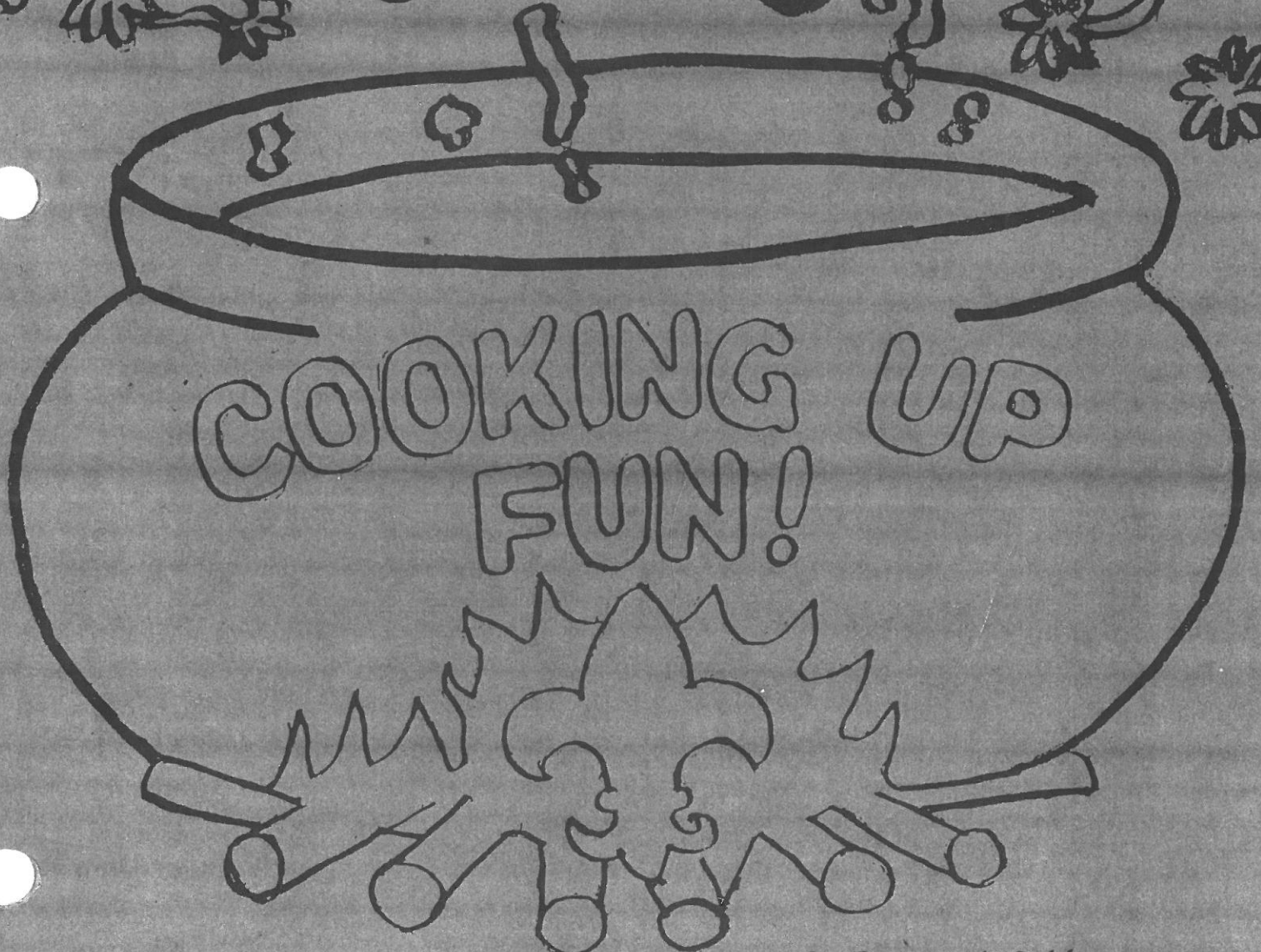


# POW WOK

## 1990



ALAMO AREA COUNCIL



COOKING UP FUN  
POW WOW 1990  
ALAMO AREA COUNCIL

Planning and putting on a Cub Scout Leader Pow Wow is a major undertaking. We would like to acknowledge those individuals who have dedicated time and resources to make this year's COOKING UP FUN Pow Wow a big success.

**Council Support:**

George Lee, Jr. - Council Training Chairman

Stuart Potter - Staff Advisor

**Steering Committee:**

Frances Gelsone - Co-Chairman

Dennis McDonald - Co-Chairman

Lynn Ballard - Promotion

David Whidden - Registration

Steve Alwais - Instructor Training

Barbara Marco - Pow Wow Book

Karon O'Ferrall - Exhibits

Lela Krieger - Exhibits

Geni Meyer - Exhibits

Tom Lawrence - Physical Arrangements

Frances Thompson-Rendon - Meal, Finance

Bernard Shaenfield - Finance

Mike Denton - Finance

(Special recognition to Al McDougall for patch design and artwork, and Sue McDonald for Staff Celebration.)

**Instructors:**

Harriet Albert - Pack Games

Joel Albert - Activity Badge Ideas - Mental Skills

Donna Alwais - Survival Skills

Steve Alwais - Summertime Ideas

Bruce Anderson - Flag Ceremonies

Ken Ashworth - Working with Troops

Lynn Ballard - Survival Skills

Pam Barquest - Field Trips

Andi Barrows - Pack Meeting Planning

Barbara Berntsen - Silk-Screening

Tom Billig - Activity Badge Ideas - Outdoors

Doug Brucks - Pack Games

Kate Carpentier - Blue and Gold Ideas

Carol Cellini - Activity Badge Ideas - Technology

Amber Chadwell - Tiger Cubs

Ralph Chance - Pack Special Events

Susan Clark - Funding the Unit

Bob Comer - Flag Ceremonies

Debbie Cooper - Field Trips

Jim Couch - Pack Special Events

Paula Davis - Den Chiefs

Sharon De Pena - Tie Slides

Mike Denton - Parent Participation

Carolyn Dubois - Puppets

Carl Everett - Cub Scout Sports

Cindy Everett - Cub Scout Sports

Melba Fey - Tie Slides

John Finnegan - Summertime Ideas

Bonnie Florida - Skits

Tim Fousse - Pack Meeting Planning

Ned Gates - Activity Badge Ideas - Community

Pat Gatti - Blue and Gold Ideas

Pam Herald Geyer - Discipline

Mike Glasgow - Activity Badge Games

Teri Glasgow - Den Chiefs

Barbara Gray - Crafts: March - May

Sara Guerrero - Pack Games

Kristine Harrop - Crafts: September - November

Pam Hetrick - Cooking

Gene Horne - Solving Pack Problems

Marcia Johnson - Crafts: September - November

Fran Judd - Arrow of Light

Mike Karger - Arrow of Light

Jeff Kuykendahl - Activity Badge Ideas - Physical Skills

Mike Lee - Consider Your Spouse

Scott Ligon - Activity Badge Ideas - Community

Chuck Lutter - Activity Badge Ideas

Marianne Marsh - Skits

Gary Maske - Activity Badge Ideas - Physical Skills

Joe Nix - Pack Ceremonies

Pat Richie - Cooking

Ted Rohling - Pack Ceremonies

Herb Schatteles - Songs

Bruce Sickles - Blue and Gold Ideas

Jane Smith - Crafts: March - May

Geri Stift - Den Ceremonies

Dolores Tamez - Puppets

Tom Taylor - Crafts: December - February

Mark Wabschall - Pack Pizazz

Debbie Webb - Silk-Screening

Lois West - Parent Participation

John Wood - Solving Pack Problems

Kathy Johnston - Consider Your Spouse

Lucky Judd - Planning Webelos Outings

Tom Knight - Puppets

Mike Leach - Working With Troops

George Lee, Jr. - Tiger Cubs

Steve Linick - Pack Pizazz

Barbara Marco - Cubs, Drugs and Child Abuse

Donna Maske - Den Ceremonies

Kieth Metz - Activity Badge Games

Cheryl Pierce - Den Games

Chris Rodriguez - Tiger Cubs

Bob Russell - Activity Badge Ideas - Outdoors

Herb Scranton - Activity Badge Ideas - Technology

Bill Simpson - Songs

Joyce Spreng - Discipline

Barbara Storey - Silk-Screening

Tina Taylor - Crafts: December - February

Lydia Ugarte - Crafts: June - August

Chris Warden - Activity Badge Ideas - Community

Gloria Webb - Crafts: June - August

Jeff Williams (Tandy Leather) - Leatherwork

Gary Wright - Planning Webelos Outings

Special thanks to the San Antonio Police Department for assisting with the Cubs, Drugs and Child Abuse course.

Hi, Everybody:

We hope you have had as wonderful a time "Cooking Up Fun" at this year's Pow Wow as we had putting it on. It has been our pleasure and privilege to work with some of the finest Scouters around. We thank our steering committee, instructor staff, and our Council Training Chairman, George Lee, Jr., for their dedication, time, and effort. They have done a super job.

Special thanks go to our staff advisor, Stuart Potter. He has been a tremendous asset, helping us get the job done and giving us excellent advice. He and the Alamo Area Council office staff have supported our endeavors to the fullest. We have been very fortunate to have such considerate professionals to work with.

We'd like to note that Pow Wow is supplemental training, demonstrating methods and techniques for the various Cub leader jobs. If you have not yet attended Cub Leader Basic Training, please do so as soon as possible. It is designed to explain what your job is and why it is important.

This Pow Wow book is a resource manual to help you through the next twelve months of Cub Scouting. It is organized by monthly theme for the Cub leader and by Activity Badge for the Webelos leader. It is, by far, **not** the only resource available to you. Be sure to use the Cub Scout Leader Program Helps, check out official BSA publications, and, of course, attend your monthly district Roundtable.

Most importantly, thank **YOU** for giving of yourself, your time, and your talents to the many boys in our area. **YOU** are the ones who make Cub Scouting work. We hope that your day here and this reference book support your endeavors and your activities.

*Frances Gelsone*

Frances Gelsone  
Co-Chairman

*Dennis A. McDonald*

Dennis McDonald  
Co-Chairman





**ALAMO AREA COUNCIL  
BOY SCOUTS OF AMERICA**

November 3, 1990

Dear Cub Scout Leader:

The pot is boiling with Cub Scouting and the 1990 Pow Wow theme, Cooking Up Fun will be a great experience for you.

I believe the key to Scouting's success is the strong training foundation that is provided by the Councils and Districts throughout America.

A special "hot potato" goes to Frances Gelsone and Dennis McDonald for their leadership to this 1990 Pow Wow and the many hours of work preparing for this day.

May we have a great training experience as you learn the basics of presenting a rich program to the Boy Scouts of America's youngest members.

Sincerely,

A handwritten signature in cursive script that reads "Parvin L. Bishop".

Parvin L. Bishop  
Scout Executive







Fellow Scouters:

When I was asked to edit this year's Pow Wow book, I thought back to the very small pack I was associated with in southern Italy and its fledgling program. Due to the lack of adult leaders, the next thing I knew I was a den leader - never having been in scouting before. I think we all can identify with that. Roundtable was a 4 1/2 hour drive - one way, materials and info were scarce coming out of Germany to us, much less even knowing what a Pow Wow book was. However, being a teacher and pack rat, I managed to scrounge everything, and with the help of the few other leaders, we managed to present the boys with a good program which did nothing but grow!

In planning for this year's book, I found that there was a great deal of material in previous Pow Wow books from scout resource publications which are all readily available to you. I asked the staff to be as original and creative as they desired so as to provide you with a supplementary text to the BSA publications. I trust that you will find new and refreshing ideas in here and even a twist on an oldie-but-goodie.

Obviously one can not do it all alone - you'd be crazy within a week. I remember a cool June Mom and Me Webelos overnighter in North Dakota as well as Cub day camp in an extinct volcano in Naples, Italy, with Cub Scouts from Italy, England, and America. What a great time we had! It took a lot of people to plan and carry out those events and make them meaningful to the boys. I, too, had a super group of people help me with this book. I would like to thank Tina Taylor for December, Liz Miller for January, Melba Ann Fey for February, David and Valerie Whidden for March and all the free advice, Joyce Spreng for April, Marcia Johnson for May and September, Ruth and K.W. Riley for June and Cub Cooking, Lea Odom for August and all the opening and closing ceremonies, Carolyn Dubois for October and all the cheers, Carol Cellini for November and Webelos, Sharon De Pena for January and all the games, Bill Simpson for all the crafts, John and Lynn Finnegan and Ted Rohling for the Webelos section, Susan Halverson for typing, Lynn Ballard for proofing and editing, Dennis McDonald for the computer work, and Frances Gelsone for all the English teacher work and support! A special thanks to my family for their assistance, humor, and understanding at the loss of the dining room! Next week guys.....

Be sure to read through all the sections, including Webelos, to find ideas or crafts to your liking. Let us know what you think - fill out the survey and/or join the staff for next year. Phinal point - prior planning promotes peak performance!

Keep smiling!!

Barbara Marco, Pow Wow Book Editor





# TRIPS

Recipe For Fun!!!

INGREDIENTS:

- 40 Acres of Family Entertainment
- 7 Inner Tube Chutes
- 17 Water Slides
- 3 Hot Tubs
- 18-Hole Miniature Golf
- 3 Kiddie Parks
- 1 Family Wave Pool
- 1 Fleet of Paddleboats

Stir them up and place them on the springfed Comal River in New Braunfels.

Schlitterbahn and the Boy Scouts  
Cookin' Up Fun!



For Operating Schedule & Ground Rates  
Call 512-625-2351 OR Write:  
Schlitterbahn Water Park  
400 N. Liberty  
New Braunfels, Tx. 78130



SAN ANTONIO SIGHTS AND ACTIVITIES

Are you tired of your Cubs always meeting at your house? What would be the perfect field trip for den rewards? Or how about a bit of local or Texas history. The list below is meant to be a helpful collection of ideas, some free and many which have special group rates, which you can use in planning that special outing.

The Alamo - Alamo Plaza - 225-1391. Free

Alamo IMAX Theater - Rivercenter - 225-4629. \$

Bexar County Court House - Market and Main Street - 220-2011

Brackenridge Park and Stables - 2800 block of North Broadway Park  
- Free Stables- \$

Buckhorn Hall of Horns and Hall of Texas History - 600 Lone Star  
Blvd - 226-8301. \$

Fort Sam Houston Museum - Bldg 123, Ft. Sam Houston - 222-6117.  
Free

Friedrich Wilderness Park - 21480 milsa Road off I 10 near Boerne  
- 698-1057 Is a sanctuary and has wilderness trails for  
hiking.

Guenther House - 129 E. Guenther - 227-1401. Free

HemisFair Plaza - Between Market and Durango on Alamo Street

Hertzberg Circus Collection - Corner of S. Presa and West Market  
Sts - 299-7810. Free

Institute of Texas Cultures - 801 S. Bowie - 226-7651. Free

Japanese Tea Gardens - 3800 N. St. Marys St. Free

King William Historic Area - 222 King William Street - 227-8786.  
\$

La Villita - Alamo Street across from HemisFair Plaza and  
Convention Ctr - 299-8610. Free

Laurie Auditorium - 715 Stadium Drive - 736-8117. \$

Market Square-El Mercado - West Commerce at Santa Rosa St. -  
299-8600. Free

McAllister Park - Jones-Maltsberger Road at Buckhorn - 821-3138.  
has hiking, biking and jogging trails as well as camping  
facilities.

McNay Art Museum - 6000 N. New Braunfels - 824-5368. Free

Mexican Cultural Institute - 600 HemisFair Park - 227-0123.  
Free

All Area Military Bases - Lackland, Kelly, Randolph and Brooks  
AFBs; Fort Sam Houston. Free-Call information

Mission Trail - Missions Concepcion San Juan Capistrano, San  
Francisco de Ia Espada, San Jose, and San Antonio de Valero  
(the Alamo). Free

Natural Bridge Wildlife Ranch - take 1-35 North, exit #175 (FM  
3009) Natural Bridge Caverns Road and follow the signs -  
438-7400. \$

Navaro House - 228 5. Laredo Street - 226-4801.

Pioneer Hall - 3805 Broadway - 824-2537

Plaza Theater of Wax - Ripleys Believe It Or Not. - 301 Alamo  
Plaza - 224-9299. \$

River Walk - 299-8480 Free

Sea World of Texas - Between Loop 410 and Loop 1604, Ellison  
Drive - 532-3611. \$

San Antonio Museum of Art - 200 W. Jones Ave. - 829-SAMA or  
226-5544 \$

San Antonio Institute of Art - 6000 N. New Braunfels - 824-7224.  
Free

San Antonio Streetcar - downtown - 227-2020

San Antonio Zoo - 3903 N. St. Marys - 734-7183. \$

San Antonio Botanical Center - 555 Funston - 821-5115. Group  
rates

Skyride - Brackenridge Park - 732-8481 \$

The Spanish Governor's Palace - 105 Plaza de Armas - 224-0601.

Splashtown - I-35 at exit 160 - 227-1100 \$

Tower of the Americas - HemisFair Plaza - 299-8615. \$

Witte Museum - 3801 Broadway - 226-5544. \$

SPORTS- Call for details and ticket info.

San Antonio Spurs- 224-9578

UTSA Roadrunners- 691-4444

St. Mary's Rattlers- 436-3528

San Antonio Missions- 434-9311

Mc Farlin Tennis Center

Dominion Country Club Seniors PGA Tour

Texas Open- Oak Hills Country Club

Polo

Grand Prix Racing

Houston- Astros, Oilers, and Rockets

Austin- University of Texas Longhorns

College Station- Texas A&M Aggies

Environs

The State Capitol Complex - 11th and Congress Avenue, Austin.  
Free guided tours

LBJ Library and Museum - 2313 Red River St., Austin -  
512-482-5136.

Governor's Mansion - 11th and Congress Avenue, Austin -  
512-463-5518. Free guided tours

Moonlight Tower - 9th and Guadalupe, Austin.

UT Visitor's Center, Tower, and Huntington Art Gallery - Main  
Campus, Austin.

Zilker Gardens and Barton Springs - Barton Springs Road, Austin.

Treaty Oak - 503 Baylor Street, Austin

Cowboy Artists of America Museum - 1550 Bandera Hwy, Kerrville -  
896-2553.

Dinosaur Flats at Canyon Lake - 13 miles north via FM 306 & FM  
2673 - 964-2223 \$

Schlitterbahn Waterpark - 400 N. Liberty, New Braunfels  
512-629-3910 \$

Wonder World - San Marcos 512-392-3760 \$

Aquarena Springs Resort - San Marcos 512-396-8900 \$

Children's Museum - 3201 Allen Pkwy. Houston 713-522-6873

Houston Museum of Natural Science & Planetarium - 1 Hermann  
Circle Dr. Houston 713-526-4273

Houston Zoo - 1513 Outerbelt Dr. Houston 713-523-5888

LBJ Space Center - NASA Road 3 miles east of 1-45 Houston  
713-483-4321

Astrodome/Astroworld/Water World - Houston 713-799-1234



ANNUAL EVENTS

The following will give you an idea of the happenings in San Antonio. Please check the local papers for the dates and times and a phone number to call for more information. This list is by no means complete, so please check the papers for others. You can also get information from the San Antonio Visitor's Bureau.

January:

Bexar County Junior Livestock Festival at Freeman Colliseum  
Great Country River Festival at Arneson River Theater  
Cine Festival at Guadalupe Cultural Arts Center

February:

Livestock Show and Rodeo at Freeman Colliseum

March:

Texas Independence Week at the Alamo  
Irish celebrations and parades  
PGA Senior's Tour at the Dominion  
Spring Renaissance Fair at Market Square  
U.S. Women's Hardcourt Tennis Championships at McFarlin Tennis Center

April:

Fiesta - Ten day celebration throughout the city  
Starving Artist Show at La Villita and the River Walk

May:

Cinco de Mayo - Mexican Independence at Market Square  
Viva Botanica at Botanical Gardens  
San Antonio Early Music Festival  
Tejano Conjunto Festival

June:

San Antonio Festival - Performing arts festival  
Fiesta Noche Del Rio at the Arneson River Theater  
Fiesta Flamenca at the Arneson River Theater  
Fandango at the Arneson River Theater

August:

Texas Folklife Festival at the Institute of Texan Cultures

September:

Nissan Grand Prix in downtown San Antonio  
Jazz SAlive at Travis Park  
Diez & Seis de Septiembre at La Villita

October:

Texas Open Golf Tournament at Oak Hills Country Club  
Octoberfest at Beethoven Hall  
River Art Show on the River Walk  
Greek Funstival at St. Sophia's Church  
Shrine Circus at the Freeman Coliseum

November:

Wurstfest in New Braunfels  
Holiday River Parade and Lighting Ceremony on the River Walk

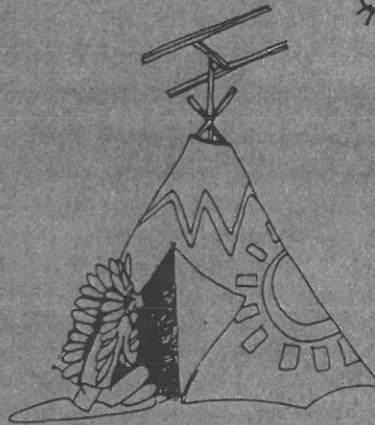
December:

Fiesta de las Luminarias - festival of lights on the River Walk  
Holiday River Festival on the River Walk  
Fiesta Navidenas at Market Square  
Las Posadas on the River Walk

# MENU

December Giving Gifts

# GIFT GIVING



# TOY BOX

San Antonio

*NORTH STAR MALL*

*WINDSOR PARK MALL*

*INGRAM PARK MALL*

*CROSSROADS MALL*

*MC CRELESS MALL*

Austin

*HIGHLAND MALL*

*NORTHCROSS MALL*





CEREMONIES

The following could be included in a flag ceremony:

Reader: Fold it out, our symbol of freedom, the American flag;  
Under our flag we will grow in strength and go forward to  
peaceful days.  
Under this symbol of freedom, forward we will go;  
Under our banner of honor we will fight for the peace of  
our homes.

Then sing, "America, the Beautiful".

Reader: The Red, White and Blue

The flag makers of 1777 left no records to tell us why they chose red, white, and blue for the colors of the flag. In 1782, the colors of the flag were made part of the newly-designed Great Seal of the United States, and the Department of State said the colors have these meanings:

Red stands for hardiness and courage.  
White is the symbol of purity and innocence.  
Blue is the color of diligence, perseverance and justice.

There is a legend, sometimes quoted by writers, that George Washington said of the colors of the flag:  
"We take the stars and the blue union from Heaven, the red from our mother country, separating it by white stripes, thus showing we have separated from her, and the white stripes shall go down to posterity representing liberty."

PRAYER

Will you all bow with me in a word of prayer?

"Most gracious God, with all our hearts and souls we thank Thee for all you have done. Help us in our daily lives to live together peacefully. And may we all know the meaning of democracy and freedom. Please let Old Glory fly high forever."

LIGHT OF CHRISTMAS

As each boy is given his award, give him a candle. Ask him and his parents to start forming a circle around the pack.

When awards are completed, remind the pack that the light of the candles illumines the night just as Hanukkah, the Festival of Lights, celebrates the temple being miraculously illuminated by a scant amount of oil and as Christmas, the birth of Christ, celebrates God sending His light into the world.

Just as we gain knowledge by working on our badges and awards, we are reminded during this season to acknowledge our God and to also work on gaining his awards.

NOTE. For real candles, a metal (tin foil) guard near the bottom of the candle protects the hand from wax drips.

Do not light candles until all boys have been presented their recognition. At that point dim or turn off the lights. The Cubmaster lights one candle and shares his light with the people on his left and right. From there the light is shared with each adjacent person. The light will meet at one point on the circle.

For safety consider using little flashlights. In a dark room these can be effectively used to demonstrate illumination. Some even come in the shape of candles.

CHEERS

FROZEN CUB CHEER: Wrap your arms around yourself and say,  
"BRRR-RRR-RR-BRR-RRR-!"

RUDOLPH'S CHEER: Put your thumbs to your head, fingers  
spread upward forming antlers, wrinkle your nose saying  
"BLINK, BLINK, BLINK."

SANTA CHEER: Rub your stomach while saying, "HO, HO, HO,  
MERRY CHRISTMAS!"

SLEIGH CHEER: Bob up and down on chair like riding in a  
sleigh and say, "TING-A-LING" three times.

PACK CHEER #1: "CLAP YOUR HANDS (three times). STOMP YOUR  
FEET (three times). PACK \_\_\_\_\_ CAN'T BE BEAT!"

PACK CHEER #2: "STAND 'EM ON THEIR HEADS! STAND 'EM ON  
THEIR FEET! PACK NUMBER \_\_\_\_\_ CAN'T BE BEAT!"

ROUND OF APPLAUSE: Audience claps while moving hands in  
a large circular motion.

GOODBYE SANTA APPLAUSE: Pretend to throw a pack onto your  
back and say, "MERRY CHRISTMAS TO ALL AND TO ALL A GOOD  
NIGHT!"

SKIT

Winter Wonderland

Scene: The time is Christmas Eve. The place is around the Christmas tree at the Jones's house. The stage is decorated for the arrival of Santa. The boys are in various stages of dressing for bed.

Characters: Jimmy, Jackie, Johnny  
Joey, the youngest, with "The End" sign pinned to seat of pants. Audience does not see sign until the end of skit.  
Mother off stage voice  
Santa off stage voice

Jimmy: (looking out window) It looks like it's going to be a "White Christmas" after all. Say, do you hear "Jingle Bells?"

Johnny: No, it's a "Silent Night," Jimmy. Maybe you heard "Rudolph, the Red-Nosed Reindeer."

Jackie: I bet he heard "Frosty, the Snowman," out walking in a "Winter Wonderland."

Jimmy: Boy, I can hardly wait 'til morning 'cause "Santa Claus Is Coming to Town." What do you want for Christmas, Johnny?

Johnny: Well, "I Want a Hippopotamus For Christmas," but I don't know if Santa can take him for a "Sleigh Ride."

Jackie: Boy, Mom'll love that! "All I Want For Christmas is My Two Front Teeth!" (Grins widely with two blackened out teeth.)

Jimmy: I want a whole "Parade of Wooden Soldiers" and a "Little Drummer Boy" and some "Silver Bells" and ... (interrupted by the following:)

Joey: (looking very sad) Gee, I bet "I'm Getting Nuthin' For Christmas" 'cause "I Saw Mommy Kissing Santa Clause." Besides, I hit "Angie, the Christmas Tree Angel" with a "Jingle Bell Rock."

Other three: Ah-oh. It's gonna be a "Blue Christmas" for Joey.



Jimmy: That's OK, Joey. We're gonna have the "Happiest Christmas Tree" ever, and I'll share my toys with you.  
(Pats Joey on the shoulder.)

Mother: (off stage) Boys, time for bed. Remember, "Santa Claus is Coming to Town!"

All boys: Yes, Mother. (All come forward and stand in line, facing audience, and sing, "We Wish You a Merry Christmas." Off stage bells are ringing. Joey turns around and shows sign, The End.)

### Before Christmas

'Twas the pack meeting before Christmas  
And all through the pack  
Not a Cub was stirring  
Not even in back.

The program was over,  
The awards were all given.  
The Cubs were all happy and ready to go,  
If only the Cubmaster would just end the show.

Then in the back there arose such a clatter.  
It sounded as if someone had fallen off a ladder.

Much to the Cub Scouts surprise and wonder,  
Santa appeared out of the wild blue "yonder"  
With presents and candy for all who ask.  
The old boy was ready for the task.

Just as the Cubmaster called for the closing ceremony,  
Santa was gone with a cheerful, "Ho, Ho, Ho."

The colors were retreated  
and everyone reseated.  
Everyone there was happy and pleased  
With the surprise guest at our  
pack meeting last Christmas Eve.

SONG

Christmas Spirit

Tune: Jingle Bells

School is out, we won't pout.  
Cubs shout, "Hip-hurray!"  
Something special's coming soon,  
And it's Christmas Day.

Wrap the gifts, trim the tree,  
Mind your Mom and Dad.  
You'll get presents if you do.  
Boy, won't we be glad!

GAMES

WRAP IT UP

EQUIPMENT: 2 ROLLS OF TOILET PAPER AND 2 GIFT BOWS

Divide into two teams. Choose two people to be gift wrapped, one from each team. The first teammate begins to wrap the package. If the paper breaks, the roll is passed to the second, and so on. Once the package is completely wrapped head to toe and the bow is attached on the tummy of the package, a winner is declared.

HUNTING

EQUIPMENT: VARIOUS SMALL TREASURES SUCH A NUTS IN THE SHELL, WRAPPED CANDIES, COINS, AND SMALL TOYS. SMALL BAGS ONE PER PLAYER

Prior to the arrival of the guest, count the number of treasures that you have hidden around the room or outside. (If outside count only toys and coins. The local squirrels will help you with the rest). After all players have arrived, hand each a small bag and inform them that treasures are hidden in various places, giving them the outer most boundaries or a list of the rooms that they can search. Set a timer for a short period of time and let the hunt begin.

Variation: On the peanut shells write a letter. Keep spelling the same word four to six times. After the treasure hunt is over, have the players spell out that word. The winner is whoever can spell the word the most times.

### MUSICAL PARCELS

A small gift is wrapped in masses of paper and string. Players are seated in a circle and the parcel is passed as music plays. When the music stops, the boy holding the parcel tries to unwrap it. No tearing of paper or ripping of knots in the string is allowed. If the music starts again, the boy must pass the parcel around the circle again, forfeiting his chance at reaching the gift. The game continues until one boy is able to unwrap the parcel completely and get the gift. A box of holiday candy that the winner can share with the den makes a good gift.

### CHOCOLATE BAR

Supplies: hat, scarf, gloves knife, fork, wrapped bar of chocolate, dice

Procedure: Players take turns throwing the dice. When one gets a double, he immediately puts on the hat, scarf, and gloves, and tries to open the chocolate bar, using only the fork and knife. In the meantime, the other players continue to throw the dice. If another player throws a double, the player working on the chocolate bar must remove the hat, scarf, and gloves. The new player puts them on for his turn at trying to unwrap the candy. Once the candy has been unwrapped, the game continues as the boys try to cut off pieces. Game is over when the candy is gone.

Note: Boys do not put fork or knife into their mouths. Also, be sure to have extra candy so that all of the den is sure to get some.

### SNOWBALL THROW

Supplies: Large wad of cotton/styrofoam ball as snowball

Procedure: Boys sit in circle of floor. "It" sits in the center of the circle. The boys throw the "snowball" to each other while "it" tries to intercept. When he succeeds, the boy who threw the snowball becomes "it."

### SNOWBALL FIGHT

Supplies: old newspapers, garbage bag

Procedure: Designate game area; determine team turf. Boys play only in this area. Divide den into two teams. Boys use chairs to make their "snow" defense line or fort. Crumpling sheets of newspaper, boys make "snowballs." Upon signal, boys throw "snowballs" at opposing team. "Snowballs" may be thrown over and over. After set time, team with the least "snow" on its side is the winner. At conclusion all boys clean up the mess by throwing paper in garbage bag for easy disposal.

Note: This is a good outdoor game or wide room game. This is not a good house game as newsprint tends to come off. Boys should wash hands after clean up.

### CHRISTMAS TOYS

Pin on the back of each player (adults make good players in this game) the name of some toy, such as teddy bear, toy gun, etc. Each player tries to learn what is on his back by asking other players questions, which must be answered correctly. He may ask questions like, "Am I a vehicle?" or "Am I a truck?" or any other question. When a player has learned what toy he represents, he may take the name off his back and pin it on front. He may still answer questions.

### SNOW SHOVEL RELAY

Divide den into two teams. Give each team a pie tin, spoon and large bag of cotton balls or packing "worms". Each team empties bag at their feet and places pie tin about 10 feet away. On signal, the first player on each team scoops up as many cotton balls or packing "worms" as the spoon will hold, carries them to the pie tin, and drops them in. He then hands spoon to second player, and so on. Hands may not touch the cotton balls. First team with all cotton balls in its pie tin is the winner.

### JINGLE BELL CHOW MEIN

Using chop sticks or two pencils, boys try to transfer jingle bells from one bowl to a second bowl. With a few boys, set a time limit. With teams, the first to transfer all bells is the winner.

CRAFTS

BUTTON JEWELRY

From Family Circle, 11/10/87

Materials: About 12 dozen flat buttons (3/4" and 1" diameter in red, yellow, green and purple); 3/4 yd of rose decorative cord; 4 beads for earrings; jewelry stringing wire or monofilament fishing line; industrial cement and jewelry findings (tube-type necklace clasp and earring clips).

Drop Earrings

1. Into 6 smaller buttons, thread wire down and then up again, and let 2" wire ends extend at the top. Thread 2 silver beads above the buttons. Then wire through one hole of a large button held vertically and twist the ends together so that all the pieces touch.

2. Wire the top button to another large button, leaving enough slack so that the back button can be slid about 1/4" upward; then glue the buttons together in this position.

3. Glue a clip to the back of the top button.

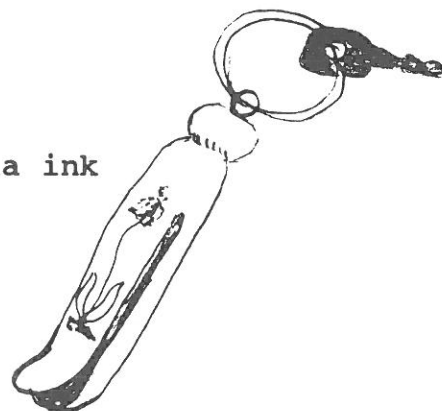
Necklace

With 2 strands of wire, string the buttons, wrapping the wire around the center of a piece of cord at each end. Cement the raw ends of each cord inside the tube end of a clasp.

CLOTHESPIN KEY RINGS

Materials: wooden clothespin  
stain or acrylic paints or India ink  
brush  
small screw eye  
key ring

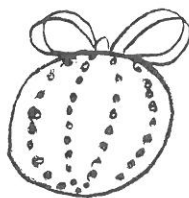
Optional: white glue  
decals  
plastic spray



Procedure: Stain or paint clothespin desired color and let dry. Using decals, acrylics, or India ink, add designs to sides of pin.

Seal with clear plastic spray (for shiny finish) or white glue painted on full strength (for smooth matte finish). Attach a screw eye at top of pin; then add circular key ring.

\*All supplies available at local crafts stores or dime stores.



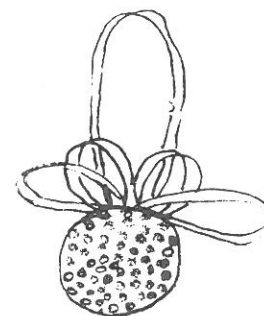
HOLIDAY POMANDERS

Materials: orange, lemon, or lime  
whole cloves  
various ribbon scraps  
straight pins

Optional: toothpicks

Procedure: Simply punch holes (with toothpick, if necessary) and decorate with ribbon held in place with straight pins. This simple but fragrant gift will become preserved as the fruit dries, leaving a light-weight pomander which can be used year-round. Pomanders can be placed around the house in a nice dish, hung on the tree, or attached a ribbon hanger and displayed in a window. Every one is unique because the design is up to you!

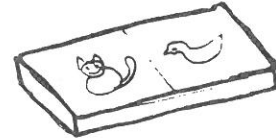
\*An added plus: Since December is usually a busy month, these pomanders can be made several months prior.



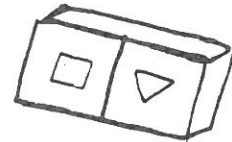
DOMINOES

Gift for younger sibling or adult

Materials: poster board or balsa  
pencil  
scissors or saw  
ruler  
fine line marker



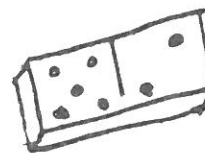
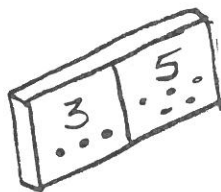
Optional: picture cut-outs, stickers  
clear acrylic spray  
acrylic varnish  
woodburner  
sandpaper



Procedure

For poster board: Use ruler on back side to draw uniform rectangles. Use scissors to cut them out. Stack dominoes to check for uniformity and trim, if necessary. Use ruler again on front side to mark a line dividing rectangle with marker into two halves. Use imagination to decide which type of set to make. If set is for younger child, use shapes, colors, numbers, hand drawn pictures, stickers, or cut-out to decorate dominoes. If set is for older child or adult, use the traditional domino pattern for set.

For balsa wood: Cut balsa into uniform rectangular shapes. Sand lightly all sides and check for uniformity. Imagination is your guide from here! Apply decals, use fine point markers, acrylic paints, or woodburn your patterns onto dominoes. Finally apply a spray or brush-on acrylic finish.



GIFT-WRAPPING PAPER

Materials: white or other solid colored paper, non-glossy  
potatoes or sponges  
knife or carving tools  
poster paints or acrylic paints  
scissors  
crayolas or markers  
cookie cutters or stencil shapes  
ribbon or yarn

Instructions: Cut a piece of paper large enough to wrap gift.  
Don't forget to also cut a gift card to match! Depending on the  
age of boy working this craft, choose a medium to work with.

Younger boys: Use stencils or cookie cutters suiting the season  
to trace around, using crayolas or markers. Have  
fun!

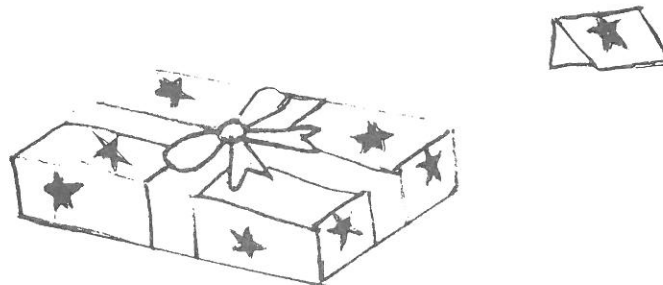
Older boys: Sponges can be cut into shapes and dipped into  
acrylic or poster paints and sponged onto paper.



Potatoes can be cut in half and let the boys carve  
a design on the cut side. Then dip carved pattern  
into paint to apply to wrapping paper.

It may be helpful to put paint in a flat paper  
plate or aluminum pan to dip sponge or potato in.

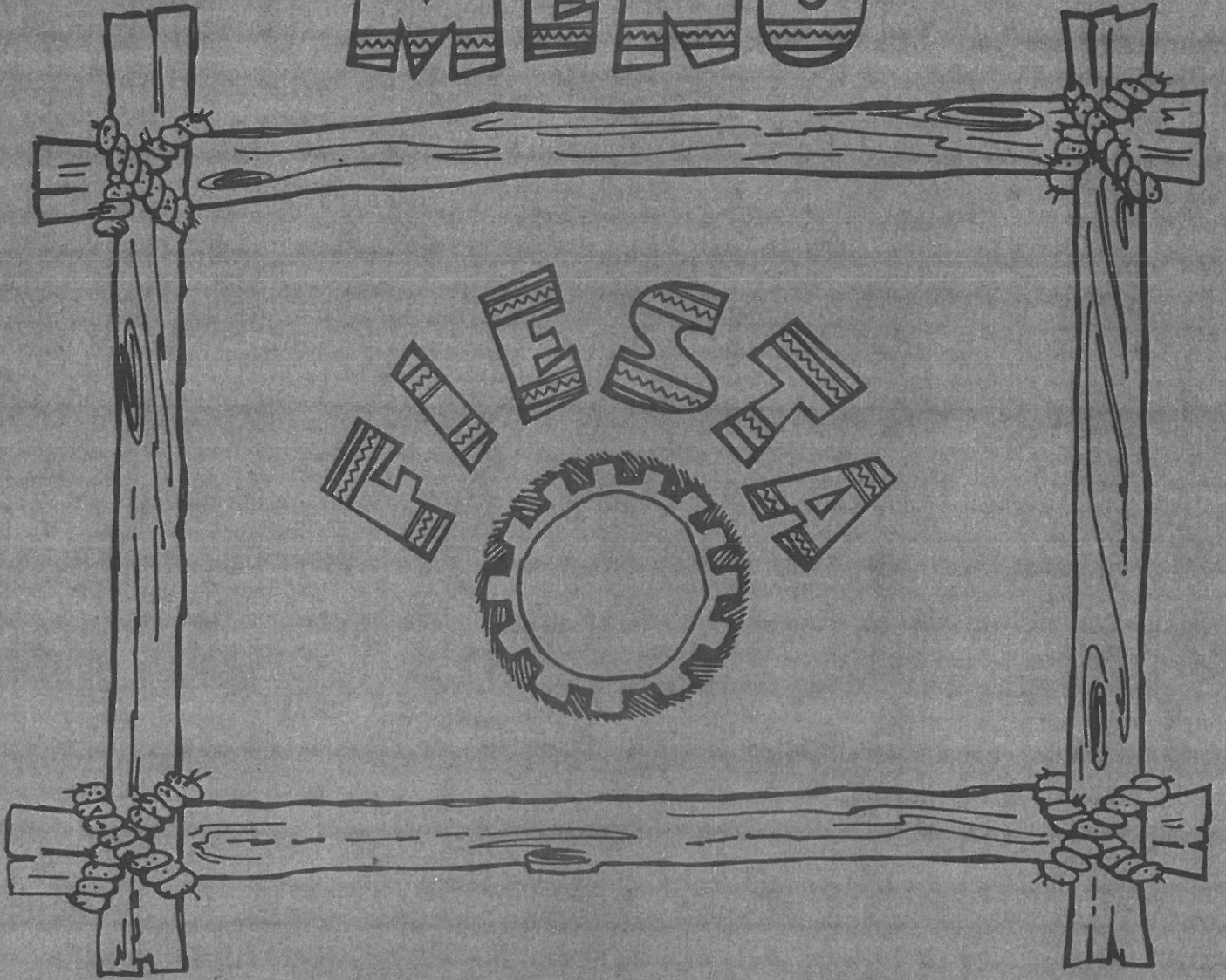
\*Remember to have extra paper or old newspaper for the boys to  
practice on.



Use yarn or ribbon to tie bow on gift.



# MENU



January

Fiesta

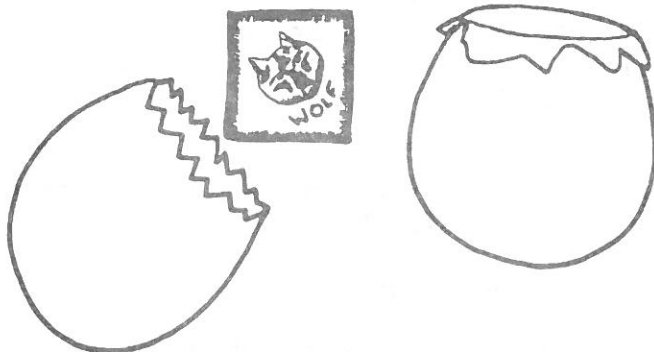


CEREMONY

Boys prepare signs with six letters FIESTA. On the back write the following scripts for them to read aloud.

- F - F is for family togetherness and fun
- I - I is for increasing my ability to do my best
- E - E is for excitement enthusiasm in everyone
- S - S is for something special when we do something together
- T - T is for the many trails we will travel through life
- A - A is for Akela helping with our achievements and goals  
in life

ALL CUBS: Please join us in saying the pledge of allegiance.



"Cascarone" Advancement

Preparation: Empty eggshell in the same manner in which you would in preparing a confetti egg. Place the advancement badge inside eggshell with confetti and seal with tissue paper. (Note: Code the eggs by first dyeing them a different color for each rank or by using different colors of tissue paper.)

Presentation: Call all of the boys who are going to receive advancement awards and their parents forward. Parents break egg over boy's head. Badge is pinned on boy's uniform.

## CHEERS

FANFARE CHEER: Raise hands like an orchestra leader. Then lower hands and audience says; "TA-DA!" three times as you direct them.

DRUM CHEER: Beat on your legs and say, "TAT-A-TAT-TAT" 3 or 4 times, then beat twice on your stomach and say "boom-boom!"

GIANT SNEEZE CHEER: Divide group into three sections. On signal, one group says, "HASHEE". Continue to point to different sections one after the other. Start slow, go faster and faster until everyone combines to one giant sneeze.

COMMUNITY SNEEZE CHEER: Divide group into three sections. One section is assigned "HASHEE" the second section "HISHEE", and the third section "HOSHEE". Do this one after the other. Start slowly, go faster and faster until everyone combines to one giant sneeze.

MAGICIAN'S CHEER: Stand and pretend to reach up sleeve. Pull hand out and yell, "SHA-ZAM!"

MISTAKE CHEER: Clap hands, but miss.

BALLOON CHEER: Make a fist. Put the thumb in your mouth and blow. Slowly open fingers to resemble enlarging balloon. Then flip out hand yelling, "POP!". Or have air escape from mouth of balloon in a hiss.

BOWLING CHEER: Hold ball, start swing while taking three steps, roll ball down the lane and wait for a count of five. Jump and cheer for a strike.

POLE VAULT: Stand the first and middle finger of right hand on left arm (like legs). Run them down the arm to the wrist and leap them into the air. Now bring right hand down and clap once.

TIGHTROPE WALKER: Simulate walking a tightrope. Lean to one side and pretend to fall saying "AHHHHHHHHH!"

SONGS

FIESTA IN TOWN

Tune: When Johnny Comes Marching Home

The Fiesta starts in town today.  
Hurrah, Hurrah.  
El Rey Feyo leads the way.  
Hurrah, Hurrah.  
We'll jump and gyrate at every chance.  
We'll paint our faces, wear funny pants.  
We're all so glad that Fiesta came to town.

THE CALLIOPE SONG

Divide the pack meeting into four or five groups. Begin with the first group and bring each of the others in one at a time. The melody is "Daisy, Daisy" or "Where Has My little Dog Gone?" or "The More We Get Together."

1st group sings: Um-pah-pah  
2nd group sings: Um-sss-sss  
3rd group sings: Um-peep-peep  
4th group sings: Um-tweedle-tweedle  
Last group sings: Melody

DO WE LIKE CUBBING?

Tune: La Cucaracha

Do we like Cubbing? Do we need Cubbing?  
Yes, we need it every day.  
De we like Cubbing? Do we need Cubbing?  
Come along and see the way.  
In the winter, in the springtime,  
We like Cubbing in the fall.  
But in the summer, yes in the summer;  
We need Cubbing most of all!

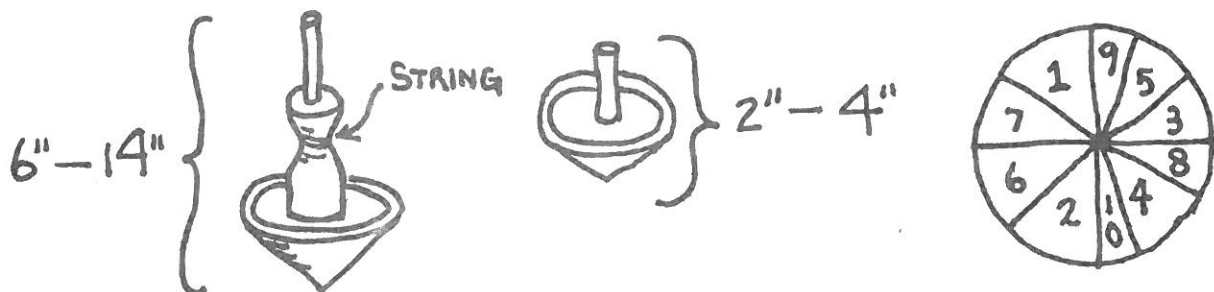
GAMES

MEXICAN JUMPING BEANS

One player is IT. All other players will hop like Jumping Beans. After being tagged, IT and the tagged player(s) join hands and hop to tag another player. Players hop until they are tagged. The chain continues to grow. The next IT is the last player tagged.

SPINNING TOPS

An ancient game known to have existed in Roman and Japanese Empires, in New Guinea, Australia, and Africa, where some tops whistle or hum, well before the 14th century in England, where on Shrove Tuesday top races were held between parishes. Native Americans called their dancers; Mexican children call theirs AQUJETA (large lady tops) and COTORRA (small parakeet tops). Traditionally there are two types of tops, spindle or bedpost, both use string to set them into motion. Another top in Mexico the "PIRINOLA" is twisted by fingers. See drawings below.



