build, and the laughter build, perhaps having your high point event (funniest or most interesting) in the middle. Like the fire, after this event, the program slowly winds down to a quieter tone. It could end with a meaningful song or Cubmaster's minute.



- At a campfire, take along a poncho and some markers. Stretch out the poncho for a stage and let some Scouts make some simple “campfire” puppets by drawing eyes, eyebrows, etc. on their hands and using their hands as puppets.
- You could try some “campfire musical instruments” like a pocket comb with paper simulating kazoos or try coffee cans as percussion or playing stretched out rubber bands or pop bottles.

Pack Activities

- Invite a high school drama teacher or local theatrical person to come to speak or demonstrate.
- Have a clown or magician come to perform and demonstrate some techniques.
- Invite your local Boy Scout patrol to come and perform a series of short skits. They usually have collected a good number of fun ones that they really enjoy doing.
- Build a puppet stage out of cardboard boxes and try something inventive like making puppets out of old white socks, markers, glued felt, etc.
- Take a field trip to one of the local live theaters.
- Plan a trip to the Renaissance Festival.

Games

Newspaper Magic: Announce that you can perform a strange feat. You take an ordinary sheet of newspaper, lay it on the floor, and have two people stand on it, facing each other. Say they will be unable to see or touch each other. Make your claim come true by laying the paper in the doorway with the door closed. One person stands on each side of the door.

Name That Tune: Record the first line of about 15 different songs on a tape player. The Webelos who can correctly name the most songs wins.

Clown Dress Up Relay: Divide den into two teams. Each team is given an old suitcase filled with old, oversized clothing that a clown would wear. Include a necktie, hat, hair, large shoes or slippers, baggy pants, gaudy shirt, vest or scarf, and of course...a red rubber nose. On signal, the first two players open the case. Boy 1 pulls out all clothing and hands it to Boy 2 who dresses up. Boy 2 runs to the other side of the room carrying the case with him. He removes the clothes, puts them back in the case, and then carries it back to his team. He now helps the next person get dressed. Repeat actions until all boys have dressed up. The first team to finish can be awarded a circus-type prize.

Whistling Contest -- Divide the Webelos into two teams. Have one team start whistling & see which one can whistle the longest. The other team can try to make the boys laugh, forcing them to drop out of the contest.

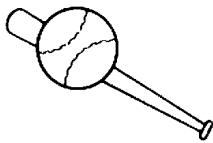
Musical Chairs -- Scouts move around chairs as music is playing. When the music stops, all must sit in a chair. However, there is always one less chair than there are boys. The boy not seated is out of the game. This game can be done with partners holding hands and remove two chairs each turn. This game can also be played without chairs by having the Cub Scouts sit on the ground when the music stops and having the last one down drop out. To make it more interesting have them balance books on their heads and kneel when the music stops. The last one down and anyone dropping his book is out.

Musical Numbers -- Scouts form a ring, join hands and march around the room until the leader calls out a number. The Cub Scouts must form smaller rings containing the same number as the one the leader called. The leader (knowing the number of players) should call a number that will force some to be left out of the game. The remaining players reform one circle again and continue until only two groups remain.





SPORTSMAN (Physical Skills Group)



This badge not only helps you train your boys to build their bodies, but to learn the spirit of competition. Take the time as den leaders to teach your boys good sportsmanship.

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, techniques for several sports so that they could pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body." If your boys learn all the skills and rules involved in every sport this month, but 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 and not on winning. When you have intra-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 others from belittling them. Sports in a Webelos den should be fun for all.

Den Activities

- Explain and discuss football signals.
- 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 frames - or challenge another Webelos den.
- Practice archery, using a bale of hay behind paper targets.

Speakers

Coach, sports player, sport broadcaster, team manager

Resources

- YMCA or local Sports associations
- Library
- Cub Scouts sports program

Games

Bullseye: Played with five Frisbees. Make a target out of cardboard. The object of this game is to throw for accuracy. Add up points after each boy takes his turn throwing the Frisbees.

Marathon: Divide the boys into teams of two players each. Draw two parallel lines on the ground ten yards apart. One member of each team stands behind each line. The judge will call "go" every ten seconds. If a team drops the Frisbee or has to step over the line to catch it, they are out of the game. Play continues until there is one team left.