The most popular game to play with the top is to draw a large circle in the dirt, section it with different size pie pieces with the largest being one and the smallest being ten. Players set off their top in the circle and where it stops a score is given. Play to a predetermined amount. Another game is to draw a circle and have two tops "battle" to remain inside the circle. For a skill game, balance the top inside the bowl of a spoon that you hold with your teeth.

BALLOON BLOWING CONTEST

Give small balloons to all the players. Tell them that the one who has the largest balloon at the end of a minute can try again, but if the balloon bursts before that time, he must pay a forfeit. If wanted, give each of the first three winners a larger balloon to blow up with the same conditions as before, but allow them more time.

CAN 'N HAND RELAY

Divide the group into equal teams. Arrange in line formation, with the two teams facing each other, about 10 feet apart. Give the first player of each team a #10 tin can. (Make sure top and bottom are cleanly and smoothly cut out, leaving no sharp edges.) The first player of each team slips the can onto his right arm between his wrist and elbow. At the signal to begin he turns to the player behind him and they shake hands, shaking the tin can from the arm of the first player to that of the second player. The team to get their can to the end and back to the front is the winner.

SPIN THE PLATE

The players are arranged in a ring, kneeling. The leader starts the game off by numbering the players or giving them names of animals. Then he spins the plate and calls a number or a name. Unless the person who wears the name or has the number catches the plate before it falls to the floor, he must pay a forfeit. Redeeming the forfeits is the best part of the fun.

FIESTA POTATO

The players sit in a circle, and one boy is chosen as the leader. An object, such as a small potato, stone, or piece of wood, is passed around from boy to boy. Players must pass the object very quickly, and every boy must accept it. When the leader yells "FIESTA", the boy holding the "potato" is out. (Would be better if the leader was not looking at the players.) The game is played over and over again until every boy but one is out. The last player left in the game is the winner.

TAEIFS

INPATA

SEDARAP

TIVESALF

ATSFLO

LAVINRAC

LIRPA

WEORLSF

CESDNA

ICUSM

RYTPA

ANDYC

BREOSOM

NFU

UNSCRAMBLE THE ABOVE FIESTA WORDS.

THE ANSWERS TO THE SCRAMBLED WORDS.

FIESTA

Pi

PARADES

FESTIVAL

FLOATS

CARNIVAL

APRIL

FLOWERS

DANCES

MUSIC

PARTY

CANDY

SOMBREO

FUN



## CRAFTS

## PIÑATAS

Known to have existed since the 16th Century, the traditional use of the piñata spread from Italy to Spain and from there to Mexico. It was in Mexico that the piñata became the symbol of "FIESTA".

The art of the piñata evolved from decorated clay pots to figures made of cane or bamboo covered with paper and painted. The present styles are made of paper and brightly colored tissue paper. The traditional figures of burros (donkey), toros (bull) and estrellas (stars) are found along side today's favorites of teddy bears, dolls, and cartoon characters.

The piñata (if purchased is empty) is filled with wrapped candies, small toys, money, and other goodies. It is used as a Mexican party game. The object of the game is to break the piñata and release all the goodies. Breaking the piñata is not all that easy; the piñata is suspended in such a way that it can be raised and lowered quickly. The person attempting to break the piñata is usually blindfolded, spun around 3 times, then pointed in the general direction of the piñata. They have 3 chances to hit the piñata with a decorated broomstick. Someone else raises and lowers the piñata out of the way. Once the piñata is broken, the players make a mad dash to see who can recover the most goodies.

The piñata does not have to be broken to be enjoyed. Kept out of direct sunlight (to avoid fading), they are wonderful table or room decorations.

One of the easier types of piñatas to make is an estrella (star).

## MATERIALS

**NEWSPAPER:** Cut into strips 2 to 3" wide and 13 1/2" (cut down the folded side of paper every 3 inches, open paper and tear in half). The newspaper strips should not be too long; it will be difficult for younger hands to handle.

**FLOUR AND WATER PASTE:** 1 cup flour, 3 cups water. In a sauce pan heat ingredients stirring to break up lumps. Heat to boiling, reduce to simmer. Continue to simmer until difficult to stir and large portions are smooth and glossy. Remove from heat, stir occasionally to cool. Refrigerate to preserve or add a preservative, such as 1 teaspoon oil of cinnamon and 1 tablespoon of powdered alum. Please do not eat the paste.

**BALLOON:** The balloon will be in the center and the part that holds the goodies. So consider the size and amount of candy you will want.

**3 LARGE SHEETS OF POSTER BOARD OR NEWSPAPER CARDBOARD:** To make cardboard with newspaper, take individual sheets of newspaper, spread a thin coat of flour paste over entire surface, and place a second sheet on top. Smooth out air bubbles and cover the second sheet with the paste, and repeat for a total of five layers. Make three sets. Let dry.

**COLORED TISSUE PAPER:** Use many different colors. This piñata will have six points and the ball shaped center.

**MASKING TAPE**  
**PACKING STRING**

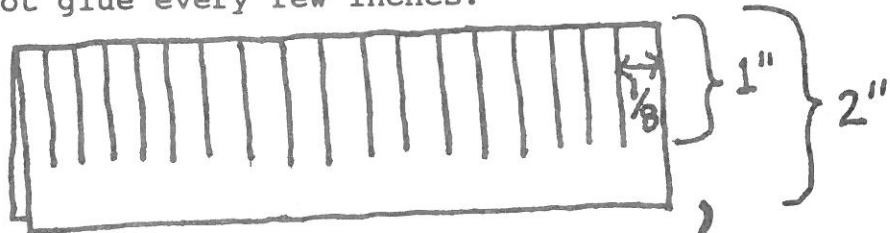
**PROCEDURE**

Blow up balloon, tie a knot, secure a string to the knot to hang high enough for everyone to reach it. Cover balloon with strips of newspaper that have been dipped into the paste. Cover the balloon with five to six layers of newspaper. (The more layers the stronger/longer the piñata will last.) Also make the newspaper cardboard at the same time. Let dry 2-3 days depending on the humidity.

While the base and the cardboard are drying, cut the tissue paper.

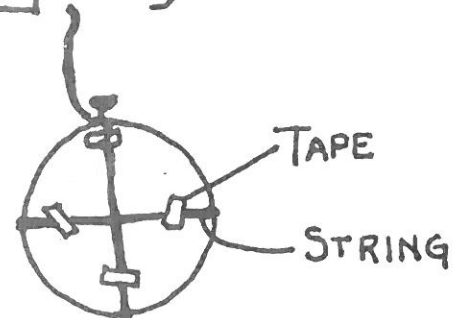
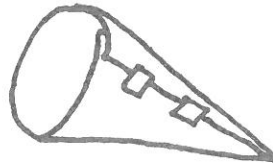
**TO MAKE CURLY TISSUE PAPER.**

Cut strips of tissue paper 15" long by 4" wide, fold in half lengthwise. Crease fold. Along the folded edge, make a one inch cut every one-eighth inch, as if cutting fringe. When finished cutting, gently fold paper the opposite way. Put edges of paper together and spot glue every few inches.



**TO ASSEMBLE:**

Pop balloon.  
Tie string around balloon as shown:



Cut cardboard into curved bottom triangles. Cut two per sheet. Curl cardboard into cones (dunce caps). Tape with masking tape to hold shape.

Tape five of the six cones around the middle and on the bottom of base. The sixth cone will be placed over the hole at the top by threading the string through the point. Do not attach until all candy is inside.



Cover one cone with a thin layer of the paste. Layer the curled tissue paper, starting at the tip and overlapping the glued edges going toward the center. Repeat for all the attached cones.

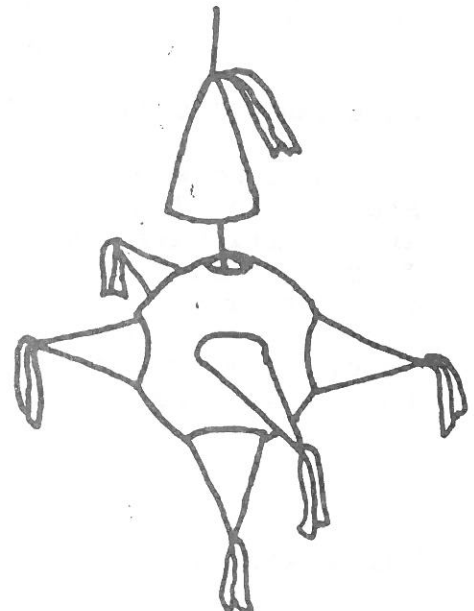
Cover Base with glue and cover with the curled tissue paper.

Fill with all the goodies.

Finally thread the sixth cone onto the string and cover it as above.

For extra flare, attach tails to each of the cones. To make the tails, use one half sheet of colored tissue paper per tail. Fold into half and cut long fringe, cutting toward the folded edge. Fold the folded side until the tail is one inch wide and tape to the point of each cone.

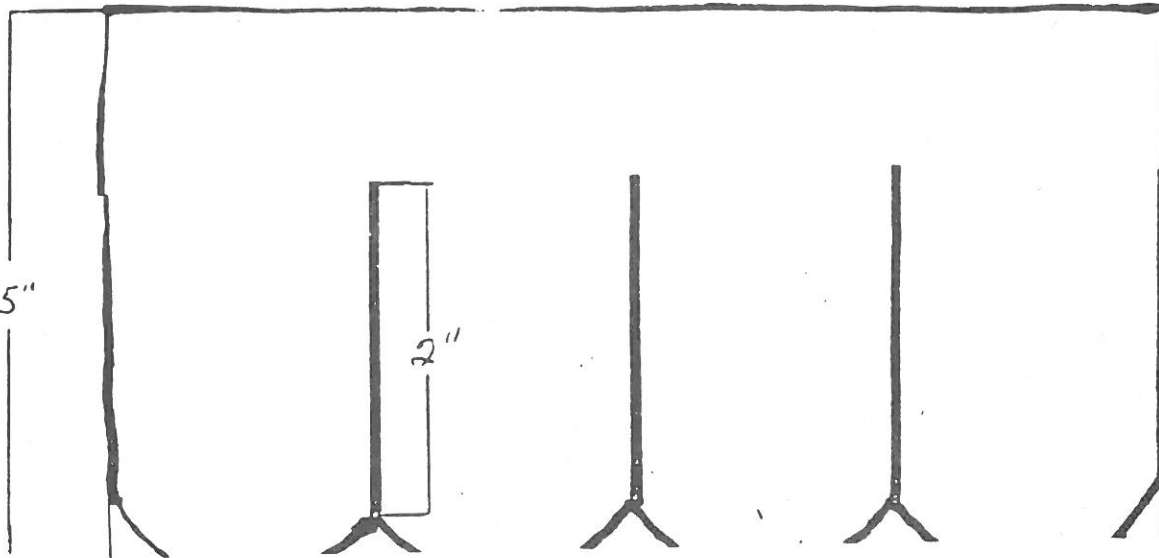
Attach string to a rope and have fun.



PAPER FLOWERS

Items Needed: 18 or 20 gauge floral wire: Cut one piece 18 inches long and one piece 6 inches long for each flower. Two colors of crêpe paper, one for the flower and one for the pistal. Green floral tape.

Instructions: Take a strip of paper 48 inches long by 5 inches and fold in half long ways. Fold in half again and again a third time. Your folded paper should be approximately 6 inches by 5 inches wide. Lay pattern on top of folded paper and cut out. Unfold paper and, using thumbs and forefingers of both hands, gently pull paper of each petal about one inch from the top of the petal to cup each petal. Take the 6 inch wire and cover with a small strip of alternate color crêpe paper. Make a small bulb at each end and then fold in half. Take the 18 inch wire and fold in half. Place the wrapped piñatastal between the end of the folded long wire and twist the two to secure. Start wrapping the crêpe paper around the pistal to form the flower. To finish the flower, use the green floral tape to wrap the base of the flower and down the wire stem.



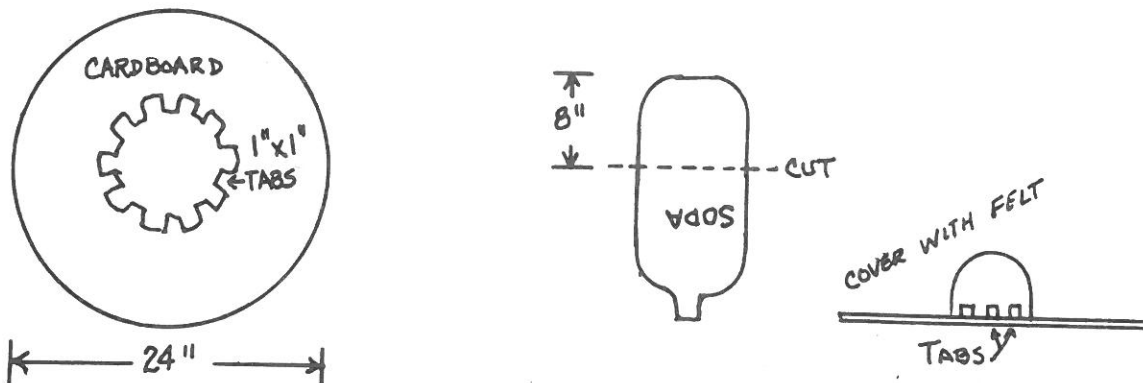
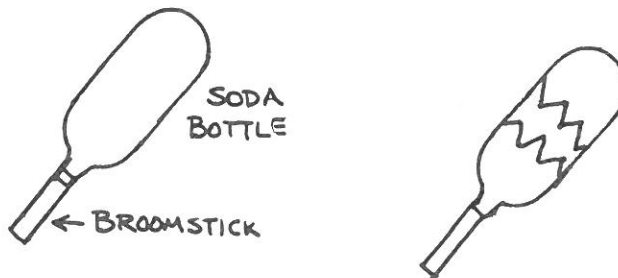
CASCARONES/CONFETTI EGGS

Confetti eggs are always fun; be sure to make extra. Start with clean egg shells that have a small opening at one end. Fill with round confetti; do not use the old square holes from Data Entry Cards. They could cause damage to the eyes. Cover the opening with a small piece of colored tissue paper. Turn upside down into an empty egg crate and spatter with different color spray paint. You can color the eggs prior to filling with the traditional egg kits, or use crayon, marker pens or stickers.

MARACAS

Materials: 2 - 10 oz. plastic soda bottles  
 2 - pieces of broomstick  
 20 - 30 dried beans or peas  
 masking tape  
 latex or tempera paint

Place beans or peas inside of soda bottles and place broomstick into opening. Tape into place and then paint and decorate.



SOMBRERO

Materials: 1 - 3 liter plastic soda bottle  
 24 inch circle of cardboard  
 white glue  
 felt cloth  
 paint  
 glitter

Cut bottom 8 inches from soda bottle. Center the bottom on the cardboard and mark the outline leaving six (6) 1 inch by 1 inch tabs inside the center circle. Cut circle out. Glue or tape the tabs inside the soda bottle bottom. Cover with felt cloth and decorate with paint and glitter.



**MENU**

**BLUE & GOLD**

**TRADITIONS**

February

Blue & Gold Traditions





WHAT IS A BLUE AND GOLD BANQUET?

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

Remember KISMIF: Keep it simple; make it fun!

HELPFUL HINTS FOR BLUE AND GOLD BANQUETS

I. Date, Time, Place

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

II. Blue and Gold Committee

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

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

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

- 2. Things the dens will provide

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

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

## III. Committee Chairperson

## A. Make assignments for the following:

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

## B. Program

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

CEREMONIES

LADDER OF GOOD CITIZENSHIP

- Personnel: Narrator and den of uniformed Cub Scouts  
Equipment: Card with words printed on them for each Cub Scout and an upright stand such as a ladder for each sign to be attached at the proper time.
- Narrator: We think of Cub Scouting as a ladder of good citizenship. Let us give you an idea of what we mean.
- Cub#1: FRIENDSHIP We make lots of friends in our school, church, neighborhood, den and pack.
- Cub #2: TEAMWORK We learn how important it is to work with others as a member of a team.
- Cub #3: DEPENDABILITY We learn to be places when we promise and do our part.
- Cub #4: LEADERSHIP We learn to lead games and help with other den and pack activities.
- Cub #5: HONESTY We learn to tell the truth, to handle money, and to understand what honesty means.
- Cub #6: LOYALTY We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.
- Cub #7: GOOD WILL: We like to help out school, church, neighbors, and those less fortunate than we. Good will projects make us feel good.
- Cub #8: RESPONSIBILITY We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.
- Narrator: GOOD CITIZENSHIP Through Cub Scouting experiences boys learn things that help make them better citizens as they grow into manhood.

CANDLE CEREMONY

Personnel: Cubmaster, 6 scouts

Equipment: 1 white candle holders 3 yellow candles 3 blue candles

CUBMASTER (Lights the white candle) As I light this spirit of Cub Scouting candle, I am proud that every Cub Scout here has promised to do his best, to do his duty to God and his country, to help other people, and to obey the law of the pack. Tonight we will see many scouts advance in rank and truly know they have done their best. We want you to understand what the Cub Scout colors, blue and gold, represent. (Hands white candle to first scout standing behind the first yellow candle.)

CUB 1 (Lights first yellow candle.) As I light this candle, I challenge each of you to live up to the Cub Scout promise. Cub Scout gold stands for warm sunlight. (Hands white candle to 2nd Cub.)

CUB 2 (Lights second yellow candle.) As I light this candle, remember that a Cub Scout always does his best. He does it with another meaning of gold - good cheer. A Cub Scout does not do anything half-heartedly. (Hands white candle to third Scout.)

CUB 3 (Lights the third yellow candle.) This gold candle represents the Law of the Pack, which guides you in your life. You should always radiate happiness, the final meaning of the Cub Scout gold. (Hands white candle to fourth Cub.)

CUB 4 (Lights the first blue candle.) The first blue candle represents one part of the Law of the Pack, a Cub Scout follows Akela, and the first meaning of the blue of Cub Scouting, truth. (Hands white candle to the fifth Cub.)

CUB 5 (Lights the second blue candle.) This blue candle represents the Spiritual part of Cub Scouting. Remember that a Cub Scout helps the pack go just as the pack helps the Cub Scout grow. (Hands white candle to the sixth Cub.)

CUB 6 (Lights the third blue candle.) This blue candle represents loyalty. Remember that a Cub Scout gives goodwill. (Returns white candle to Cubmaster.)

CUBMASTER I congratulate each Cub Scout continuing the steps up the Scouting trail and welcome you all to our Blue and Gold Banquet.

BLUE & GOLD

Personnel: 11 boys

Equipment: 11 posters with the letters BLUE AND GOLD printed on them. A boy holds up one letter. Script is on back of posters.

B B is for boys -Tigers, Bobcats, Wolves, Bears, and Webelos.

L L is for leader -The Cubmaster

U U is for understanding. We learn to help others.

E E is for excellence. We try to do our best.

A A is for anniversary. This is Cubbing's 60th year.

N N is for neighborhood, where dens meet each week.

D D is for Den Chiefs, Scouts who help us in many ways.

G G is for goals, for which Cubbing stands.

O O is for opportunity for boys to learn and do.

L L is for liberty for years to come.

D D is for the Den Leaders who love and help us.

## ADVANCEMENT

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

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

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

(Announce boys who have earned Bobcat rank.)

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

(Announce boys who have earned Wolf rank.)

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

(Announce boys who have earned Bear rank.)

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

(Announce boy who have earned Webelos rank.)

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

CHEERS

FLAPJACK CHEER: Pretend to pry a spatula under a pancake. Throw it up into the air. Nod head up and down three times as if watching the flapjack flip. Catch it on the spatula.

COOKIE CHEER: YUMMY! YUMMY! YUMMY!

EGGBEATER CHEER: Bend knees and swing them in and out like beaters while putting hand on top of the head to hold handle and use other hand to turn beater crank.

BANQUET CHEER: C'MON GOLD! C'MON BLUE! C'MON CUBS! C'MON THROUGH! CHOW, CHOW, CHOW, CHOW!

BLUE & GOLD CHEER: Divide the room in half. As you point to one side, they say, "BLUE." When you point to the other side, they say, "GOLD." When you point to both sides, they both say, "BLUE & GOLD." Vary the speed and direction as you point.

KETCHUP CHEER: Pretend to pound of bottom of a bottle six times, saying, "POP, POP, POP, POP, POP, SQUISH. UH-OH, TOO MUCH!"

NUTTY CHEER: "CASHEW! CASHEW! CASHEW!"

QUARTER POUNDER CHEER: Reach deep into your pocket; pull out a 'quarter.' Put in palm of hand; pound it with fist of other hand.

POPCORN CHEER: Cover one closed hand with the other hand. Let the closed hands "grow" from under the other hand. Then spring the fingers open. Do this while saying, "POP! POP! POP!" Starting slowly, speed up as hand "grows."

WATERMELON CHEER: Hold imaginary super slice of watermelon in both hands. Take a big slurpy bite out of the whole length. Go back in other direction for another bits. Spit out seeds loudly.

SKITS

I WANNA BE A CUB SCOUT (Audience Participation)

SCOUT: On my honor	WEBELOS: Boy Scouts is next.
BOBCAT: It's the beginning.	PARENTS: Can I help?
WOLF: I'm learning & growing	LEADER: Patience, patience.
BEAR: I'm well on my way.	PACK: Pack _____!

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

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

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

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

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

PICTURE OF CUB SCOUTING

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

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



SONGS

OUR PACK

Tune: Old McDonald Had a Farm

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

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

IF YOU'RE A CUB SCOUT

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

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

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

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

GAMES

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

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

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

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

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

The first toothpick between your two thumbs

The second between your two first fingers

The third between your two second fingers

The fourth between your two third fingers

The fifth between your two little fingers

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

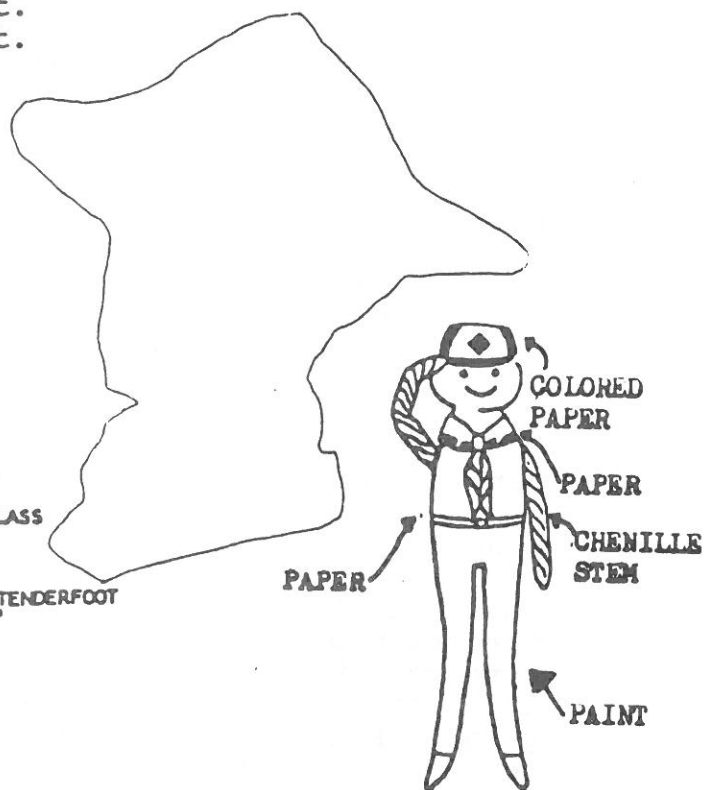
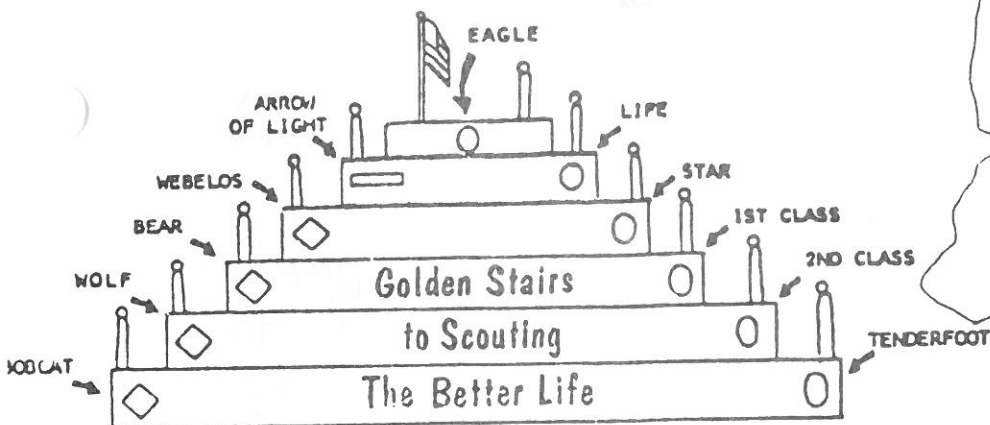
CARAMEL CHEW: Divide into two relay teams. Place caramels on a plate in front of each team. The first boy runs up to the plate, chews a caramel, and when he is finished, returns to his team so the next boy can do the same. First team through wins.

CRAFTS

LORD BADEN-POWELL NECKERCHIEF SLIDE

Materials:        cardboard                                paint  
                  playdough                                pop top ring  
                  plaster

Cut pattern from cardboard. Roll out playdough to ½" thick. Make negative cast in playdough. Pour plaster into mold. Insert pop top ring in back of cast. Paint.  
Optional: Add names or dates to hat.

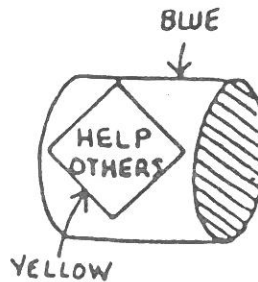


CENTERPIECE

1. Make centerpiece from five progressively smaller wood or styrofoam rectangles.
2. Attach the five pieces together and paint gold or white. Use dark blue marking pen for letters.
3. Glue on teal badges or decals for each rank.
4. Make Cub Scouts and Boy Scouts from straight clothespins.
  - A. paint body blue for Cub Scouts, tan for Boy Scouts.
  - B. Make cap from colored paper.
  - C. Paint head fresh-color. Add hair with marking pen.
  - D. Make neckerchief from a triangle of light-weight paper, gold for Cubs, red for Boy Scouts.
  - E. Arms are made from blue or tan chenille stems glued to body. Bend right arm in a salute.

NAPKIN RINGS

Cut a diamond from yellow construction paper and print "Help Others" across center. Add guest's name. Glue diamond to ring of cardboard covered with blue.



Cut a 1½ width from white cardboard roll. Make shield from construction paper. Glue to ring.



NUT CUPS

Use regular nut cup of desired color. Glue American flag pick to inside of cup.



Make Cub Scout from peanut and pipe cleaners. Twist arms and legs around regular nut cup. Glue.



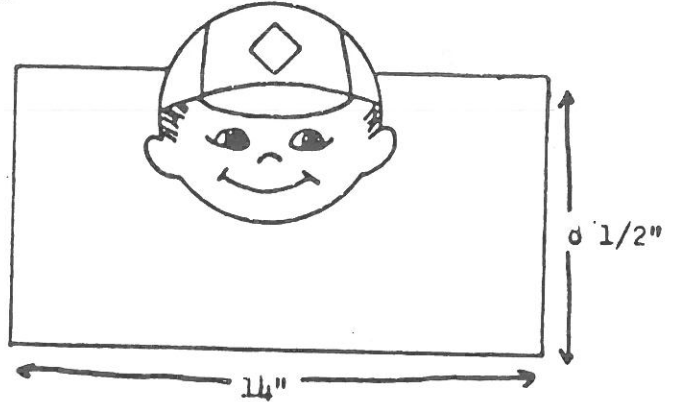
Cut triangle from yellow construction paper or crêpe paper with base 8½ across & 6" sides. Add detail with felt-tip pen or paint. Roll over ¼ on edge like real neckerchief. Bring two ends together at point where tie slide usually goes. Staple here. Bend up points so neckerchief stands up. Set a regular paper nut cup inside.



PLACEMATS

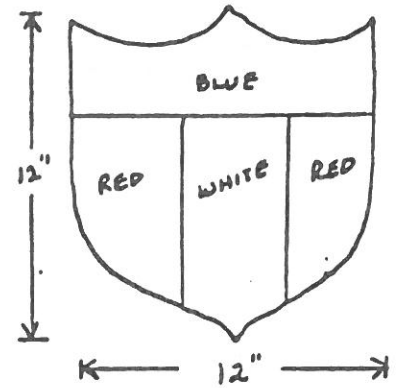
SMILING SCOUT

For each mat cut a piece of yellow paper 8½ x 14". For the head cut a 9" circle of white paper. Cut the hat from blue paper and glue it on the head. Each boy makes the face on mats for his family. Add insignia and lines on cap with yellow crayon.



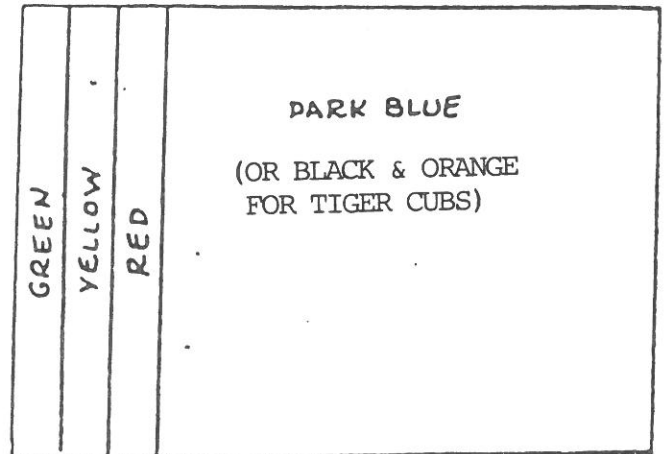
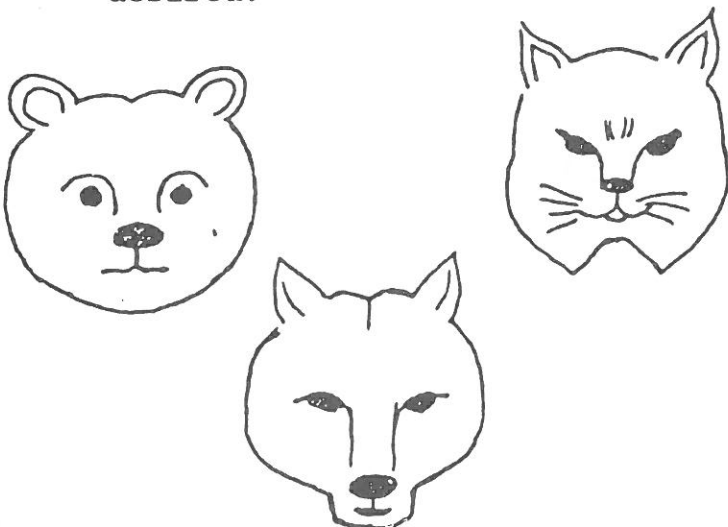
SHIELD

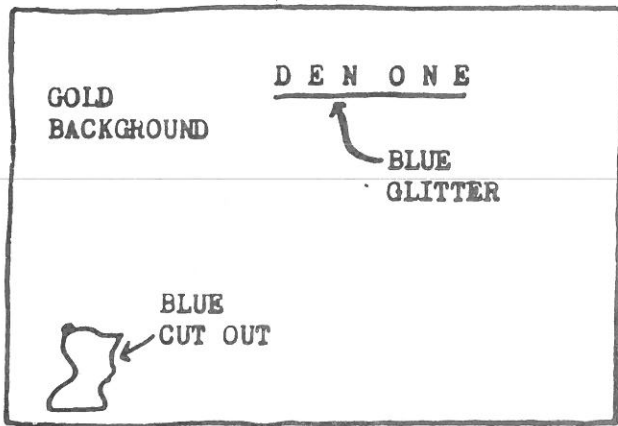
Cut from white mat paper or large construction paper. Glue on red & blue paper stripes. Placemat should be 12" square. Add gummed stars on blue field as desired.



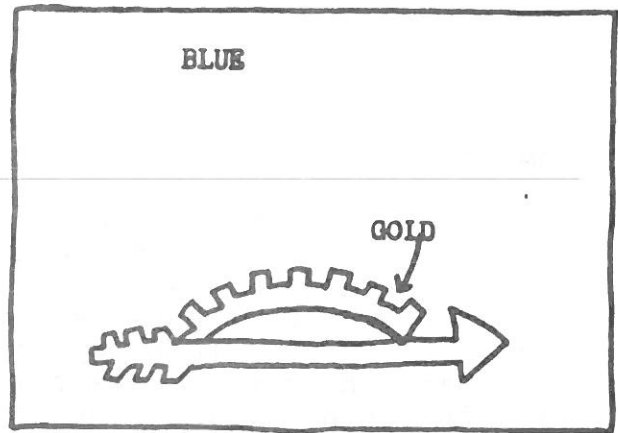
RANK

Cut from colored construction paper, yellow for Bobcat; grey, Wolf; brown, Bear. Placemats should measure about 14" square. Add features with marking pen as desired.

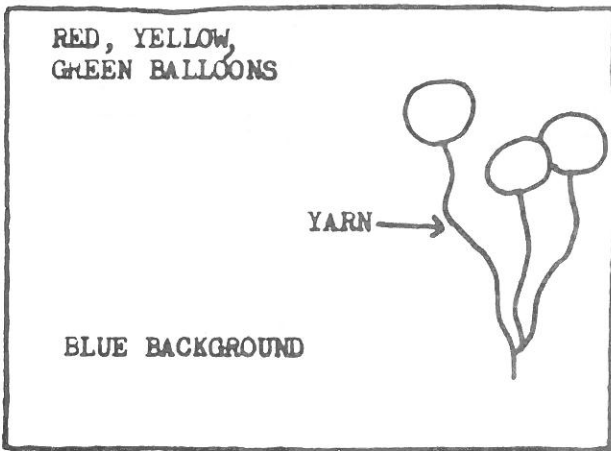




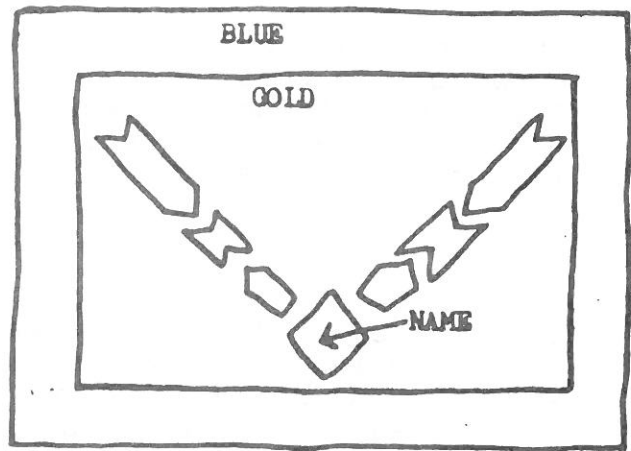
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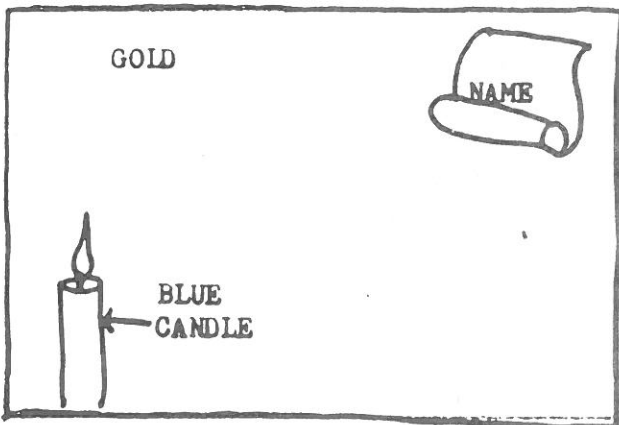
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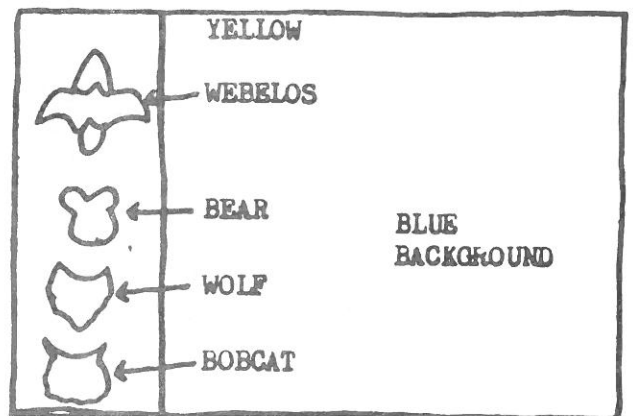
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E

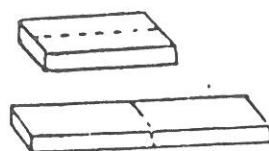
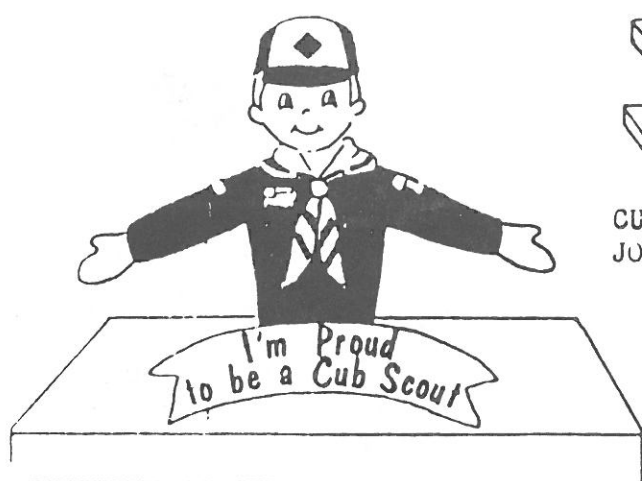


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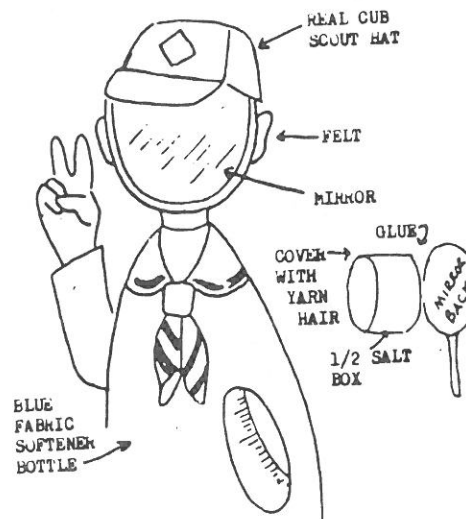
CENTERPIECES

CUB SCOUT

1. Use the lid of sturdy cardboard box. Cut in half lengthwise. Join end to end to make a long base. Cover with colored paper.
2. Draw a paper pattern of Cub Scout and trace onto heavy cardboard. Cut out. Cover with construction paper, pink for face, blue for uniform, blue and yellow for hat, yellow for neckerchief. Add paper badges & insignia.
3. Cut banner from heavy paper and use felt-tip marker to do lettering. Glue across front of Cub Scout.
4. Cut a slit in top of box the size of Cub Scout's base. Insert Scout and glue.



CUT BOX IN HALF,  
JOIN END TO END



MIRROR CUB SCOUT

Anyone looking at this centerpiece will see his own face reflected. Use a blue fabric softener bottle and hand mirror.

Glue half a salt box to back of mirror and cover with yarn hair. Insert mirror handle into bottle opening and secure with tape.

Cut the neckerchief from crêpe paper, the ears from felt, and use a real Cub Scout hat.

CORSAGES

1. Open one 2 ply facial tissue. Fold in half lengthwise. Fold in half again. Tear or cut with pinking shears along the unfolded edge to make edges rough looking.



2. Unfold once. Starting on one end, gather tissue in the center until it resembles a butterfly. Secure center with wire. Separate layers by pulling to the center. alternate sides. This will fluff the flower. Use a cream sachet to give flower fragrance. Wrap wire with green floral tape. Attach artificial greens to back. Add bow and bend wire into a spiral. Your corsage is ready to present to Mom.

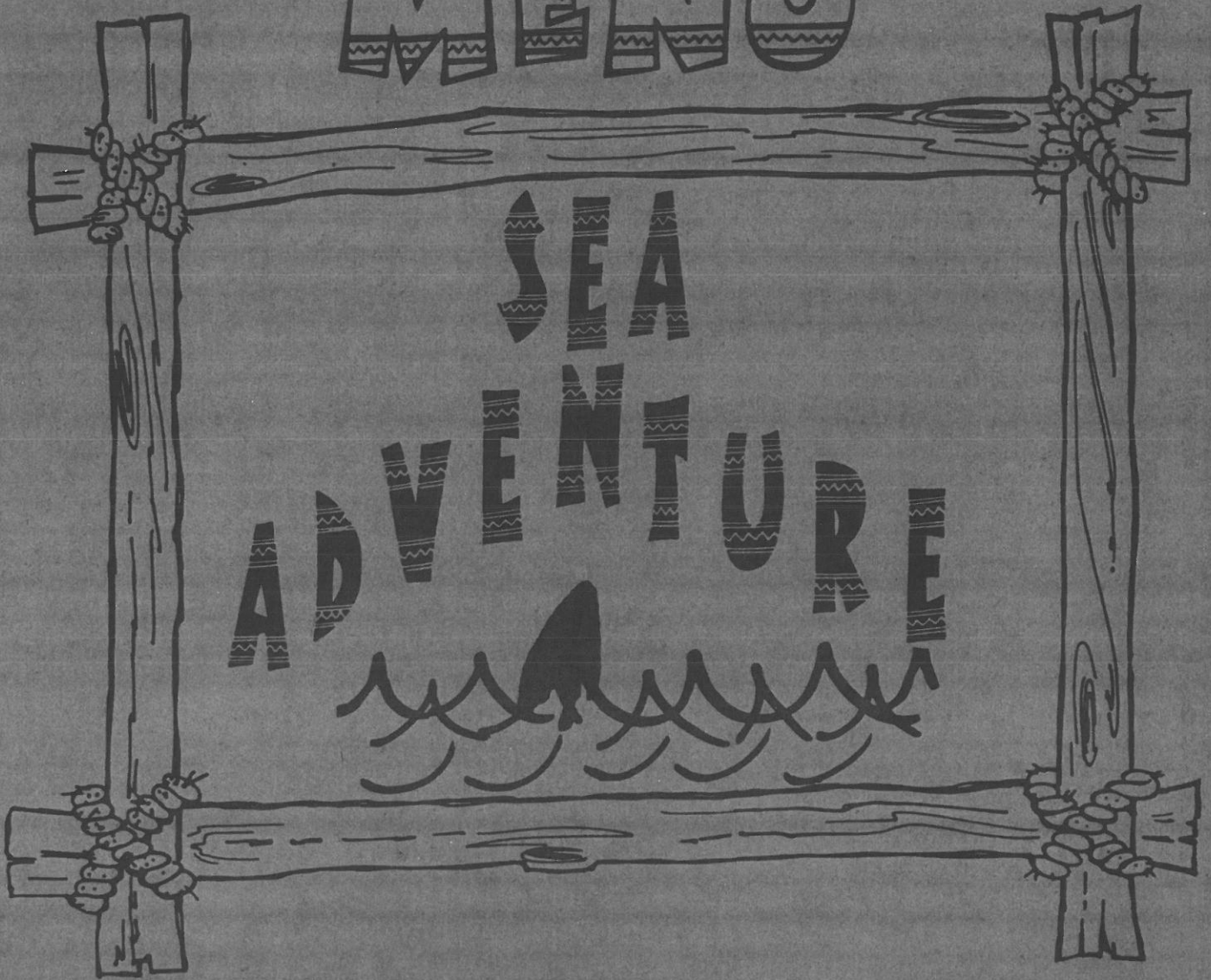


Cut piece of material 3" x 4½". Sew right sides together using ¼" seam. Turn right side out. Pinch together one end of "casing" around heavy floral wire 5" - 6" long. Attach tightly with florist tape. Continue wrapping until all of wire is covered. Turn other end of "casing" inside to form flower bud. Leaves can be purchased in craft stores and attached to the stems with florist tape also. Make 3 buds for each corsage.

INVITATIONS: Should give pack #, chartering organization, day, month, year, name and address of location, time. Special guests should also receive as RSVP. Be sure to include zip codes.



# MENU



March

Sea Adventure



## CEREMONIES

## THE SIX SHIPS OF SCOUTING

Arrangement: 6 Cub Scouts hold large cardboard cutouts of ships with pennant-shaped flags on which have been printed the following words: SCHOLAR-SHIP, FELLOW-SHIP, FRIEND-SHIP, SPORTSMAN-SHIP, WORKMAN-SHIP, STATESMAN-SHIP. If colors or symbols are mentioned in the text, color or draw the ship to match the text.

- CUBMASTER: Tonight, Den \_\_\_\_\_ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America - strong and mighty ships that will last forever.
- 1ST CUB: SCHOLAR-SHIP. This ship is very important on the Sea of education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the plus sign.
- 2ND CUB: FELLOW-SHIP. This ship stands for good spirit, fine cooperation, and never-failing unity. Its flag floats high - the flag of Scouting.
- 3RD CUB: FRIEND-SHIP. This is the most handsome ship of all. It is true-blue, and its flag is golden because friendship, itself, is golden.
- 4TH CUB: SPORTSMAN-SHIP. This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.
- 5TH CUB: WORKMAN-SHIP. This ship's every line, every part, every mast represents the best that a person can give. Its flag bears a laurel wreath.
- 6TH CUB: STATESMAN-SHIP. This ship represents wise guidance, constant counsel unselfish interest, and sincere endeavor. Its flag is white for purity.

## NAUTICAL CEREMONY

Cubmaster: When a boy wanted to be a sailor, he would hire himself on as a cabin boy. There he learned the terminology of the ship. He learned his knots and the rigging.

When a boy wants to become a Scout, he must learn the basics of Scouting. When he learns the promise, the law, the sign, the salute, the handshake, the meaning of Webelos, and the motto, a boy then becomes a Bobcat. Will \_\_\_\_\_ please come forward to be recognized as a Bobcat. Will his parents come, also?

A sailor boy's knowledge of the sea did not end there. As he traveled about the world, he saw many different types of ships and their uses. His world would become larger.

So too does a Scout grow. He learns about his national flag, about his family and world, about tools, and about many other things. It is then that he is recognized as a Wolf. Would \_\_\_\_\_ and his parents please come forward?

A sailor even today has to know the methods of ship communication, whether it be flags or radio. He needs to know about radar.

A Bear needs to be more aware of God and worship, more about wildlife and the environment, more about family life, and more about strengthening his body. Will \_\_\_\_\_ and his parents please come forward?

A sailor soon learns about tides and the sea currents. He learns to use these to travel.

A Webelos must earn several different kinds of activity badges to help prepare him for the future. Will \_\_\_\_\_ and his parents please come forward?

Finally, a sailor has a destination, a goal; he must know where he is and how to get where he is going. He uses the constellations and the North Star to guide him. He uses a compass and a sextant to chart his course.

So, too, does a Scout. He has earned more activity badges to give him skills for the future. He has visited Boy Scout troops as he plots his course. He has even filled out a Boy Scout application form. He is deciding on his goal, maybe even an Eagle Scout. Will \_\_\_\_\_ come forward to receive his rank of Arrow of Light? And his parents, too.

CHEERS

STEAM BOAT CHEER-- Use both hands to make large rotary motions as if they were paddle wheels on an old side wheeler. At same time, say "CHUGGA CHUG CHUG" at intervals reaching up with right hand and pull down as if pulling a steam whistle and say "TOOT TOOT".

SWIMMING -- Bend forward from waist and do swimming crawl stroke.

DEEP SEA DIVER -- "BLUUB, BLUUB."

COLUMBUS -- Put hands up like holding telescope and shout "LAND HO"

WHALE -- Shake hand like fish swimming and then bring other hand up like a spout and go "PSHSH!"

BUCCANEER -- "YO HO HO AND A BOTTLE OF COKE."

PIRATE APPLAUSE-- "AVAST YOU LAND-LUBBERS, WALK THAT PLANK! GLUB, GLUB, GLUB."

RAINSTORM CHEER-- Start by gently patting knees alternating to simulate light rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "BOOM!" to represent thunder. Gradually decrease the hand clapping; then pat the knees as the storms subsides.

SEAL OF APPROVAL CHEER -- Place arms together from elbows to wrists; then slap hands together while barking like a seal.

CLAM CLAP-- Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

FISH CHEER-- Open and close mouth several times. (No sound).

FISHING-- Pretend to cast a reel in three times; then say something like "THREE FEET" as you hold you hold your hands to show how big the fish was.

ALL ABOARD APPLAUSE-- You are conductor - call out ALL ABOARD FOR ENGLEWOOD, LOS ANGELES, AND KOOK-GA-MUNGA (this is done in three parts) 1 -KOOK 2- GA 3- MUNGA

SKIT

Required: 3 boys - 2 fishermen, little boy. All three have a stick with a short string on it as a fishing rod.

Start:

Two boys with "fishing rods" are standing together fishing through the ice. The rods hang without moving, as the boys are not catching anything.

Boy 1: Boy, am I cold. I don't know how I let you talk me into coming out in the middle of the night to go ice fishing. My feet are frozen to the ice, my nose is running, my ears are like ice, and I haven't even had a bite.

Boy 2: Knock it off! This is a great spot! Just wait till we catch a few.

Boys stand a few seconds with no bites.

Boy 1: It's 2:00 AM and we still haven't had a bite. I think my right ear just fell off.

Boy 2: Stop complaining! Soon they'll start biting; just wait.

Boy 1: (after a short wait) 3:00 am and still no bites! My other ear just fell off.

Boy 2: Wait! Wait!

Boy 1: Talk louder, my ears fell off.

Boy 2: Cut that out!!!

Another boy walks onto the stage at some distance from the other two. He begins to fish, and catches one after another.

Boy 1: It's 4:00 AM; my toes just fell off. I have to go to the bathroom, but I can't afford to have anything else fall off. We still haven't had a single bite. (Watches as the new boy catch more fish.) Say Charlie, that kid over there. (points)- Look at all the fish he's getting!

Boy 2: Wow I wonder how he does it? (raises his voice)  
HEY-KID!

Boy 3: MMMMMM

Boy 2: You're catching fish over there, aren't you?

Boy 3: UMMM HUMM. (Nods his head and catches another fish.)

Boy 2: You got more than ten-don't you?

Boy 3: MMMMMMMMMMM (Nods head)

Boy 2: How do you do it? We've been fishing here for hours without a bite, while you get them one after the other.

Boy 3: MMM MMMMMM MMMMMMMM MMMMMMMMMMMM

Boy 2: What?

Boy 3: MMMMMM MMMMM MMMMMMM

Boy 2: I can't hear you.

Boy 3: MMMMMNM MMMMM MMMMM

Boy 2: I don't understand you! What are you trying to say?

Boy 3: (Loudly spits a large something into his hand.)  
YOU HAVE TO KEEP THE WORMS WARM!!! (Puts the worms back in his mouth).

SONG

TITANIC

Well, they build the ship Titanic,  
To sail the ocean blue;  
And they thought they had a ship  
That the water wouldn't go through.  
But the Lord's almighty hand,  
Said the ship would never land.  
It was sad when the great ship went down.  
(CHORUS)

It was sad, (so sad)  
It was sad! (so sad)  
It was sad when the great ship went down  
To the bottom of the sea.  
(husbands and wives, little children lost their lives)  
It was sad when the great ship went down.

Oh, they were not far from shore,  
Say a thousand miles or more;  
When the rich refused to associate with the poor.  
So they sent them down below  
Where they were the first to go.  
It was sad when the great ship went down.  
(CHORUS)

They put the lifeboats out on the dark and stormy sea  
And the band struck up with  
"Nearer my God to Thee."  
The heroes saved the weak  
as the ship began to leak.  
It was sad when the great ship went down.  
(CHORUS)

The Captain stood on the deck with a tear in his eye,  
As the last boat left he waved them all good-bye,  
He thought he'd made a slip,  
so he went down with the ship.  
It was sad when the great ship went down.  
(CHORUS)

The moral we obtain from this story of woe and pain  
Is that if you're rich,  
There's no need to be so vain,  
Cause in the good Lord's eyes,  
You're the same as the other guys.  
It was sad when the great ship went down.



GAMES

SARDINES

One player hides in a closet, behind a door, under the steps, behind a big rock, in a clump of trees or bushes. The rest scatter and hunt, each player hunting singly. As a player finds the hidden player, he hides with him. However, he is careful not to tip off the hiding place to others. If he observes other near at the time, he may go on as if still seeking and come back at a more favorable time. Imagine the fun when 6 or more boys crowd into the same hiding place. The game is good fun either indoors or outside.

OCTOPUS RACE

Divide the den into two teams of three or four boys each. Team members line up with their backs together, elbows linked. On signal they race to a line, turn around, and race back to the starting line.

FISH AND NET

Have three to five boys join hands to catch fish by surrounding individual boys in the center of their net. Those that are caught become part of the net. The last four boys caught become the new net.

SEA

The players are seated in chairs arranged in a circle, except one you designate as the "SEA." That player stands outside the circle. Each person is given the name of some fish, such as whale, shark, perch, etc. The "SEA" walks slowly around the outside of the ring, calling one fish after another to follow. When all the fish have been called, the "SEA" begins to run about exclaiming, "the sea is troubled!" Suddenly, the "SEA" sits down in one of the chairs, which are arranged with the center. All "fish" follow the "SEA's" example as long as seats are available. The player left out becomes the "SEA" and the "SEA" becomes whatever fish the person was. The game continues.

SEA TURTLES TAG

One player is IT. All players crawl on all fours. Once tagged the player must freeze in place. A player can be freed when a player crawls under his tummy. Players can be tagged while helping another.

WAR OF THE EELS

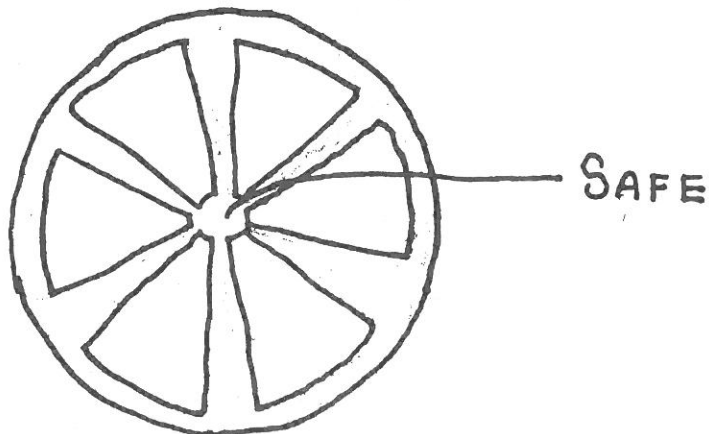
EQUIPMENT: TWO TAILS (NECKERCHIEF OR BANDANNA)

Divide group into two teams. All players line up holding the waist of the person in front of them. Tie a tail to the belt of the last person (the tail) in each row. Object of the game is for the first person (the head) of each eel to capture the tail of the other eel. The larger the group the better. Hint: start the game with the heads facing each other.

SWIMMERS AND THE SHARK

EQUIPMENT: CHALK OR MASKING TAPE

Draw a circle twenty or more feet in diameter. At the center of the circle draw a small circle about 2 feet in diameter, from the outside edge of the small circle to the large circle divide into six equal sections. Choose one player to be the Shark; all others will be swimmers. The Shark swims after the Swimmers. The Shark cannot leave the lines. The Swimmers must stay on the lines, but they can jump from line to line. A swimmer is safe inside the center circle, but if another swimmer enters the first swimmer must leave. The last swimmer caught will be the next shark.



SEA LIFE ACTIVITIES

SEASHELLS

Seashells are found in or near the ocean. The shells are the outside covering of animals called mollusks. The hard shells protect the soft bodies of the mollusks. Some shells have beautiful shapes and bright colors. Other shells are plain and colorless. Shells can be many different sizes. The smallest shells are the size of a grain of sand. The largest shells are 4 feet long and weigh 500 pounds.

Many people like to collect shells. They often collect shells during the night or early in the morning because mollusks avoid bright sunlight. It is easier to find shells at low tide.

Word Bank  
mollusks  
people  
ocean  
bodies  
collect  
low  
shapes  
night  
morning  
colors  
sizes

Read each sentence.

Fill in the blank with a word from the Word Bank.

1. Seashells are found in or near the \_\_\_\_\_.
2. Shells are the outside covering of animals called \_\_\_\_\_.
3. The hard shells protect the soft \_\_\_\_\_ of the mollusks.
4. Some shells have beautiful \_\_\_\_\_ and bright \_\_\_\_\_.
5. Shells can be many different \_\_\_\_\_.
6. Many \_\_\_\_\_ like to \_\_\_\_\_ shells.
7. They often collect shells during the \_\_\_\_\_ or in the early \_\_\_\_\_.
8. It is easier to find shells at \_\_\_\_\_ tide.

Brainwork! Write one fact related to seashells for each word in the Word Bank.

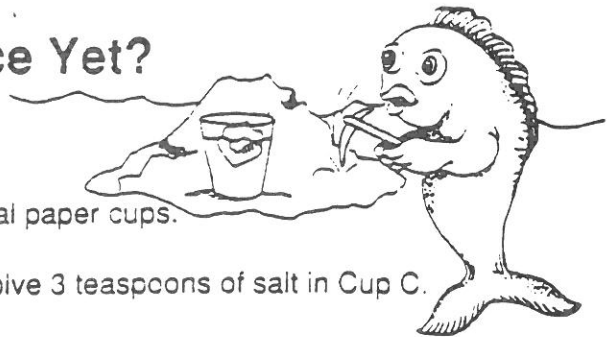
OIL SPILLS

On March 24, 1989, the tanker Exxon Valdez spilled almost 11 million gallons of crude oil into the pristine waters of prince William Sound in Valdez, Alaska. Oil spills have happened in the past. (In fact, Coast Guard records show that the ten largest spills between 1984 and 1988 dumped 83.4 million gallons of gas and oil into the American waters.) But never before had a spill of this magnitude occurred. It threatened plant and animals along the 1090 miles of contaminated shoreline. Scientist don't know the long term effects of oil below beach surfaces and deep water oil on bottom feeding fish. Spring brings a time to assess what effects the spill is continuing to have on the Alaskan environment.

Talk about the dangers of an oil spill in a marine ecosystem: then have the boys try a simple experiment to demonstrate the difficulty of cleaning up oil. Divide the boys into small groups. Have each group fill the bottom of an aluminum pie pan with small amounts of sand and rocks. Press small plants into the sand, then fill the pan about half full of water. Put about 7 drops of used motor oil into the pan. Have the boys try different methods of removing the oil from the water. (using spoons, paper towels, cotton balls, strings, etc.) Have the boys record the amount of oil cleaned by each material and how quickly it worked. Encourage creative solutions for cleaning up the oil.

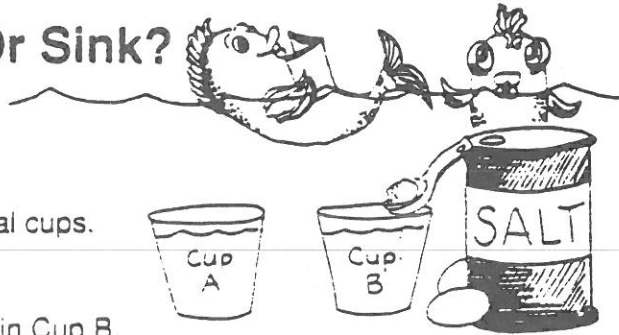
Is It Ice Yet?

Does salt water freeze? Try this simple experiment by following the steps below.



1. Put 1/2 cup of water in each of three identical paper cups. Label them Cup A, Cup B, and Cup C.
2. Dissolve 8 teaspoons of salt in Cup B. Dissolve 3 teaspoons of salt in Cup C.
3. Store all three cups in the freezer overnight.
4. Take the cups out of the freezer. What do you observe? \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_
5. What can you conclude? \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_
6. Ice is an unusual substance. It is very hard. People construct shelters out of it in northern Alaska. During World War II, ships made of ice were even tested. Write three more uses for ice. \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Float Or Sink?



Does salt water help an egg to float? Try this simple experiment by following the steps below.

1. Put the same amount of water in two identical cups. Label them Cup A and Cup B.
2. Dissolve 10 teaspoons of salt in Cup B.
3. Carefully place an egg in Cup A and an egg in Cup B.
4. What do you observe? \_\_\_\_\_

\_\_\_\_\_

5. What can you conclude? \_\_\_\_\_

\_\_\_\_\_

6. Based on your conclusion, what does this experiment tell you about a ship in the ocean?

\_\_\_\_\_

### SEA LIFE

Frightening sharks, awesome shales, mysterious rays - animals of the sea are of particular interest to intermediate students. Since a study of the ocean encompasses such a wealth of material, why not let your den investigate on their own? Duplicate the sea life cards on these pages to use as springboards for the following activities:

Have the den cut out each card and glue it to the unlined side of an index card. After researching the animals, each boy writes down five facts about each on the lines side of the index card. Set aside time so that the boys can share their information with each other.

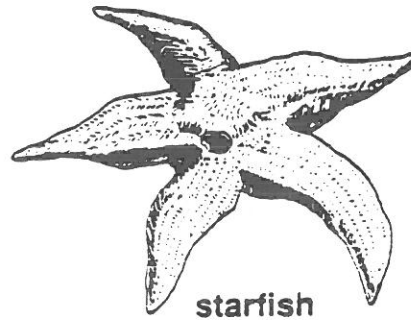
Duplicate the cards on white construction paper. Punch a hole in the left-hand corner of each. Attach all cards with a plastic tie to make a sea life booklet. Encourage boys to add a cover and other sea animal or plant cards to their collections.

Have the boys create an underwater seascape incorporating the animals into the pictures. Cover a large bulletin board with blue paper. Using what they've learned about sea life, the boys use chalk to lightly sketch the surroundings as well as the size and placement of the animal and plant life. Have small groups of students work together in shifts to add color and details to the scene.

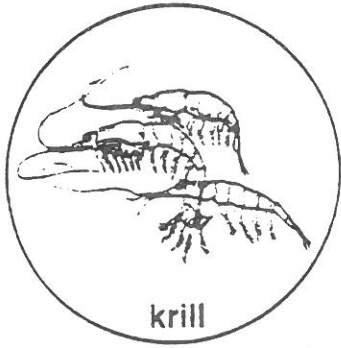
Have groups or individual boys cut out the creatures and use them in dioramas of the ocean environment. Try taping blue-tinted cellophane or plastic wrap across the fronts of the boxes to give the appearance of water.



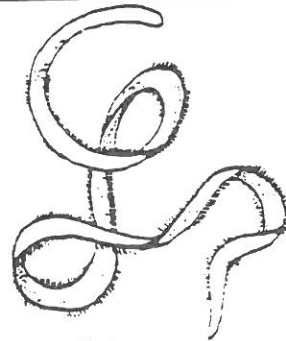
diatom



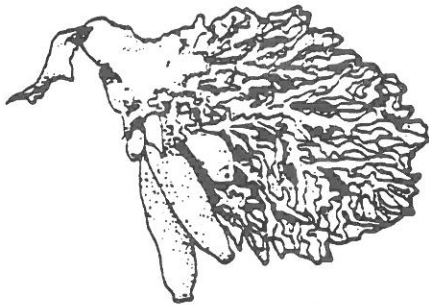
starfish



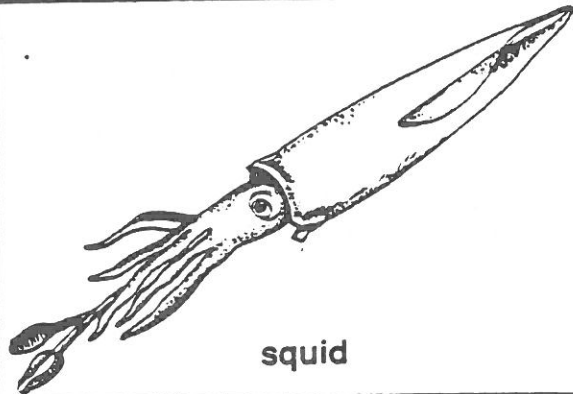
krill



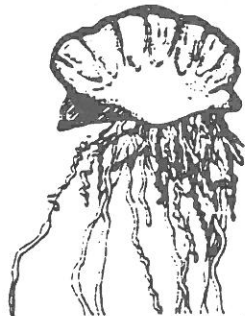
ribbon worm



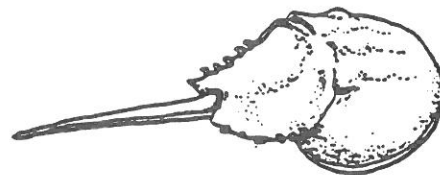
sponge



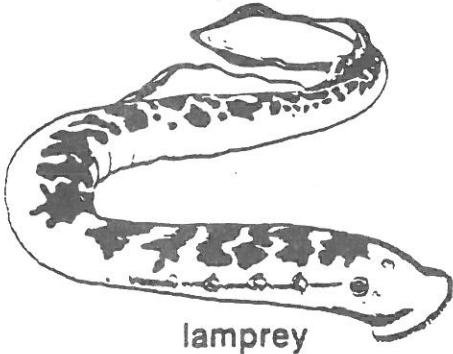
squid



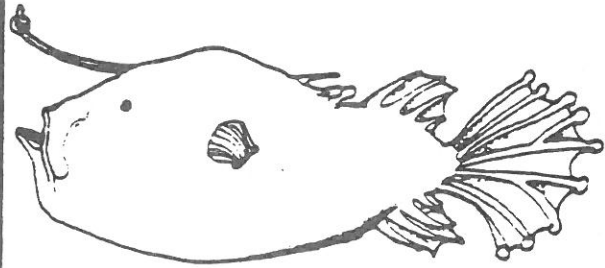
Portuguese man-of-war



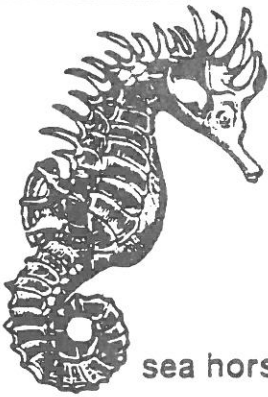
horseshoe crab



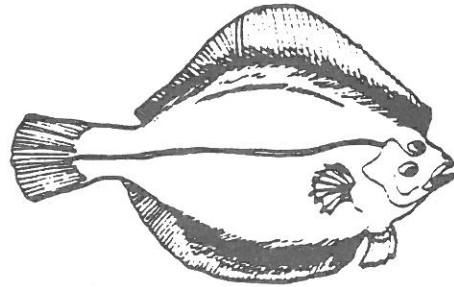
lamprey



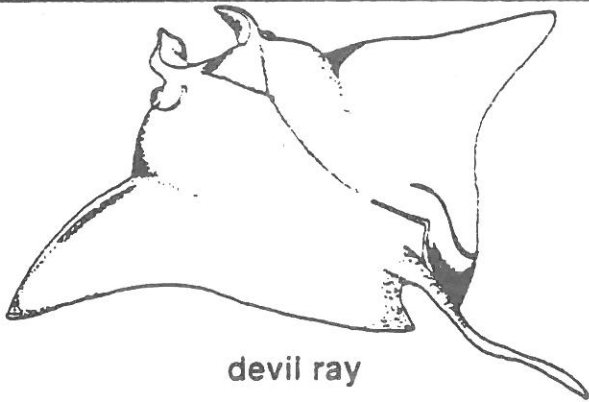
angler



sea horse



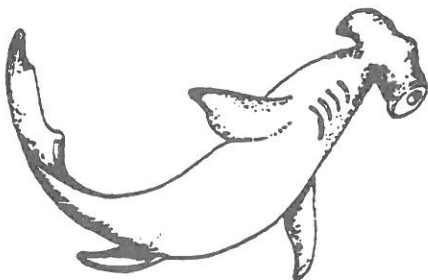
plaice



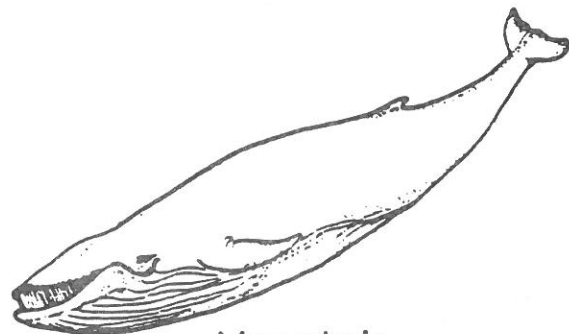
devil ray



manatee



hammerhead shark



blue whale

DE-CODE IT

A fun gathering activity, develop your own, or use the one below. Use it to relay announcements, safety tip, or other information. Always be sure to include a riddle or a joke.

CODE:

A = 9	B = 8	C = 7	D = 6	E = 5	F = 4
G = 3	H = 2	I = 1	J = 0	K = Z	L = Y
M = X	N = W	O = V	P = U	Q = T	R = S
S = R	T = Q	U = P	V = O	W = N	X = M
Y = L	Z = K	0 = J	1 = I	2 = H	3 = G
4 = F	5 = E	6 = D	7 = C	8 = B	9 = A

1.  $\overline{N} \overline{2} \overline{9} \overline{Q}$      $\overline{1} \overline{R}$      $\overline{Q} \overline{2} \overline{5}$      $\overline{5} \overline{9} \overline{R} \overline{1} \overline{5} \overline{R} \overline{Q}$

$\overline{N} \overline{9} \overline{L}$      $\overline{Q} \overline{V}$      $\overline{7} \overline{9} \overline{Q} \overline{7} \overline{2}$      $\overline{9}$      $\overline{4} \overline{1} \overline{R} \overline{2}?$

2.  $\overline{2} \overline{9} \overline{0} \overline{5}$      $\overline{R} \overline{V} \overline{X} \overline{5} \overline{V} \overline{W} \overline{5}$      $\overline{Q} \overline{2} \overline{S} \overline{V} \overline{N}$

$\overline{1} \overline{Q}$      $\overline{Q} \overline{V}$      $\overline{L} \overline{V} \overline{P}$ .

3.  $\overline{9} \overline{Y} \overline{N} \overline{9} \overline{L} \overline{R}$      $\overline{P} \overline{R} \overline{5}$      $\overline{Q} \overline{3} \overline{5}$      $\overline{8} \overline{P} \overline{6} \overline{6} \overline{L}$

$\overline{R} \overline{L} \overline{R} \overline{Q} \overline{5} \overline{X}$      $\overline{N} \overline{2} \overline{5} \overline{W}$      $\overline{R} \overline{N} \overline{1} \overline{X} \overline{X} \overline{1} \overline{W} \overline{3}$ .

4.  $\overline{W} \overline{5} \overline{0} \overline{5} \overline{S}$      $\overline{6} \overline{1} \overline{0} \overline{5}$      $\overline{1} \overline{W} \overline{Q} \overline{V}$

$\overline{N} \overline{9} \overline{Q} \overline{5} \overline{S}$      $\overline{Q} \overline{2} \overline{9} \overline{Q}$      $\overline{1} \overline{R}$      $\overline{P} \overline{W} \overline{Z} \overline{W} \overline{V} \overline{N} \overline{W}$

$\overline{V} \overline{S}$      $\overline{R} \overline{2} \overline{9} \overline{Y} \overline{Y} \overline{V} \overline{N}$ .

ANSWERS:

1. WHAT IS THE EASIEST WAY TO CATCH A FISH?
2. HAVE SOMEONE THROW IT TO YOU.
3. ALWAYS USE THE BUDDY SYSTEM WHEN SWIMMING.
4. NEVER DIVE INTO WATER THAT IS UNKNOWN OR SHALLOW.

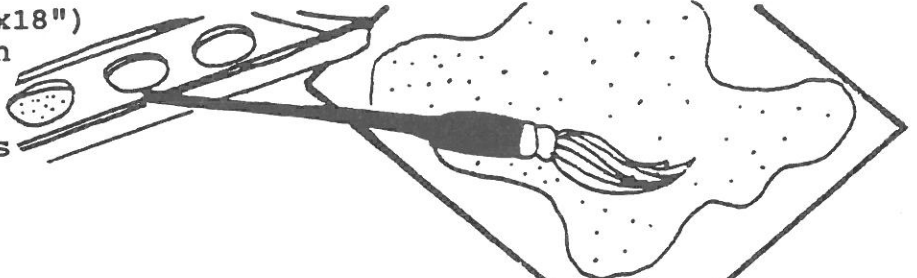


CORAL COLLAGE

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

Materials:

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



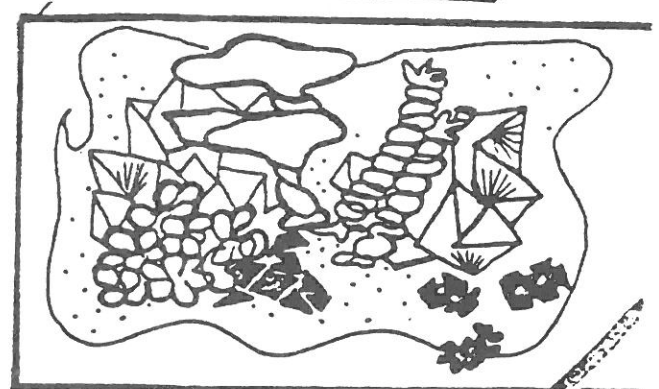
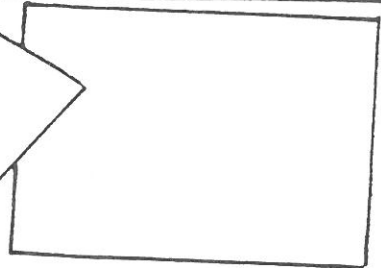
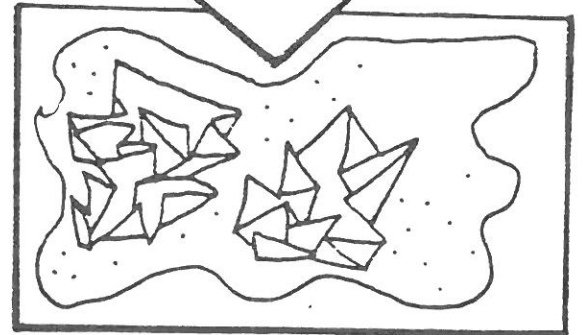
Procedure:

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

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

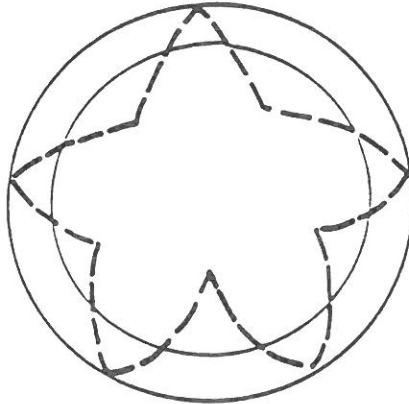
Create coral on the paper with these methods:

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

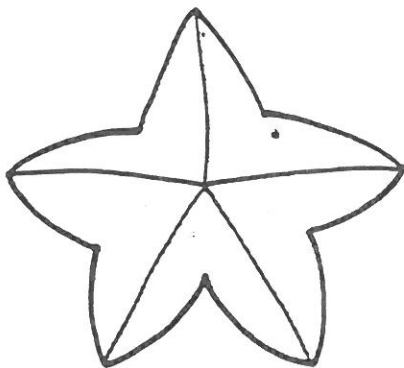


PAPER PLATE STARFISH

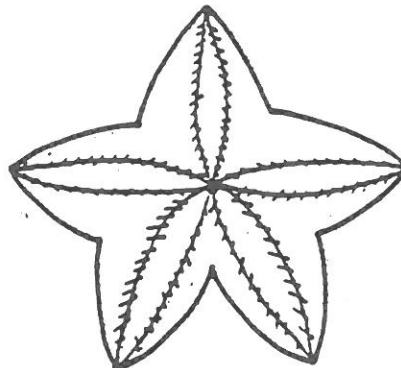
1. Draw a starfish on the back of a paper plate. (You may want to make a template for younger children to trace.)



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

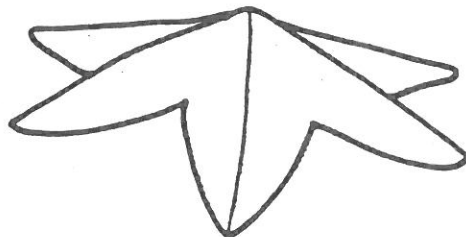


top

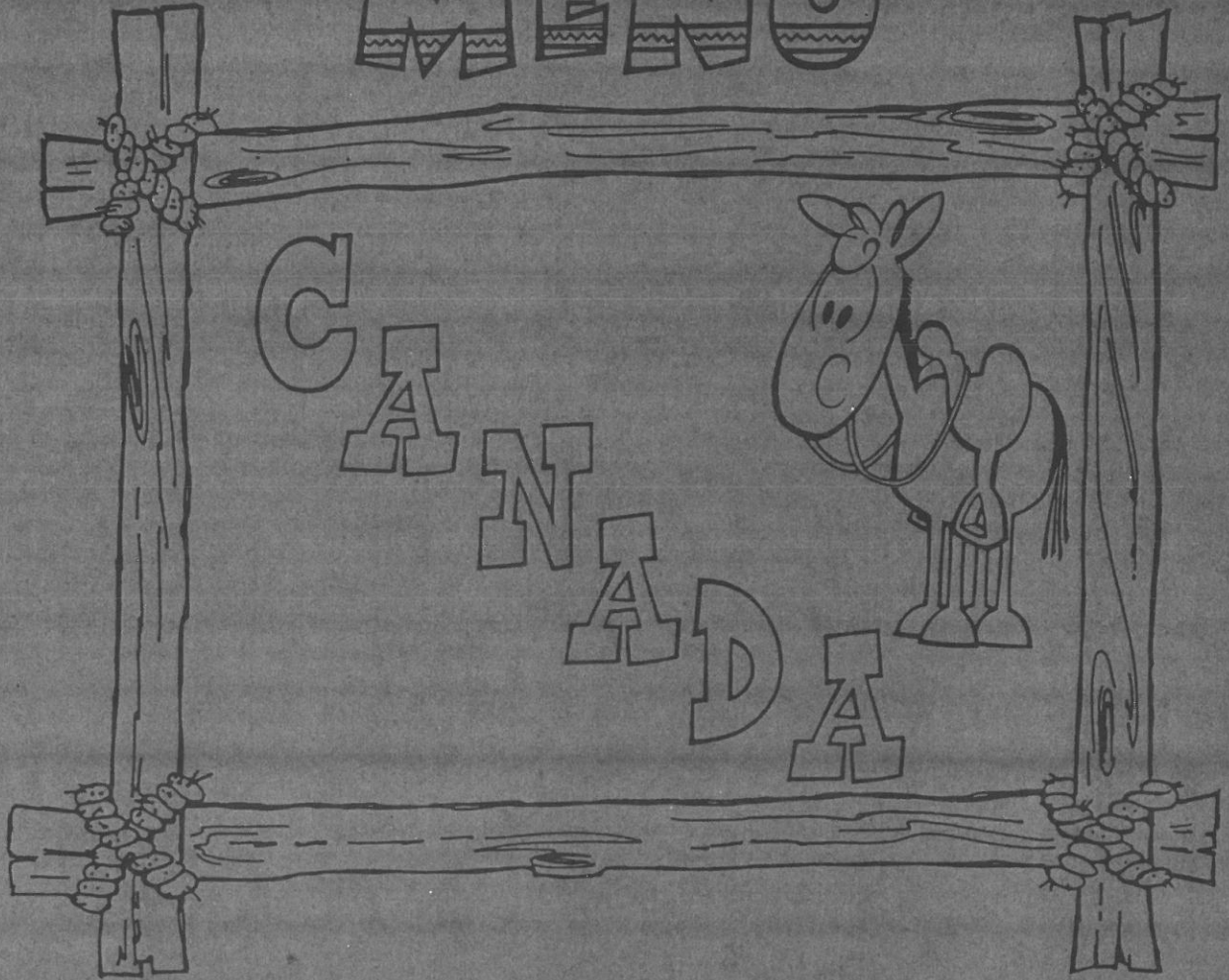


bottom

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



# MENU



April

Canada, Our Neighbor

## Catch the Jungle Fever!

Take your tribe  
on a jungle trip.



Jungle Jim's Playland® is a fully-enclosed complex offering a Playland, with a combination of children's rides, Jungle Play™, games of skill and video games. Each qualified group visit includes two (2) hours of your choice of activity, as well as snack and meal options. Our staff of bright and energetic employees are well trained to assist in supervision during your visit, but we do request you provide one attendant for every ten (10) children.

Jungle Jim's Playland® offers the following field trips for ten (10) or more children:

- A. Basic Program \$3.00 per child  
Includes: up to two hours of activity  
FREE soft drinks for each attendant per visit
- B. Snack Program \$3.50 per child  
Includes: up to two hours of activity, soft drink, and chips for each child  
FREE soft drinks and chips for each attendant per visit
- C. Lunch Program \$4.50 per child  
Includes: up to two hours of activity, soft drink, and Oscar Mayer all-beef hot dogs and chips for each child  
FREE lunch for each attendant per visit

Field trips are available weekdays only. Payment is due at the conclusion of the field trip by cash or check only. Please have your tax exempt identification number available when making your reservation and bring a copy of your certificate with you.

FOR RESERVATIONS AND FURTHER INFORMATION,  
PLEASE CALL 490-9595 BETWEEN THE HOURS OF 9:00 A.M. AND 5:00 P.M.  
JUNGLE JIM'S PLAYLAND®  
HWY. 281 AT BITTERS ROAD



OPENING

FLAME CEREMONY

This special candlelighting ceremony is effective for international friendship celebrations.

Done with 5 candles -- 1 large in center and 4 smaller ones (one red, one black, one yellow, one white) arranged whichever way is effective.

Scout-in-charge:     Cub Scouts come from many lands  
                          All with smiles and helping hands  
                          Though they speak a different way  
                          The Law and Promise, they obey.

First Cub:            I light the black candle in friendship for all  
                          black-skinned Scouts in the world. Watch the  
                          flame closely, please.

Second Cub:           I light the red candle in friendship for all  
                          the red-skinned Scouts in the world. Watch the  
                          flames closely, please.

Third Cub:            I light the white candle in friendship for  
                          all the white-skinned Scouts in the world.  
                          Watch the flame closely, please.

Fourth Cub:           I light the yellow candle in friendship for  
                          all the yellow-skinned Scouts in the world.  
                          Watch the flame closely, please.

Scout-in-charge:     Have you noticed the light from one candle is  
                          the same as the other, even though the outside  
                          covering is different on each one.

The culture of the nations vary from one to another. This is necessary, but we all have basic needs. We wish to be recognized, to be called by name, and be loved.

Continents and oceans are easily spanned by telestar orbits bringing the world to us. Let us all strive each day to highlight the ideas of international friendship and understanding.

Suggestion:     Sing a song, such as "Rise Up, O Flame."

CLOSING

LIVING YOUR CREED

I would be true, for there are those who trust me;  
I would be pure, for there are those who care,  
I would be strong, for there is much to suffer  
I would be brave, for there is much to dare.  
I would be friend to all, the foe, the friendless;  
I would be giving and forget the gift.  
I would be humble, for I know my weakness;  
I would look up, and laugh, and love, and lift.

Would each of you say in one word what Scouting means to you?

CLOSING THOUGHTS FOR DEN AND PACK MEETINGS

As we go back to our homes, parents might keep these thoughts in mind. Counsel your sons that they may have eyes to behold the red and purple sunsets; that they may have sharp ears to hear the voice of the Great Spirit. Guide them to have hands that respect the things God has made. Help them be wise to see the lessons hidden in every leaf and rock. Have them seek strength, not to be superior to others, but to be helpful to others. Help them along the Cub Scout trail to do their best.

In order to succeed in anything, the most important thing to do is to try. The best angle to approach a problem is the try angle.

Work is required for gaining any worthwhile good. Are you doing your best on your achievements and electives? No farmer can plow his land by turning it over in his mind.

ADVANCEMENT

AKELA & MEDICINE MAN

Props: Akela costume; tom-tom.

Setting: Fire is glowing. Akela stands behind fire, and is flanked by Awards Chairman and ACM, who beats tom-tom.

Akela: Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire? It is time for us to take council.

(Cub Scouts come forward and are seated.)

Our Medicine Man (Awards Chairman) is here, so it is time for the council to begin.

(Tom-tom beats.)

Mighty Medicine Man, you have signalled us that some of the braves in this tribe have traveled along the Trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are these braves?

Awrds CH: (Reads names of boys to receive awards.)

Akela: Mighty Warrior, how far along this trail did these braves travel?

Awards: (Name of boy) has passed the twelve achievement tests to Wolf Valley and also did a fine job of hunting for he earned a gold arrow. (Name of boy) after crossing Bear Ridge, hunted well to earn a gold arrow and a silver arrow. (Name of boy and (Name of boy) are working their way up Webelos Peak and have earned activity badges in \_\_\_\_\_ and \_\_\_\_\_ .

Akela: This is indeed a fine job of Scouting. Will these braves come forward and stand before the council fire so we can see these good hunters?

Awards: (To boys) Can you truthfully say you have followed the Cub Scout Promise and have tried to "Do Your Best"?

CS: Yes

Akela: Will each of you tell us of one of your accomplishments along the trail?

(Each boy tells of one achievement or elective.)

Akela: I am satisfied you have "Done Your Best". This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes sound cooperation in your tepees among your family. Without their help, hunting along the Trail of the Golden Arrow of Light would have been difficult. Mighty Medicine Man, have you brought suitable awards for these fine hunters?

Awards: I have. (He presents awards and boys return to seats.)

#### SNOWFLAKES

Props: 1 small snowflake for each award with the award attached.  
1 cut out snowflake for each Cub and parent.

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

Will all Bobcats please come forward with their parents?

(Awards Chairman presents the award and gives each a snowflake.)  
Do the same as above for all of the following: Wolf & arrow points, Bear & arrow points, Webelos.

Have all boys remain at the front of the room until all awards are presented.

With this group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.



CANADIAN NATIONAL ANTHEM

O CANADA

O Canada! Our home and native land!  
True Patriot, love in all thy sons command.  
With glowing hearts we see thee rise,  
The True North, strong and free,  
From far and wide.

O Canada! We stand on guard for thee.  
God keep our land, glorious and free.  
O Canada! We stand on guard for thee.  
O Canada! We stand on guard for thee.

CANADIAN FLAG

The maple leaf flag was first flown in February 1965. It's a beautiful flag, and many people like to fly it in front of their homes or offices. In some cities and towns, it seems that every building has a flag.

CANADIAN CUB SCOUT

When a boy from Canada goes to his first Cub meeting, his Akela may have called him a "New Chum". Perhaps he or she will give him a white scarf to wear (Cubs call a neckerchief"). "New Chum" means that a boy is not Wolf Cub yet. The white neckerchief is a symbol to show that you have to learn a few things before he can be invested as a full member of the Wolf Cub pack.

Here are the things he needs to learn to be invested as a Wolf Cub.

1. Repeat and explain the Wolf Cub Promise and Law.
2. Perform the Grand Howl with other Cubs.
3. Demonstrate the Cub salute and handshake, and repeat the Cub motto.
4. Read or listen to the story of Lord Baden - Powell.

CANADIAN CUB PROMISE

I promise to do my best,  
To love and serve God,  
To do my duty to the Queen;  
To keep the law of the Wolf Cub Pack:  
And to do a good turn for somebody every day.

CANADIAN CUB PROMISE

The Law of the Wolf Cub Pack  
The Cub respects the Old Wolf;  
The Cub respects himself.

Cub Handshake

Lord Baden-Powell, the founder of Cubbing and Scouting, once met an African Chief who greeted him by shaking hands with the left hand. The Chief explained that the left handshake was a sign of trust. Why? Because a warrior holds his shield in the left hand and has to put it down before he can shake with that hand. Today, in countries where it is acceptable, Cubs and Scouts shake hands with the left hand. It is sign that they are all members of the Worldwide community of Scouting.

CANADIAN CUB SALUTE

When a Cub salutes a leader or another Cub, he uses a special sign. He holds his right hand to his hat with two fingers spread out to look like the pointed ears of a wolf.

The Grand Howl

" A-h-h K-a-y L-a-a

W-e-e-l-l d-o-o o-o-u-u-r Best

(draw this out like a Wolf howl)

W-e-e-l-l DOB, DOB, DOB, DOB!"

(make it sound like short, sharp barks)

ROYAL ANTHEM

GOD SAVE THE QUEEN

God save our gracious Queen,  
Long live our noble Queen,  
God save the Queen,  
Send her victorious,  
Happy and glorious,  
Long to reign over us;  
God save the Queen.

THE RESCUE TRIP

Preparation: Mountainer: old rugged clothes, and a long  
beard if possible  
Rescuers: wear heavy winter clothing and large  
white armbands with red crosses  
Have shovels.

NARRATOR: (All we see at first are rescuers) No  
matter what the weather, the Red Cross  
volunteers travel the high mountains,  
struggling through deep drifts of snow,  
searching for lost or snowbound people.

1st rescuer: (They should all pantomime the struggle)  
Worse snow in ten years!

Second: Have you seen anybody yet?

Third: I can't see anything!

Fourth: Don't get too far away; we'll lose sight  
of you!

Fifth: No one could survive this terrible storm!

Sixth: Look! A cabin!. Hurry! Hurry! (They  
pantomime shoveling snow away from the door.  
Then they pound on the door. If possible,  
make a door from a refrigerator box.)

All: IS ANYBODY IN THERE?

Seventh: Is anyone in there? Are you O.K.?  
(Mountaineer opens the door and looks  
around, surprised.)

Eighth: We're from the Red Cross!

Mountaineer: Well, it's been a right tough winter and  
don't see HOW WE CAN GIVE ANYTHING THIS YEAR!!

## GAMES

## FREEZE TAG

One player is IT. He runs and tries to tag another player. When another player is tagged, he becomes IT. Player tagged must remain in "freeze" position until released by being tagged by a free player.

## "OUT ON THE SLOPES?"

EQUIPMENT: ONE SHEET OF NEWSPAPER PER PLAYER

Line up along a starting line and give each player one sheet of newspaper. On signal, each tears his sheet in half, places one piece under each foot, and "skis" to a goal line. This game must be played on a smooth floor so the "skis" will not tear.

## AJAQAQ

A skill game played by Canadian Eskimos. The Eskimos used animal bones, horns or Walrus ivory. There have been many traditions surrounding the game such as its ability to quicken the coming of spring and the return of the sun. Some even used it as a gambling game.

As shown below it is a simple game but will require practice. With an eight inch, (3/16th inch dia.) pointed stick/dowel rod, about sixteen inches of string, and a wooden ball or four inch long dowel rod, (2" dia.) you can make your own. Tie or use screw eyes to attach the string to the pointed stick, about four inches from the pointed end, and to the mid section of the dowel rod. The dowel rod should be large enough to have a few holes drilled, about 2" deep, into the bottom, each with a different point value. The smallest hole and the pointed end of the stick should be the same size, and have the highest point value, and so on, until the largest hole has the lowest point value. Another version is to use (one 16" long string per) wooden balls painted different colors, with each color having a different point value. Use small screw eyes to attach the string to the balls and the pointed stick.

RING-A-LEEVEO

A French-Canadian version of Hide-n-Seek. One player is selected to be it and the others run to hide. After counting to 50, "IT" begins to seek the others. If he is able to catch someone prior to reaching base, he must give them a bear hug for a count of three, and yell RING-A-LEEVEO. If the caught player can wiggle away, he is safe; if not, the tagged player becomes IT.

FRENCH-CANADIAN FOOTBALL

EQUIPMENT: OLD SOCK STUFFED AND SEWN OR TIED SHUT.

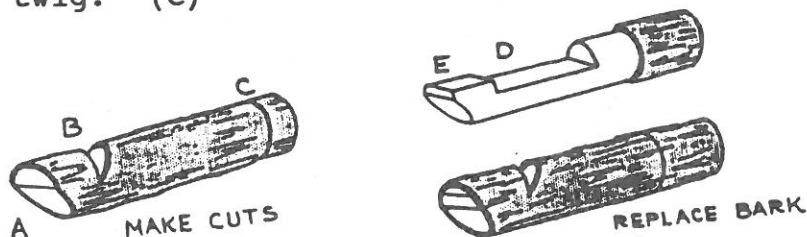
This game was very popular with the poorer children in Canada because it is inexpensive. Yet it is a game that all children play, because it is fun. The rules are a cross between football and rugby. Let your group play with either rules, or make up their own set of rules. It can be played tag or tackle.

CRAFTS

WHITTLING A WHISTLE

All you need is about a 5" length of straight green basswood, willow, red maple or hickory. It should be about 1/2" in diameter.

First cut off one end at an angle for mouthpiece. (A) On the opposite side, cut small triangular notch 1/4" deep. (B) Close to the other end, make circular cut just through the bark, all around twig. (C)

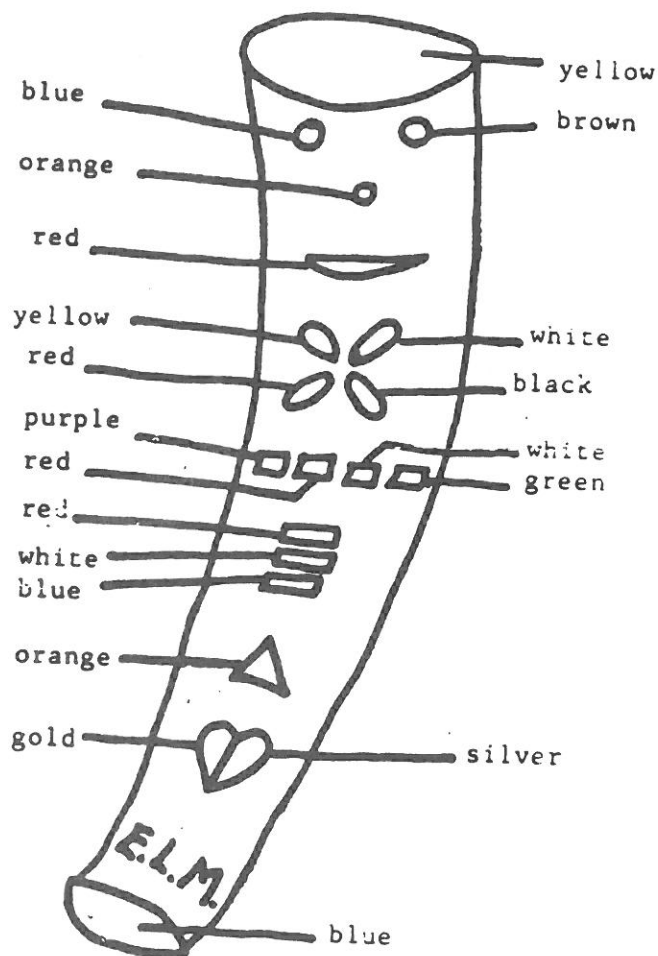


Next, tap gently to loosen bark, but do not break. Remove by twisting carefully until bark comes off in one piece. Cut the solid inside to form whistle cavity. (D) and flatten top leading from whistle cavity to mouthpiece (E) as shown. Replace this inside back into bark. The tone of your whistle may be varied by changing the size of the whistle cavity.