Sidewalk Tennis: Played with a tennis ball on two squares of sidewalk or patch of level ground marked off in similar size. Ball is batted with the hands. Use regular tennis rules, except that there is no serving court.

Soccer Triangle: On a large field, mark off a lane about 10 yards deep, using twine or line. Three players are on offense, one on defense. Starting at one end of the lane, the three offensive players try to advance the ball by kicking and heading it, the lone defense player tries to intercept. The offensive players should stay in a triangle formation not more than 10 yards deep.

Bucketball: Two bushel baskets or similar containers are placed on the ground at opposite ends of the playing field. Use a regular basketball, divide the den into two teams and play regular basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

Broom Hockey: Give each player an old household broom or similar stick. The puck is a small ball. Play on any size



field. Goals are marked by rocks about six feet apart centered on the end lines of the playing field.

Potato Golf: Draw concentric circles on the floor, and label each circle with a number representing the number of points it is worth (10 in the center circle, decreasing outward). From a distance of 6 to 10 feet, each player putts a potato with a cane or an old hockey stick. Each player scores according to the number in the circles. No score is made if the potato stops on a line. Each boy gets 10 tries, adding the scores together to get a total score. In place of a potato, use any durable fruit or vegetable (apple, grapefruit, etc.).

Hold-Em Ball: Players stand in a semi-circle facing the Webelos who is “It” at a distance of about 10 yards. “It” throws the ball to any of the players. If the player misses, he goes to the “low” end of the line. The ball is thrown back and forth until “It” misses. He then goes to the “low” end of the line and the player on the “high” end becomes “It”.

Sports Quiz:

See how many terms you can match with the game it belongs to:

(Answers)

- | | | |
|--------------------|----------------|------|
| 1. Spare | Hockey | (12) |
| 2. Shell | Trap-shooting | (9) |
| 3. Shuttlecock | Boxing | (10) |
| 4. Fairway | Bowling | (1) |
| 5. Slalom | Polo | (8) |
| 6. Double fault | Skiing | (5) |
| 7. Eight-ball | Basketball | (11) |
| 8. Chucker | Archery | (18) |
| 9. Clay Pigeon | Boating | (20) |
| 10. Technical K.O. | Football | (18) |
| 11. Jump shot | Baseball | (13) |
| 12. Puck | Figure skating | (14) |
| 13. Double Play | Tennis | (6) |
| 14. Figure Eight | Badminton | (3) |
| 15. Field Goal | Pool | (7) |
| 16. Headlock | Wrestling | (16) |
| 17. Casting | Golf | (4) |
| 18. Quiver | Diving | (19) |
| 19. Jack-knife | Hunting | (2) |
| 20. Oar | Fly fishing | (17) |

1-5 = Amateur

5-10 = Novice

10-15 = Semi-Pro

15-20 = Pro

Sports Scramble

Unscramble the following group and individual sports.

- | | |
|--------------|----------------|
| LABLTKESBA | (BASKETBALL) |
| WLGIOBN | (BOWLING) |
| LLBBAASE | (BASEBALL) |
| HISNGFI | (FISHING) |
| CKYHOE | (HOCKEY) |
| LFGO | (GOLF) |
| NGIKIS | (SKIING) |
| BTELA NESNTI | (TABLE TENNIS) |



TRAVELER (Mental Skills Group)

Planning travel to faraway places can be lots of fun for your Webelos Scouts. As a Den leader, you can help your boys prepare for the “navigator” status they will assume on the family trips they will take to qualify for this Activity Badge. They can plan anything from a family outing to the movies to an international trip if you show them how to develop a checklist for each required activity in advance. While it is outside the scope of the requirements, planning a trip to another planet can be fun, too! As is true for all Activity Badge instruction, remember that the boys want to hear from “experts” and anybody but **you** is an expert! Bring in resource people if possible.