FRIENDSHIP STICK

This little stick means "Friendship"  
of a very special kind.  
A "Friend," you know, is really great  
and very hard to find.  
Green wood is a living symbol  
according to the lore  
Of Scouting, hope and friendship,  
the boundaries to explore.  
The cap is the color of sunlight  
and all that it can mean.  
The eyes for light and dark-skinned people  
are very plainly seen.  
The nose stands for strength and courage  
that makes our freedom ring.  
The mouth for truth and honesty,  
qualities of which we sing.  
The cross roads for all the races  
joining a brotherhood  
Of yellow, red, black, and white  
for all out mutual good.  
Duty to God is uppermost  
as every Scout should know.  
Next is duty to our country  
for freedom, we strike a blow.  
The orange sign of helping others  
means much to those that do.  
While a heart of god and silver  
stands for friends, old and new.  
The givers sign or totem at  
the bottom of the stick  
Provides a permanent record of  
a friend you won't forget.  
The color you find on the bottom  
means my loyalty is true.  
It's also the color of the skies,  
a pure and royal blue.

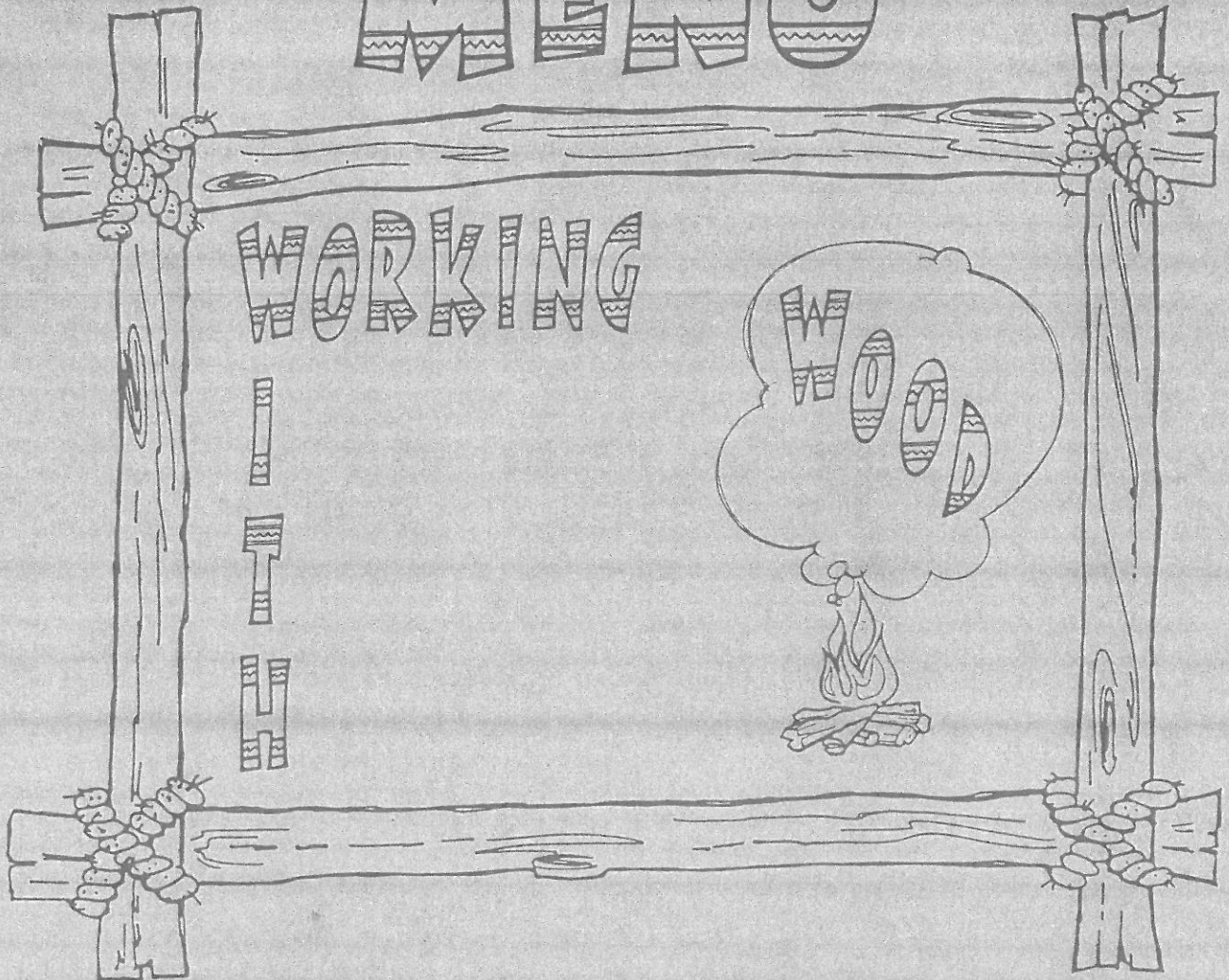
A friend like this is hard to find,  
for there are very few.  
And when a friend like this is found  
the person will be true  
Because this person tries to be  
a real good friend to you.







# MENU



May

Working With Wood

Recipe For Fun!!!

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BALLOON OPENING

Each Cub Scout has a balloon with card attached to it. As each Scout reads the verse on the card, he breaks his balloon.

- 1st Cub: Time for fun and fixing.  
2nd Cub: Hi! Good to see you here.  
3rd Cub: We are celebrating.  
4th Cub: The end of the school year.  
5th Cub: Get your tools all ready.  
6th Cub: Your hammers and your saws.  
7th Cub: Have your wood beside you.  
8th Cub: And create to great applause.

WOOD CEREMONY

Materials: Block of wood, partially carved  
Piece of wood, a finished product of carved wood.

You see this block of wood (hold up the wood), much like the new boy in Cub Scouting, comes in very plain and unsuspecting of all he can become.

As the boy begins to grow in the program, he begins to take shape, begins to see more things he can do. (Hold up the partially shaped wood.) He begins to branch out into new and exciting areas.

And soon, before we know it, the boy has grown and developed to a point of advancing into the Scouting Program. And before our very eyes, a boy has turned into a well-adjusted young man. (Holding up the finished carving.)

But a boy doesn't become a finished product by himself. He needs hardship and direction. This is the reason for our Den Leaders and other pack leaders. They help to carve and shape the future of this very important boy. The support of the parents in this program is so vital to putting the finishing touches on the boy.

Thanks so much to all of you who have reached out to the boys in our Pack and helped them to be all they can become.

DEN OPENING (Wood carving sample would be nice for display)

In the early days wood was hard to cut and shape; fine wood carving was admired and appreciated. As we light our good conduct candle, let's remember to appreciate each other.

#### HAMMER ADVANCEMENT

PROPS: Hammer, carpenter's apron with awards in pockets.  
(Awards taped to poster board or thin wood cutout of hammer.)

PERSONNEL: Cubmaster, Cubs receiving awards and parents.

CUBMASTER: Consider the hammer. It keeps it's head. It doesn't fly off the handle. It keeps pounding away. It finds the point, then drives it home. It looks to the other side too, and this often clinches the matter. It makes mistakes; but when it does, it starts over. It is the only knocker in the world that does any good. As you receive this advancement, remember you have proved that you, too, are like the hammer. You have learned to keep at a task and finish it. Continue to be like the hammer: keep your head, don't let it fly off the handle, and don't knock others.

(Call boys' named and present the award to their parents to present to them.)

A TREE PLANTING CEREMONY

Formation: assembles in circle around location.

Leader: Good Friends! Pack \_\_\_\_\_ would leave with (camp, church, or schoolyard) a token that each year will say that those who trod these paths today have left a growing memory here to bring new loveliness each year.

Boy #1: And so I dig the sod, Wherein to plant this tree, That it may grow and ever say, To others who may pass this way, "Behold, a living glory here, Beauty's gift of yesteryear."  
(Digs sod.)

Boy #2: Prayer: Teach me Father, how to be kind and patient as a tree. Joyfully the crickets croon under shady oak at noon; Beetle, on his mission bent, tarries in that cooling tent. Let me also cheer a spot, hidden field or garden grot - Place where passing soul can rest on their way to do their best.

Boy #3: Trees have their enemies on every side - storm, lack of rain, insects, gnawing animals, old age, and disease, but most of all -- man with his careless fire and his destructive axe.

Boy #4: Trees must have air to breathe, food to eat, water to drink, and sunlight to keep them well. The oldest living things of any kind on earth are trees. A few giant Sequoias are more than 3,000 years old.

Boy #5: The tree we are planting here today is a \_\_\_\_\_. (Tell interesting facts about this tree - where native, use, etc.)

Boy #6: Each of us carries a packet of soil from our own home garden or plot we love. We will all step up and add our soil to the soil around this tree, making a silent wish for the good health and long future of this \_\_\_\_\_ tree.

(Step to tree one at a time or march around; drop soil.)

Boy #7: May this \_\_\_\_\_ tree grow tall and beautiful.

Boy #8: May the sunshine and rain be kind to it and Cub Scouts guard and cherish it.

Boy #9: May it in turn, furnish cool shade for passers-by and shelter for birds.

Boy #10: And make this yard a more pleasant place for everyone who passes this way.

CHEERS

WOOD CHOPPER'S APPLAUSE: All stand. Yell "CHIP-CHOP. CHIP-CHOP. CHIP-CHOP.-----TIMBER!!! (As you yell "timber", sit down.)

FOUR SQUARE HOWL: This howl begins by holding the right arm up in the air (bend at elbow). The hand should be in a fist. You will be forming a square in the air. Go from upper right to upper left, down to lower left, then to lower right, and back to the original position. At each corner shout "HOW."

NAIL-POUNDING: Start the nail, drive it in, and hit thumb. "OUCH!" Shake hand around as though it hurt.

RACERS: Move hand like a racer and go "ZZRRROOMMMM" three times.

DAILY CUB SCOUT SKIT

This skit keeps building upon itself. All boys say the chorus with their backs to the audience. The first time through Boy #1 turns and faces the audience to say his line twice. He then turns his back to the audience and all boys repeat the chorus. Now at the end of the chorus Boy #2 turns and faces the audience to say his line twice alone. At this point Boy #1 turns and faces the audience to say his line twice again while Boy #2 continues AT THE SAME TIME to say his own line twice again. When they are finished, both boys turn their backs to the audience. All boys then repeat the chorus with their backs to the audience. This time at the end of the chorus, Boy #3 turns, faces the audience, and says his line twice alone. At this point, Boy #2 turns, faces the audience, and says his line twice while Boy #3 continues AT THE SAME TIME to say his line twice again. Next Boy #1 turns, faces the audience, and says his line twice while Boys #2 & #3 continue AT THE SAME TIME to say their lines twice again. And so it continues until all boys have said their lines. This skit works best when a sing-song beat is kept steady. The accented syllables, here capitalized for you, mark the rhythm. A pantomime for each tool's unique line makes this skit a real winner for the boys to do and the audience to enjoy.

All WE are daily CUB Scouts as YOU can plainly SEE, but IF I weren't a CUB Scout:

#1 A HAMmer I would BE. And AS you pass me BY, YOU would hear me CRY: "HAMmer it, POUND it, SMASH it - OUCH!" (2x)

All (Repeat chorus)

#2 A SCREWdriver I would BE. And AS you pass me BY, YOU would hear me CRY: "TURN it, TWIST it, FASTen it TIGHT." (4x)

All (Repeat chorus)

#3 A SAW I would BE. And AS you pass me BY, YOU would hear me CRY: "CUT it, SAW it, IT won't FIT." (6x)

All (Repeat chorus)

#4 PLIers I would BE. And AS you pass me BY, YOU would hear me CRY: "HOLD it, BEND it, JERK it OUT!" (8x)

All (Repeat chorus)

#5 A RULER I would BE. And AS you pass me BY, YOU would hear me CRY: "MEASure it, MARK it, NAIL it to the FLOOR." (10x)

All (Repeat chorus)

#6 A CARPenter I would BE. And AS you pass me BY, YOU would hear me CRY: "TWO by FOUR, NAIL it to the FLOOR." (12x)

#### DAD'S WORKBENCH

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

NARRATOR: As our scene opens, we find Dad looking for his hammer.

DAD: Has anyone seen my hammer?

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

DAD: It's not there. No one ever puts anything back where it belongs.

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

DAD: Now, where in the world is my saw?

MOTHER: Look on your bench, it should be there.

DAD: It isn't here. No one puts my tools back.

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

DAD: Good grief, now where is my file?

NARRATOR: Do you suppose the file could answer this?

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

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

CUB SCOUT: Yes, Dad, but I gave it back to you.

NARRATOR: Now, where could that screwdriver be?

SCREWDRIVER: Here I am right in his big pocket where he put me. Why can't people remember to put tools back where they belong?



CUBBING TIME  
(Tune: Clementine)

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

CHORUS:

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

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

CHORUS

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

CHORUS

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

CHORUS

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

PINEWOOD DERBY CAR  
(Tune: My Bonnie)

My car is hung up on the race track  
The darn thing won't move up or down  
If only I'd followed instructions  
I'd have been the best race car in town.

Bring back, bring back,  
Oh bring back my car to me, to me.  
Bring back, bring back,  
The races cause next time I'll win.

THE CUB SCOUT HANDYMAN  
(Tune: Three Blind Mice)

Cub Handyman  
Cub Handyman  
See how he works  
See how he works

He fixes the house up with his fine tools  
He fixes leaks before they make pools  
When he paints way up high he stands on a stool  
Cub Handy-Man.

This song is sung in a round. Divide the pack into as many groups as desired and see how they keep it together with these different words to a familiar tune.

GAMES

"WOODEN IT BE FUN" TAG

One player is it. All players run away from it. To prevent being tagged, the player must touch something made out of wood. If a player is touching wood, "IT" must chase someone else. Set a time limit on how long a player can hold the same item. (Have the player count to ten) If tagged, the new tagged player is now "IT".

LOG ROLLING

EQUIPMENT: ONE TIN OR SODA CAN AND A LONG THIN DOWEL STICK PER TEAM

Prior to the game, cover the cans with brown construction paper and draw a knot hole and bark like lines. (This adds a little extra to the game.) Divide the group into teams, each with a log and a dowel rod. Object of the game is to push and roll the log down to the river (about 30 feet away) and then back for the next teammate to repeat the same process. "The logs must roll, they are too heavy to fly in the air." If the log goes into the air the player must return to the starting line and begin again. The first team to have all players finish wins.

Variation: Make several logs and have the players roll the logs with their noses. The player who can get the most logs to the "River" within a specific time wins.

NAIL DRIVING CONTEST

Give each boy a hammer and five nails, on the word go, they are to nail all five nails completely into a round log 4 inches in diameter. First one finished is the winner. (Start nails first)

TOOL BOX SORT OUT

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

### A TRIP THROUGH THE FOREST

EQUIPMENT: 3 BY 5 INDEX CARDS WITH NAMES AND PICTURES OF TREES, PLANTS, AND OTHER ITEMS FOUND IN THE FOREST

Note: Have the Dens or Boys in the Den make these during a prior meeting, gather up the cards and save them for this game, or use them like flash cards.

Planning a trip through the forest: Prior to the arrival of the guest, place cards throughout the "woods". (Either where the pack meets, in your home, or outside in the yard) Write instructions as to where items can be discovered, such as four steps south of the north corner in the kitchen you will find something that gives you shade, go east from the south most tree and find wild flowers..etc... Have three or more for each team to follow. Divide up into as many groups/teams as you have trails to follow. For a small group you can use only one set of instructions and give each player a different item to discover. To extend the fun have one group hide for another.

### TWENTY QUESTIONS

Each den has five minutes to write down twenty things it takes to make a house. Not what is in a house after it is built, but what it takes to make it. The den that gets 20 things written down first is the winner. (Divide den into 2 or 3 groups.)

### PAUL BUNYAN RELAY

Use sing heavy cardboard or 1/8" masonite, cut out footprints 15" long and 8" wide. Two footprints are needed per person or team. Play games as a physical skill (let's see if you can do it) or as a competition (2 or 3 teams as a relay race at a set distance). Place both footprints one in front of the other, on the floor. Step on the first with one foot and on the second with the other foot. Now lift rear foot. Pick up footprint and move it ahead. Move lifted foot into new position. Do the same with the other foot and continue, step by step.

NAME THE TOOL

Give tools for the answers to these questions:

- |                                    |         |
|------------------------------------|---------|
| 1. King of a country.              | (Ruler) |
| 2. Something you travel or fly in. | (Plane) |
| 3. A party snack.                  | (Nuts)  |
| 4. A part of your toe.             | (Nail)  |
| 5. What a pirate buries.           | (Chest) |
| 6. What a dentist uses.            | (Drill) |

TOOL BOX

Choose three or four tool names. Have group sit or stand in a circle. Give each person one of the tool names you have chosen. You stand in the middle and call out a name of one of the tools. Everyone with that name change seats or places. You try to take someone's seat or place. Then they become it. "Tool Box" may be called so that everyone has to trade places.

UPSET TOOL CHEST

The following is a group of tools with the letters mixed. Can you straighten them out?

- |             |                 |
|-------------|-----------------|
| 1. urel     | 9. rcsew vrider |
| 2. aws      | 10. velel       |
| 3. lnai ets | 11. cenhrw      |
| 4. memhar   | 12. placm       |
| 5. elrwot   | 13. rusgae      |
| 6. alnep    | 14. life        |
| 7. careb    | 15. shicle      |
| 8. itb      |                 |

Answers: 1. rule, 2. saw, 3. nail set, 4. hammer, 5. trowel, 6. plane, 7. brace, 8. bit, 9. screw driver, 10. level, 11. wrench, 12. clamp, 13. square, 14. file, 15. chisel.

CRAFTS

JACOB'S LADDER

Materials:

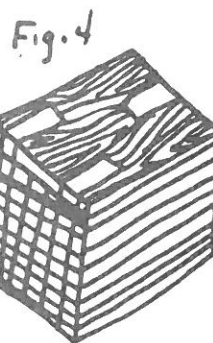
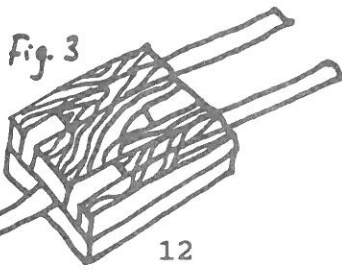
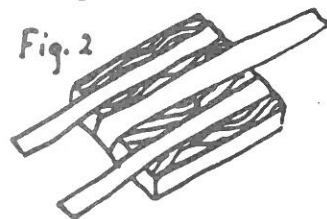
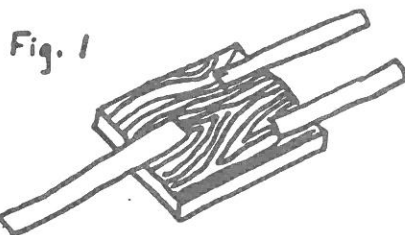
Thin wood strip (3" wide plank of ball wood balsa)  
½" twill tape

wood saw  
sandpaper

CONSTRUCTION: Make at least six, or as many as ten, wood blocks about ¼" thick each. The block size isn't important but all the blocks must be exactly the same size. After cutting the blocks, sandpaper glue all the edges until they are smooth. At this point you might want to paint the blocks, but

it isn't necessary. Cut the cotton twill tape into many pieces, each about twice as long as one of the wood blocks. Glue three pieces of tape to all but one block, as shown. When the glue has dried, turn all the blocks over. Take one of the blocks and fold the three tapes up and across the lain face of the block. Place a second taped block on top of the first, tapes down, then fold the three short protruding tape ends from the first block up and over the top face of the second block, and glue the tape ends in place. Now take the three long tapes protruding from between the blocks and fold them up and across the face as you did the first block. Continue to add blocks in this way, ending with the one plain block. When completed, the blocks will fold like an accordion into a neat pile.

THE ILLUSION: To work the JACOB'S LADDER illusion, hold either end block by the edges with the other blocks hanging free below. Tip the end block as if you were going to touch it flat against the next block down. Now tip the block over to its other side. This will start the tumbling action. Continue tipping the top block back and forth, and the toy will show a mysterious rippling action that appears as if the blocks were tumbling down the ladder.



"EAGLE PLAQUE"

MATERIALS

14 Jumbo Craft Sticks  
 One gummed picture eyelet  
 One 10 mm paste-on eye  
 Lightweight cardboard  
 index card  
 White, yellow, tan & brown paint  
 Mod Podge

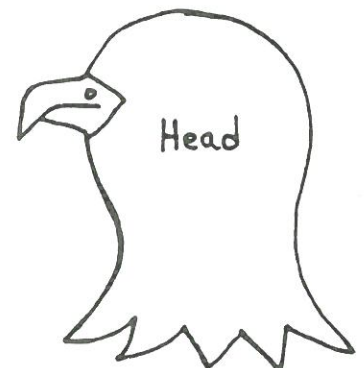
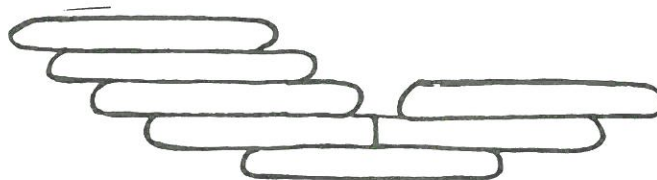
WINGS: Working on waxed paper, glue two 5" sticks to a whole stick, edge to edge. Glue and tape the edges of the 5" sticks, leaving about a 1" space One between them in the center. Glue a 2"x4" piece of cardboard on top of these five sticks. Glue & tape 2 more sticks to each side of the wings, with

the end of each stick extending 1" past the stick below it. This is the back side of the wings. when dry, remove the wings from the waxed paper and turn them over.

BODY AND TAIL: Glue a whole stick on top of two other whole sticks with the upper ends of the two sticks touching and the lower ends spreading out past the single (top) stick. Let dry, then glue the body to the center front of the wings with the top of the body extending about 1/2" above the center part of the wings.

HEAD AND FEET: Using the patterns, cut the head and two feet from card board. Glue the head to the top of the body. The feet are glued to the sides of the lower part of the body. Attach the picture eyelet to the back of the wings and Mod Podge. Let the gloss dry and paint the head white, the beak and feet yellow, the body tan, and the wings and tail brown.

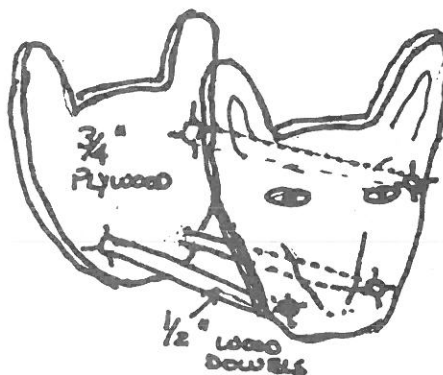
Use the feather pattern to cut six feathers from an index card and glue them to the lower two sticks of the wings. Glue the body to the head.



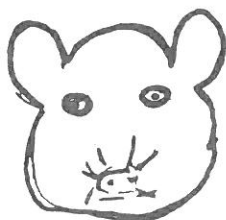
BOOK RACK

materials: 3/4" plywood  
1/2" wood dowels  
white glue  
4d finishing nails

tools: coping saw  
hammer  
1/2" drill bit & drill



Make ends from 3/4" plywood. Drill holes for dowels. Glue dowel ends into plywood and secure with finishing nails. Paint end pieces.

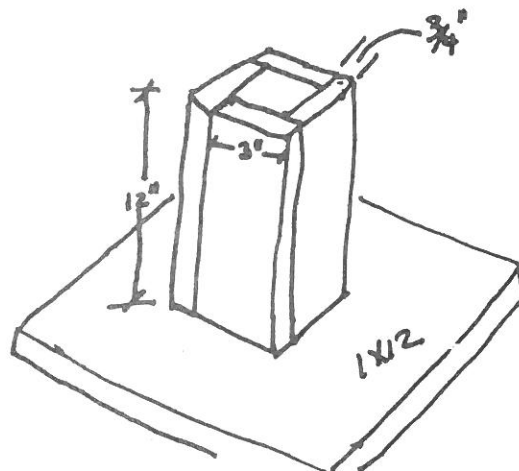


DEN FLAG STAND

materials 4' long piece of 3/4" X 3" white pine board  
1' long piece of 1 X 12 white pine board  
white glue  
4d finishing nails  
blue and yellow paint

tools hand saw  
hammer

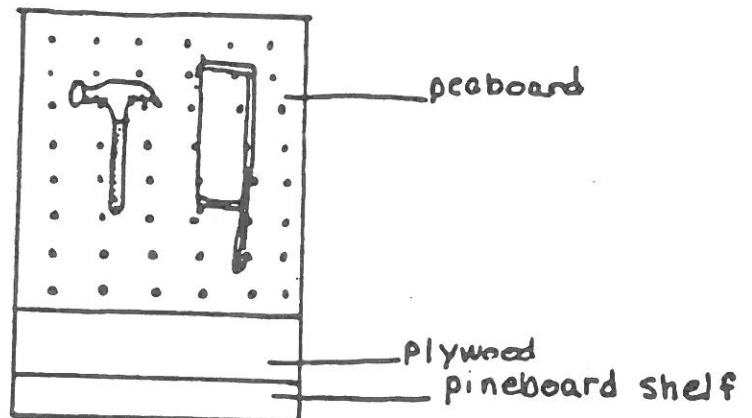
Cut 3/4" X 3" board into 1' pieces. Glue edges and nail together as shown. Nail upper portion in center of 1 X 12. Paint.





TOOL BOARD

Screw a 15" x 16" pegboard to a 16" x 19" piece of 1/2" plywood using 3/8" spacers between to allow air space for the hooks. Glue a pine board 1/2" x 16" to base of plywood and nail through the back.

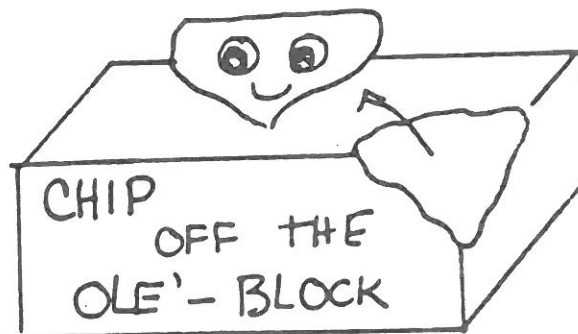


CHIP-OFF THE OLE-BLOCK

Materials:

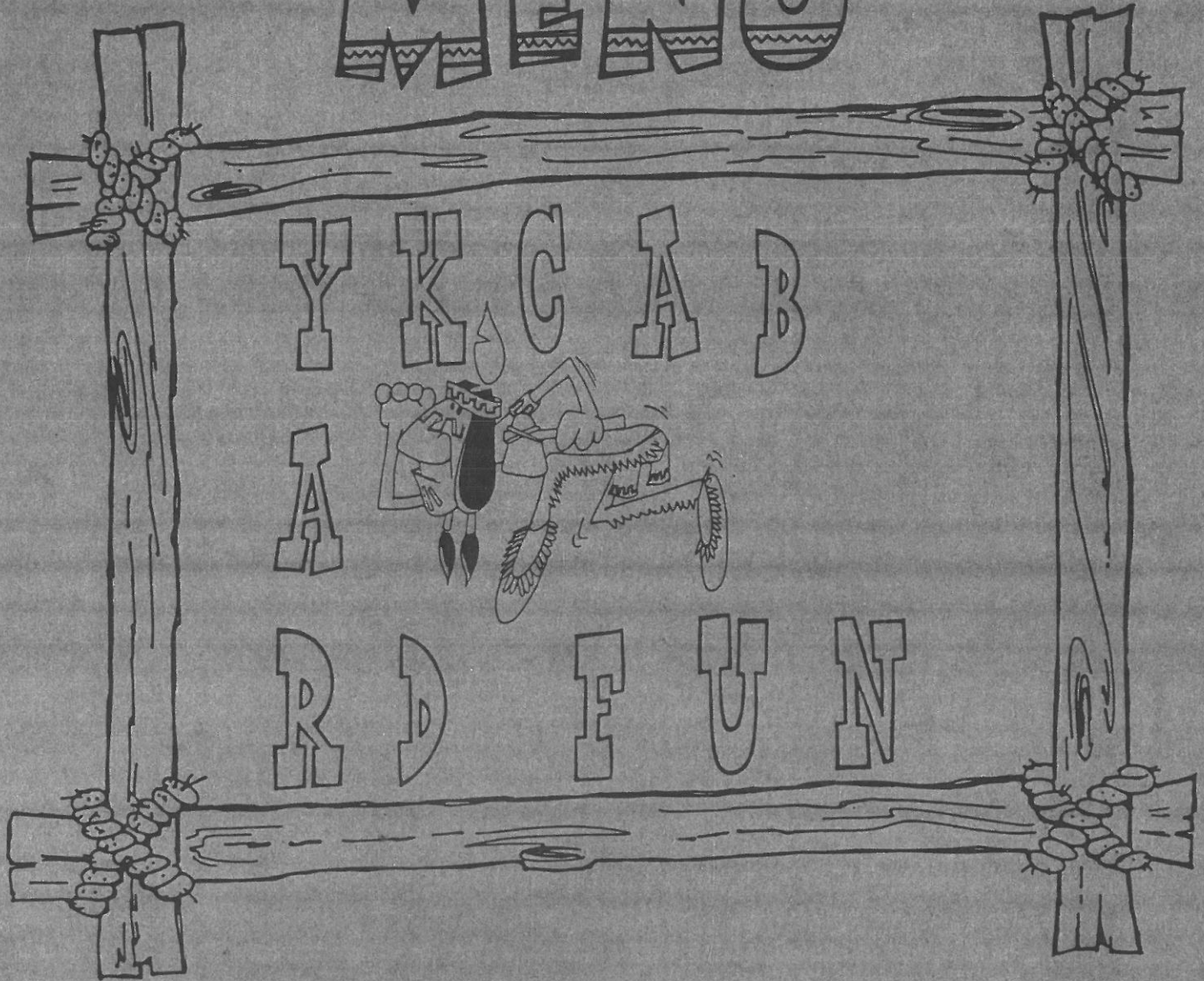
- Scrap lumber
- Glue
- Felt tip markers
- Varnish - paint brush
- Saw or sharp knife

Any size piece of wood can be used. Stain wood desired color. Then cut a rather large chip off of one corner. Glue this chip to center of block of wood. Draw a face on chip of wood and do writing on block of wood. Good idea for Father's Day gift.





# M E N U



June Backyard Fun



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CEREMONIES

Use this recipe as the basis for a ceremony:

- 1 cup friendly words
- 2 heaping cups understanding
- 2 cubs milk of human kindness
- 2 heaping tbsp. time and patience
- 1 dash gentle humor
- 1 pinch spice of life
- 1 drop warm personality

Measure words carefully. Add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality, and spice of life. Serve in individual molds.

ADVANCEMENT

CUBMASTER: We have several Cub Scouts to honor today for the hard work they have done since our last meeting. With the paper plates, we have the Bobcats. (Call boys and parents forward. Pull Bobcat pin/badge attached to a paper plate from a picnic basket. Present awards and give congratulations.)

(Present other badges in same manner: Wolf- napkins; Bear- paper cup; Webelos badge and activity badges - plastic forks; arrow points - plastic spoons, etc.)

You have seen all of the things that help make a picnic meal fun - except the food. These young men and their parents represent the thing that makes the pack grow and thrive. They are as important to a pack as food is to a picnic. Let's wish them well as they continue on their trail to Boy Scouting.

CHEERS

**CRAZY MIXED-UP KIDS:** Have everyone slap his knee twice, clap his hands twice, then grasp his left ear with his right hand and his nose with his left hand. Slap and clap again, this time reversing hand positions. Increase in speed, alternating the hand positions each time.

**LIGHTENING APPLAUSE:** Shake your fingers like jagged lightening and go "SHHH, SHHH" on each jagged movement.

**BIG RAIN APPLAUSE:** Tap fingertips together very fast.

**PAPER BAG APPLAUSE:** Make motions to simulate opening a paper bag, forming a neck, blowing it up, and popping it, saying, "POP!" loudly.

**BEE APPLAUSE:** Put arms out straight and pretend to fly, while saying, "BUZZ, BUZZ, BUZZ."

**MOSQUITO CHEER:** With hand, slap self on neck, arm, and legs while saying, "OOO, AAAH, AAAH".

**LEARN A SPORT YELL:** "JUMP JACK! RUN, RALPH." (repeat)

**THUNDER AND RAIN APPLAUSE:** Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "Boom" to represent thunder. Gradually decrease the clapping and then pat the knees as storm subsides.

**SPIDER YELL:** Walk all four fingers of one hand up the other arm and then scream, "EEEEEEK!"

**KETCHUP APPLAUSE:** Pretend to pound on bottom of bottle 6 times, saying, "POP, POP, POP, POP, POP, POP." Then say "SQUISSH, UH OH, TOO MUCH!"

**NONSENSE YELL:** Stressing the capitalized syllables and using a good rhythm, repeat the following:

With a VEvo, with a VIVO! with a VEvo, VIVO, VUM!  
JOHNNie, get a RAT trap BIGger than a CAT trap;  
JOHNNie, get a CAT trap BIGger Than a RAT trap.  
HANniball, CANNiball, SIS! BOOM! BAH!

SKITS

IT'S A \_\_\_\_\_

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

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

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

PETE: Hey, Ben. You all right?  
BEN: (sleepily) Yes.  
JIM: Why don't you guys be quiet. I'm trying to sleep.  
(A short pause - silence prevails)  
TOM: Hey, Pete. You all right?  
PETE: Sure!  
BEN: Wish I had Skippy here.  
JIM: A dog in a tent? What for?  
BEN: To keep me warm.  
PETE: Yeah, keep you warn. You're scared.  
TOM: You guys to sleep.  
(A short pause - silence)  
BEN: Listen! What's that noise?  
PETE: Just the wind blowing.  
TOM: Might be something prowling around.  
BEN: What?  
TOM: Oh, I don't know. A bear, maybe.  
JIM: Or a panther.  
BEN: A panther?  
TOM: Yeah, or it could be a coyote!  
PETE: A coyote?  
JIM: Maybe it's a mountain lion.  
BEN: Oh, no!  
TOM: Hey, it's coming closer!  
PETE: Where's my flashlight?  
JIM: Lookout! It's coming in the tent.

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

ALL: It's Skippy!

MAGIC MUD

Characters: Six Cub Scouts in summer uniforms or Cub Scout T-shirts

SETTING: Sign in center of stage marked MUD PUDDLE. Boys are fathered around this sign as the curtain opens.

NARRATOR: Did you ever wonder as you pass a little stretch of mud and grass, what nature may be hiding there, within this spot a few feet square? Boys, gather round and take a look, and like the pages in a book, we'll study it with open eyes. Can soil like this hold a surprise?

(Boys kneel in circle around mud puddle. Add desired props.)

- #1: Here's a freshly patterned animal track where a rabbit hopped across and back.
- #2: I see a stream of busy ants, carry tidbits as they dance.
- #3: Look, a feather blue and gray dropped off by a screaming Jay.
- #4: Sprinkled here are sprouting seeds from lofty elms and sprawling weeds.
- #5: A pebble smoothed by action slow, formed a million years ago.
- #6: In a puddle spot, not yet dried out, a water beetle swims about.
- #1: And here an eager plant is set -an early blooming violet.
- #2: A wiggly worm comes up to twitch; no one knows which end is which.
- #3: The mud itself, with food stores vast, from life that grew in ages past.
- #4: It's not all nature mud reveals; here's a candy wrapper and two toy wheels.
- #5: There's something moving-what's that now? I'll pick it up - a bee - YOW!
- #6: Quick, here's some mud upon the spot, to take away the soreness hot.

NARRATOR: In mud there are stones and living things; healing power for bitter stings. Through it flows the earth's life blood. Our soil in the neighborhood is really Magic Mud.



SONGS

LOLLIPOP

Tune: Harrigan

---

L - O - double L - I P - O - P spells lollipop  
That's the only decent kind of candy, candy  
The guy that made it must have been a dandy, dandy,  
L - O - double L - I P - O - P for me  
It's a lick on a stick guaranteed to make you sick  
That's LOLLIPOP for me.

BOOM,BOOM, AIN'T IT GREAT TO BE CRAZY?

A horse and a flea and three blind mice  
Sat on a curb-stone shooting dice,  
The horse he slipped and fell on the flea,  
Whoops, said the flea, there's a horsie on me!

Chorus

Boom, boom, ain't it great to be crazy  
Boom, boom, ain't it great to be crazy  
Giddy and foolish the whole day through  
Boom, boom, ain't it great to be crazy.

Way down South where bananas grow,  
A flea stepped on an elephant's toe,  
The elephant cried with tears in his eyes,  
Why don't you pick on someone your size?

Chorus

Way up north where there's ice and snow  
There lived a penguin and his name was Joe  
He got so tired of black and white,  
He wore pink slacks to the dance last night.

Chorus

GAMES

CAN YOU DO THIS?

When the group is just standing around, often it is fun to have a few stunts to suggest. Here are many physical feats, tricks and easy contests of skill to fit your needs for a quick game.

PING-PONG BALL THROW. Who can throw a ping-pong ball the greatest distance? Measure the distance for each player.

SWING THE BELL. Can you swing a bell without ringing it?

SQUEEZING SEEDS. When serving watermelon, see who can snap or squeeze seeds and make them go the greatest distance. (Don't forget to make "watermelon false teeth" from the rinds. Just cut out some outlandish teeth and insert in the mouth between lip and gums.)

BIG HOLD. See how many beans you can hold between your fingers. See who in the group can hold the most.

CIRCLES. Can you make circles with the right hand on the table in one direction and with a foot on the floor in an opposite direction?

KICK THE BALL. Try tossing up a basketball so that it lands behind you. Kick it with feet.

JUMPING JIMINEY. Can you jump over a stick held in your hands or through your clasped hands?

BOYS LIFE PICKUP. Stand on one foot, hold other behind, lean forward, and pick up Boys Life in teeth.

MARBLE DROP. Stand and hold marbles waist high, see who can drop the most marbles into a small can.

PUTTING COIN INTO CUP. There is a coin in front of a cup standing on a table. Can you put the coin in the cup without touching the coin? Yes, by striking the table underneath the coin, thus making the coin land in the cup.

KNEEL AND LIFT CHAIR. Can you kneel on right knee at the side of a chair, take the lower end of back leg in your right hand and lift the chair from the floor?

GYPSY PALM READER: Ask if the boy wants his palm "read" in 5 seconds. After giving this a build-up, put a drop of mercurochrome in the middle of the boy's palm.

**RAISE THE BROOM.** Try taking a broom in your right hand (left if you are left-handed) and from the far end, work it up until you have the broom end.

**BALL AND CHAIN**

**EQUIPMENT:** ONE WATER BALLOON AND 3 FEET STRING PER PLAYER

Players line up on a starting line. Each is given a water-filled balloon and a piece of string 3 feet long. Players tie one end of string around the balloon and the other end around their ankles. When all are ready, signal. Players move cautiously toward a finish line about 25 feet away, dragging their balloons behind them. A broken balloon means the player is eliminated. (Or have a large supply of balloons and have that player return to the starting line, tie another balloon on and begin again) The first player over the finish line with his "ball and chain" wins.

**HOP TO IT RELAY**

**EQUIPMENT:** A BASKETBALL, A BEACH BALL, OR A BALLOON PER TEAM

Divide the group into two teams and have players line up, one behind the other. Mark a return line about 25 feet away. The first players places a ball between their knees, hop to the return line and then return to the start line. Players may touch the ball with their hands to pass it to the next player or to pick it up when dropped, but they cannot move while touching the ball with their hands.

**TUMMY TAG**

One player is IT. Have everyone gather in a circle and lie on stomachs, faces toward the center. The person chosen to be IT is in the center also on his stomach. On signal the others must scramble away. Remind players to stay on their stomachs.

**AUTOGRAPH HOUND**

**EQUIPMENT:** A PIECE OF PAPER AND A PENCIL OR PEN FOR EACH PLAYER

Since backyard fun means having new friends over to join in, try this to help break the ice. As guests arrive give each a pencil and paper and instructions to collect as many autographs as they can. The winner is the one who can collect the most.

**Variation:** The winner is the one who can match the most signatures with their owners.

TIN CAN GOLF

Tape one bottomless, topleless #10 tin can to the floor, or hold it steady by placing a beanbag on either side on the ground. Players attempt to putt golf balls through the can with a putter.

TIN CAN TARGETS

Tape three #10 cans together in a triangle for a target into which players can attempt to toss beanbags, bounce balls, toss bottle caps or sail rubber jar rings.

SHOE BOX SKEEBALL

Place four or more shoe boxes so that all are webbed in tightly. Prepare a skeeball obstacle by cutting another box diagonally to form a ramp. Tape the obstacle on the floor and have the boys roll a sponge ball into it.

HOOP THE RING

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

HAND BALL

2 - 4 players

tennis ball

wall 20' x 12' (use a garage wall, or on a windowless wall)

Draw a line with chalk 20' from the wall, then another one 10' from the first, and finally a 40' out of bounds line. Each player in turn hits the ball against the wall with the palm of his hand, using it like a tennis racket. The ball is hit again as it rebounds. It may hit the ground only once, but must hit the wall each time it is hit by the hand. A player is out if the ball hits him, or if he misses the ball, or if he hits the ball out of bounds. Each player gets only 10 hits before the next player's turn, unless he is out, then it is another player's turn.

OPTIONAL: Points can be given to each boundary line, with the points being obtained each time the ball hits within one of those boundaries.

A certain number of points can also be subtracted each time the ball lands out of bounds, or hits the player, as an added incentive.

RING OF BULL

Players form a circle facing inward, and holding hands tightly. One player is chosen to be the "bull" and stands in the center. The bull tries to get out of the ring by going under, or over, or breaking through the joined hands. If he succeeds, the two players who let him escape must chase and try to tag him. The person who tags him becomes the next bull, and the game goes on.

MOUNTAIN OF FIRE

Players form a circle, standing about 10 feet apart. One player is "it" and stands in the center of the circle. Each player draws a rough circle around himself with the toe of his shoe. "It" shouts, "Mountain of Fire. Run, boys, run!" At any time during this verse, or at the end of it, "It" shouts "base." Instantly everyone must leave his own circle and try to reach another. Players must run outside the bases. They cannot cut across. "It" tries to step into a vacant base. The player without a base becomes it.

STRING ALONG

12 players - 6 on each team

2 spoons

2 ball of different color string

Tie one end of each ball of yarn to a spoon. At a shout of "Go", the first player on each team takes spoon and passes it up his arm through the left sleeve of his shirt and then down through the right pants leg. The spoon is then given to the second player who repeats the process, and so on until all players are hooked together. Then the last player removes the spoon and rolls the yarn around it, and then passes it to the next player. Each player in turn removes the spoon and yarn from his clothing, and the first team to complete the entire process is the winner.

CATCH AND PASS

32 players, 6 on each side

1 basket ball

players form two parallel lines

The first player in line one throws the ball to the first player in the second line. Player one in first line then runs to the end of line two. The first player in line two then throws the ball to the second player in line one, now the first player in line two, then runs to the end of line one. Play continues until all of the players in line one now are in line two, and all of the players in line two are now in line one.

NATURE ALPHABET

Find some object in the backyard or park with a name beginning with each letter of the alphabet. Make a list.

BUG N BIRD PUZZLE RELAY

Mount pictures of various insects and birds on filing cards or tagboard. Cut each into three pieces so that the legs are in one piece, the head, the back etc. Arrange all the legs on the table, the heads on another, and the body parts on a third table or divide the table into sections and place the cards accordingly.

Divide the group into teams of equal players and form them in rows. At the signal to begin, the first player runs to the table, selects a card showing the legs of a particular animal, and carries it back to the #2 player, who runs to the second table and tries to find the body of the bird or bug whose feet he carries. He runs back to player #3, who continues to piece together the proper picture.

The game continues with players taking turns until five animals have been properly assembled. The first team finished wins five points, plus five points for each correctly assembled animal. If time allows, mix the cards and do it again.

NATURE DID IT FIRST

For most modern inventions, there already exists a counterpart in nature. Here is a list of animals and of the inventions they utilize. Try matching the animal with the invention.

- |                    |                      |
|--------------------|----------------------|
| 1. Bat             | A. Parachute         |
| 2. Armadillo       | B. Snowshoes         |
| 3. Chameleon       | C. Anesthetic        |
| 4. Fish            | D. Helicopter        |
| 5. Flying Squirrel | E. Suction Cup       |
| 6. Squid           | F. Hypodermic Needle |
| 7. Hummingbird     | G. Radar             |
| 8. Scorpion        | H. Camouflage        |
| 9. Snake           | I. Electricity       |
| 10. Abalone        | J. Tank              |
| 11. Caribou        | K. Jet Propulsion    |

Answers (1) Bat-Radar; (2) Armadillo-Tank; (3) Chameleon-Camouflage, (4) Fish-Electricity; (5) Flying Squirrel-Parachute; (6) Squid-Jet Propulsion; (7) Hummingbird-Helicopter; (8) Scorpion-Hypodermic Needle; (9) Snake-Anesthetic; (10) Abalone-Suction Cups; (11) Caribou-Snowshoes.

CRAFTS

MAKE A GARDEN FROM THE PANTRY

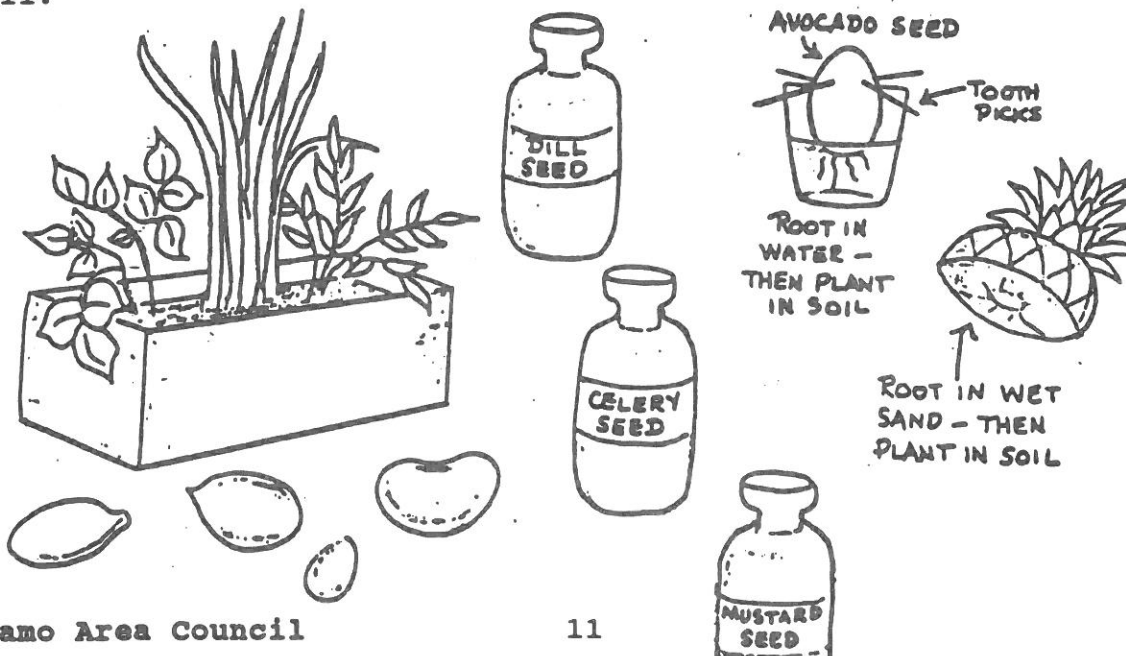
You can have a little garden all your own of a very special kind right in the house. You need to go no further than the pantry for many things that will grow. Some will have flowers. Some can be eaten.

Use 1/2 gallon milk containers with one side cut out. They are just the right size to fit on a window sill. (Quart containers may be used also.) Put a layer of pebbles on the bottom of each box. Fill the containers almost to the top with good garden soil, place them in a warm, sunny window. Now look in the pantry for seeds.

Dried beans will grow well if you push them into the soil gently and just barely cover them with earth. So will raw peanuts. Plant half a small potato, or just a piece that has an eye on it, an inch below the top of the soil. A new plant will grow from this eye. A sweet potato will grow into a lovely vine. Onions or garlic can just be pushed into the soil about halfway and soon green sprouts will be reaching for the sun.

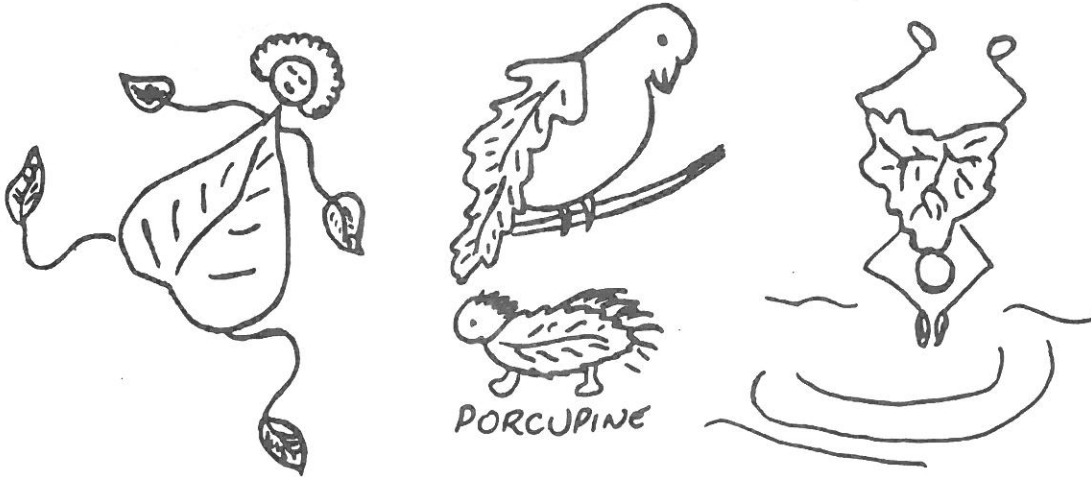
Then there are spices and herbs - dill seed, fennel, mustard seed, celery seed and dozens of others. Birdseed, sunflower seed, dried pumpkin seed or even a pineapple will grow. For the pineapple, cut the top off, leaving an inch of the pineapple itself on the bottom of the spikes. Plant it with one inch of pineapple below the soil.

There are dozens of fascinating things to plant. With a little imagination you can grow a special garden right on your window sill.



LEAF PIXIES AND PETS

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



MAGNETIC SPIDER

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

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

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

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

GRASS WHISTLE

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



## SPATTER PAINTING

Materials needed: different leaf specimens, poster paints, old toothbrush, clean piece of screening, white paper, newspapers, rag, smock or old shirt.

Cover your work area with old newspapers and wear an old shirt or paint smock. This is messy!

Lay a leaf on the sheet of white paper. Dip the toothbrush in the paint. Hold the piece of screen over the leaf and rub the toothbrush gently across it until the paper is lightly covered with a spatter design.

Carefully lift the leaf and allow the paint to dry.

Stop now and do another leaf on another paper. Or wash and dry the toothbrush and screen and overlap a different leaf over the first one and spatter a different color. This will give a nice design.

## PERSONALIZED PET ROCKS

Using small rocks, crayons, yarn, glue scraps of cloth or paper, the boys can easily make personalized pet rocks. Make a person or animal of the rock, using the crayons for color, the yarn glued in place becomes the hair or tail etc. and the scrap cloth or paper for such details as teeth, clothing etc.

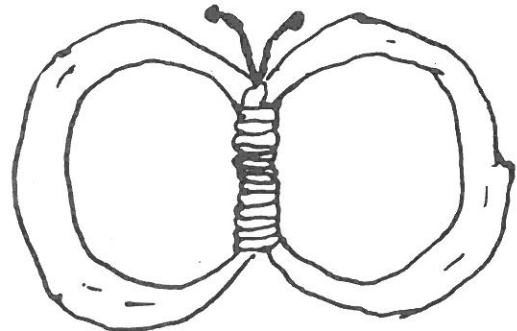
## GRAPEFRUIT BIRD FEEDER

Tie 4 strings along the edges of the grapefruit half. Then fill it with goodies the birds would like. Have someone hang it out a window for the hungry little birds. Though it has been easily made, it will definitely work.

## PLASTIC RING CREATURES

These are made from soft plastic rings from six-packs of soda pop. To make a butterfly, cut out two attached rings. Wind a piece of pipe cleaner around the center of the two rings, leaving the ends of the pipe cleaner at one end for the antennae.

For a dragonfly, cut out two attached rings and fold them in half, lengthwise, for the wings. Bend the center of pipe cleaner for the head and twist the other end for long part of body.





# MENU

## HIGH COUNTRY USA



JULY  
High Country USA



CEREMONIES

OUTDOOR CODE

PERSONNEL: Leader in uniform, Song Leader, Pack.

EQUIPMENT: United States flag, mimeographed copy of Outdoor Code for each Cub Scout and parent.

ARRANGEMENT: Leader emphasizes the importance of right attitudes toward the natural resources of our country. Leader then uses the Outdoor Code as a responsive reading, with the pack giving the response. All sing "God Bless America" as flag is held aloft.

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

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

LEADER: Be considerate in the outdoors.

PACK: 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.

LEADER: Be conservation-minded.

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

SONG LEADER: Let us sing "God Bless America."

### FAMILY TREE

The only equipment required is some sort of tree in the room.

Cubmaster: Cub Scouts, see that tree over there? Beautiful, isn't it? And you can tell that it's strong, too. You can compare that tree to a strong family. The roots are faith in God. The trunk is the parents. And the branches are the children. A poet named Helen Crawford made that comparison in a poem I'd like to read to you. It's called "The Family Tree" and it goes like this:

There's one thing in God's nature world that means a lot to me. It symbolizes much of life; it is a lovely tree. With roots so deep in God's rich earth, It's not disturbed by weather; Like families with faith in God, who live in peace together. Its trunk, the body strong and firm like parents anywhere, To guide, control, direct, sustain, the offspring which they bear. The branches, which like children, spread in every known direction, Until the fruitage of their growth has reached its full perfection. And so a tree appears to me the gem of God's creation, As it portrays our families, which constitute a nation.

Each one of you can do your part to make your family tree stronger and more beautiful. How? By loving all your family's members. By obeying your parents and by doing your fair share of the family's work. Now I'd like to ask all the Cub Scouts to join in a grand howl for our families.

### CUB SEEDLINGS

Equipment: A vegetable seedling and a fully mature vegetable plant.

Cubmaster: This tiny seedling of a carrot plant doesn't look like much, does it? It's awfully weak and fragile. But we have learned this month that if we plant it in good soil, and if we make sure that it gets plenty of sunlight, air, and water, it will grow up to be a big, healthy, delicious carrot like this one.

Cub Scouts are like that seedling. They need certain things too, like good food, rest, and exercise. But Cub Scouts need something more than that. If they are going to be the kind of men we all admire, they have to have healthy minds, and spirits, as well as healthy bodies.

In Cub Scouting, and later on in Scouting, boys can develop that extra quality of mind and spirit. They do it by following the Cub Scout promise and later, the Scout oath. Will all of you join me now in the Cub Scout Promise?

NATURE ADVANCEMENT

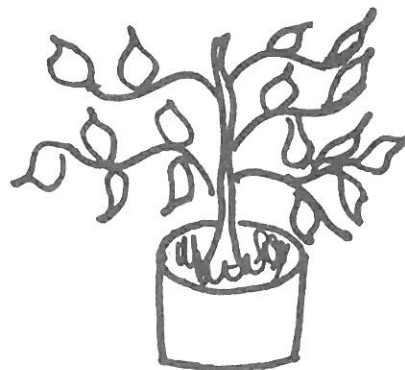
EQUIPMENT: A three foot high tree limb with several branches: set as if it were a tree in a can of mortar. Green paper leaves (made with thin wire and wire stem sticking out) with Cubs names and awards: badges and arrow points.

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

CUBMASTER: This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting. It takes a long time. for a beautiful tree to grow. In the same ways a Cub Scout spends a lot of time and effort in advancement from rank to rank. So do his parents who help him.

Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents. (Call forward boys and their parents who are receiving Wolf badges and arrow points. Give them awards and have them put one leaf for each award on the tree. Then award Bear badges and arrow points, putting their leaves on the tree. Have Webelos Leader call boys and parents for activity badges, Webelos badges and Arrow of light, which have been put on leaves. After all awards are presented and leaves added to the tree, the Cubmaster resumes speaking.

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



CHEERS

SMOKEY THE BEAR YELL: "HI THERE, CRASH BANG!"

LITTERBUG YELL: "CRACKLE, CLATTER, DUMP." (repeat 3 times)

RAM CHEER: Lower head as ram and yell "CHARRRGE -- THUD!"

GOING PLACES: (Hitch Hike Stunt) Stand up straight. Reach out with arm. Hold arm straight out. Thumb ride. Three times make sound of car going by "SWOOOSH!"

BILLY GOAT CHEER: Pull on 'beard' three times. Each time you pull yell "BAAA!"

TREE TOPPER-- Simulate climbing a tree, branch at a time, cut off the top with your axe, and yell "TIMBER!"

BEAVER -- Bend lightly at the waist and stick rump out in one direction and head in the other. Slap, rump with one hand while gnashing tree with teeth.

MAD DOCTOR'S APPLAUSE -- "SCALPEL, SPONGE, SPONGE, SPONGE, OH OH, TRANSFUSION."

VOLCANO APPLAUSE-- Twirl hands while making a rumbling sound in your throat. At the end, throw up hand and go "BARROOMMMMMMMM!"

ROCKY MOUNTAIN YELL: HIGH! HIGH! HIGH!



DIFFERENT KINDS OF HIKES

Taking a hike could have many different purposes. When the den or pack is going on a hike, have something that the boys will observe. If the hike is the same every time, soon it will be boring.

**NATURE HIKES:** For observation, for purposes of setting out bird feeding stations, to protect rare wild plants by killing pests, to cut and clear trails, to remove dead trees, for listening.

**GET-TOGETHER HIKES:** Two or more dens hike to a location for games, stunts and fun.

**TREASURE HIKES:** A trail laid out with treasure at the end.

**TRACKING AND TRAILING HIKES:** One den stalks another.

**HISTORICAL HIKES:** To historical landmarks. Know the history of the spot before going.

**PIONEER HIKES:** Carry no equipment. Improve any equipment needed along the way and at the destination.

**EXPLORING HIKES:** Try a zig-zag hike. At first crossroad turn right, at second turn left, etc. Carry sack lunch and water.

**RAIN HIKES:** Go when its raining, dressed in raincoats for observation of nature in the rain.

**BREAKFAST HIKES:** Reach the destination in time to see the sunrise, then cook breakfast.

**TREE HIKES:** Count the different kinds of trees in a given location.

**NIGHT HIKES:** See nature at night, what different animals do you see. Look up and see the stars.

**PEACH OR LAKE HIKES:** Hike on the beach or lake to see nature at waters edge, see the difference at the beach and lake.

**TREASURE HUNT:** Look for two kinds of homes, two colors, such as purple and orange, five different trees, etc. Bring back sketches of objects to be found, or make a hike map showing where they may be seen.

**TRAIL SIGN:** One group leaves first and lays a trail using stones, twigs, grass, etc. (see Boy Scout Handbook or other resource), and the other group follow the signs.

**A VAGABOND TRAIL:** Each child brings his own nosebag lunch, which he ties in a large, bright bandanna. For a vagabond effect it may be suspended from stick carried over the shoulder. Each group is given a sketch map to be followed to the goal of the hike. As a first experience in cooking out-of-doors, one group brings the ingredients for cocoa and a large kettle. At the end of trail, the group may learn the procedure of finding a site for a fireplace, clearing the space, gathering fuel, and building a quick, hot fire over which the cocoa is made.

**A TREASURE HUNT:** On the day of the overnight intriguing treasure hunts may be fun to plan after an early supper hour. One group lays the treasure trail and hides the bags of unpopped pop-corn at the end of the trail which will be an appropriate spot for a campfire. The fire burns down to glowing embers as informal dramatics and singing fill in a lively campfire hour. Popcorn is then popped in wire or tin-can corn poppers, which can be made by a group craftsmen in a previous unit meeting.

**PENNY HIKE:** Your children take partners. When you reach a corner or turn in the trail, flip a coin. Heads you go right, tails you go left. At the next turn another child flips the coin. If your group is large, divide into two groups and see where you arrive after a certain time limit.

On all hikes carry first aid kits and water, also trash bags to pick up after non-Scouts.

TRAIL MIXES & SNACKS

HONEY BARS:

1/4lb. seeded raisins                      1/4lb. figs  
1/4lb. dried apricots                      1 teaspoon lemon juice  
1/4lb. roasted peanuts or almonds, chopped  
Honey to give proper consistency

Put fruits through a grinder, mix in chopped nuts and lemon juice. Add honey to make a stiff dough. Form into bars. Wrap in aluminum foil.

HIKER'S NOSEBAG

1/4lb. seeded raisins  
1/4lb. cheese  
1/4lb. chocolate  
1 apple  
Put in plastic bags.

NUTS AND BOLTS

1/4lb. seeded raisins  
1/4lb. peanuts  
1/4lb. chocolate bits  
broken-up graham crackers  
Mix and place in plastic bags.

BIRD SEED (needed for one den)

Two or 3 medium-sized plastic bags  
3 1oz. packages sugar coated cereal  
1 6oz. package coated chocolate candy  
8oz. unsalted blanched roasted peanuts (small Spanish)  
6 1 1/2oz. boxes raisins  
Mix all items and put in plastic bags.

SKITS

SMOKEY'S DEPUTIES

Characters: Narrator, 3 boys in Smokey Bear costumes with "Deputy" badges clown

Setting: Outdoor scene with cardboard trees and buses. Posters as indicated in script.

NARRATOR: Ladies and gentlemen. For the first and only time, on our stage we present a trio of performing bears directly from Yellowstone Park. (Gesturing with sweep of hand) Take it away bears!

BEARS: (enter singing, Tune: "Polly Wolly Doodle")

Oh, bears like cake, and bees like pie  
And a little bit of honey is fine;  
But we don't like sparks in our national parks,  
And in forests of spruce and pine.

So beware, so beware,  
Put your campfires all the way out.  
Let the fire burn down, sprinkle water all around  
Put them out without a doubt.

1ST BEAR: Listen friends. Before you strike one match in my forest, check the Forest Ranger or an adult camping guide.

2ND BEAR: Never build a fire without an adult to help you.

3RD BEAR: That's right! Remember to have a bucket of water or dirt handy, right next to the fire.

1ST BEAR: And when you're through with the fire, don't go away and leave it. No sir. Let the fire burn down. Break up the coals with a stick. Sprinkle water or dirt on the fire until it is cold.

2ND BEAR: Be sure to check the fire to see that it is cold out before you leave the campsite.

3RD BEAR: Now everybody, please join us in the chorus of our song:

So beware, so beware  
Put your campfires all the way out  
Let the fire burn down, sprinkle water all around.  
Put them out without a doubt.

(During chorus clown crosses stage carrying sign which reads: "YOU ARE NO MATCH FOR FIRE". When he reaches mid-stage, he turns sign over. On back side it reads: "DON'T CLOWN AROUND WITH FIRE".)

### THE OUTING

In this story the Den Leader is telling the story and the boys sing the one chorus and pantomime the actions:

I'll take you on a nature hike  
You boys in Gold and Blue  
You'll know what hiking's all about  
Before this day is through.

CHORUS: (all boys sing--to "kool aid song)  
Cubbing, Cubbing.....it's great!  
We love Cubbing....can't wait!"

Whose magnifying glass is this?  
You should have held it higher!  
You see, the rays came from the sun  
And set poor Tom on Fire!

CHORUS

But never fear, Bear Creek's nearby  
First aid is what we're learning  
Oh boys, you brought the wrong guy in,  
It's Tommy here who's burning

CHORUS

Please don't wade out into the green  
You'll drown and I'll not know,  
Besides a snapping turtle there  
Just bit off Bill's toe.

CHORUS

Please, Steve don't hang there by your knees.  
You're apt to come to harm,  
CRASH! What's that you're trying to say?  
You think you've broke your arm?

CHORUS

I know you're from the city, Rick,  
And I'm not one who gripes,  
But black cats from these woods of ours,  
Just don't come with white stripes!

CHORUS

Your foot's caught in a gopher hole,  
Is that your trouble, Gary?  
Well, don't go away, I'll be right back,  
A snake has bitten Larry.

CHORUS

SONGS

EARTH DAY

Tune: "Home, Home on the Range"

The earth is our home  
Even if we should roam  
To the moon or to Venus or Mars.

For we know that it's here  
On this beautiful sphere  
We're at home in the midst of the stars.

Chorus: Sands, mountains, and seas,  
Volcanoes, rain, farmlands, and trees,  
Whales, dolphins, and bear.  
Everything we hold dear  
From ourselves to the smallest of bees.

The earth is alive;  
It will work to survive  
Even if some of us just don't care.

Some have cut down her trees  
And dumped oil in her seas  
And belched soot into clouds in her air.

Chorus.

So now we'll plant trees,  
Clean the oil from her seas,  
Stop the soot from polluting the air,

We'll recycle, conserve,  
And have courage, yes, nerve  
To undo what's been done, to repair.

## GAMES

## GOING TO THE ANDES

Have players sit in a circle. Someone is selected to start. That player will think up a short sentence with the subject matter that starts with an A, the second player repeats the first sentences and tells what he took. The second player uses the letter B, third C and so on around the circle. For example the sixth player would say "I'm going the clip the ANDES, with a balloon, with a cane, with a dog, with a envelope, with a flag." Each player must repeat the entire list and add one more item. If someone forgets a word he is out. The game continues until the last person can say the entire list.

## BEARS AND CAMPERS

Choose one player to be the bear. Have the other players, the campers, join hands and form a circle around the bear. The bear must try to escape. (Red Rover, Red Rover in the round) - If the bear escapes the campers must chase and tag him. The camper that tags the bear is the next bear.

## RATTLESNAKE, RATTLESNAKE

EQUIPMENT: TWO SODA CAN WITH A FEW PEBBLES IN EACH, TAPE THE OPENING SHUT, AND TWO BLINDFOLDS;

Select two snakes, have the rest of the group form a circle around them. Blindfold the snakes and give each a soda can rattle. One snake must catch the other snake. If one snake shakes his rattle the other must shake his. The circle changes shape to prevent the snakes from touching them.

## MOUNTAIN TRAILS

This game is best played with both boys and parents. Have the parents, position themselves around the room to create a mountain trail. Have some lay on the floor to represent fallen logs, Have several join hands in two rows to create a cave or tunnel, place chairs in a row, have parents stand on both sides hold hands but standing far apart for a suspension bridge. Make sure that you have a few "trees" standing around. Divide the boys into teams, time each team, the team with the shortest time through the trails wins.

MOUNTAINS AND RANGES OF THE WORLD

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

EVEREST  
KANCHENJUNGA  
ACONCAGUA  
MCKINLEY  
KILIMANJARO  
RAINIER  
FUJI  
HOOD  
GREYLOCK  
MATTERHORN

HIMALAYAS  
ANDES  
ROCKIES  
KIBOS  
CAUCASUS  
ALPS  
SIERRA NEVADAS  
CASCADES  
BERKSHIRES  
APPALACHIANS

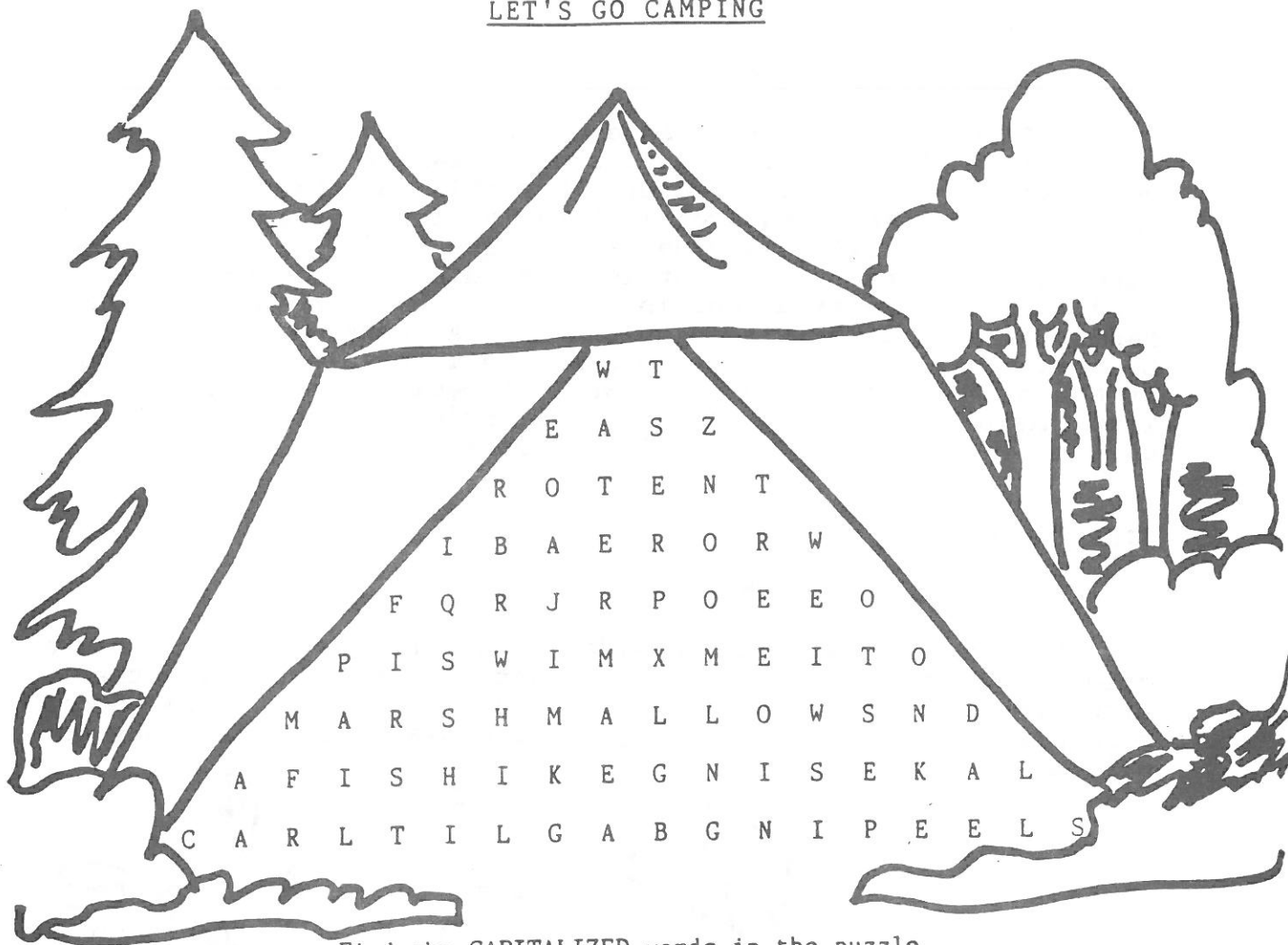
MOUNTAINS AND RANGES OF THE WORLD

ANSWER KEY

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



LET'S GO CAMPING



Find the CAPITALIZED words in the puzzle.

It's fun to go camping in summertime. We pack our CAR and drive to our favorite campsite near a LAKE. FIRST we pitch our TENT and gather WOOD. Someone must get drinking WATER in a PAIL.

When our camp is ready, we go for a SWIM or launch our BOAT and try to catch some FISH for dinner. We HIKE in the woods and find a good climbing TREE.

We build a blazing CAMPFIRE and cook dinner in a POT. For dessert there are MARSHMALLOWS to roast.

When the sun goes down we light our LANTERN and sit around the warm fire and SING. The MOON and STARS always seem brighter when we're far from town.

Soon it is time for each of us to curl up in a SLEEPING BAG and let the gentle night sounds lull us to sleep.

CRAFT

GENIUS GEL

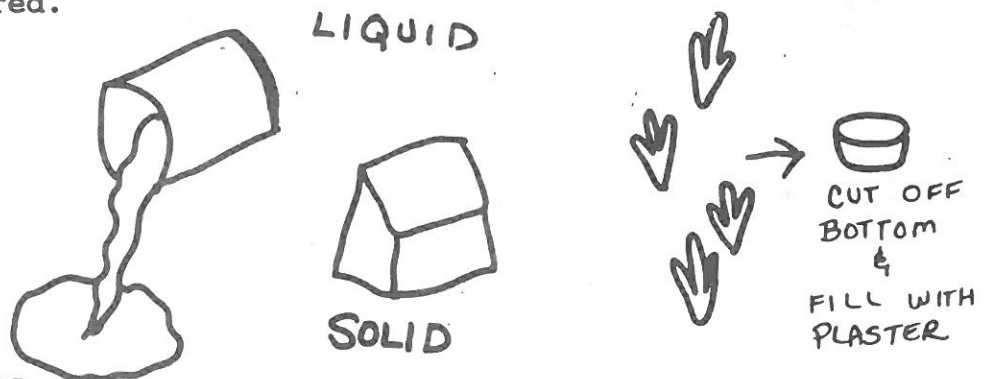
Cornstarch, water

Genius gel is a substance which is both liquid and solid at the same time. To make genius gel, measure five parts cornstarch and four parts water. Mix this together with the hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things that can be done with this mixture. If a fist is pounded on the mixture, it's hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it's in quicksand! A chunk of genius gel can be broken off just like with other hard materials. But if some of the mixture is placed on a hand, it begins to drip off, just like liquid! It can be poured like liquid, and as it's pouring one can crack off the drips, like a solid!

STEP TRACKS

Plastic butter dish, plaster

Find an animal track outside. Look after a rain or along a creek bed. Cut the bottom of the butter dish out. Place the dish over the track and fill with plaster. Let dry. Remove dish from plaster and thoroughly dry. Brush away loose dirt. May be painted if desired.



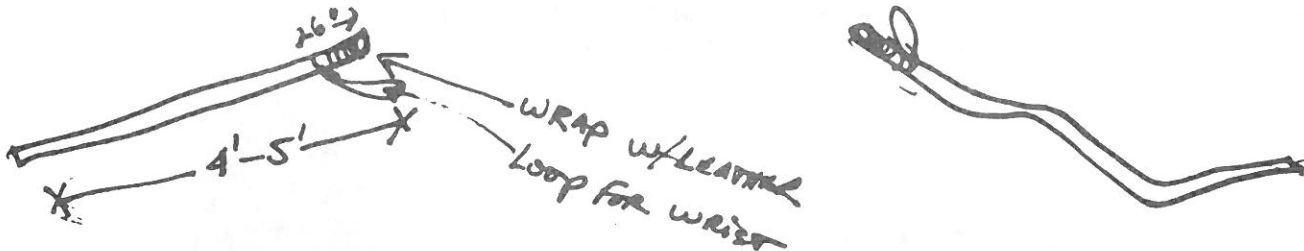
GRILL POT-LIFTERS

Tree Limb Lifter: Whittle from cedar or oak limb.

City Slicker Lifter: Use a hardwood or plywood 1x2, coping saw

WALKING STICKS

Make a walking stick using a piece of 1" hardwood dowel or a straight, dry limb. A slightly crooked limb will add to the character of the walking stick.



LOG PLANTER

Use large juice can. Remove part of the side. Apply moist paper mache to the can, pressing until surface is smooth. It is not necessary to get a perfectly even finish, since bark on logs is never smooth. Tuck edges over & against inside opening in plaster. Using a fork, make lines with prongs to simulate bark lines. Let paper mache dry thoroughly, then paint of spray paint. Apply clear varnish if paint is water based. Line can with aluminum foil & place a few pebbles in bottom of can before filling with soil. The pebbles will provide adequate drainage.



BALLOON GLOBE

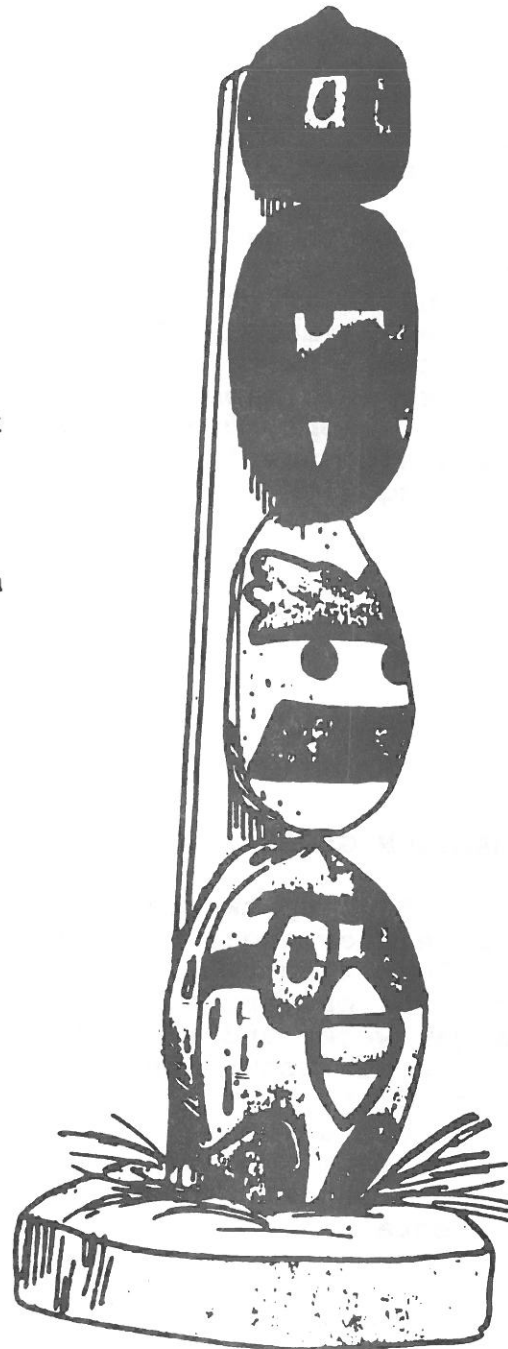
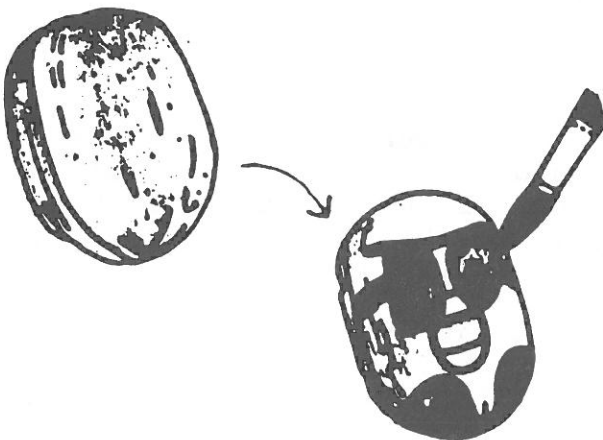
Blow up two balloons and tie securely so they don't leak. Use either sugar or flour water to dip newspaper in and cover one balloon with two layers. Let dry and cut out the land area using map for pattern and paint. Next run yarn or string through thick sugar water and wind it round and round the second balloon. Place Cub Scouts on various countries after it has dried overnight.

Use any base, eg, pie pan. Fill with wadded starched light color paper. Now dip blue facial tissue in sugar water and cover former paper. Then cove this with white tissue. (2 layers) Make indentation in this to set the globe. Don't set globe till base is dry. Be sure indentation is there so globe will set.

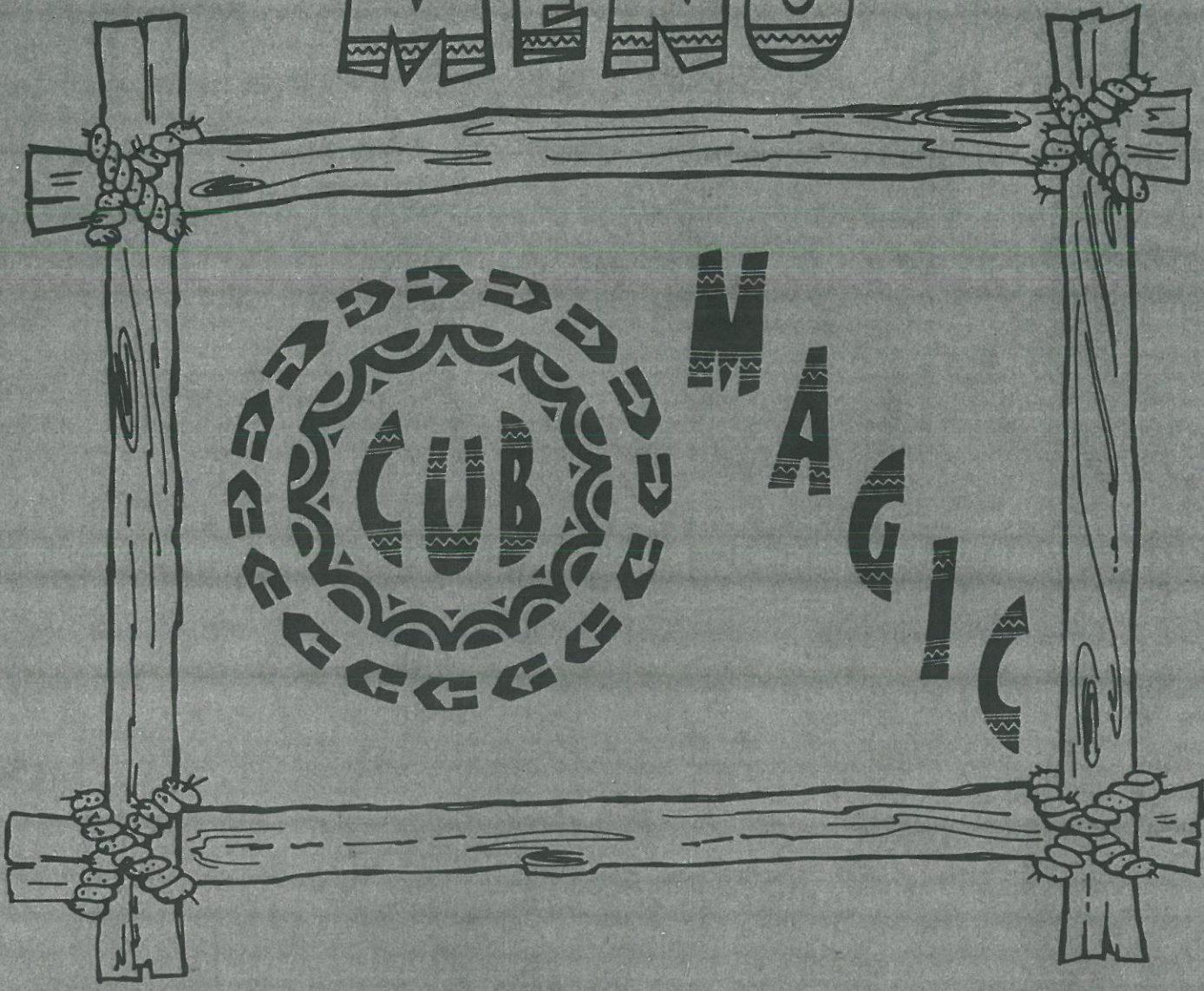
TOTEM POLE

Materials: hazelnut, pecan, almond, walnut, popsicle stick, glue, paints and brush or air-drying clay, paper cup

1. Paint a face on each nut.
2. Glue the nuts to the stick. Put the hazelnut on top. Leave 1/2" space at the bottom of the stick to fit into the base. Let dry completely.
3. Prepare plaster and fill cup at least 1/2" deep. Place stick with painted nuts into plaster and add some dried grass around the base of the stick.
4. When plaster is dry, remove from the cup and let dry thoroughly. Paint the base brown or dark green. Top off the totem pole with a small feather, if you would like.



# MENU



Menu  
and  
magi



CEREMONIES

FLAG RECIPE

stars	American flag
1 cup red chips (or red crepe)	large pot
1 cup blue chips	
1 cup white chips	

- Boy #1. We are going to fix for you a treat that is really grand and make for you a recipe, the greatest in the land.
- Boy #2. In first we will put a heaping cup of red for courage true.
- Boy #3. And then we will add for loyalty, a dash of heavenly blue.
- Boy #4. For purity, we will now sift in a layer of snowy white.
- Boy #5. We will sprinkle in a pinch of stars (glitter or cut out stars) to make it come out right.
- Boy #6. We will stir and then you will see that what we have made is .....

ALL: "OLD GLORY" (Pull out folded flag from bottom of pot and hold up for Pledge of Allegiance and song if desired.)

It is suggested that the boys leave their place and stand in a horseshoe around the pot facing the group and pull out the flag together.

RETRIEVING THE COLORS

Caller: "Color Guard, Advance."

(Color guard advances up center aisle from the rear and stops in front of flags, standing at attention.)

Caller: "Retrieve the Colors."

(American flag is lifted out of its stand first; other flags follow. Each flag bearer turns in place to face audience.)

Caller: (Optional sing taps or closing poem.)

"Color Guard, dismissed."

(Color Guard retreats down center aisle.)

ADVANCING THE COLORS

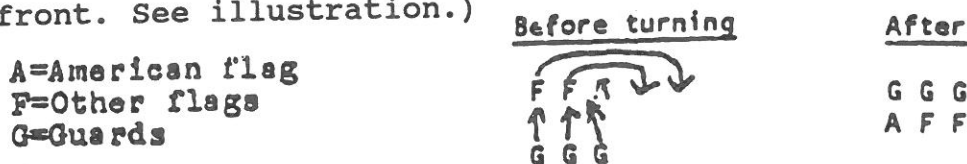
Caller: (Stands at the front of the audience and to their left.)

"Please rise. Scouts, Attention."  
"Color Guard, Advance."

(The flag or flags proceed from the rear of the room up the center aisle. The American flag should be placed on the marching right of other flags. Color guards may flank the flag(s) or follow one step behind.

As color guard advances, everyone raises right hand to heart.

Flag bearers and color guards halt at the front of the aisle and wheel to the right to face the audience. The American flag stays in place and turns to the right while the other flag bearers and color guards pivot around him until all are facing front. See illustration.)



Caller: Scouts and ladies and gentlemen, the flag of our country. The pledge of allegiance.

(Color guard does not recite pledge, salute, or take any part in program. They stand at attention.)

Caller: (Optional) "We Will now sing "America" (or recite poem, law, promise, etc.)

"Color Guard, post the colors."

(Color Guard walks to flag stands which have been placed on the right side of the auditorium. Any other flags in the procession are placed in the stands first. The American flag is placed last. It will be at the right of the line (the audience's left), i.e. A F F.

The color guards assist the flag bearers put the flags in the standards.

After the American flag has been placed, the color bearers stop back one step in unison and place their right hand over their heart in a salute. The color guards do not salute.

Caller: "Color Guards, dismissed."

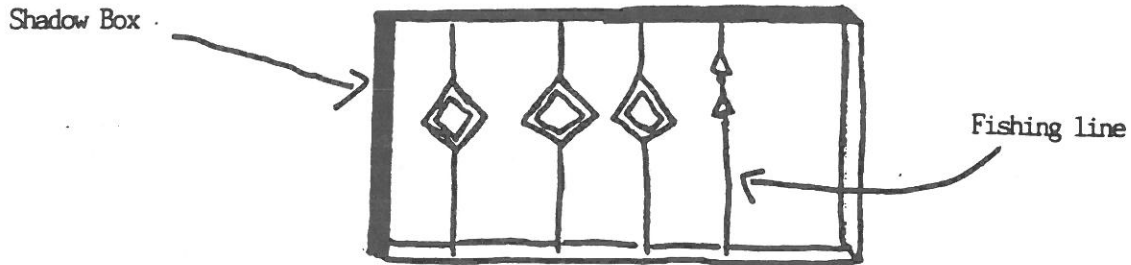
(Color Guard files down side aisle and joins other Scouts.)



MAGIC BOARD

This board can be used to demonstrate the "invisible support" each Cub receives, that is, the support of his parents, other Cubs, friends, the Den Leader, and Cubmaster. Merely tape the back of the award to the fishing line.

Keep board covered with cloth until ceremony time so that no one can see how the badges are held up.



Cubmaster: Tonight, during our celebration of magic, I have dropped all the awards our Scouts have earned into this magic box.

(You might consider holding loose facsimiles of the badges and actually dropping them into or behind the box where they can't be seen. If you dropped them into the box, make sure it has a raised solid front so that the facsimiles are not visible.)

Cubmaster: Now what is going to happen is this. I am going to tap this box and, if everything goes right, we'll see all the badges displayed for us.

(Tapping the box...)

With help from parents, leaders, and such,  
These Cub Scouts are able to accomplish much.  
And now the awards for which they have yearned,  
Will appear here, suspended and firmed.

(Cubmaster calls up boys and parents and presents the awards. Cubmaster should then thank the parents and leaders for helping the Cubs earn their awards. He/she can then remind the boys that as they grow older, they need to become the support of those younger than they.)

CHEERS

"WHAT ARE WE?" CHEER: At the beginning of the meeting tell the audience that anytime during the meeting you will say "What are we?" and they are to respond "ONE, BIG HAPPY FAMILY!", followed by a throat-slitting gesture and a loud guttural noise.

SPIDER CHEER: Walk all four fingers on one hand up the other arm and then, when near face, scream, "EEEEK!"

APPLAUD AND CHEER: When leader raises right hand, the audience is to applaud. When leader raises left hand, audience yells or cheers. When leader raises both hands, they do both at the same time. Do the actions quickly and alternate them.

BARBERSHOP APPLAUSE: Clap hands as a barber would strop his razor, first rubbing your palms together, then stroking the back of your right hand across your left palm. Check the sharpness of the razor by touching edge (lightly). Lather face, and finally have the first downward stroke on your face, accompanied by a harsh scraping noise.

BARKER'S APPLAUSE: Yell, "SHOWTIME! SHOWTIME!"

GIANT BEEHIVE CHEER: Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the humming gets quieter.

CANNING APPLAUSE: Collect applause in a can with lid, release while during meeting. Have audience applaud, catch it in can. When you open lid they applaud again.

RABBIT IN THE HAT: Before meeting, roll napkin or handkerchief, starting from a corner. Fold in half, wrap a rubber band around bottom. Borrow a Cub's hat, put rabbit ears in hat. Tell audience that every time you pull rabbit out of the hat, they are to applaud.

MAGICIAN'S CHEER" Stand and pretend to reach up sleeve. Pull hand out and yell, "SHA-ZAM!"

GAMES    TRICKS    STUNTS

Be sure to check in the HOW TO BOOK as well as the CUB SCOUT MAGIC book for additional ideas too numerous to print here.

Take the boys on a trip to a magic store and have the owners give a demonstration.

Invite a magician in for the den or pack meeting.

Have boys practice magic for the pack meeting.

Make magicians cape and top hat.

SKIT

This skit can be performed by as many boys as you have.

Scout 1:        Hi!    Why are you crying?

Scout 2:        (sobbing)    I lost my quarter!!    WAAAAAAHHHHH!

Scout 1:        (Sympathetic)    Don't cry, I'll help you find it.  
(Gets on knees and start looking.)

Scouts 3-9:    (Repeat Scout 1's lines with Scout 2 replying.)

Scout 2:        (sobbing very hard)    We'll never find it!!

Last Scout:    Don't worry, We'll look under every rock and weed!    (All boys search on hands and knees for several seconds and someone shouts as he finds the quarter) I found it! ! !    (Hand the quarter to Scout 2.)

Scout 2:        (Wiping eyes)    Thanks!!    I'm really surprised that you found it in all these rocks and weeds.

Scout 9:        Why are you so surprised??

Scout 2:        (Shrugs and shouts happily while running off the stage)    Because I lost it at home!!!

SONGS

ROW, ROW, ROW YOUR BOAT

Propel, propel, propel your boat  
Placidly down the liquid solution,  
Ecstatically, ecstatically, ecstatically, ecstatically,  
Existence is but an illusion.

THREE BLIND MICE

Three myopic blind rodents.  
Three myopic blind rodents.  
Observe how they perambulate.  
Observe how they perambulate.  
They all streaked after a agriculturist's spouse.  
She severed their extremity with a carving utensil.  
Did you ever observe such a spectacle in your existence  
As three myopic rodents.

I HAVE A DOG

Tune: "Reuben, Reuben, I've Been Thinking"

I have a dog; his name is Fido.  
I have raised him from a pup.  
He can stand upon his hind legs  
If you hold his front legs up!

HOW PECULIAR

Tune: Battle Hymn of the Republic

When one sly snake slid up the slide,  
the other sly snake slid down.  
(Repeat for a total of 4 times.)

CHORUS: Glory, glory, how peculiar. (3x)  
When one sly snake slid up the slide,  
the other sly snake slid down.

Other verses:

When one drunk duck dropped into the ditch,  
the other drunk duck dropped dead.

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

GAMES

MARBLE RACES

EQUIPMENT: TWO MARBLES PER PLAYERS/TEAM

Remove shoes and stocking. Place two marbles on the starting line in front of each player. On signal he grasps the marbles between his toes and walks to the finish line. If he drops a marble, he must stop and pick it up with his toes before continuing. Relay style, the player must return back to the starting line with both marbles for the next player to continue the race.

SPELL BREAKER

Have everyone sit in a circle. Tell players that a magic spell has been cast over the group, changing everyone's face. To save everyone from the spell, a funny face must pass around the entire group, person to person until it gets back to the first person again. The leader begins slowly changing his face into a funny expression, then turns slowly to a neighbor who must mirror the face. The second person must mirror that face to the third person and so on. The last person mirrors the face to the leader and then returns his face to normal, thus breaking the spell and saving the group. YEA!

SEND IN THE CLOWNS

EQUIPMENT: CONSTRUCTION PAPER CUT INTO VARIOUS SHAPES, TWO DIFFERENT SET OF EACH OF THE FOLLOWING: EYES, NOSE, MOUTH, HAIR AND SMALL CIRCLES, TRIANGLES, TEARDROPS.

Played Pin the Tail on the Donkey style. Build your own clown by pinning the nose, hair, mouth, silly eyes on the outline of a head.

Variation: Have all the parts of a face in a box and each player draws out one without looking.

PUT THE RABBIT IN (?) THE HAT

EQUIPMENT: A PICTURE OR DRAWING OF A RABBIT. CUT OUTS OF TOP HATS JUST LARGE ENOUGH TO COVER THE LOWER HALF OF THE RABBIT

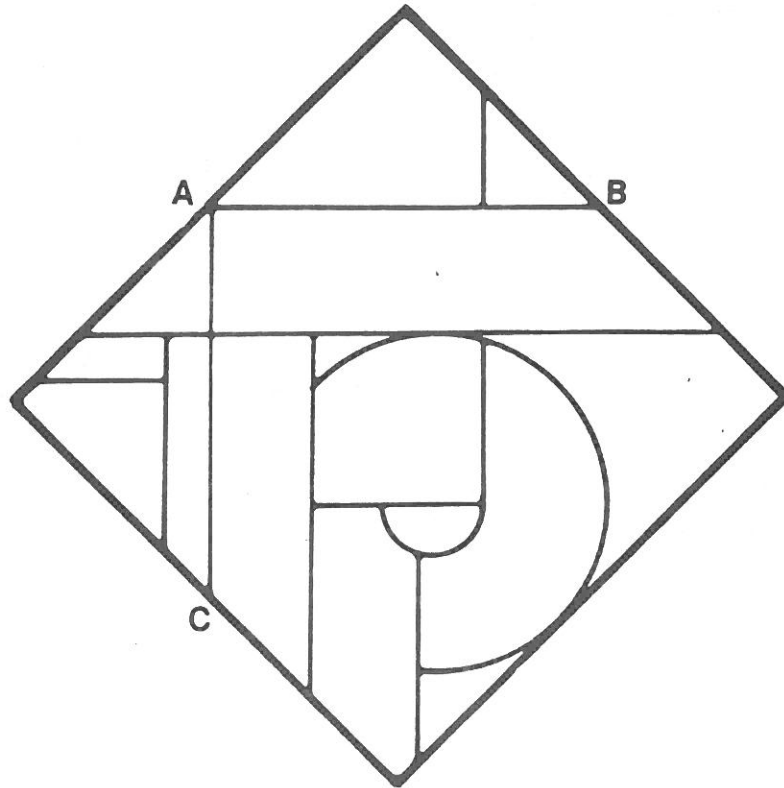
Its Pin the Tail on The Donkey, with a twist.