Den Activities:

- Visit county, state or national park with your den families.
- Visit historic site nearby in your city.
- Take a bus or train trip.
- Visit the airport, tour one of the passenger planes.
- Visit a travel agency or automobile club office, and find out what they do.
- Make a map of your neighborhood area w/ a key and have a den member follow it.
- Calculate cost and speed of a plane trip.
- Prepare a first aid kit for the family car, with each boy furnishing his own supplies
- 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 destination and how to get there, using maps and timetables.
- Teach proper packing of suitcase, Afterwards, have speed contest, stressing neatness as well as speed.
- Locate points of interest on city and state highway maps.
- Prepare a list of travel agencies and transportation media available in your area.
- Have the boys develop a set of rules for family travel (subject to parents approval) including such things as using seat belts, behavior, responsibilities., etc.
- Be sure to let boys report on family trips ... and get their ideas how the trip could be changed or improved next time.
- **Field Trips:** travel agencies, railroad station, airline and bus terminals

Pack Activities:

Exhibit: Family car first aid kits, enlarged map of area showing points of interest, timetables, snapshots from trips, travel log books, travel posters, timetables and any literature on exotic places. **Demonstrate:** Demonstrate proper packing of a suit case; how to pack a suitcase for a trip; how to determine comparative travel costs; show slides or movies taken on your den trip, with commentary furnished by denner or give an oral report on trip.

Traveler Family Activities

This Activity Badge is a good opportunity to involve parents who sit on the sidelines, and do not often participate in Den activities. If they are involved in the planning of a family trip to take place in the next month, however short, they will be contributing to your program. A pack family campout is a good way to combine the trip planning, suitcase packing, first aid kit preparation, and navigating skills into one trip. Again, asking parents to be sure to attend a meeting with their son prior to the trip gives you the opportunity to show what the boys have learned, and to pass out a Den newsletter with the Traveler checklists attached.

Encourage the boy and his parents or guardian to use the checklists, and to make a record of the trip in the form of a journal or photos or both. Be sure to include maps, timetable, and any other aid used in travel planning. Also, ask the boy to be prepared to tell the Den about his trip at the next den meeting.

While the parents are attending, review the importance of safety in trips. Seat belt use can be emphasized along with information about how to prepare for the unexpected (running out of gas, car trouble on the road, changing a tire, and preparing a simple car repair/maintenance kit).

Games

Fifty States: Material needed: Paper and pencil for each boy. Work alone or in pairs. Instructions: Make a list of as many of the 50 states that you can think of. Score extra points if you also know the correct capital of the state.



Road Map Alphabet: Give each boy a map. On the signal “go”, each boy finds a city on the map for as many letters of the alphabet as they can find in five minutes. The boy with the most number of cities found on the map wins.

Words: On a piece of paper write the name of an airline (i.e., United, Delta, or American). Give each of the boys a piece of paper and a pencil. Have them see how many new words they can form out of the name of the airline. Set a time limit. The one with the most words at the end of the time limit is the winner.

Air Route: Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls “All aboard for the plane from Baltimore to Pittsburgh.” The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city that has not been assigned to anyone, thus causing confusion and excitement.

Map Symbols Relay -- On separate 3 x 5 inch cards, paste road map symbols taken from a standard road map. (*Or enlarge them by copying.*) On smaller cards, write the proper meanings. Divide the den into two teams, which race separately. Make a jumbled pile of all cards and meanings some distance from the first team. On signal, the first boy on the first team races to the pile and matches any symbol card with the proper meaning card. (*Record his starting time.*) He then runs back and touches the second boy, who repeats the action. Continue until the team has finished with all symbols and meanings properly matched. Record the team’s elapsed time. The second team then does the same. Deduct one second for every improperly matched set. The winning team is the one with the faster corrected time.

Packing Relay -- Be sure each boy wears a bathing suit under his uniform this day.. Have the boys divide into two teams, with an empty suitcase for each team. On the signal, the first boy runs to the suitcase, takes off his clothes, folds them and packs the suitcase properly (the Webelos Leader can approve). If done properly, he may then dress and tag the next boy in line. The first team to finish wins. A variation of this game is to have identical sets of clothes hanging in two different locations on a clothesline. The first boy for each team runs to the clothes line, takes the clothes off the clothes line, folds and packs them (the Webelos Leader approves), runs with the suitcase to the starting line, runs back (with the suitcase) to the clothes line and hangs the clothes back up on the line, and then races back to tag the next team member.

International Sign Quiz



1. No U-turn
2. No bicycles
3. Tent site
4. Hotel, motel
5. Boat ramp
6. Forest
7. Restrooms
8. Wet floor
9. Trash can
10. First Aid
11. Red Cross
12. Animal Crossing
13. Handicap Access
14. Wildlife Refuge
15. Magnetics
16. Shower
17. Information
18. Campsite
19. Child Crossing
20. Fasten Seat Belts