Variation: Pin Ear or Ears on the Rabbit. Pin the hat on the magician.

# Circles and Lines

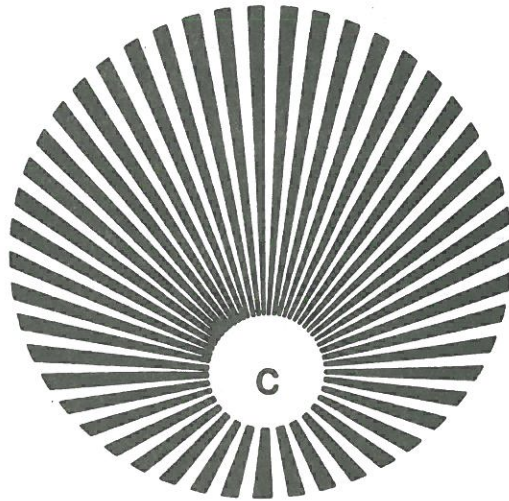
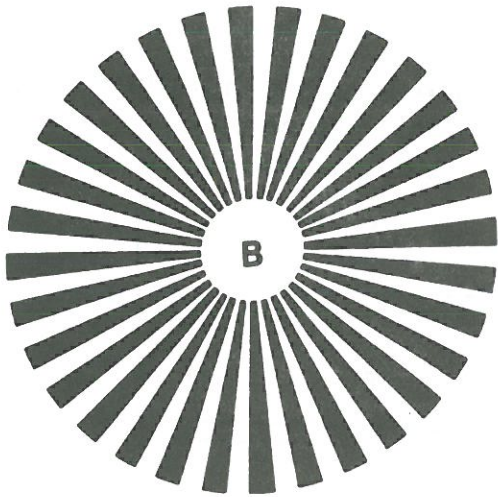
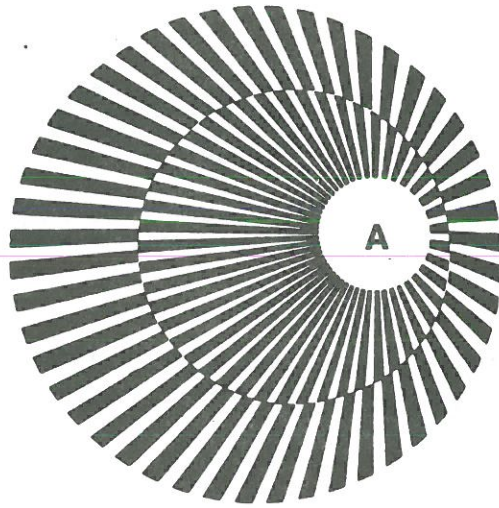
## OPTICAL ILLUSIONS

Do your eyes fool you,  
or is your eyesight fine?  
Test your vision  
with these circles and lines.

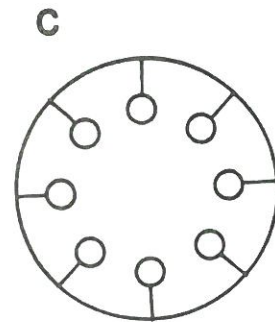
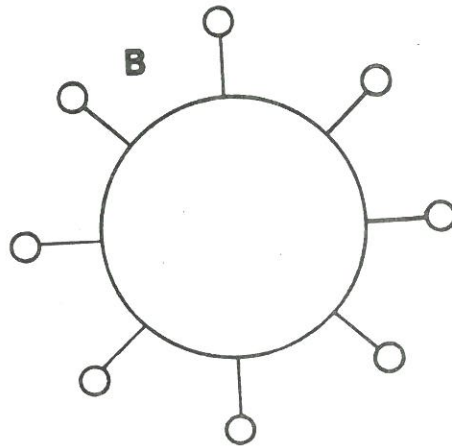
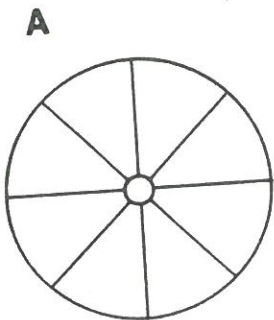


Which is longer — Line **AB** or line **AC**?

Which inside circle is smaller —  
circle A, circle B, or circle C?



Which circle is larger — A, B, or C?

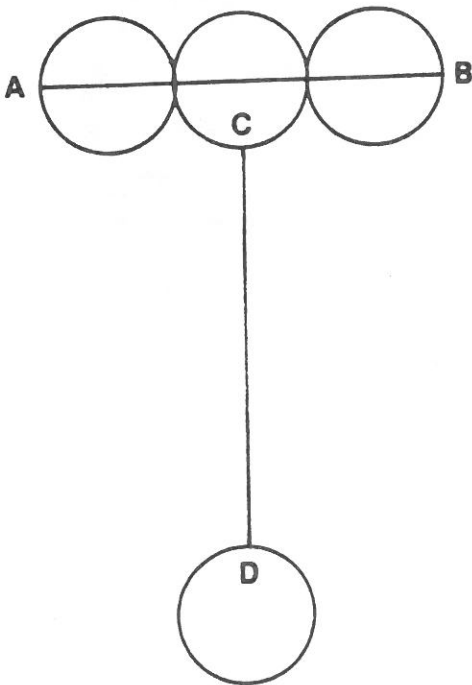


# Eye Test

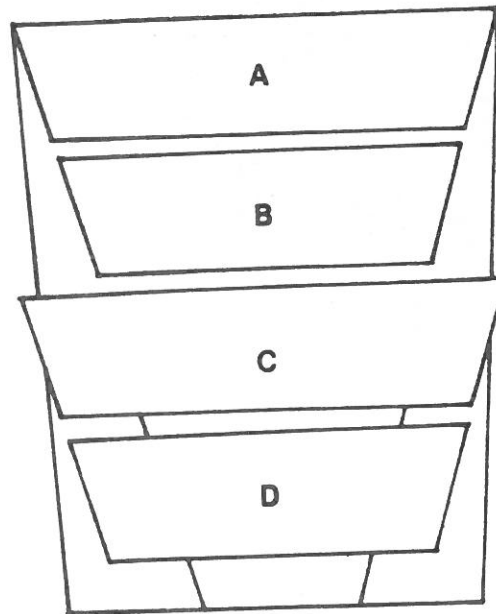
## OPTICAL ILLUSIONS

See if your eyes pass the test with these optical illusions. First write down your answers. Then check them with a ruler.

1. Which is longer — the horizontal line through the three circles (A-C-B) or the vertical line connecting the two circles (C-D)?



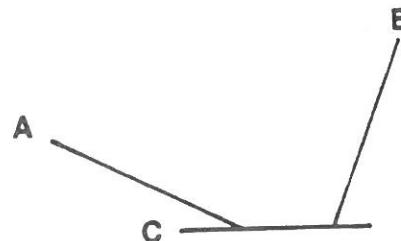
2. List these shapes in order from largest to smallest.



\_\_\_\_\_

3. Which is longer — line A, B, or C?

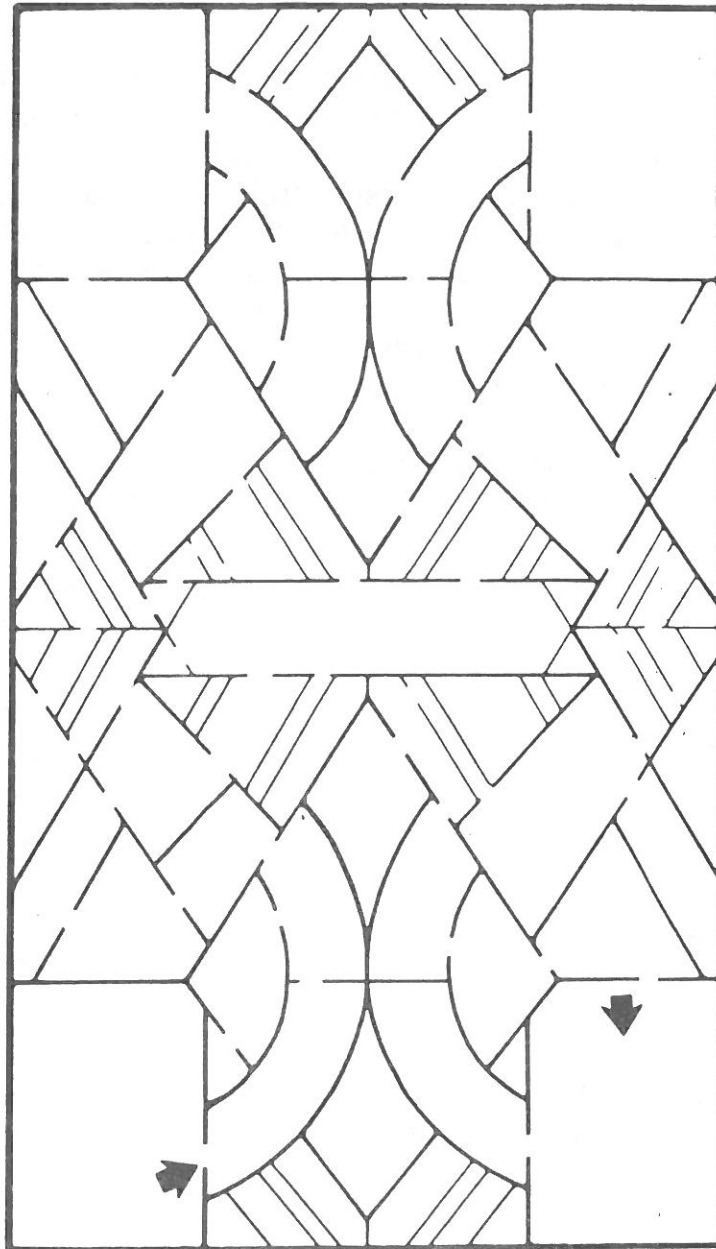
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## A MAZE

The path through this maze may wind and wend.  
The arrows show where to BEGIN and END.



# Age Computer

Tell your audience that your brain has been programmed to react like a computer. Say: "If you follow my instructions closely, I will be able to tell how old a person is. I will also tell the day and month that person was born." Choose a person from the audience. Give that person a pencil and a piece of paper. Ask him or her to do the following:

- Write down as one number the month and day he or she was born.
- Multiply that number by 2.
- Add 5 to the result.
- Multiply that sum by 50.
- Add his or her age to that total.
- Tell you the final sum.

Then you tell the person's age and give the month and day when he or she was born.

**This is the way it works.** Say the person was born on May 21st,

he or she would write down .....	521
Multiply by 2 .....	<u>× 2</u>
	1042
Add 5 .....	<u>+ 5</u>
	1047
Multiply by 50. ....	<u>× 50</u>
	52350
Add age (12) .....	<u>+ 12</u>
	52362
You subtract 250 .....	<u>- 250</u>
	52112

The last two digits of the final number — 12 — will tell you the person's age. The remaining three digits will tell you the month and day he or she was born.

MAGIC TRICKS

LASSO AN ICE CUBE

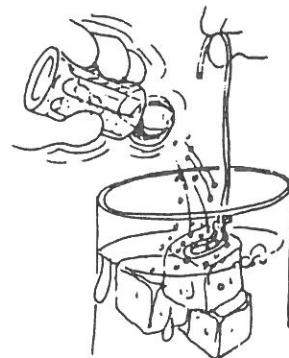
You will need:

- Glass of water
- Ice cubes
- Cotton thread
- Salt shaker on table

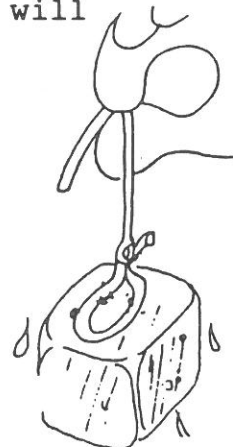


1. Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an ice cube and remove it from the glass, without using any fingers. Let them try it for a while. After they've all tried unsuccessfully, step in & show them how.

2. Simple lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then sprinkle salt on top of the cube and string. Wait a few seconds.



3. The salt on the ice cube will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.



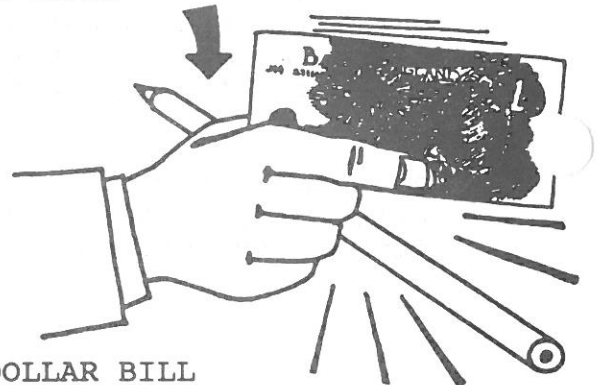
## DIME POWER

Ask a person in the audience to give you a dime. Place the dime on a table. Give the person a drinking straw. Tell the person to try to lift the dime with the straw. When he or she fails, you say,

"Your straw has no power to lift the dime,  
But my magic straw will do it every time."

Take another straw from your pocket and place it over the dime. Suck on the straw. The dime will lift off the table.

THIS IS THE WAY IT WORKS. Put a drop of water on the dime. Place the straw over the drop of water on the dime. Suck up on the straw. As the water is sucked into the straw, a suction will be created, allowing you to lift the dime. Practice this trick to find the right amount of water to make it work.



BREAKING A PENCIL WITH A DOLLAR BILL

After stating that you are able to break a pencil with a dollar bill, you prove that it can be done. A pencil is borrowed and someone is asked to hold it firmly as shown.

The bill is folded in half lengthwise and held at one end by the finger and thumb. Using it as one would a knife, it is brought sharply down onto the center of the pencil.

Immediately the pencil is seen to be snapped cleanly in two.

The secret is to extend your forefinger at the precise moment of impact with the bill. It is the finger which breaks the pencil and not of course the bill. But you make a great play of carefully creasing the bill so as to give a knife edge, and make one or two feinting moves before you finally bring it briskly down onto the pencil.

It is important to tell the spectator to hold the pencil absolutely firm between his two hands. Withdraw the finger as soon as the bill has passed through the two halves.

### PENNIES FROM BOX

For this trick, you will need a cardboard shoe box. Take the lid off the box. Hold up the box so that the audience can see it is empty. Ask a person in the audience to drop a penny in the box. Cover the box with the lid and say,

"My magic talents I'll display.  
I'll shake this box my magic way.  
And very soon from this one penny,  
You will see there shall be many."

Shake the box up and down until you hear coins jingling inside. Take off the lid and lay it face down on the table. Show the audience the box full of pennies.

THIS IS THE WAY IT WORKS: Ahead of time, use a little melted wax or clay to stick pennies to the inside of the box lid. When you remove the lid to show the empty box to the audience, keep the lid tilted toward yourself so the audience can't see the coins. Practice this step looking into a mirror until you can do it quickly and smoothly.

When you shake the box, the coins will drop off the lid into the bottom.

### A CARD TRICK

Most of this trick is performed by the person you choose from the audience. Give him or her a deck of regular playing cards and a pencil, saying, "Pick any 5 cards from the deck." At the top of the face of each card the person is to write one of the letters that spell the word MAGIC.

Tell the person to mix the 5 cards well and hand them back to you in a small pack. Tell him or her to pick a card from the small pack as you hold it. Now hand the person a piece of paper on which he or she is to write down the chosen card and the letter on it. The person is then to fold the paper and give it to someone else in the audience to hold. You will not know which card was picked.

The person then places the chosen card back in the pack, facing the same way it was before being picked. Tell the person to cut and shuffle the cards very well--and hand them back to you. You look at the cards and immediately pick the one that was written on the paper.

THIS IS THE WAY IT WORKS. After the person writes the letters that spell the word MAGIC on the cards, hold the small pack in your hand with the letters facing away from you. After the person picks the card, quickly turn the pack in your hand so the letters are facing toward you. The chosen card will be the only one in the pack with the letter reversed.

## INTEREST RATES

Tell the people in your audience that you have a magazine that tells how to increase your income and fight inflation. Ask if someone in the audience has 10 pennies. Tell that person to count the pennies out loud as he or she places them on top of the magazine you hold. Tell the person to hold out his or her hand with the palm up. Let the 10 pennies slide from the magazine into the palm of the person's hand. Tap the magazine and say,

"Your finances this magazine commands.  
It places your profit in your hands."

Tap the magazine again. Five more pennies fall into the person's hand.

**THIS IS THE WAY IT WORKS:** Ahead of time, hide five more pennies under the cover of the magazine. Hold the pennies in place when you show the magazine and let the 10 pennies slide into the person's hand.

When you tap the magazine the second time, curl the magazine slightly and release your hold on the pennies. The extra coins will then slide into the person's hand. Practice this trick to get it to work smoothly before you show it off.

## THE SINGING GLASS

Show your audience a clear stemmed wine glass and a pitcher of water. Fill the glass halfway with water. Then announce: "My magic touch will bring music from this wine glass." Rub your finger around and around the rim of the wine glass. The glass will begin to sing.

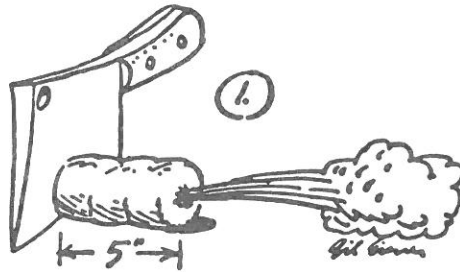
**THIS IS WHY IT WORKS:** Wet your finger before you place it on the rim of the glass. As you rub your finger quickly on the rim, the friction causes vibrations which makes the glass "sing." This works even better if you have a little white vinegar added to the water you use to wet your finger. Practice this trick before you show it off. Different amounts of water will change the tone. Practice until you find one you like.

GROWING A CARROT UPSIDE DOWN

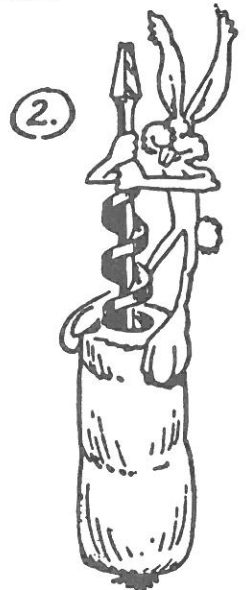
We all live now in the Golden Age of Houseplants. Ecological consciousness surrounds us from right and from left, and every windowsill in the nation is full of green growing stuff, from moss to mushrooms.

The showoff should, of course, have bigger and better house plants than other people, but how to grow house plants is itself a booklength subject we won't go into here. So we trust you to lookout for yourself mostly. We'll just have to be content with showing you how to grow a carrot upside down into a green and leafy little urn, suspended neatly in the window by a piece of string. We'll bet everybody else on your block grows his carrots right-up.

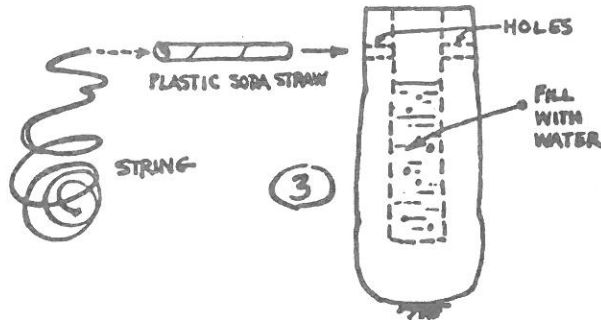
Get the biggest carrot you can find and wash it nice and clean. Then lay it on the chopping block and neatly cut it off a convenient length from the green end (figure 1). Four or five inches should be enough except in the case of the largest carrots. Peel the other end and eat it.



Now, make a hole in your piece of carrot. Use any convenient kind of holemaker; a woodworking bit of the right size, held in the band, is about the neatest way (figure 2). Hole out your carrot until you have a cross-section like figure 3.



Punch a couple of holes an inch or so from the top (we are going to call the green end the bottom from now on) of the carrot, and thread a piece of string through. Hang it up in a sunny window. Fill up the carrot with water. In a few days green things will begin to sprout (figure 4).



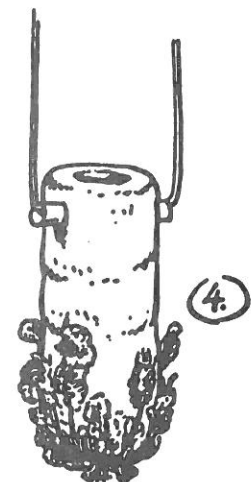
In a few more days they will start to grow upward. In a couple of months, if you remember to keep turning the carrot around, they will grow into a sort of ferny green urn-shaped gob of foliage around the carrot.

The only things to watch out for are these: first, as your carrot grows more and more leaves, it will require more and more water daily. Don't ever let it dry out. Second, the flesh of the carrot above water level is bound to wither some, and as it does the strings will begin cutting upwards from the boles you put them in. Eventually the carrot will be sliced through and you'll have to start with a fresh carrot, but you can delay this moment somewhat by lining the holes with pieces of plastic soda straw, or some kind of appropriate grommets, or something; you figure out what kind.

Finally, it probably won't hurt if once a month or so you mix up some soluble fertilizer. Follow the instructions on the package - only use about half as much as it says and water the carrot with this instead of plain water.

MAGIC

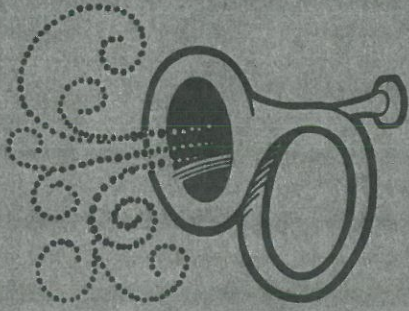
A true magician is the sun.  
He works his wonders just for fun.  
From his black hat he pulls the dawn.  
Where's yesterday? Chazam! It's gone.





**MENU**

**COMMUNICATIONS**



September Communications



CEREMONIES

THE PLEDGE OF ALLEGIANCE

Adapted From: The Red Skeleton Hour on January 14, 1969

I remember this one teacher. To me he was the greatest teacher, a real sage of my time. He had such wisdom. Mr. Laswell was his name. We were all reciting the Pledge of Allegiance and he walked over. He said, " I've been listening to you boys and girls recite the Pledge of Allegiance all semester and it seems to me as though it is becoming monotonous to you. If I may, may I recite it and try to explain to you the meaning of each word?"

I	an individual; a committee of one.
pledge	dedicate all my worldly goods to give without self-pity
allegiance	my love and devotion
to the flag	our standard, Old glory, a symbol of Freedom. Wherever she waves there is respect because your loyalty has given her a dignity that shouts Freedom is everybody's job.
of the United States	that means we have all come together individual communities that have united into 50 great states. 50 individual communities with pride and dignity and purpose all divided with imaginary boundaries yet united to a common purpose and that's love of country.
of America	This country is located on the continent of North America, a continent we share with Canada and Mexico.
and to the republic	a state in which a sovereign power is invested in representatives chosen by the people to govern. And government is the people and it's from the people to the leaders- not from the leaders to the people.
for which it stands	For which it represents
one nation	Although there are different people in each of the 50 different states we speak as one voice with one heart.
under God	blessed by God and under His care
indivisible	incapable of being divided
with liberty	which is freedom and the right of power to live one's own life without fear or threats of some sort of retaliation.
and justice	the principle of equality in dealing fairly with others
for all	which means it's as much your country as mine.

Since I was a little boy two states have been added to our country and two words have been added to the Pledge of Allegiance - "Under God". Wouldn't it be a pity if someone said, "That's a prayer," and that would be eliminated from our schools, too?

COMMUNICATION SPELL-DOWN

- C Cub Scouts grow best when communication is good.
- O Opportunities to learn more about life.
- M Members of the family help me earn my ranks and badges.
- M Moms appreciate hugs from their sons.
- U Uniforms communicate good will.
- N No one can do it alone.
- I Involvement of parents makes everyone's job easier.
- C Cameras help us relive our successful achievements.
- A Accentuate the positive; the negatives will more likely eliminate themselves.
- T Telephone use to keep everyone informed of upcoming events.
- E Everyone benefits from the Cub Scout program.

Let's all strive to make communication better in our packs!

ADVANCEMENT

Cubmaster comes on stage and points to a computer in which the assistant cubmaster is located.

Cubmaster: In today's world the most important communication is electronic communication. Without the use of computers in electronic communication, your telephones would not work, the financial systems of the world from the banks to the stock market would be in chaos, and air traffic could not be safely and efficiently handled. Because of the use of computers, we can instantly have access to information and documents from around the world. Today we will use our pack computer to inform us of any awards our cubs may have this month. Computer, Do we have any cubs today who are ready to be advanced to the rank of Bobcat?

Computer: Yes, (then names cubs who are ready to advance)

Cubmaster: Will (repeats the names of the cubs) please escort their mothers to the front?

Cubs escorts mothers.

Cubmaster: Computer, what did these cubs do to earn the rank of bobcat?

Computer: Reads requirements of advancement to bobcat rank.

Cubmaster: Have each of you Cubs completed these requirements?

Cubmaster: (Proceeds the same through the ranks & awards.)

CHEERS

TELEGRAPH: Tap two index fingers together and say "CLICK  
CLICKETY, CLICK, CLICKETY, CLICK."

TYPEWRITER: "CLICK, CLICK, CLICK, DING. CLICK, CLICK, CLICK  
DING."

STAMP OF APPROVAL: Pound palm of left hand rapidly with right  
fist.

TELEPHONE: Pretend to dial - "TT, T, T, TT, TT, TT, TTTTTT,  
TTTTTTTT, RINNNG,RINNG, HELLLLOO? HELLLLO?"

ECHO #1: Cup hands around mouth shouting RAH! loudly first then  
immediately softer.

ECHO #2: Divide group into two sections one side applauding  
first; clap-1,2,3,4 and the other side answering 1,2 1,2.

MOB SCENE: This is a yell done in parts like a round. Divide  
the audience into 4 groups and then have each repeat three  
times. Fire! Fire! -- Water! Water! -- Help! Help! -- Save my  
child! (Two-beat rhythm will keep groups together.)

EXTRATERRESTRIAL: With index finger extended, trace 3/4 of a  
circle to join finger of neighbor- "PHONE HOME."

DEN ACTIVITIES

Den Field Trip

Consult a news or radio station about a visit. Make sure  
you have enough adult supervision on hand. You might have  
the boys write a request and send it in. A thank you  
communication in writing is always a good idea.

Den News

Have the boys assume a role of a newspaper editor,  
reporters, columnists, sportswriter, etc... to create your  
own den newspaper. Let them interview their friends. They  
should have their questions written down in advance and be  
prepared to record answers on a tape recorder or note pad.

If one of your parents has a camcorder, the boys would love  
their efforts being filmed. Have the boys choose a topic,  
write script suggestions, and let the camera roll! You could  
have a televised newscast, a documentary, or a comedy. The  
results would be a hit at the pack meeting.

SKITS

WOLF

A Cub Scout runs to the Cubmaster 3 times crying "Wolf". Each time the Cubmaster looks concerned and scouts the room for the wolf. The Cub Scout goes back to his chair grinning each time until the last time. At this point the Cubmaster doesn't believe him anymore, throws up his arms, and starts walking away. Meanwhile, all the Wolf Cub Scouts start growling and crawling to get the boy who cried "Wolf".

HEADLINE

Characters: editor, a few reporters

Editor: You have just been hired to find the best news stories for our paper. Any questions? No? Good! Get to work! (Reporters leave)  
(One reporter comes running back)

Reporter: Boss, I have it! I can write a story about the elections two weeks ago.

Editor: That's old news. People are tired of reading about the politicians even before they're elected.  
(Another reporter enters)

Reporter: I can write a story about the Spurs game last Tuesday night.

Editor: I guess I didn't make it clear. We need fresh material. Nothing is more important to a journalist than a hot story. Something recorded as it happens. Now go out there and make it happen! (reporters leave)

Reporter: Boss, we have it now! There is a fire on the 3rd floor of the building. (One boy pretends to take pictures. Boss starts running, trying to get people out of the room and to calm some hysterical people.)

Reporter with camera: Look over this way, sir; you are showing an unflattering side.

Reporter with microphone: Sir, how do you feel being here on the 4th floor of the building while a fire rages below?

Editor: Why are you fools playing with that camera and tape recorder when there is a fire burning down just one floor. We could all go up in smoke!

Reporters (all at once): But nothing is more important than the hottest story, and what could hotter than this?

SONGS

ARE YOU SLEEPING. Sung as a round in three languages.

Are you sleeping? Are you sleeping?  
Brother John? Brother John?  
Morning bells are ringing.  
Morning bells are ringing.  
Ding, dong, ding.  
Ding, dong, ding.

Fray Felipe, Fray Felipe,  
¿Duermes tu? ¿Duermes tu?  
Tocan las Campanas.  
Tocan las Campanas.  
Din, don, din,  
Din, don, din.

Frère Jacques, Frère Jacques,  
Dormez-vous? dormez-vous?  
Sonnez les matines,  
Sonnez les matines,  
Ding, dong, ding.  
Ding, dong, ding.

GAMES

HUNT FOR NEWS

Save the front page of your newspaper for awhile to play this game. Each person takes a different front page, looks through the various news stories, and then writes a one-sentence question on a separate sheet of paper. The question can be about any information that is given anywhere on that front page. On signal, the players pass their page and question to the right. Each player then searches the front page he has been given and tries to find the paragraph or sentence that answers the given question. He draws a line through it and says "Print" to stop everyone's search. Five points is given to the finder if he is right. If he is wrong, 5 points are given to the question writer. The first one to 20 wins. Play resumes with a new question written about the page you just searched for your "print."



ADVERTISE

Have the boys create an advertisement for their favorite book, restaurant, T.V. show, toy, etc... Give them 2 minutes each to persuade the other boys why they should try it. It would be wise to ask for subjects beforehand so nothing offensive would be presented.

DEAF AWARENESS

Encourage deaf awareness by letting the boys not communicate at all by speaking. Everything must be communicated using signals, Morse code, or writing it down (Den Leaders included!). Ask someone who knows sign language to come communicate with the boys and maybe teach a song in sign. Sign language and music is a memorable application.

IMPROMPTU SPEECHES

Introduce the boys to speaking impromptu or extemporaneously by preparing slips of subjects. For extemp let them know beforehand that they need to become aware of current events.

DELIVER THE NEWS

Form two lines. At the beginning of each line put an equal stack of newspapers. Players must deliver the paper to the next player till entire stack is at the end of the lines. Rules are that you must only use one hand (the other hand behind the back) and you can only have one newspaper in your hand at any time. Game may be altered to use the back hand as the passing hand.

CHARADES

This has been an old-time favorite. Write out subjects on slips of paper or let boys (or families at pack meeting) think up their own. Remember the clues like tugging your ear for "sounds like"?

SECRET MESSAGES

Secret messages can be coded in either numbers or letters. They can even use signs which are neither numbers nor letters. During the second world war, the United States sent many of its secret messages in Navaho language. The Germans were never able to decode these messages.

Vin Dvpiyd htpe nr dy ejrm vpqqimovsyopm od hppf.  
Paaptyimoyord yp zrstm qp tr snpiy zogr. — — —  
Qrqnrtd pg yjr gsqozu jrza qr rstm qu tsml d smf nsfhrd.  
Qpqd saatrvosyr jihd gtpq yjrot dpmd. — — —  
Imogptqd vpqqimovsy hppf eozz. — — —  
Mp pmr vsm fp oy szpmr. — — —  
Ombpzbrqrm y pg astrmyd qslrd rbrtupmr'd kpn rsdort.  
Vsqrtsd jrza id tr-zobr pit divvrddgiz svjorbrqrm yd.  
Svvrmyisy yjr apdoyobr; yjr mrhsyobrd eozz qp tr zolrzu  
rzoqomsyr yjr qdrzbrd. ; — — — — —  
Yrzrajpmr idr yp lrra rbrtupmr omgptqrf pg iavpgomh  
rbrmyd. Rbrtupmr nrmrgoyd gtpq yj r Vin Dvpiy atphtsq.  
zry'd szz dyto br yp qslr vpqqimovsyopm nryyrt om pit asvld!  
— — — — — !

LEADER NOTE: For KEY, see COMMUNICATIONS SPELLDOWN ceremony.

## ACTING UP

Have players stand in a circle with plenty of space in the middle. Discuss the many ways people walk and act during their jobs. For example, a spy might creep along on tiptoes, while a fashion model walks with a studied, erect posture. Players are given or drawn out of a hat a specific kind of action. The actor must be silent.

For example:

tightrope walker	astronaut on the moon
getting dressed	putting up a tent
setting the table	giving someone a haircut
directing traffic	walking a large dog
painting a picture	lifeguard
taming a lion	hanging clothes outside
band leader	washing the dishes
window washer on a ledge	infant learning to walk
old person	body builder
marching soldier	circus clown
explorer at the North Pole or in the jungle	

Each player walks or acts out the activity across the circle several times as the group tries to guess his identity. When someone guesses correctly, the entire group imitates the act, then forms into a circle again to watch another actor.

## YOUR GETTING WARMER

One person is selected to go out of the room. The rest of the group picks an object for the person to find. The person returns to try to find the object while the group claps. As the person gets closer to the object, the claps become loud and enthusiastic. If the person gets farther away from the object, the claps become quiet and weak. When the object is finally found, the person gets a standing ovation.

VARIATION: Have two people go out of the room while the group picks a movement or gesture the absent two must do together when they return-- shake hands, stick out tongues, hop on one foot, and so on. When the partners return, they must try all kinds of activities in order to find the right one.

THE COMMUNICATOR

Divide players into teams. Teams position themselves in corners of the room opposite each other. A leader is chosen to stand in the center equal distance from each team. Each team sends one player to the leader, who whispers to each the name of an animal, bird, or fish, profession, shape, sport, movie, TV show, or other pantomime idea.

If the leader says monkey, each player runs back to his team, to act out a monkey. When a team member guesses monkey, the pantomiming player runs back and touches the leader, saying "monkey." The first player back is the winner.

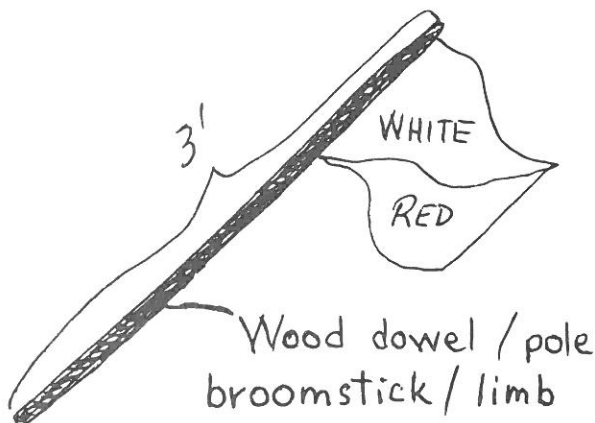
VARIATION: If your group is too small, have the leader start with a pantomime. The first person to guess correctly does the next pantomime, and so on.

CRAFTS

SEMAPHORE FLAGS

Use white cloth and color with red marker or latex paint, or sew red and white cloth together to make the flag.

Staple, tape, or lash flag to a broom handle, stick, or dowel 3' long.



COFFEE CAN TELEPHONES

2 1-lb. coffee cans  
25' nylon cord  
hammer  
nails

Punch one hole in the center of the can bottom. Insert the string and tie several overhand knots in the end of the string. Repeat on the second can.

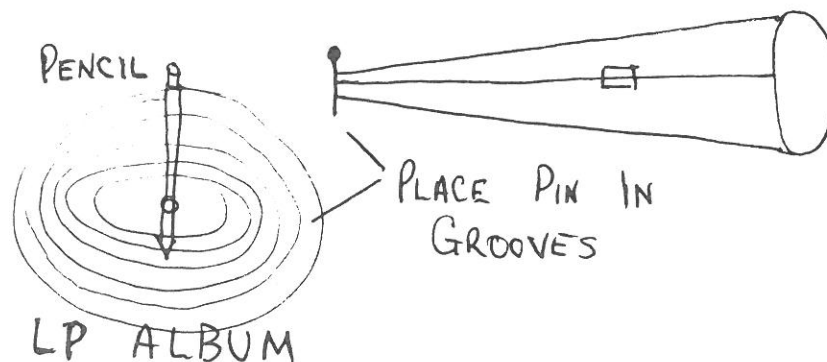
Talk into one can and listen in the other. Be sure to keep the string taut while communicating.



PHONOGRAPH

construction paper  
Scotch tape  
pencil  
straight pin  
phonograph record (an old LP your Mom or Dad will lend)

Roll paper into a long cone and tape to hold its shape. Insert pin through small end of cone. Wrap tape around pencil about 1" from point and insert through record. Turn record by placing pencil point on a hard surface and rotating. Place pin lightly in grooves and listen at large end of cone.





# MENU

LIVING N

THE 21<sup>ST</sup>

CENTURY

October

Living in the 21st Century





CEREMONIES

I AM YOUR FLAG

Look at me.

I am your flag.

I am your childhood for I met you there.

You carried me in your first parade...remember...the stars I bore were no brighter than those reflected in your eyes.

I grew up with you.

I am as familiar as apples and the colors of the sunset, I am a part of you.

Most of you have traveled with me to worlds you only dreamed of as a child... Iceland, Japan, Taiwan Germany.

I was there to greet you when you came.

Some of you have seen me through a blur of tears...in unexpected places and felt the pull of home.

I have been spat upon by some... defiled in ways that hurt us both. This pain is one we share together. Yet, I am here...still strong and true...a symbol of the faith that brought me into being.

Share me with your children. Let them know me too...as you do. Keep me from being just a dream of that which might have been. Teach them to love me for what I am. Show them my faults...for I have many. But show them, too, my courage and my generosity...my struggle to be fair.

Let them know all of what I represent...a land of opportunity for those who never have had quite enough...a land in need of many kinds of people...a land where workers, dreamers, fighters, doers express in many ways the change they would make to keep me still the emblem of the Free.

It's true I need to know in what ways I am wrong. I also need your faith to keep me strong. One can be criticized if one is loved, You know, and through that criticism, grow.

Help me to be what I have been so many times before...The genie's lamp for some; for some the Golden Door.

## CEREMONIES

CUBMASTER: We have talked this evening about what life will be in the World of Tomorrow. Let's take a few minutes for the present. A person's perception of time keeps shifting. As the very old can tell, time goes more swiftly the longer you live. An old man may look at a forest and remember when, in his childhood, that land was a plowed field. Time becomes telescoped, not by failing faculties, but by overlapping images. Each age offers a different vision which you can capture, borrow and saver. The point is this - somewhere along the way, each individual needs to recognize that there is such a thing as personal time. Immediate events ranging from toothaches to far-reaching political crisis cannot be set aside. But we really have a great deal of leeway in choosing what we do with our time. If you have been thinking of getting outdoors more often, have you set aside the time?

## The Eleven Great Verbs of Life:

I AM:	the power of self knowledge
I THINK:	the power to investigate
I KNOW:	the power to master facts
I FEEL:	the power to appreciate, to value, and to love.
I WONDER:	the power of reverence, curiosity, and worship.
I SEE:	the power of insight, imagination, vision
I BELIEVE:	the power of adventurous faith.
I CAN:	the power to act and skill to accomplish
I OUGHT:	the power of conscience; the moral imperative
I WILL:	the power of will, loyalty, to duty, consecration.
I SERVE:	the power to be useful, devotion to a cause.

CEREMONIES

LIGHTS IN THE SKY

(This ceremony will be excellent for an outdoor pack meeting. For an indoor pack meeting, use the planetarium found in the craft section.)

Have all boys and parents who are going to be advancing come forward.

CUBMASTER: For thousands of years, men have known that the North Star is fixed. Shepherds knew it before the time of Christ, and sailors have used the North Star and other heavenly bodies to guide their ships to port ever since first dared leave the sight of land. Even today, the stars are important as we send spaceships to the moon and to other planets.

(Look up to the sky and try to locate the North Star, the Big Dipper and the Little Dipper)

Taking the stars that form the outer edge of the Big Dipper sight upward and the bright star you see is the North Star. That star also happens to be the tip of the handle of the Little Dipper. Let's let the North Star be our guiding star representing our parents.

Will the parents of the Bobcat recipients please come forward and present your son with his badge.

Once we have found the North Star we have seen that it was only a few more stars put together and we have formed the Little Dipper. So too have the Cubs who have earned their Wolf badge and arrow points seeing that it was only 12 tracks down the Wolf trail.

Will the parents of the boys who have earned their Wolf badge and arrow points please come forward and present your son with his badge.

And now a short distance in the sky but many miles away are the stars that form the Big Dipper. The Big Dipper has guided many astronauts in their travels in space. Our Bears have learned the long and hard road to travel and have travelled it well.

Will the parents of these Bear and Bear arrow point recipients please come forward to get their badges.

And now boys I encourage you to look to the stars and the goals in scouting that are still to be reached.

CHEERS

- SATELLITE-- Start with a countdown from ten. At zero say "BLAST OFF". Put your hands down to the floor and simulate the rocket blasting off with appropriate sound effects. When your hands are at your shoulder level start turning around (orbiting) with the satellite (your hands) going around in orbit while saying in a falsetto voice, "BLEEP, BLEEP BLEEP."
- JET CLAP-- Swish your hand across in front of you like a jet and clap your hands twice, real fast. Do twice.
- STAR TREK CHEER-- Flip open communicator. Press button and say "Beam me up, Scotty!" Pause. "Scotty, are you there? Scotty! Scotty! Beam me up."
- ROBOT CHEER-- Walk almost in place in a stiff-legged manner and hold arms stiff while saying "Does not compute. Does not compute."
- MAN-IN-THE-MOON-- Circle face with hands and say, "I eat green cheese."
- MARTIAN CHEER-- Say, "Take me to your leader!"
- HALLOWEEN HOWL-- Divide group into three sections. First group yells "Booooo, Booooo!" The second group, "Heeeee, Heee, Hee!" The third group, "Eeeeeeoouoo!" Point to each group in turns, speeding up and slowing down at will.

SKITS

A JOURNEY INTO SPACE

Puppets: Three boys - Jim, Fred, Bill (all hand puppets)

Setting: Inside rocket ship. In background is a round frame where various scenes can be shown. This represents window in rocket ship. As curtain opens, 3 boys are on stage.

Jim: Golly Bill, do you think we ought to be in here?

Bill: Sure, why not? The airport is open to inspection. I'm going to inspect this rocket ship. Look at this button. (Pushes button).

Fred: Gee, that closed the door!

Bill: Well, what do you know. Wonder what this other button does. (He pushes button. All puppets jerk back and begin to bounce around.)

Jim: You started the rocket. We're taking off! (Scenery changes)

Bill: Well, what do you know!

Fred: I'm getting dizzy. (He weaves around)

Bill: You're short of oxygen. I'll push this oxygenating button. (He does.),

Fred: That's better. (Scenery changes)

Jim: Look, there's the moon! It really does have mountains on it!

Fred: I'm getting scared!

Bill: Nothing to be scared of. We're having an adventure in space!

Jim: We're approaching Mars. Look! It really does have canals and mountains on it. (Scenery changes)

Fred: Do you suppose we should land? I don't want to stay in this rocket ship forever.

Bill: Well, you don't want to land here! (Scenery changes)

Jim: Look, I'll bet that's Jupiter. See the rings? There's a red one in the center. (Scenery changes)

Fred: There's another planet. That must be Saturn.

Bill: Probably no one will believe us when we get back home.

Jim: How are we going to get back? (Scenery changes).

Bill: I don't know. Let's enjoy ourselves first. Look, there's Uranus. It's green!

Fred: I'm feeling kinda green. How can we tell people what we saw if we don't go back home?

Bill: (Scenery changes) Look, there's Neptune. See its moon?

Jim: I want to go back home!

Fred: So do I!

Bill: Let me see if I can find a reverse button. Here's one! (He pushes it).

Jim: Look, we're turning around. (Scenery changes in reverse)

Fred: Hey, what's this? (points to one side)

Bill: Golly, that's a tape recorder. It's been taping everything we said. Now they'll believe us when we get back home! (Scenery changes)

Jim: If we get back home! (Scenery changes)

Fred: Oh, boy. I can see the earth now. We're almost there. (Scenery changes)

Bill: I'll push this "stop" button. (Pushes button. Puppets jerk to stop)

Jim: We make it! Wow, what an adventure!

Fred: I'm 'glad we're home. I'll take the earth any old day!

Bill: Hmmmmmm. Now if I can only figure out how to open the door!

SKITS

MARLO, THE MARTIAN

CHARACTERS: Johnny, Marlo Martian, and Bob. (Johnny and Bob wear school clothes. Marlo wears green from head to toe. He wears a stocking cap-helmet and mask; use pipe cleaners for antennae.)

As scene opens, Marlo is sitting on stage and Johnny enters.

JOHNNY: (pointing with his finger) What are you? Where are you from?

MARLO: Don't you know it's not polite to point? My name is Marlo Martian and I come from the planet Mars. And who, may I ask, are you?

JOHNNY: I'm Johnny Barton. I live here. Are you really from Mars?

MARLO: Certainly. I don't look like an Earth creature, do I?

JOHNNY: No, you don't. Say, where are your parents? They didn't let you come alone, did they?

MARLO: I'm not a child, I am a full grown adult. We Martians are small people, but don't let our size fool you. We are very strong and smart.

JOHNNY: What are you doing here?

MARLO: I want to establish friendly relations with the Earthmen, but all the grown-ups either believe I don't exist or they think I'm up to no good. I thought at least I could depend on the children.

JOHNNY: Oh yes, you can, you can.!

MARLO: Good. (looks around) Where are your parents, Johnny?

JOHNNY: My mother went to the store and my dad is at work.

MARLO: Well, isn't there anything you want to know about Mars?

JOHNNY: (excitedly) Oh, yes, yes. Is it all right to ask questions?

MARLO: Go ahead, that is what I am here for. What do you want to know?

JOHNNY: Do they have trees on Mars? What do you eat? How did you get to Earth? What kind of houses do you live in? What ...

MARLO: Wait a minute, one question at a time. Yes we have trees, they have green trunks and pink leaves.

JOHNNY: (laughing) Pink?

MARLO: (sternly) Don't interrupt. We eat special food capsules; they are very nutritious. I came to earth in a flying saucer. It takes only an hour to get from Mars to Earth. We all live in houses that are completely round. They are set on a turntable and we can turn them any way we want.

JOHNNY: What language do you speak?

MARLO: We have no verbal language. We communicate by mental telepathy.

JOHNNY: That sounds like fun. Can I go to Mars with you?

MARLO: Maybe, on some dark night when nobody is looking. I'd better go now. My flying saucer will be taking off before long (starts to leave).

BOB: (entering) Will you hurry up?

JOHNNY: (looking all around) Who are you talking to Bob? Say, I want you to meet Marlo Martian; he comes from the planet Mars. He has been telling me all kinds of exciting things about Mars. He may take me with him some night. Marlo, this is my friend, Bob Smith.

BOB: (laughing) Marlo Martian, indeed! That's my brother, Pete. And if he doesn't hurry up, we will be late for the costume party!



SONGS

THE ASTRONAUT'S PLEA  
(tune: My Bonnie Lies Over the Ocean)

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

Chorus:  
Bring back, bring back,  
Oh bring back my spaceship to me, to me.  
Bring back, bring back,  
Oh bring back my spaceship to me.

I went for a ride in a spaceship  
The capsule was crowded and I  
Developed a cramp in my muscles,  
So I took a walk in the sky.

Chorus

I went for a walk in my spacesuit.  
The ship was controlled from the ground  
And someone in charge down at NASA  
Forgot I was walking around!

Chorus

CUB SCOUT ASTRONAUTS  
( Clementine )

In a rocket, called a spaceship,  
Toward the moon, we will fly.  
When we get there, we will look and stare,  
At the awesome things we find.

Chorus:  
Oh, it's fun to talk and dream,  
About flying in space.  
We can be brilliant astronauts,  
And for others, set the pace.

SONGS

OH, WHAT A BEAUTIFUL FUTURE  
(tune: "Oh, What a Beautiful Morning")

Chorus:

Oh, what a beautiful future, in twenty one hundred A.D.  
Oh, what a beautiful future. Everything's shining for me.

There's a space shuttle headed for Saturn,  
There's a space shuttle headed for Saturn,  
It travels so fast, we'll be back in a day,  
And we might even stop off at Mars on the way.

Chorus

Oh, the schools, they no longer have teachers,  
Oh, the schools, they no longer have teachers,  
Computers will teach future kids the three R's;  
Rockets, Regattas, and sleek Racing Cars.

Chorus

Oh, there will be Cub Scouts in the future,  
Oh, there will be Cub Scouts in the future,  
And they'll live by their motto, their Promise and Law,  
And they'll build the best world that mankind ever saw.

Chorus

I VISITED PLUTO  
( On Top of Old Smokey)

I visited Pluto, my fortune to seek,  
While I was there, my spaceship started to leak.

It dripped on past Jupiter, to Venus and Mars,  
But when I reached Saturn, I had to trade cars.

While stopping on Mercury, I found no one there,  
So, I put it in high gear, plotted a course for no-where.

I'm far out in space now, just touring the stars,  
I'd come home in a hurry, but don't know where we are.

Then I spotted a Shuttle, and tagged on behind,  
And after a while, guess what I did find.

Good old terra firma, the Earth sure looks good,  
But I'll start out again, soon as I'm in the mood.

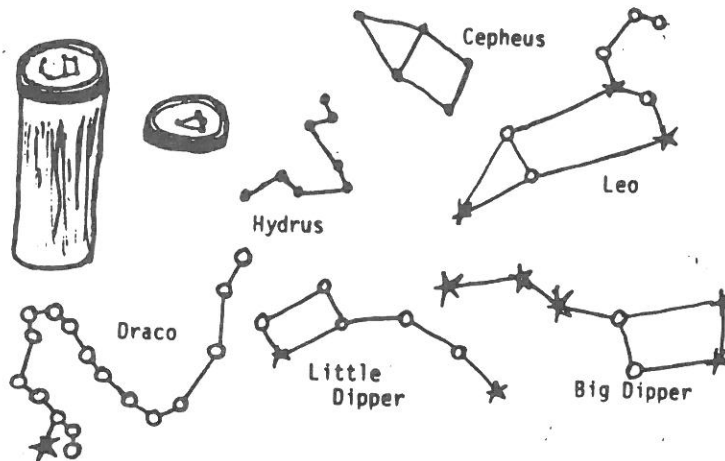
CRAFTS

PINHOLE PLANETARIUM

To make the planetarium you'll need a cardboard potato chip can and plastic lid for each constellation you want to learn. With a large nail, punch a hole in the center of the can bottom.

Cut out circles from heavy or dark colored paper to fit the inside of the plastic lid. Draw the star formation of a constellation on the circle and label it. Glue the circle on the inside of the can lid, using contact cement. Use a nail to punch a hole in the lid where each star appears in the constellation.

To use the pin hole planetarium, put one end of the lids with a constellation on it, onto the open end of the can with the hole in the bottom of the can. Then try to determine the name of the constellation. If necessary take off the lid to check the answer.



STRING-A-CONSTELLATION

Using various sizes of nails or tacks and some string, you can make an attractive display board of the major constellations.

Paint corrugated cardboard for a backing. Insert the tacks in position for stars and run from one to another, looping once around each tack, to outline each constellation. Paint the heads of the tacks silver for smaller stars; cover with gummed stars for larger ones.

Another idea is to have each boy string the constellation that is his birth sign. Then, he may paint the figure of his sign around the stars.

## GAMES

## SPACE ADVENTURES

**SPACESHIP INTERCEPTOR:** Cut out a plywood disk about 2 feet in diameter. Drill a hole in the center, representing the North star. Draw the polar constellations which circle the north star: Little Dipper, Big Dipper, Cassiopia, Cepheus, and Draco and cut out holes large enough for a bean bag to go through in the center of each constellation. Mount the disk on an upright 2x4 so it will revolve. Spin the disk while Cub Scouts try to throw bean bags through the whirling constellations.

**SPACE PILOT RELAY (FLYING SAUCERS):** Make the saucer for each den by stapling together two paper plates. Each den is given a target made from a cardboard carton with a hole about 3 feet in diameter. The den lines up in single file about 15 feet from the target. Each Cub Scout in turn tries to sail the saucer through the target. If he misses he must retrieve the saucer and return to the blast-off pad before firing again. First den through is the winner.

**SPLASHDOWN:** Have each boy cut a capsule from plywood and assemble a parachute from a square of fabric. Draw a 6 foot bull's eye on the ground or on a large piece of cardboard. Each Cub stands about 25 feet from the bull's eye and tries to throw his capsule and parachute so that it falls on the target. Closest one wins.

**CAPSULE RECOVERY:** For each den use four sizes of cans; a small juice can, a soup can, a No. 2 can and a No. 212 can. You will also need an ice cream stick with a piece of string tied to it a little off center. Set the cans in a row. The Cub lowers the stick into the second largest can. He tries to wedge the stick against the can's lip and pick it up and drop the can into the largest can. He continues until all cans are nested. This is a speed contest. Each boy has a chance and the first den finished wins.

**BLAST OFF:** All boys remove shoes and place them in a pile. Leader counts down from ten. On 'zero' boys scramble to find their own shoes in the pile.

## GAMES

**BALLOON COUNTDOWN:** On small slips of paper, write down the numbers 10, 9, 8, etc. to 0. Roll up papers and insert each into a deflated balloon. Let each player select a balloon and then wait in line. Each boy, in turn, must blow up his balloon, hold it firmly at the end, and sit down on it on a chair with a bounce. Count one point for each bounce it takes to break the balloon. Add the number of bounces to the number on the paper inside the balloon. Lowest number wins.

**METEORITES:** Four Cub Scouts armed with tin plates stand in the center of a large circle of boys. The four in the center are the rocket ship. Those in the surrounding circle are the meteorites. The meteorites, using four rubber balls, throw at the legs of the rocket ship whose defense is a force shield (the tin plates). Any successful meteorite changes places with the damaged part (boy who is hit) of the space ship.

**ASTRO MOON SAMPLE RELAY:** Divide into two relay teams. A pair of canvas gloves, a fruit jar with lid, and 5 straight pins are at goal line for each team of astronauts. At signal, each team's first player runs to goal line, puts on the gloves, empties the jar, picks up the pins, puts them back in the jar, puts the lid on the jar, lays the gloves aside, and runs back to his team to touch the next player who follows the previous steps. First den finished wins.

**GRAVITY PULL:** This is a stepped up version of the old tug-o-war game. Divide into two-man teams, with a team at each end of a clothes line. Draw a line on the ground over which each team tries to pull the other. The first team to step over the line or drop the clothesline loses the game.

**STAR HUNT:** Tell the Cub Scouts that they are to look for a hidden star. Unknown to the players, a small, silver, gummed-back star is attached to the clothing of each of them. On signal, all move around and try to find the star. As each boy locates it, he goes quietly to his seat.

**VERTIGO (DIZZINESS TEST):** Astronauts may be subject to rolling, yawing, or pitching of a spaceship. They must be able to reorient themselves rapidly. Place a three to four foot broom stick upright, one end on the floor or ground and the other end touching your forehead. Hold the stick with both hands. Walk around the stick 10 times. Then without help try to walk a straight line 10 feet long.

## GAMES

**MOON MARBLES:** Make a teeterboard using a board balanced on a brick. Set a tin can at each end of the board. Two boys play at each time, each tossing five marbles into his tin can from a distance of 4 or 5 feet. Boy with most direct hits wins.

## SKYLIGHTERS QUIZ

1. If an athlete gets athlete's foot, what does an astronaut get? (Missile toe)
2. What colors would you paint the sun and the wind? (Sun-rose, wind-blew)
3. What keeps the moon in place? (Its beams)
4. Which of the heavenly bodies has the most change in its pockets? (The moon-it is always changing quarters)
5. What passes in front of the sun, but casts no shadows? (the wind)
6. What is red, blue, purple and green and no one has ever reached it? (A rainbow)
7. What is the moon worth? (A dollar, because it has 4 quarters)
8. What bow can never be tied? (A rainbow)
9. Why isn't the moon rich? (It spends its quarters getting full)
10. Why does lightening shock people? (Because it doesn't know how to conduct itself)
11. When is a window like a star? (When its a skylight)

## SPACE QUIZ

1. When is it hard to get a ticket to the moon? (When the moon is full)
2. What is an astronaut's sandwich? (Launching meat)
3. Which is the left side of a cake? (The side that is uneaten)
4. What is it that you cannot see, but is always before you? (Future)
5. What month has 27 days? (Every month has 27 days)
6. Why is August windier than March? (There is not a gust in March.)
7. What goes MOOZ? (A Jet flying backward)
8. What is the food to serve at a 4th of July picnic? (Pop and Crackers)
9. Why did the boy throw the clock through the window a week before his birthday? (He wanted to see time fly)
10. What is it that everyone in the world is doing at the same time? (Growing older)

GAMES

SPACE ADVENTURES WORD SEARCH

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

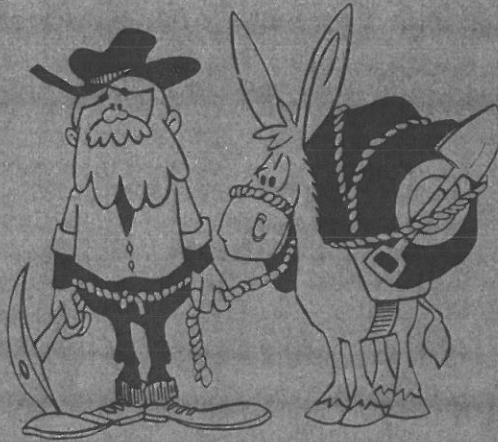
Can you find all of these space terms in the puzzle above?

- |                |               |
|----------------|---------------|
| ASTRONAUT      | DROGUE CHUTE  |
| ATTITUDE       | G FORCE       |
| BLAST OFF      | JETTISON      |
| BOOSTER ROCKET | NASA          |
| CAPSULE        | ORBIT         |
| COMMAND MODULE | PITCH         |
| ROLL           | TOUCH DOWN    |
| RE-ENTRY       | TRAJECTORY    |
| RETRO ROCKET   | SPACE STATION |
| TRACKING       | SKYLAB        |
| TELEMETRY      | YAW           |





# MENU



# PIONEER DAYS

November

Pioneer Days



CEREMONIES

THE FLAG SPEAKS

- PERSONNEL: Talking American Flag and one Cub Scout
- EQUIPMENT: American Flag and, if possible, two microphones connected to a PA system.
- ARRANGEMENT: Place American Flag on stage with microphone nearby. A Cub Scout acting as voice of Flag is located off stage with a second microphone.

(Cub Scout strolls on stage, passes by Flag; as the Flag speaks, Cub slowly turns to look at Flag.)

- Flag: Hello, Cub scout.
- Cub: (acts surprised and looks around) Who said that?
- Flag: I, the flag of your country.
- Cub: A talking flag? That's new.
- Flag: Of course I can talk. I've always been able to but you couldn't hear me.
- Cub: Oh! What have you been trying to tell us?
- Flag: For one thing, how proud I am of my fifty states. What states added my last two stars?
- Cub: Alaska and Hawaii.
- Flag: Right! History has been made in your time.
- Cub: What state was the forty-eighth star?
- Flag: That was Arizona - in 1912.
- Cub: Tell me more.
- Flag: What do you want me to tell you?
- Cub: How about your history.

Flag: OK. When the colonists came I was the Queen Anne Flag - all red with a Union Jack. Then I changed to the Grand Union Flag and my red changed to seven red stripes and six white stripes, making thirteen stripes; but I still had the Union Jack. I was first raised over General George Washington's headquarters in Cambridge, Massachusetts, in January 1776, as the standard of the Continental Army.

After our country became a new nation, I changed to Old Glory and still had thirteen stripes but added a circle of thirteen stars on a field of blue in place of the Union Jack.

From 1794 to 1818 I had fifteen stars and fifteen stripes and was called the Star Spangled Banner when Francis Scott Key wrote our national anthem in 1814.

Then the years rolled along and in 1818 the stripes were reduced to the original thirteen and from then on a star was added for each state that joined our union, until there are fifty stars today.

Cub: What a wonderful story. Please rise while we give the pledge of allegiance to the flag of our country.

#### AMERICAN BOY

A Cub Scout stands blindfolded, gagged and bound before the audience.

Cubmaster: This is an American boy. The American Revolution won him freedom. (Cubmaster unbinds him.) The constitution guarantees him free speech. (Removes gag.) A free education gives him the ability to see and to understand. (Removes blind fold.) Let us help Cubbing teach him to preserve and enjoy his glorious heritage and to become a good citizen.

Turn on lights, spotlight American flag and repeat Pledge of Allegiance.

CEREMONIES

HERE'S TO THE RED, WHITE AND BLUE

Arrangements: American flag is posted on the stage. Four Cub Scouts in uniform have speaking parts.

1ST CUB: Here's to the Red of it-  
There's not a thread of it,  
No, nor a shred of it,  
In all the spread of it  
From foot to head  
But heroes bled for it,  
Faced steel and lead for it,  
Precious blood shed for it,  
Bathing it Red!

2ND CUB: Here's to the Blue of it-  
Beauteous view of it,  
Heavenly hue of it,  
Star-spangled dew of it  
Constant and true;  
Diamonds gleam for it,  
States stand supreme for it,  
Liberty's beam for it  
Brightens the Blue!

3RD CUB: Here's to the White of it-  
Thrilled by the sight of it,  
Who knows the right of it  
But feels the might of it  
Through day and night?  
Womanhood's care for it  
Purity's prayer for it  
Keeps it so White!

4TH CUB: Here's to the Whole of it-  
Stars, stripes and pole of it  
Body and soul of it,  
Oh, and the roll of it,  
Sun shining through;  
Hearts in accord for it  
Thanking the Lord for it,  
Red, White and Blue.

CEREMONIES

CUBMASTER:

As we come to the end of our pack meeting, I would ask that you stop for a moment and think with me about the 56 men who signed the Declaration of Independence over 200 years ago. Five were captured or imprisoned in the war that followed. Nine died of wounds or hardships. Twelve lost their homes. Seventeen lost everything they owned. Every one of them was hunted. Most were driven into hiding. They were offered immunity, rewards, the return of their property, or freedom of loved ones if they would give up their cause. That cause was freedom. Not one did. Not one man broke his pledge. Because of men like that ... men of dedication and purpose ... we enjoy living in a free country today.

This closing thought can be read by the Cubmaster or other pack leader.

What can we learn from the past?  
What lessons that will last?  
Faith in God, honor of country,  
To these truths, we hold fast.

Our forefathers made us free;  
Stood for truth and liberty;  
Made inventions and improvements  
And legacies for all to see.

As Cub Scouts we honor them,  
Those brave men we remember,  
From Washington to Reagan,  
They've fanned the glowing ember.

This glowing ember of America  
Shall burn for centuries;  
The flame of greatness lingers on  
For future men to seize.

We now salute our growing Cubs,  
Whose youth shall soon be gone;  
From Cubs to great men, some shall grow

To lead our country on.

CHEERS

JIM BOWIE -- Simulate throwing a knife

PONY EXPRESS - Have everyone gallop in place and shout "Yippee"

BOW & ARROW -- Make motion as if taking arrow from quiver on back, put it in bow, pull string and say "Zing". Repeat three times.

KIOWA INDIAN YELL - Ask everyone to stand and follow leader. First stamp your feet three times. Then slap knees three times. Beat chest three times and shake fist three times. After all this, give loud indian yell, patting hand over mouth.

TURKEY -- "GOBBLE, GOBBLE, GOBBLE" then rub stomach and say "YUM! YUM! YUM!"

HUNTER -- Divide into three groups if desired.

1. Hand to eye looking for game.
2. Point to group three.
3. Slap hand on leg rhythmically. Keep doing this until its time for second round.

1. Put arrow in bow, pull and say "Twang".
2. Stops pointing and say "Sing".
3. Stops slapping and say "Thump".

BLUNDERBUSS APPLAUSE - Pretend to pour powder into the gun barrel, tamp it down, raise the gun and fire, "BANG!"

SKITS

PERILS OF THE PIONEERS

CHARACTERS: Any number of pioneers. They could be in costume or simply wear signs. At least one should be a "lady".

PROPS: As indicated in the script.

Narrator reads the skit while the action is taking place.

NARRATOR: Oh pioneers! Oh pioneers! Your courage we admire. Not for the reasons history gives do you our awe inspire. It's hard for us to understand and know what it was like; you didn't have the things we have - a car, a plane, a bike.

(PIONEERS ENTER WITH SEVERAL RED WAGONS COVERED WITH BLANKETS, CROSS STAGE AND EXIT.)

NARRATOR: We heard you crossed the mountains; through forests thin and thick. In only covered wagons - Now that was quite a trick!!

(PIONEERS ENTER WITH A VARIETY OF SIGNS "EAT AT JOE'S, STOP, YIELD, etc. CROSS STAGE AND EXIT)

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

(PIONEER LADY DRAGS SHOPPING BAG LOADED WITH GIANT BEAR MADE FROM OLD RUG WITH CARDBOARD HEAD ACROSS STAGE.)

NARRATOR: And then we heard about your meals of wild bear - There's a stopper. The one thing we can say is this, your wife was quite a shopper.

(PIONEER ENTERS WITH LARGE SACK MARKED "DIRT", SHOWS IT TO AUDIENCE AND EXITS.)

NARRATOR: Yes, we read of all your hardships, but you beat us on one thing - You had the true original indoor-outdoor carpeting!

(PIONEERS ENTER HOLDING SIGNS MARKED INCOME TAX, SALES TAX, PROPERTY TAX, etc. AND EXIT.)



POW WOW 1990

NOVEMBER  
PIONEER DAYS

NARRATOR: It's true you have no phones, no gas, no lights, no cars about; but there's one thing you didn't have that we could do without!

(ALL PIONEERS ENTER AND FORM SEMI-CIRCLE AROUND THE NARRATOR.)

NARRATOR: But one thing does amaze us, when we read about your deeds - You made it through your travels minus something each man needs.

(ALL SALUTE AUDIENCE EXCEPT ONE WHO RUNS OFFSTAGE AND RETURNS CARRYING GIANT CREDIT CARD.)

NARRATOR: Oh, Pioneers! Oh, Pioneers! We salute you long and hard. You went across this whole land without one CREDIT CARD!!

(Calcasieu Council 1980 POW WOW BOOK)

GAMES

GET THE EGGS TO MARKET

EQUIPMENT: PLASTIC EGGS (SAVED FROM EASTER) OR CLEAN SOCKS EACH ROLLED UP TO MAKE "EGGS"

The hens have laid more eggs than they have in years..... Divide the group into two teams. Have both teams line up into two lines facing each other. Have a pile of eggs in front of each group, between their rows. Mark where the market is located across the room. When the leader says GO, the teammates must place an egg between their foreheads and take that egg to market. (No Hands) After crossing the line of the market they place the egg on the floor and signal for the next egg to come to market. The winner is the first group to get the eggs to market.

Hint: If you are using plastic eggs fill each with a small amount of confetti, or make confetti eggs.

GOLD RUSH

EQUIPMENT: A BOWL OF CONFETTI (THE GOLD) PER TEAM, AN EMPTY BOWL THE SAME SIZE PER TEAM, AND A SPOON PER PLAYER.

The gold rush is on. Divide into teams, give each one bowl of "GOLD". Give each player spoon or cup. The object of the game is to get your teams gold to the assay agent first. The assay agent lines up the empty bowls to collect the gold. To start the game have each team line up either standing or sitting, upon a signal the first player dips his spoon into the gold and relays it to the second and so on. Until the last player who must give his gold to the agent. The first team to empty their bowl wins.

BUILD A SCARECROW

EQUIPMENT: FIVE FEET OF BROWN WRAPPING PAPER PER TEAM, AND CRAYONS, FABRIC SCRAPS, CREPE PAPER, CONSTRUCTION PAPER, YARN, SCISSORS ETC

Divide into teams. Have one boy lay down on top of the paper, and have the teammates draw his outline on the paper. Then the team creates their scarecrow, using as many creative ideas as they can.

GAMES

ALL KNOTTED UP

EQUIPMENT:       A THREE FOOT SECTION OF ROPE PER PLAYER

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

STAGECOACH

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

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

COWBOYS AND BANDITS

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

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

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

GAMES

GOING WEST

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

PONY RACE

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

OUTLAW HIDE-OUT

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

ADVANCING COWBOYS

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

GAMES

BLIND HORSE OUTLAW AMBUSH

Any number of boys may play this game. The 'horses' are boys with hoods over their heads, adjusted so they cannot see. They have reins tied to their arms and 'riders' steer them with the reins. The riders may not speak. The only sound allowed is a whistle, and each 'horse' must be able to recognize his own driver's whistle at once. Drivers steer their horses by jerking on the right rein to go right, on the left rein to go left, on both reins to back up, they shake the reins up and down as a signal to go ahead.

Each horse is armed with a swatter made from a rolled newspaper. One hit from this swatter will knock out an enemy "outlaw" attack. The driver gives the signal to swing by a sharp whistle, at which instant his horse swings blindly with the swatter in the hope that an outlaw is in range. Remember since this is a team game---one hit puts out both horse and driver, regardless of which was hit. The last team left is the winner.

CRAFTS

Old Oaken Bucket Tie Slide

Supplies: one spool  
          paint, blue & brown or black  
          coat hanger piece

In spool, drill larger hole that scarf ends will go through. Paint outside brown or black.  
Paint top blue like water.  
Attach piece of coat hanger, bent to resemble handle.

Butter Making

Supplies: pint jar  
          small container heavy cream

Procedure:

1. Pour heavy cream in jar.
2. Screw lid on tightly.
3. Give 2 shakes & pass on the next guy.
4. Keep shaking until butter is formed.
5. Salt to taste.

Hot Idea: Someone reads "The Midnight ride of Paul Revere" by Henry Wadsworth Longfellow.

# Indian Color Puzzle

**YOU WILL NEED**

Green, purple, and yellow pencils or crayons

**PUZZLE:** Color the squares from left to right as follows:

Row 1	9 green 4 green	4 yellow	5 green	1 purple	1 green	1 purple
Row 2	11 green 3 green	2 yellow	4 green	2 purple	1 green	2 purple
Row 3	10 green 1 green	1 yellow 3 purple	1 green 2 green	1 yellow	3 green	3 purple
Row 4	5 green 2 green	1 yellow 4 purple	3 green 1 green	1 yellow 4 purple	2 green 1 green	1 yellow
Row 5	4 green 6 green	1 yellow 4 purple	1 green 1 green	1 yellow 4 purple	1 green 1 green	1 yellow
Row 6	3 green	1 yellow	3 green	1 yellow	17 green	
Row 7	2 green	1 yellow	22 green			
Row 8	1 green	1 yellow	23 green			
Row 9	1 yellow 1 yellow	4 green 1 green	2 purple 1 yellow	9 green 4 green	1 yellow	1 green
Row 10	4 green 1 green	3 purple 1 yellow	9 green 4 green	1 yellow	1 green	1 yellow
Row 11	5 green	1 purple	10 green	5 yellow	4 green	
Row 12	11 purple	4 green	1 yellow	5 green	1 yellow	3 green
Row 13	11 purple	1 green	3 yellow	7 green	3 yellow	
Row 14	3 purple 1 yellow	2 green 7 green	1 purple 1 yellow	2 green 2 green	3 purple	3 green
Row 15	2 purple 3 yellow	2 green 3 green	3 purple 1 yellow	2 green 3 green	2 purple 3 yellow	1 green
Row 16	1 purple 1 yellow	2 green 7 green	5 purple 1 yellow	2 green 2 green	1 purple	3 green
Row 17	3 green	5 purple	4 green	3 yellow	7 green	3 yellow
Row 18	2 green 6 green	1 purple 1 yellow	2 green 5 green	1 purple 1 yellow	2 green 3 green	1 purple
Row 19	1 green 6 green	1 purple 5 yellow	2 green 4 green	3 purple	2 green	1 purple
Row 20	2 purple 1 yellow	1 green 1 green	5 purple 1 yellow	1 green 1 green	2 purple 1 yellow	5 green 4 green
Row 21	1 purple 1 yellow	1 green 1 green	7 purple 1 yellow	1 green 1 green	1 purple 1 yellow	5 green 4 green



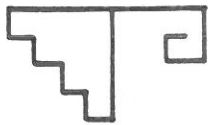
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Hidden in the color puzzle are four Indian symbols. As you color the squares according to directions, the Indian symbols will appear. Identify the symbols by looking at the chart





# Indian Symbols



1. Bird



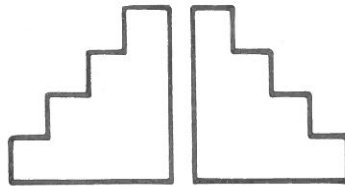
2. Corn



3. Clouds



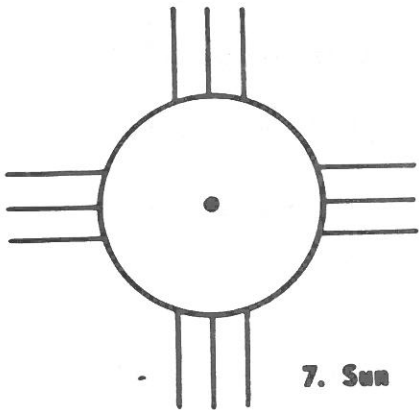
4. Lightning



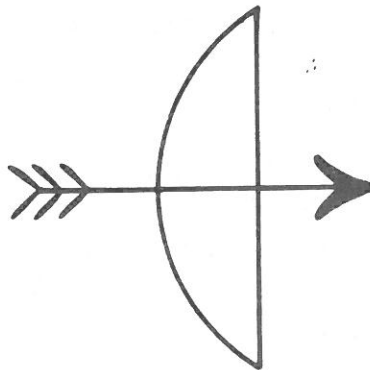
5. Mountains



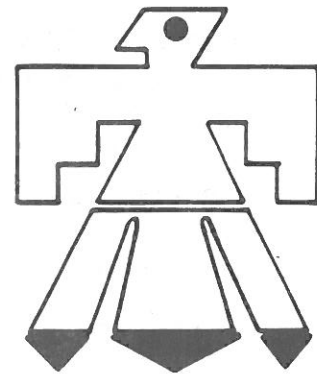
6. Peace



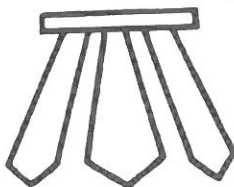
7. Sun



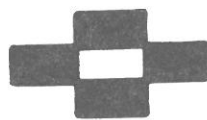
8. War



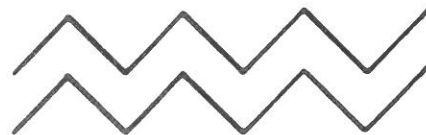
9. Thunderbird of Good Luck



10. Feathers

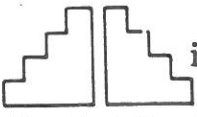














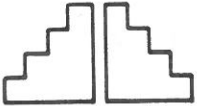




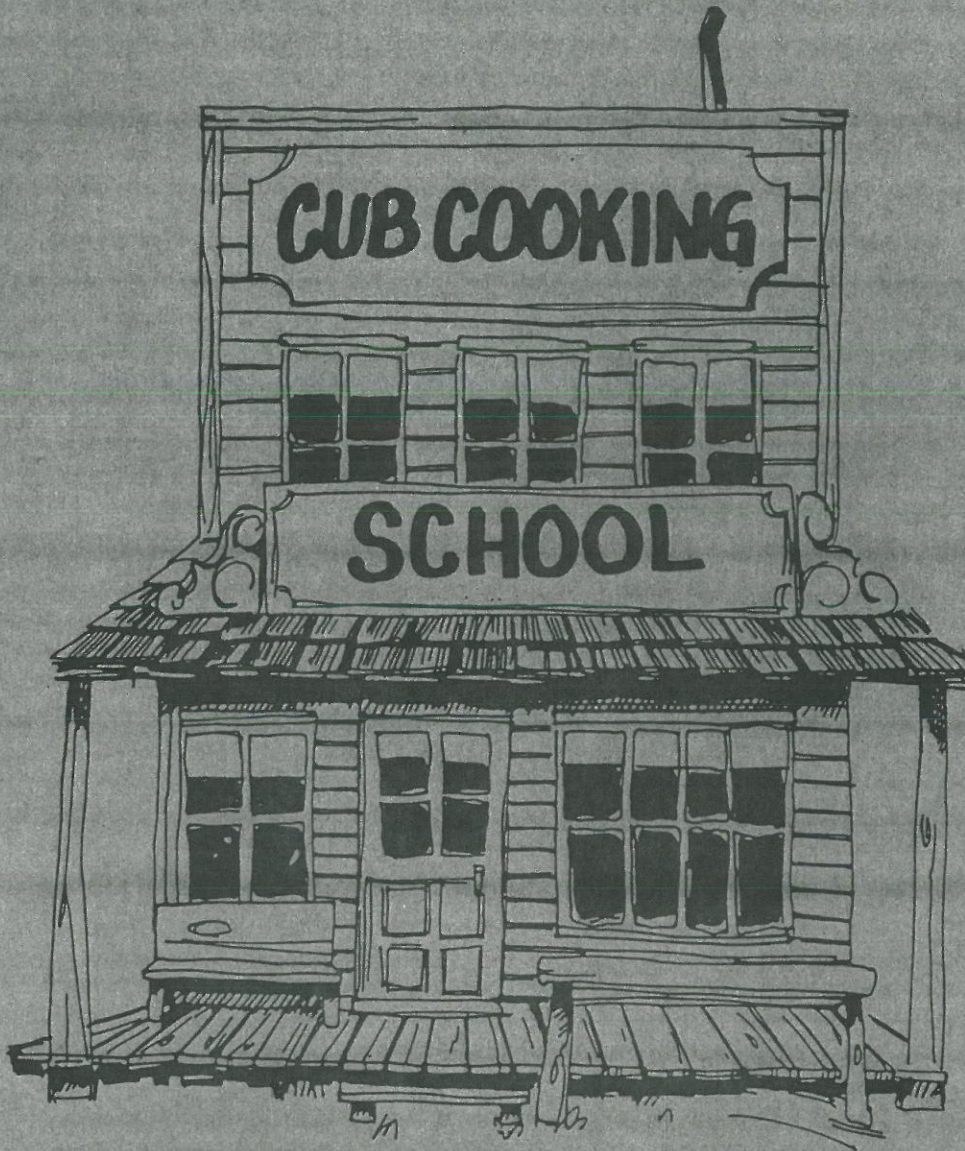
11. Star



12. Water

Can you read the Indian symbols in this story of "The Hopi Indian Snake Dance"?

Hopi Indians live on high tablelands near  in Arizona. They no longer are at  with other tribes but live in . The eagle or  is the bearer of good luck and good health to all Indians. In the warm  of Arizona, the Hopi grow  and melons. Their need for rain is great. When the  is green, the medicine men study the  and the . Then the Indians capture many snakes. They use the  of the  to charm the snakes in a dance that lasts for eight . The snakes are then freed to go ask the gods of the underworld to send  to the Indians. Often as soon as the snakes are freed, the  and  come over the  bringing . After their prayer for rain, the Hopi Indians are assured of a good  crop.



# JCPenney

## SCOUT HEADQUARTERS

5 CONVENIENT LOCATIONS TO SERVE  
OUR CUSTOMERS, IN OUR BOYS DEPT.

1) Windsor Park Mall  
IH 35 N. at Walzem Rd.  
654-1550

2) Northwest Center  
3672 Fredericksburg Rd.  
734-6451

3) South Park Mall  
IH 35 South at Military Dr.  
923-5461

4) Ingram Park Mall  
6301 NW Loop 410  
681-6450

5) McCreless Mall  
100 McCreless Mall  
533-7181

ALSO AVAILABLE  
IN OUR CATALOG: 1-800-222-6161

3-4 DAY DELIVERY  
TO YOUR HOME



## CUB COOKING

Cub's cooking. The mere thought conjures up some awesome pictures in the mind!!! HOWEVER, it can be a fun experience for everyone if you set up a few rules prior to the activity.

1. NEVER LEAVE BOYS UNSUPERVISED WHILE COOKING ANYWHERE!
2. Everyone MUST wash his/her hands with soap before beginning.
3. Wear an apron- which the boys can make along with a chef's hat.
4. Plan recipe(s) ahead of time and have all ingredients out on a tray before the boys get to your house.
5. Have each boy read the recipe thoroughly.
6. Explain "HOW-TO" use a blender, microwave, etc. Some equipment does have special instructions.
7. Demonstrate how to measure accurately with dry and liquid measures and measuring spoons. It is also wise to explain WHY it is important to measure accurately.
8. SUPERVISE THE USE OF KNIVES!!
9. Be sure to clean up all spills immediately so no one will slip and get hurt.
10. Turn off appliances before scraping down sides or scraping off beaters.
11. Steam can burn! Have the adult drain hot liquids.
12. Turn handles of pans away from the edges of the stove so they won't be easily tipped over.
13. Wash and wipe sticky fingers-- no licking allowed!
14. Avoid burns!!! Use thick pot holders.
15. Disconnect an appliance by pulling out the plug, not the cord.
16. Clean up as you go along and don't let food dry on dishes.

17. Put away all food and ingredients as well as equipment which has been wiped off.
18. Wash and wipe all used dishes.
19. Wash counters, stove, burners. and oven.
20. Leave the kitchen clean! (So the Head Chef will invite you back!!)

On the following pages you will find some things for the boys to cook. They include recipes which go from very simple to moderate in complexity. Many are totally creative! Let the boys enjoy the creative part with little or no direction from you (can make any animal they want) unless you have a specific project in mind.

You will need to have some specific supplies on hand beside the basic baking needs. Things like: chocolate chips, raisins, shot, colored sugars, red hots, popsicle sticks, honey, marshmallows, peanuts, coconut, etc., you may need to add to your shopping list. Be sure to check the recipe before you shop so that you are totally prepared the day you plan to cook.

We are not advocating cooking at every den meeting, but the experience of trying something new is fun and exciting for the boys. Especially interesting when they have to eat their own creations!!

Oh well, Julia Childs has nothing to fear from this crowd altho there are a few promising guys.....

Find the folk tale "Stone Soup" at the library. Read it to the boys and then help the make "Stone Soup".

CRAFT:

CHEF HAT

MATERIALS NEEDED: page of newspaper, strip of poster paper sized 4" by 26", and a stapler

1. Wrap cardboard strip around boy's head. Staple ends at the right position.
2. Stuff edges of newspaper inside the rim and staple in place.
3. Fluff paper up into the correct shape.

## CREATIVE DOUGH COOKIES

2/3 C. margarine	1 2/3 C. flour
1/3 C. sugar	food colorings
1/2 t. almond extract	

Cream margarine and sugar. Beat in extract. Add flour - dough will be coarse and crumbly. Divide into several parts and add food coloring. Knead until smooth. Form dough into shapes 3/4" thick and bake on an ungreased cookie sheet for 20-25 minutes at 300 degrees until edges are firm. Makes 2 cups dough.

## PEANUT BUTTER PLAY COOKIE DOUGH

1 C. shortening	1 t. vanilla
1 C. peanut butter	2 1/4 C. flour
1 C. sugar	2 t. baking soda
1 C. brown sugar	1/4 t. salt
2 eggs	

Combine first four and mix until creamy. Add eggs and vanilla. Beat well. Add dry ingredients and mix well. With hands, form balls and ropes or shapes to make edible critters and place directly on the cookie sheets. Flatten down for cooking. Bake 350 degrees for 10-12 minutes. Cool before serving.

## MINI BURGERS

few drops of water	48 vanilla wafers
1 drop green food coloring	water
1/4 C. flaked coconut	sesame seeds
48 mini peppermint patties	

Combine water and coloring in a ziploc bag. Add coconut and shake until colored. Set oven to 350 degrees. Put 1 peppermint patty on a vanilla wafer (flat side) and heat for 1 minute. Top with coconut and another vanilla wafer. Press down gently. Brush top of vanilla wafer with a little water and sprinkle on sesame seeds.

## COOKIE PAINT

1 egg yolk  
1/4 t. water  
food coloring

Combine egg and water. Divide up and add food coloring. Paint with clean brush.

ANIMAL BREAD

Take a package of frozen bread dough And thaw it. Give each boy a hunk. Have them make animals or critters. Bake according to package directions. Works well with hot roll mix as well.

SPICY APPLESAUCE

Peel, core, and cut up 10 granny smith apples. Cook with 1/3 Cup water until mushy. Add 1/4 C. red hots (will melt in hot sauce) and mix well. Cool.

BUNNY SALAD

2 carrots, peeled  
1/4 C. raisins

1 apple, cored  
mayonnaise

Shred carrots and apple. Add raisins. Mix in enough mayo to hold together.

AARON'S HOT DOG SURPRISE

8 hot dogs  
1 pkg. crescent rolls  
cheese

Make a pocket in each hot dog and stuff with cheese (or any other stuff). Wrap crescent triangle around each one. Bake at 375 degrees for 12-15 minutes.

FRUIT SALAD FACES

Place peach or pear halves on a lettuce leaf. Make eyes, nose, mouth, ears, etc., using raisins, carrots, bananas, or any other fruits or veggies. Children love to create!

FROZEN CHOCOLATE BANANAS

chopped peanuts  
chocolate chips  
bananas

Melt chocolate chips. Put a skewer into the peeled banana and coat banana with chocolate (use spatula). Roll in peanuts. Freeze. OR Freeze banana first, then dip in warm chocolate and roll in nuts.



FROZEN FRUIT POPS

- 3 C. strawberries or bananas
- 1 C. water
- 2/3 C. sugar
- 1 envelope UNSWEETENED strawberry kool-aid

Mix all in a blender until smooth. Pour into popsicle forms or 4 oz. paper cups with popsicle stick added. Freeze!

FESTIVE POPCORN BALLS

- 7 C. popped popcorn
- 3 C. miniature marshmallows
- 2 T. margarine
- 1/4 t. salt
- food coloring

Heat margarine, marshmallows, and salt until marshmallows are melted. Tint with favorite color. Pour over popcorn and stir to coat. With well greased hands, form shapes and cool.

PURPLE COW

- grape Juice
- vanilla ice cream

Combine in a blender until smooth.

EMPTY THE REFRIGERATOR SALAD IN A BAG

- lettuce
- celery
- carrots
- olives
- tomato
- cheese
- radishes
- onions
- mushrooms
- snow peas
- green pepper
- salad dressing
- large plastic ziploc bag

Combine - in the bag - any veggies in the refrigerator with the lettuce. Clean, slice, or chop them. Pour on the salad dressing and shake until coated. Put on plates and serve with croutons or sunflowers seeds or raisins or all!

## ELEPHANT STEW

1 elephant

2 rabbits (optional)

Cut elephant into bite size pieces. Add brown gravy to cover. Cook for 4 weeks at 465 degrees. It serves a whole pack of hungry cub scouts. If more are expected or the adults want seconds, the rabbits may be added, but do this only in an emergency. Most people do not like hare in their stew!!

## WITCHES SNACKS

freshly toasted pumpkin seeds  
raisins

miniature colored marshmallows

Use your jack-o-lantern wisely!! Then combine the freshly toasted seeds with the marshmallows and raisins. Store in a sealed bag.

## HONEY NUT APPLES

4 apples

1 1/2 C. pecans chopped fine

1/2 C. honey

4 new popsicle sticks

Push sticks into apples. Coat with honey and wait for honey to stop dripping before rolling apples in chopped nuts. Refrigerate.

## WITCHES BREW 1

4 C. cold milk

1 C. cold grape juice

2 C. cold ginger ale

1 1/2 C. vanilla ice cream

Combine milk, juice, and ginger ale in a punch bowl. With a melon scoop, make little balls of ice cream to float on top of the punch. (Witches eyeballs)

## ROOT BEER (REAL WITCHES BREW!!)

1 bottle root beer extract

1 gallon hot water

5 lbs. sugar

4 gallons cold water

5 lbs. dry ice

Mix sugar and hot water until sugar is dissolved. Add extract and cold water. Add dry ice carefully (DO NOT TOUCH ICE) and let the mixture sit UNCOVERED (gas will cause cover to blow off) for 1/2 hour! DELISH!! Presentation is super as well!! The kids think it is really fascinating!

## RICE PUDDING

2 C. cooked rice	1 can Eagle brand milk
1/2 t. cinnamon	3 T. raisins
1/8 t. nutmeg	

Combine all and cook for 10 minutes over medium heat. Serve with a dusting of cinnamon sugar.

## EGG-IN-A-HOLE

1 Slice bread	1 egg
Margarine or butter	Salt n pepper
1 Slice Cheese (optional)	

Cut the center of your bread with a small glass (save the centers for toast). Spread margarine generously on both sides. Lay a piece of heavy duty aluminum foil over your grill, buddy burner or just use a frying pan. Lay your bread on the foil/in the pan for a few minutes or until bread is brown. Carefully turn the bread over using a pancake turner. Break the egg into the center of the bread. Polk yolk with toothpick; swirl to mix. Cook. covered, over low heat 5 to 7 minutes or until egg is set. After several minutes sprinkle with salt n pepper to taste (cover with cheese, optional) Lift with pancake turner and serve.

## SURPRISE LUNCH FOR A HIKE

Egg carton, bologna, cheese, apples, raisins, corn chips, bread and butter

Cut bread into shapes with small cookie cutters. Cut up bologna, cheese and apples into small chunks. Divide all food into the sections in the egg carton. Distribute to boys at end of hike or good for picnic in the yard or car.



## SPEEDY DONUTS

1 can refrigerator biscuits                      Oil for deep frying  
 Sugar, cinnamon sugar mix, powdered sugar, or glaze

In deep fat fryer or heavy saucepan, heat 1 quart oil to 350 degrees. Separate dough into 10 biscuits. Cut hole in center of biscuits using a thimble or cookie cutter. Fry donuts and holes in oil at 350 degrees for about 1 1/2 minutes on each side or until golden brown. Drain on paper towel. While warm, roll in favorite topping or drizzle with glaze. Serve warm.

GLAZE: In small bowl, combine 1/3 cup Powdered sugar and 1 teaspoon milk until smooth. If needed add milk one drop at a time, for glaze consistency.

## MINI PIZZAS

1 Can refrigerated biscuits                      8 ounce can tomato sauce  
 Italian seasonings (as desired)              4 ounces shredded mozzarella  
 pepperoni

Heat oven to 400 degrees. Lightly grease cookie sheet. Separate dough into individual biscuits. Press each into a circle, forming a ridge around the edge of each one. Spread 2 tablespoons sauce, just to the edge of each pizza. Top with cheese and pepperoni. Bake at 400 degrees for 12-15 minutes. Remove from cookie sheet.

## CAMPFIRE BISCUITS

1 can refrigerator biscuits                      Stick or long fork for toasting

Remove biscuits from can and separate. Form biscuit into a ball and place on fork. Toast over an open fire until golden brown.

## APPLE TARTS

1 package refrigerator biscuits              1 cup apples, finely chopped  
 Cinnamon and sugar, to taste.

Preheat oven to 400 degrees. Open biscuits and separate. Place biscuits on ungreased cookie sheet and press flat. Place 1 tablespoon apples on biscuit. Sprinkle with cinnamon and sugar as desired. Fold over and seal edges. Bake at 400 degrees until golden brown, about 12 - 15 minutes.

NORTHERN PLAINS SURVIVAL LOGS

1 cup non-fat dry milk	1 cup honey
1 cup peanut butter	1 cup wheat germ
1 cup raisins	1 cup oatmeal, lightly toasted
1/2 cup chopped pecans	1/2 cup coconut
1/2 cup sesame seed	1 cup or more graham crackers

Combine all ingredients except graham cracker crumbs in large bowl; mix well. Shape into 2-inch logs. Roll in graham cracker crumbs.  
Yield:24

APPLE SMILES

1 medium apple, cored and sliced	peanut butter
tiny marshmallows	

Spread one side of each apple slice with peanut butter. Place 3 or 4 tiny marshmallows on top of the peanut butter on one apple slice. Top with another apple slice, peanut butter side down. Squeeze gently. Eat right away.

ANTS ON A LOG

1/2 cup creamy style peanut butter  
3 stalks of celery, cut into 2 inch pieces.  
Raisins

Spread peanut butter on celery pieces. Place raisin "ants" on top of logs.

NIFTY NACHOS

6 ounce Cheddar Cheese (1 1/2 cup shredded)  
Plain tortilla chips  
Taco Sauce

Spread tortilla chips in a single layer in a 15x10x1 inch baking pan or pizza pan. About 30 chips. Sprinkle the shredded cheese over the chips. Put the baking pan in the oven. Bake for 2 to 4 minutes in 400 degree oven.

NUTTY PUTTY

3 1/2 cups peanut butter  
4 cups powdered sugar  
3 1/2 cups corn syrup or honey  
4 cups dried milk powdered  
1 6 ounce package chocolate chips (optional)

Mix first four ingredients together. Divide into 10 to 15 portions. Dip into melted chocolate chips for a tasty snack. Store extra portions in plastic bags in refrigerator or freezer. This treat can serve as fun dough. With clean hands, children can mold and shape into animals, flowers and other objects while they eat it.

LOG CABIN CINNAMON TOAST

Melt 2 tablespoons of butter or margarine in a small pan or dish. Toast two slices of bread per boy and spread one side of each toast with butter. Sprinkle the buttered side of the toast with the cinnamon sugar mixture (4 parts sugar to 1 part cinnamon). Cut each slice into 4 strips. Stack the 8 strips into the shape of a log cabin. Serve on a small plate and eat warm.

BREAKFAST PUNCH

serves 7 or 8 one cup servings --

This punch would be good anytime!!

MIX: 2 cups cold orange juice, 1 cup cold lemon juice, 4 cups chilled apple juice and 1/2 cup sugar. Stir until sugar is dissolved. Serve over ice.

FUNNY FACE FRANKS

Hot dogs, bread, butter, cheese, toothpicks, catsup

Cut hot dogs in half, lengthwise. Make a cheese sandwich and cut with a cookie cutter into a 2 1/2" circle. Wrap hot dog halves around the sandwich and fasten with toothpicks. Place on buttered cookie sheet. Brush bread and franks with melted butter. Make a face on the bread with catsup. Bake in 400 degree oven for 5 min.

## SALAD-IN-POCKET

2	large PITA bread rounds (pocket bread)	4	slices cheese
1	3oz. package thinly sliced ham		lettuce
1	3oz. package thinly sliced chicken		mayonnaise or mustard

Cut the PITA bread rounds in half. Carefully open the bread with your fingers to form pockets, spread with mayonnaise and or mustard. Make the filling by cutting or tearing the ham or chicken (or turkey) and the cheese into bite-size pieces. Put the pieces in a bowl and mix with chopped pickles, if you like. Put a leaf of lettuce into each bread pocket, stuff each bread pocket with some of the sandwich filling. Make four sandwiches.

Open a coconut. Let the boys taste the milk and eat its meat.

## HAM OR SAUSAGE BISCUITS (YIELD 40 biscuits)

Boys love to make and eat these!!

INGREDIENTS: bits of cooked ham or sausage, 1 can refrigerated biscuits, mustard. Quarter each biscuit. Flatten. Spread a bit of mustard on biscuit. Top with piece of ham or sausage. Fold over, pinching to seal. Bake as can directs for regular biscuits.

## BANANAS AND WHEAT GERM

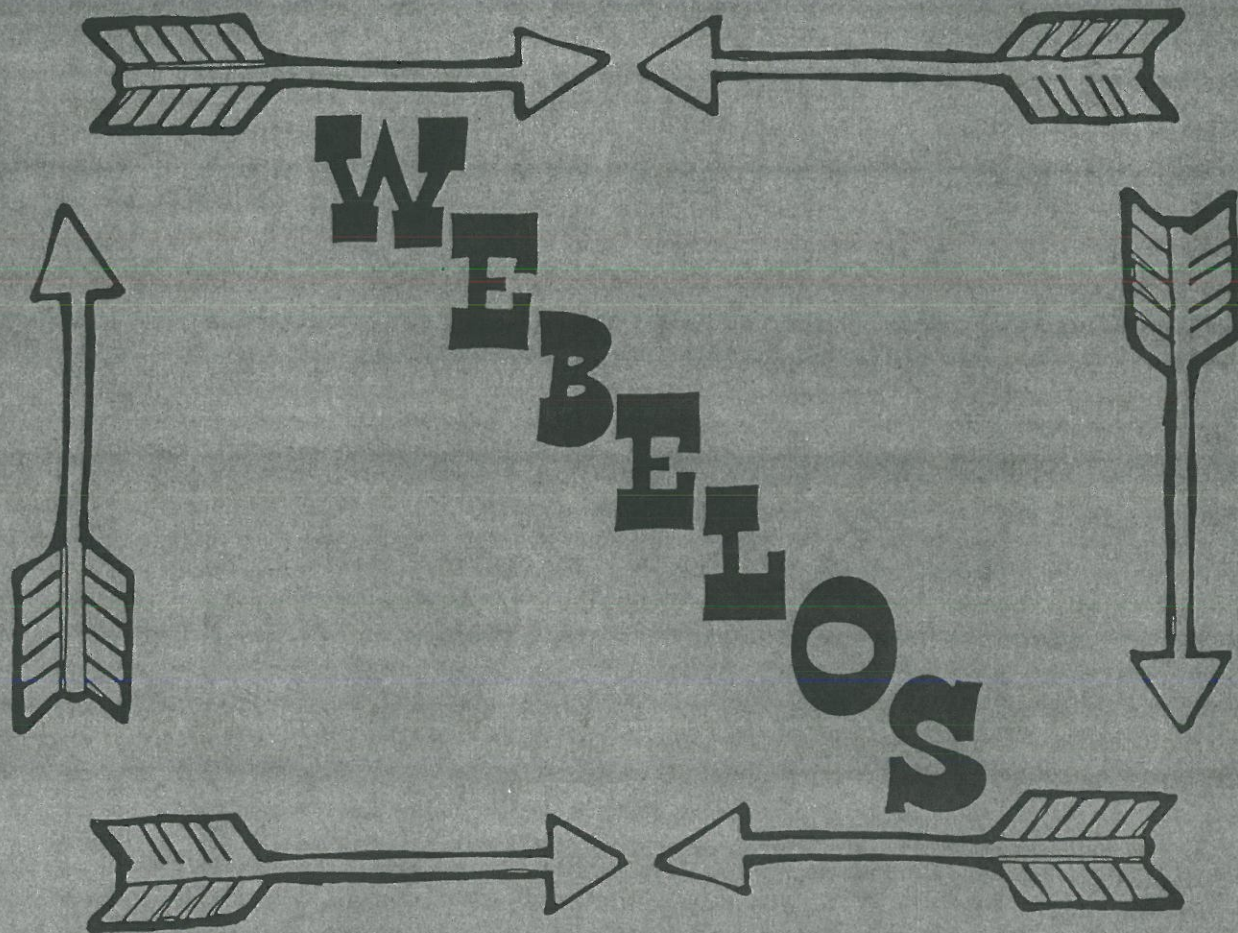
Not only is this an exceedingly healthy snack, but it's fun too. Peel bananas and cut them into 2" pieces with plastic knives. Add a bowl of wheat germ in their midst, and let them dip pieces into it.

## MINI-CHEDDAR BALLS (yield 18 balls)

Why not let the boys make these as gifts?

Beat 8 ounces softened cream cheese, 2 cups grated Cheddar cheese, 1 tsp dry mustard, dash of cayenne, 1 tsp Worcestershire until well-blended. Chill. Roll into 18 balls. Roll in chopped nuts. Keep chilled. Will keep 4 weeks in refrigerator.





WEBBELLOS Activity Pages

Recipe For Fun!!!

INGREDIENTS:

- 40 Acres of Family Entertainment
- 7 Inner Tube Chutes
- 17 Water Slides
- 3 Hot Tubs
- 18-Hole Miniature Golf
- 3 Kiddie Parks
- 1 Family Wave Pool
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Stir them up and place them on the springfed Comal River in New Braunfels.

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## SUGGESTED DEN ACTIVITIES

1. Learn and practice the REACH, THROW, ROW, and GO.
2. Make Buddy Boards from cookie sheets and magnets or plywood and hooks.
3. TEACH THE BOYS THE BUDDY SYSTEM!
4. Have a demonstration of mask, fins, and snorkel by an expert. (Scuba school)
5. Check with the YMCA or Red Cross for courses being offered. Perhaps they will have someone who is qualified to teach your boys.
6. Make use of local swim clubs to see a swim meet or have a member demonstrate dives.
7. Learn the Safe Swim Defense Plan and practice in and out of water.
8. Learn about water pollution in lakes and rivers and how it affects water for drinking and recreation.
9. Have a certified life guard Visit to talk about handling emergencies in the water. Three rules to remember--- Don't panic, think, save your strength.
10. Learn what to do for cramps, currents, undertows, weeds, how to disrobe in the water, use clothing for flotation and use survival flotation techniques.
11. Invite the Coast Guard in to speak on boat safety.
12. Teach boat safety methods and rowing techniques, Practice.
13. Make a kickboard.
14. Play rescue relay games in the water.

An Aquanaut is a person who is at home as much in the water as he is on land. Swimming and boating are lots of fun. Swimming is a great all around body builder. It strengthens the upper body, arms, and legs as it increases the cardiovascular ability, without applying the severe impact to your joints that jogging does. When learning a new swimming skill, only work on it for 15-20 minutes. then go on to a game. Fear of the water is hard to overcome. Try to find out why the fear and go from there. Put an experienced swimmer with the non-swimmer. Above all, BE PATIENT! Always remember the BUDDY SYSTEM. We all know that watersports are fun, but like all sports, there are rules, the most important one being SAFETY. The BSA try to insure this by training its leaders in Safe Swim Defense. When planning any water outings, review the Safe Swim Defense section of the Cub Scout Leader Book.

#### UNSAFE SWIM SPOTS

##### WEEDS:

weeds can be slimy and get tangled in your feet. If you get trapped, do not struggle, but free yourself with slow movements.

##### AFTER DARK:

DO NOT SWIM AFTER DARK!!!

##### CURRENT:

It is best to stay away, but if you get caught, DO NOT try to swim against the current, but swim with it and go diagonally until you get to the shore.

##### RESCUE BREATHING

Practice in this technique is important in developing a boy's skill And confidence. "Annie", a life-like dummy is available through many fire departments or rescue squads, along with instructors who are trained to teach people the proper method of rescue breathing. Please make sure you use their expertise as someone's life may depend on your ability to do it correctly!!

## BOATING SAFETY QUIZ

This true/false quiz can be read to the boys at your den meeting. They can mark the answers on a piece of paper. Make sure to discuss the results with them after they complete it. It may help save a life.

1. The Buddy system should be used in boating activities.  
(T)
2. It is not important to check the weather before beginning a boating activity. (F)
3. Leaky boats are best for boating activities because you can practice swimming more often. (F)
4. Canoes can be used at any time in Cub Scout sponsored activities. (F)
5. At least two adults must be with every boating group.  
(T)
6. No special knowledge is needed for boating activities.  
(F).
7. It is ok to get up and walk around on all boats. (F)
8. All boaters must wear a Personal Flotation Device, PFD.  
(T)
9. The ability to swim is an important factor to consider in boating programs. (T)
10. The name of the Boy Scouts of America boating safety program is Safety Afloat. (T)
11. If a boat turns over, it is best to swim away from it.  
(F)
12. Sharp, fast turns are just as safe as slow, wide turns. (F)

Answers and additional information can be found in the Cub Scout Leader Book or the Webelos Scout Book

## WATER SAFETY QUIZ

This true/false quiz can be read to the boys at your den meeting. They can mark the answers on a piece of paper. Make sure to discuss the results with them after they complete it. It may help save a life.

1. It is ok for Webelos Scouts to swim by themselves. (F)
2. Dunking a boy is a safe, fun swimming experience. (F)
3. A separate swimming area should be marked off for non-swimmers. (T)
4. There should be one lifeguard for every 10 persons. (T)
5. The best rescue is to jump in and help the swimmer (F)
6. A simple way to remember safe rescue techniques is to DIVE, DUNK and JUMP. (F)
7. A lookout should be posted to help lifeguards look for trouble situations. (T)
8. The lookout must be a trained lifesaver. (F)
9. To be considered a swimmer, a person must swim at least 75 yards using a forward stroke and 25 yards using an easy resting backstroke. (T)
10. You can swim safely right after eating a big meal. (F)
11. Adults are responsible for all swimming activities. (F)  
(Everyone is responsible for safe swimming!)
12. Swimming in a backyard pool requires no special safety rules. (F)
13. It is ok to snorkel with you head completely under water. (F)

Answers and additional information can be found in the Cub Scout Leader Book and in the Webelos Scout Book.

## GAMES

The Aquanaut badge is designed for cubs who are good swimmers. Any cub who is not a good swimmer deserves special attention by someone who can teach beginners. Before attempting to do any games for this badge it is important to note that all cubs should be aware of all safety rules regarding swimming and boating. They should swim in well supervised areas with permission from parents.

1. PEARL DIVE RELAY - Rocks, marbles, or other weights are placed in the bottom of the pool, 25 feet away using the same number of weights as you have cubs. Cubs race using mask, fins, and snorkel, do a surface dive. and retrieve one of the weights. He swims back as far as he can under water and tags team mate.  
(Variations number the weight and the cub must retrieve his own number.)

2. SHARKS AND MINNOWS - One player is a shark and all other players are minnows. The shark waits at one end of the pool. his eyes are shut at all times. The minnows line up on the other side. All boys wear mask, fins, and snorkel. When the shark shouts "Ready", the minnows swim underwater to avoid the shark attack. The shark tries to touch the minnows. If a minnow is touched, he also becomes a shark and begin trying to touch minnows too. The minnows can only swim sideways or forward. The sharks can swim in all directions. If a minnow reaches the other end without being touched, he is safe. The game continues until all but one of the minnows is a shark. (If necessary, the game can be started over with all of the sharks at one end and the remaining minnows at the other end of the pool.)

NOTE: Since it will be difficult for the sharks to keep their eyes closed at all times, a strip of plastic bag can be used to cover the lens of the mask, using a rubber band to secure the plastic.)

3. PING-PONG RACE - The boys are divided into two or more teams. Each team has the same number of boys. half of the boys are on each side of the pool. the first boy for each team is in the water and has a ping-pong ball. when the referee says "Go", the boys start blowing the ping-pong ball across the pool. (Anyone caught touching the ball with their hands or arms must go back to their starting spot and start over,) As soon as the first boy reaches the other side, the second boy (who is already in the water) blows the ball back across the pool- The first team to finish wins. (This game can be modified for the aquanaut badge by requiring the boys to use mask, fins, and snorkel. They must then push the ball using their mask. You can also have the game with only one mask, snorkel, and set of fins per team or one set for each half of the team, giving the boys more practice in putting the equipment on.) Other variations of this game can include using a straw to blow the ball across the pool, using a balloon instead of a ping-pong ball....using different-rent colored balloons for each team can be VERY interesting when you have a very light breeze. You might need a little water in the balloon if they blow around too much.)

4. SWITCH STROKE RACE - The boys line up side by side on one end of the swimming pool. When the referee says "GO" they swim 50 feet using the breaststroke. They then turn and swim back using the backstroke. The first one to finish is the winner. If you have too many boys to have them all race at the same time, you can have several heats with the winners of each heat being in a final race to determine the winner.

5. SHRIMPS AND CRABS - The boys are divided into two teams. (One team is the shrimps and the other team is the crabs.) The teams split with half of each team on one side of the pool and the rest of each team on the other side of the pool. When the referee says "GO", one member of each team blows a balloon, sits on it (popping the balloon), jumps into the water, and swims across the pool to the teammate on the other side of the pool. (The teammate is leaning over waiting to be tagged.) After being tagged, the teammate must blow up a balloon, pop the balloon by sitting on it, jump into the water, swim across the pool and tags the next waiting teammate. The first team (shrimps or crabs) to have all their team members finish the race wins.

6. SNORKELING PENNY HUNT - Scatter pennies on the bottom of the pool. When you say "GO", the boys don masks, fins, and snorkels and begin to search for pennies. The one who retrieves the most pennies wins. (You might want to add a little more interest by adding a Canadian penny or a dime in with the pennies you throw into the pool. That coin could count the same as 5 pennies.

7. ROWING RACE - Divide the boys into relay teams. Each player sits or kneels in a large cardboard box and propels himself to the goal line by using two short broomsticks with rubber tips. The first team to finish wins.

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

9. WATER DRINKING RELAY - Give each team member a cup of water. On "Go", the first in each line feeds the second his cup of water with a spoon. Then, the second player feeds the next cub scout and so on. The first team to consume its water wins.

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



Not everyone is an artist, nor is it intended that you be an artist to work with the boys on this badge. The Artist Activity Badge is designed to help the boys have a better understanding of techniques and color. It is a stepping stone to the Artist and Draftsman Merit Badges. It will also help the boy learn to express himself in a manner that people appreciate and understand.

## SUGGESTED DEN ACTIVITIES

1. Invite an art teacher or artist to speak about basic art.
2. Attend an art exhibit or visit a museum
3. With paints, explain and make a color wheel.
4. Make a simple sculpture using clay-
5. Make paper flowers and airplanes.
6. Make clothespin airplanes.
7. Make tie slides
8. Cut a photograph in half paste on paper and have the boys draw the mirror image.
9. Make drawings using only dots.
10. Make drawings using only words.
11. Make pictures with pasta shapes or beans.
12. Make mobiles of varying shapes and sizes.
13. Use acrylic paints. oil paints and watercolors, so the boys can see the differences.
14. Make picture frames of cardboard edged with teddy graham cookies. Take POLAROID of scout to put in.
15. Collect things of various textures and create a picture.
16. Do rubbings- tree, leaf, brass, etc.
17. Build a design with tinker toys.
18. Make a bust with homemade clay.
19. Make stone or pinecone people and animals.
20. Make eyes of God.
21. Make bird feeders of wood, plastic, or any other scrap materials
22. Make apple-head people.
23. Make mosaics with shells. beans, rocks. seeds, twigs, etc.
24. Make soap carvings.
25. Make paper-mache pinatas.
26. Weave potholders or placemats on a loom.
27. Have a stained glass demonstration with the boys building a sun catcher.
28. Do sand castings or spoon printing.
29. Make linoleum cuts and prints. Veggies work well too.
30. Make drawings on a nature hike, or as a still life, or with a real model.

## ART CONSEQUENCES

Give each boy a pencil and paper and have him draw the head of a man, woman, or child. After he draws the head, he folds the paper so that only the neck shows. Each paper is then passed on to the next person, who draws shoulders, folds the paper and passes it on. The others follow, adding the waist, hips, legs, and feet. All of which is, of course, preliminary to opening the completed drawings and passing them around.

## CRAZY ARTIST

Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, each player drawing no more than two straight lines. Have a player from each team run forward about 30 ft., draw his two lines, then return and hand the chalk to the next player in his line. The team with the best looking house wins.

## FIVE DOTS

Give one player a piece of paper and have him place five dots on it where ever he pleases. He should then give it to another player, who tries to fit in a drawing of a person with the head at one of the dots, the hands at two of the dots, and the feet at the other two dots.

## EYE SHUT DRAWING

The usual thing to draw with the eyes shut is a pig, probably because it is easy to draw and his curly tail makes it so funny. However, let each person choose any animal they want for their drawing.

## OUTLINES OR WIGGLES

Give everyone a pencil and paper and have him draw a wavy or zig zag line. Then tell the boys to exchange papers and make their line into a picture. The one with the funniest or the best picture is declared the winner.

## ZOO GAME

Divide the group into two teams. Have a sheet of wrapping paper for each team. Teams line up in relay fashion. On a signal, the first boy on each team runs to a leader who gives him the name of an animal. The boy goes to the paper and draws his subject. When his team recognizes what he has drawn,

the next boy tells the leader: If correct, he is told what to draw until his team guesses it. The game continues until all have drawn. First team through wins.

#### DRAW THE CLOWN FACE

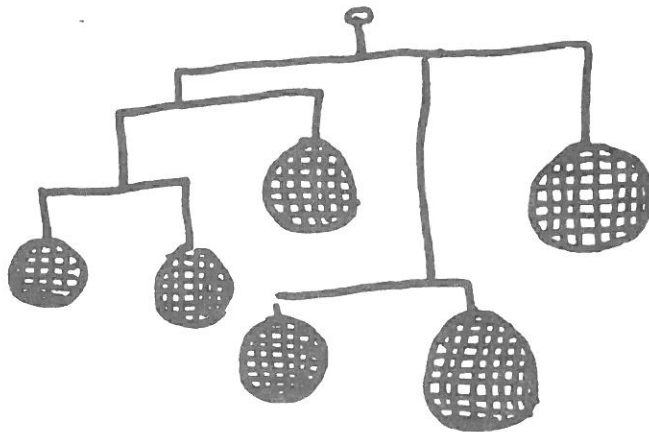
Each boy is blindfolded and asked to draw a picture of a clown. After each boy has finished the boys try to find their own drawing. You may have many winners, and you may not have a winner at all. If the pictures are good enough--have the boys make frames for these pictures and display them at a pack meeting and have the parents try to locate their sons drawing.

#### MAKE A MOBILE

This mobile is made by covering a small inflated balloon with flour paste, then wrapping it with cotton thread or mercerized crochet cotton, then coating it again with flour paste. Dab off the excess. Let air out of balloon with pin after paste has hardened and remove the balloon.

Balloons should be well covered with thread and paste. If string collapses when air is removed from balloon, then remove balloon and insert new balloon, inflate it till strings are tight again. Add more thread and paste.

Let dry and let air out of balloon again. Cover balls with clear spray enamel or shellac. This will help give body



## SAND PAINTING

On a piece of cardboard, draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design could be used. Indicate the design and the colors which are to be used. Color clean sand with food coloring. Cover the area to be "painted" with white glue and then put on the proper color of sand. Shake off excess. Work with only one color at a time, and if the area is large, do it in several pourings. The painting can be framed if you like. Or, you might like to try a free-hand sand painting. Cover the entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small, so the glue won't dry before you're through. This is an interesting technique and can turn out some unusual designs.

## AFTER IMAGES

Eyes are funny things and sometime can fool you. Get some pieces of brightly colored paper. Be sure the colors are bright. Use red, green, blue, yellow, orange and violet. You'll need a sheet of black and a sheet of grey paper 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 with gray instead of a black background. The gray will also appear to be green, turning the light off or moving into shadow sometimes increases the effect.

Try with green circle--afterimage will be red. Use blue and the afterimage will be orange. Actually as below:

Blue --Orange	Red -- Green
Orange --Blue	Green -- Red
Purple -- Yellow	
Yellow -- Purple	

This afterimage comes from retinal fatigue but actually is used to demonstrate the difference in color spectrum and are actually all the colors of the rainbow.

MODELING

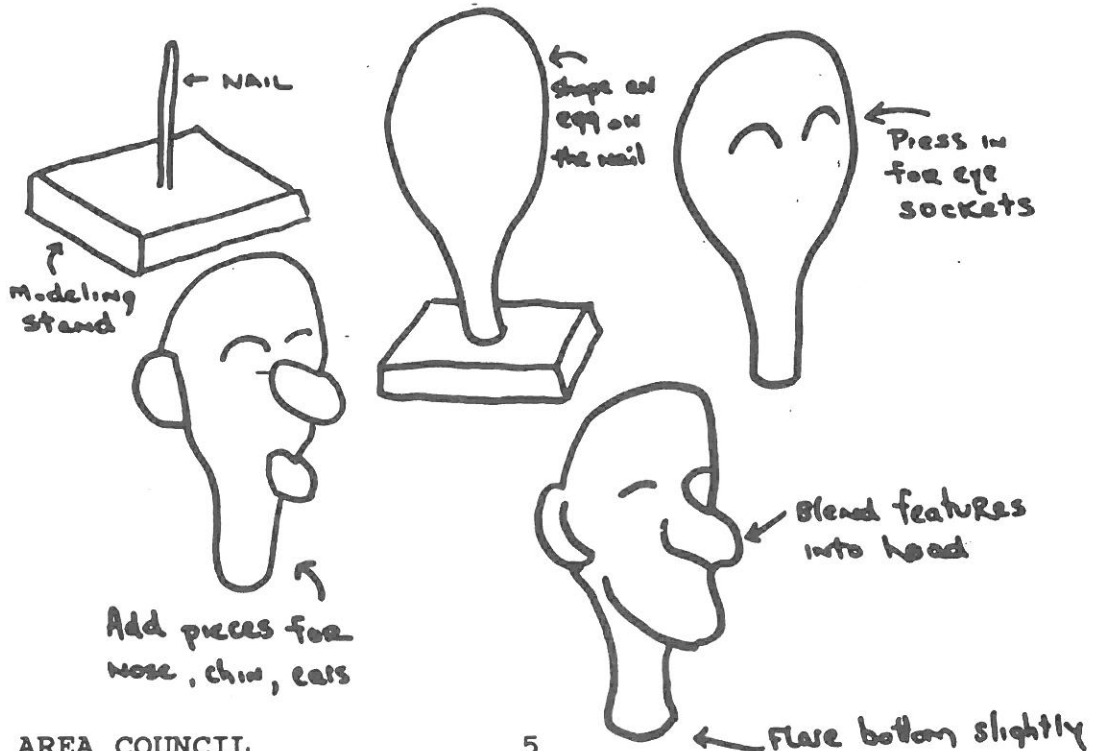
To make a modeling stand, drive a large nail into a piece of wood about 4 inches square.

Use either self-hardening clay (which hardens without being fired) or plastalene (a plastic not hardening clay). The plastalene is good for beginners, as it can be worked with over a period of time. Shape the clay on the nail.... an egg shape with a long, tapering neck. Don't use all your clay. Save some for the features.

Make eye sockets by pressing your thumbs into the clay. Add pieces for the nose, chin and ears, and blend these into the head. If you wish, you can scoop out places for the eye sockets and add a small ball of clay for the eye balls.

Draw an indented line with a pencil or small stick where the mouth will be. Shape lips by forming a ridge along the mouth line.

THIS HEAD CAN SERVE A DUAL PURPOSE. AFTER YOU HAVE COMPLETED THE ARTIST BADGE REQUIREMENT, COVER THE HEAD WITH 4 OR 5 LAYERS OF PAPER MACHE STRIPS: LET HARDEN AND THEN PAINT. CUT PAPER MACHE HEAD OPEN, REMOVE CLAY, PATCH THE HEAD BACK TOGETHER WITH PAPER MACHE STRIPS, AND YOU'LL HAVE A PUPPET HEAD. THIS WILL GET YOU STARTED ON THE SHOWMAN BADGE.





SUGGESTED DEN ACTIVITIES

1. Attend a high school or college athletic event.
2. Invite a P.E. teacher or aerobics instructor in to talk about fitness.
3. Attend a gymnastics meet. swim meet. or track and field event.
4. Visit a gym and have the instructor demonstrate the weight lifting equipment or invite a professional weight lifter in to talk. Make use of the local high school coaches and teams.
5. Take a 5 mile or less bicycle trip.
6. Make your own physical fitness equipment.
7. Do stretching or loosening-up exercises before strenuous workouts.
8. Develop a regular schedule of exercises with a chart to log progress and improvement.
9. Hold meets between dens/patrols.
10. Play frisbee golf along an assigned course.
11. Plan a field day for Tiger Cubs.
12. Interview a professional player on how he/she keeps in shape.
13. Qualify for the Presidential Physical Fitness Award.
14. Build a rope gym.
15. Make and decorate a bag to carry your "equipment" and sweats in.

## MAKE YOUR OWN PHYSICAL FITNESS EQUIPMENT

The boys can make their own physical fitness equipment.

A barbell can be made using a 3 foot dowel or broomstick with 3/4" dowel or broomstick with 3/4" pipe caps on the ends. The latter are then embedded in 46 oz. cans filled with cement. Allow cement to set overnight.

Dumbbells can be made similarly by using foot long dowels and No. 2 size cans filled with cement and place on the ends of the dowels. Plastic quart containers filled with sand may be used instead of the cans.

A broomstick suspended at both ends in a garage, basement, or backyard makes an excellent chinning bar. This broomstick can also be set over the back of two parallel sturdy chairs.

A deflated bicycle inner tube makes a good chest exerciser.

## HOP, STOP AND JUMP GAME

This is an athletic test that was popular among the boys in colonial days. In turn, each boy takes a running hop (land on the same foot), then a long step and a final jump (leaping off one foot and landing on both feet). His score is the total distance covered in the three moves which must be correct.

## CRAB MIRROR EXERCISE

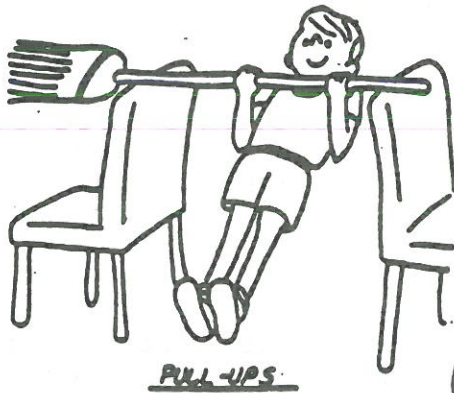
Divide the den into twos. Each player is on all fours with one of the two being the leader. One moves at random to the right, left, back or forward and the other mirrors his moves. After a while switch leaders and see how good they do.

## OUTDOOR OBSTACLE COURSE

Make a rope climb by hanging a 10 foot, one inch rope from a tree. To help develop balance, set a 10 foot long 2 x 6 "walking plank" several on the ground.

Five or six old tires make an excellent zigzag course which will help the boy develop balance while building up his leg muscles. The object is to step from tire to tire as he runs the course. Stagger tires one full pace apart.

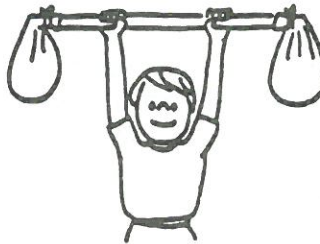
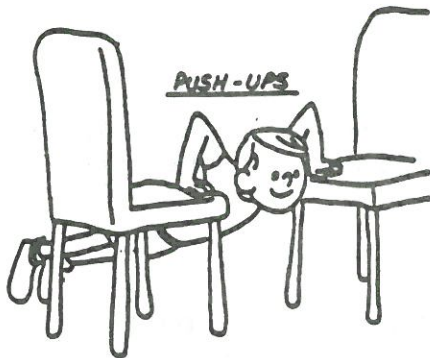
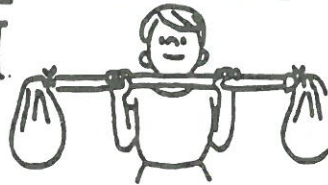




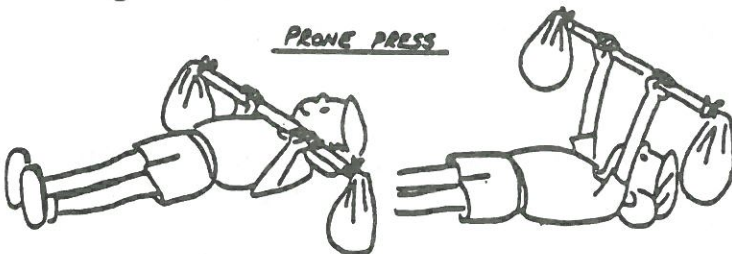
MAKE HOME-MADE BARBELLS FROM A BROOMSTICK AND TWO STRONG CLOTH SACKS (OR PILLOWCASES). FILL EACH SACK WITH FIVE POUNDS OF SAND OR GRAVEL. WRAP THE MOUTH OF THE SACKS AROUND THE BROOMSTICK, ABOUT FOUR INCHES FROM THE ENDS. TIE IN PLACE.

THE PRONE PRESS EXERCISE HELPS DEVELOP THE CHEST THE STANDING PRESS HELPS INCREASE THE STRENGTH IN THE ARMS.

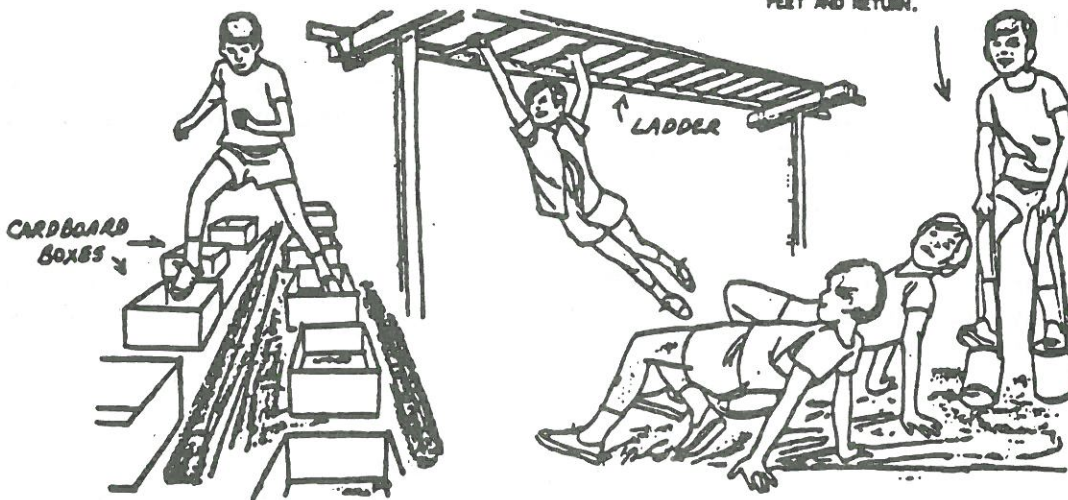
STANDING PRESS



PRONE PRESS



TIN-CAN WALKERS MADE FROM 2-LB. COFFEE CANS AND SHORT LENGTHS OF ROPE. PUNCTURE THE CANS ON OPPOSITE SIDES JUST BELOW CLOSED ENDS. THREAD A LENGTH OF CLOTHES-LINE THROUGH THE HOLES AND TIE THE ENDS TOGETHER SO THE LOOP REACHES SLIGHTLY ABOVE YOUR KNEES WHEN YOU STAND ON THE CANS. WALK 25 FEET AND RETURN.



## WHEELBARROW RACE

On a signal "Go" teams race to a turning point. Boys reverse positions, and new wheelbarrows race back on hands to the starting line.

## KANGAROO HOP RELAY RACE

Webelos assume semisquat position. Keeping their feet together, they spring forward to cover a set distance. The first den done wins.

## ROOSTER FIGHT

Each Webelos Scout hops on one leg holding the other. To win, he must make the opponents lose their balance or step out of the circle by bumping shoulders.

## FROG STAND

Boys assume a knee-bend position with their legs apart, hands flat on the ground, and elbows braced. They rock forward, keeping knees extended and legs straight.

## GORILLA RELAY RACE

Webelos spread their feet shoulder width, then bend down, and grasp their ankles. They walk forward, keeping knees extended and legs straight.

## HOPPING RELAY RACE

Boys line up for the relay race. One from each den hops twenty-five feet on the left foot to the marker and then hops back on the right foot to tag the next boy.

## BAREFOOT MARBLE RELAY

Line up the sides. The first boy runs to line about fifteen feet away. He grasps and carries one marble with toes of each foot and returns to tag the next boy.

## PULL OVER

Boys grasp right hands, brace their feet, and each tries to pull the other side over a center line on the ground.

## SUGGESTED DEN/PATROL ACTIVITIES

1. Discuss the rights and duties of a citizen. Make a list of what can be done to live up to these responsibilities.
2. Visit a court. Have a judge or bailiff acquaint the boys with court procedure.
3. Practice raising and lowering the flag, as well as folding it in the proper manner.
4. Discuss flag etiquette and practice what you discuss.
5. Have the patrol select and carry out a good deed for the school or community.
6. Talk about why we have laws and what laws the boys obey every day.
7. Have the Webelos go to a Wolf or Bear den to explain flag care and etiquette.
8. Visit the police department and/or jail.
9. Visit a swearing in of new citizens.
10. Visit a city council meeting and observe what happens.
11. Talk with the mayor, senator, or congressman about his job.
12. Tour the State Capitol Building in Austin.
13. Invite the Air Force color guard to discuss flag etiquette and give a demonstration.
14. Carry the American flag in a parade.
15. Make a mobile of American flags.
16. Earn the Texas Badge and/or the Mission Trail Badge.
17. Tour the Alamo.
18. See the movie "The Alamo" at the IMAX theater.
19. Make arrangements to see a voting booth and have someone show how to vote.
20. Discuss ways to preserve our natural resources. Carry out an anti-litter campaign to include making posters, cleaning up litter in a local area, making litter bags, and collecting items for recycling.

This activity badge is required for the Arrow of Light Award, and is a stepping stone to the Citizenship Merit Badges that are required in Boy Scouts - especially for the rank of Eagle.

During this time you, as the Webelos Leader will be able to get a deep insight into the way your boys see things, think and how important different things are to each of them.

For example "all men are created equal" will mean one thing to one boy and something entirely different to another. Also each boy will come up with a different interpretation about the history of the Star Spangled Banner.

It could be that during the time you are working on this activity badge you could change the future of at least one boy, and that would make everything worthwhile.

Exactly what is citizenship? What does it mean? Where does the word come from?

Citizenship comes from the Latin word *civitas* which means citizens united in a community.

Citizenship means full membership of a nation, state, or community - and full membership means taking part in every aspect of the community or nation that is possible.

The following is a partial list of some of the qualities of a citizen and some of the rights and duties of a citizen.

#### YOUR RIGHTS AS A CITIZEN:

- The right to equal protection under the law and equal justice in court.
- The right to be free from arbitrary arrest or search.
- The right to equal education and economic opportunity.
- The right to select public offices in free elections.
- The right to own property.
- The right to free speech, press, and assembly.
- The right of religious freedom.
- The right to have a lawyer and a speedy court trial if accused of a crime.



Our constitution says that we have these rights and guarantees them to us.

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of. Your duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of National and local government.
- To vote in elections.
- To serve and defend your country.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.



SOME QUALITIES OF A GOOD CITIZEN:

- Obeys the laws wherever he is.
- Respects the rights of others.
- Is fair and honest.
- Tries to make community a better place to live.
- Learns as much as possible about leaders of Nation, State, Community.
- Practices rules of health and safety.
- Is honest and dependable.
- Is patriotic and loyal.
- Practices thrift.
- Respects authority.

While working on this badge is a good time to teach the history of the flag, how to display it, how to respect it, and the care and handling of it. If you should need to know more information about the flag you could use as your source a good encyclopedia. The Marines have a pamphlet out about out flag and also have posters.

Adult Americans have long seen 'law' as a synonym for 'justice'. Youth sees 'justice' as being fair play. Too often young people seem to think that 'law' is not always on the side of fair play. At least that's the way many of them see the police, courts and other symbols of law. Our Webelos Scouts have been exposed to terms such as 'pig', 'fuzz', and other uncomplimentary words describing law and order. We have an opportunity through the Citizen Activity Badge to teach them respect for law and authority.

## FLAG ETIQUETTE

WHAT YOU MUST REMEMBER ABOUT OUR UNITED STATES FLAG!!

## SALUTING:

WHEN IN UNIFORM: Stand at attention and salute with your right hand.

WHEN NOT IN UNIFORM: Stand at attention and place your right hand over your heart. If you are wearing a hat, hold your hat over your heart.

## WHEN TO SALUTE:

1. WHEN THE NATIONAL ANTHEM IS PLAYED. Stand at attention, face the flag, and hold your salute until the last note is played.
2. WHEN THE COLORS ARE RAISED AND LOWERED. Stand at attention facing the flag pole. Raising- Salute as soon as the flag is started on its way up and hold until it reaches its peak. Lowering- Start your salute at the moment the flag is on its way down and hold the salute until the flag is gathered at the base of the flagstaff.
3. DURING RECITATION OF THE PLEDGE OF ALLEGIANCE. Face the flag and hold your salute until the recitation is completed.
4. AS THE FLAG PASSES BY IN A PARADE OR REVIEW. Start the salute when the approaching flag is 6 paces or 12 feet from you. Drop the salute when the flag is 12 feet past you. Keep your eyes on the flag as it passes.
5. WHEN A FLAG-DRAPED COFFIN IS PASSING. Same as a flag passing in a parade.
6. WHEN "TAPS" IS SOUNDED AT A FUNERAL. Hold your salute until the last note is played.

## FLAG CARE

To preserve the bright, rich colors used in the manufacture of the U.S. flag, it is necessary to use care when cleaning the flag. Flags can be dry cleaned and many dry cleaners will clean a flag free of charge. Be sure to ask!

The flag should not be displayed on days when the weather is bad. If the flag should get wet, spread it out until it is completely dry. Do not fold or roll up a flag when it is wet or damp.

When handled with care, the flag should give excellent service. The flag, when no longer in good condition, should be destroyed in a dignified way, preferably by burning.

If you have questions, you can ask the VFW, or consult any of the books available on flag etiquette.

DISPLAY YOUR PRIDE IN AMERICA...FLY YOUR FLAG PROUDLY!!!

## NEWSPAPER STUDY

Divide the den into two teams or possibly even into two (depending on how many newspapers are available). On a signal the teams start a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. The team with the most clippings in a given time wins.

## PATRIOTIC WALL PLAQUES

Advertisements appear in BOY'S LIFE and SCOUTING magazines for parchment copies of the Declaration of Independence, Bill of Rights, and the Gettysburg Address. These can be mounted on  $\frac{1}{4}$ " plywood plaques shaped into the design of the scroll. Make your scroll slightly larger than your copy. Finish the plywood by sanding, staining a natural wood color and varnishing; or leave the wood grain and color show through by eliminating stain and just finishing with varnish.

These could be presented to the sponsoring institution at the pack ceremony with the boy's creating the presentation and a brief explanation of the scroll's meaning.

## CITIZEN OPENING

Have each Webelos hold a card with the appropriate letter and read the words printed on the back (this is good for either a den or pack meeting opening).

- C is for our COUNTRY, the United States of America
- I is for being INVOLVED, its the voting and paying attention to government's actions.
- T is for TREASURING the great TRADITIONS of our land
- I is for the IDEALS of freedom, of speech, to live as we want
- Z is for the ZEAL we put into life.
- E is for the EXAMPLE that WE set for others
- N is for the NEEDS of our nation, without knowing them-- we can do nothing to solve them.
- S is for SHARING of ourselves, to our fellow man and his needs.





WEBELOS COMMUNICATOR

Communicator Activity Badge

Communication is the art of giving and receiving information. People communicate with the spoken word and with the written word. Words are not the only way in which we transmit messages to one another.

Simple forms of communication start with a smile, a laugh, a gesture, and a handshake. Our faces express how we feel such as happy, sad, sleepy, and even puzzled.

Communication became more complex with the invention of the telegraph, telephone, radio, television, computer, and satellite hookups.

As human beings, each of us needs to learn how to communicate our messages and get along with others. The communicator activity badge is designed to give the boys a chance to see how to express their feelings to others. The boys have the opportunity to learn different ways in which to express themselves including communications with people who are deaf, mute, or blind. Each person communicates in his own way.

Den or Pack Activities

Visit TV, radio or newspaper and have someone talk about jobs in these industries.

Pretend to be blind, deaf or mute for a period of time.

Go through a handicap awareness trail.

Visit a facility where a number of computers are used and have someone talk about their different uses.

Visit places where computers are made or repaired.

Play charades.

Learn and use Morse code.

Learn and use signal flags.

Find someone with a CB radio and let the boys sign on -- talk and sign off.

Talk with a HAM radio operator and listen to him talk to others over the radio.

Visit a newspaper or library microfilm facility.

Find someone with a movie or video camera and have the boys do a newscast or weathercast. Play it back and let the boys watch themselves on TV.


Visit the telephone company.

Have someone explain how deaf people communicate over the phone.

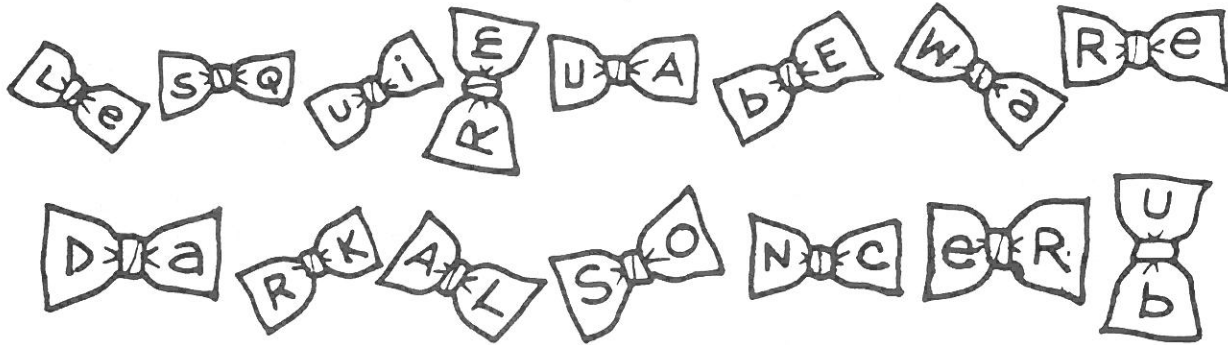
Have someone explain how deaf people use sign language to communicate.

Visit a facility that has the machine for the hearing impaired people to view TV.

### CODE BOWS

Look only at the bows in this position:  They contain letters in the coded message. Can you untie it?

**TRY THE KEY: CRACK THE CODE**



### PHONY BALONEY

You and secret clubmates can use each other's telephone numbers to hide messages of up to seven words. For example, Mark's phone number is: 202-7493

So when Mark's friend Tom penned the warning shown at the right, here's what he did. He placed the first coded word (ISLAND) next to the numeral 2, the first digit in Mark's phone number. The second word (FERRY) he hid next to the 10, which stands for the 0 in Mark's phone number.

1. THE
2. ISLAND, LEAVES
3. —
4. AT, ONCE
5. TUESDAY
6. WINDY
7. HARBOR
8. RED, LIGHTHOUSE
9. MIDNIGHT
10. FERRY

Tom also wrote the third coded word (LEAVES) next to the 2, as shown. He then completed the message by placing coded words after the 7, the 4, and the 9. But because his message ran only six rather than seven words, Tom scratched a dash next to the 3, which is the seventh and last digit in Mark's phone number. The dash means "there are no more words in this message."

Finally, Tom added misleads to steer snoops afar. What warning was he shielding from them?

Players sit in a circle. The leader points to one of them and calls out a letter of the alphabet. The chosen player has exactly one minute to recite all the words he can think of that begin with the letter called. The leader keeps track of the time, while the other players call out the number of words. Proper names are not allowed, and the same word may not be repeated. The leader gives each player a turn; he uses a different letter for each player but avoids such difficult letters as "x", "q" and "z". The player who compiles the longest list of words in the allotted minute wins the game. This game is not as simple as it sounds, because it is often surprisingly difficult to think of familiar words when under pressure.

KNOW THE ADS

In advance, the leader goes through the old magazines and clips the slogans from advertisements of well-known products. (The name of the product should not appear on any of the slogans.) He pastes or tapes on each of the two large pieces of cardboard from six to ten different slogans- numbering each. The players are divided into two equal teams, and each team is given one of the cardboards and pencil and paper. Both teams try to write the products that go with the slogans on their board. After three minutes, the teams exchange cardboards and repeat the procedure. The team with more correct answers wins.

SPREADING GOSSIP

The players and the leader sit in a circle, close together. The leader whispers into the ear of the player on his right a "news item" that he has made up and written on a piece of paper. It could be a make-believe wedding, divorce, accident or international event; it should contain some names, dates, places and other specific information. Each player, in turn, relays the information by whispering into the ear of the player on his right. When it reaches the player to the left of the leader, he stands up and tells the others the information he received. The leader then stands and reads the original message - which is often different. This is a fascinating game that can be repeated several times with different sets of "facts".

MAGIC TELEGRAM

The game leader reads any ten letters of the alphabet to the players. The players write down the ten letters, one under the other. In a set period of time, they must use each letter as the first word of a message. For example, "b,h,a,s,p,o,l,t,d,r" could become "Berry gardens always seem pleasant outdoor layouts to do recreation."

CHAIN WORD

The players sit in a circle, and the player designated to start the game is given a beanbag. The first player says a word, such as "house," and tosses the beanbag to a player on the other side of the circle. This player must immediately say a word commonly used with that word, for example "detective." He then tosses the beanbag to another player, who must quickly say a word that goes with "detective". The word-calling and beanbag-tossing continue until a player cannot come up with a word. That player is then eliminated and the other players continue the game until one player is left.

TRY THE KEY: CRACK THE CODES



1 Tim's Number  
321-7615

- 1 YOU, TELL
- 2 CAN
- 3 WHEN
- 4 HIM
- 5 ME
- 6 FISHING
- 7 GO
- 8 SAILING
- 9 AT NOON
- 10 TOMORROW

2 Arlene's Number  
583-7624

- 1 HE, the
- 2 Pen
- 3 BORROW
- 4 —
- 5 MAY, JUNE
- 6 Ballpoint
- 7 Your
- 8 I
- 9 RULER
- 10 Money, PIGS

3 Rita's Number  
953-4162

- 1 More
- 2 GUM
- 3 Have, STICKY
- 4 ANY
- 5 YOU
- 6 BUBBLE
- 7 Trouble
- 8 CANDY, MAKE
- 9 DO
- 10 Boiling

4 Mario's Number  
454-9183

- 1 MY
- 2 Green, Bumpy
- 3 LAWN
- 4 After, HAVE
- 5 I
- 6 Met, With
- 7 OUR
- 8 NEIGHBOR'S
- 9 Mowed
- 10 DOWN

5 Sum Yee's Number  
632-1901

- 1 YESTERDAY, GAME
- 2 IT
- 3 LOST
- 4 SCORE, A
- 5 HIGH, PITCHED
- 6 I
- 7 WON
- 8 STRIKES, THREE
- 9 DURING
- 10 THE

6 Harold's Number  
627-5273

- 1 DaNNy
- 2 GAve, PIECE
- 3 BILL
- 4 Me
- 5 LAST
- 6 I
- 7 MY, TO
- 8 CoST
- 9 OncE, seND
- 10 PoSTcArD

## INDIAN PICTURE WRITING

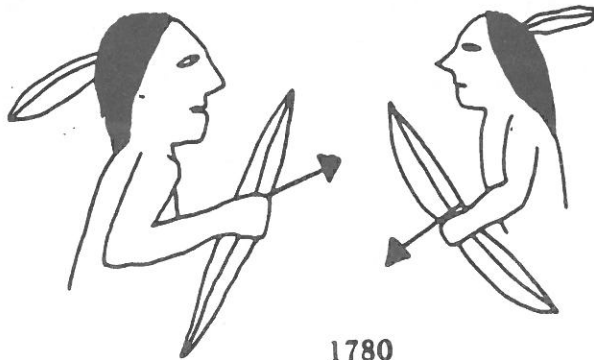
Picture writing, pictography, has been around for thousands of years. It was used in ancient Egypt and Assyria. It was also used by the American Indians.

The Indians believed history to be very important, and they kept records of their tribe's events through picture writing. Each pictograph, or glyph, was a drawing that expressed events, places or people.

Many tribes had what is known as a Winter Count. The Indians kept time by winters rather than the way we do. The Winter Count was a time calendar kept by the tribe. Each year one important event of that year was determined by the tribal elders. It could have been a raid against another tribe, a great buffalo hunt, a long period of cold and snow, etc. After the main event for that year was determined, a glyph of that event was drawn.

The tribal historian knew what each glyph represented. He memorized the meaning each glyph had or stood for. He passed this information on, generation after generation, orally.

A glyph could look like this:



They fought with  
another tribe.



The main key to this activity badge is to make something for someone to wear, use, or display. The boys will learn about tools, their uses, and SAFETY! Remember KISMIF --- Keep it Simple, Make it Fun.

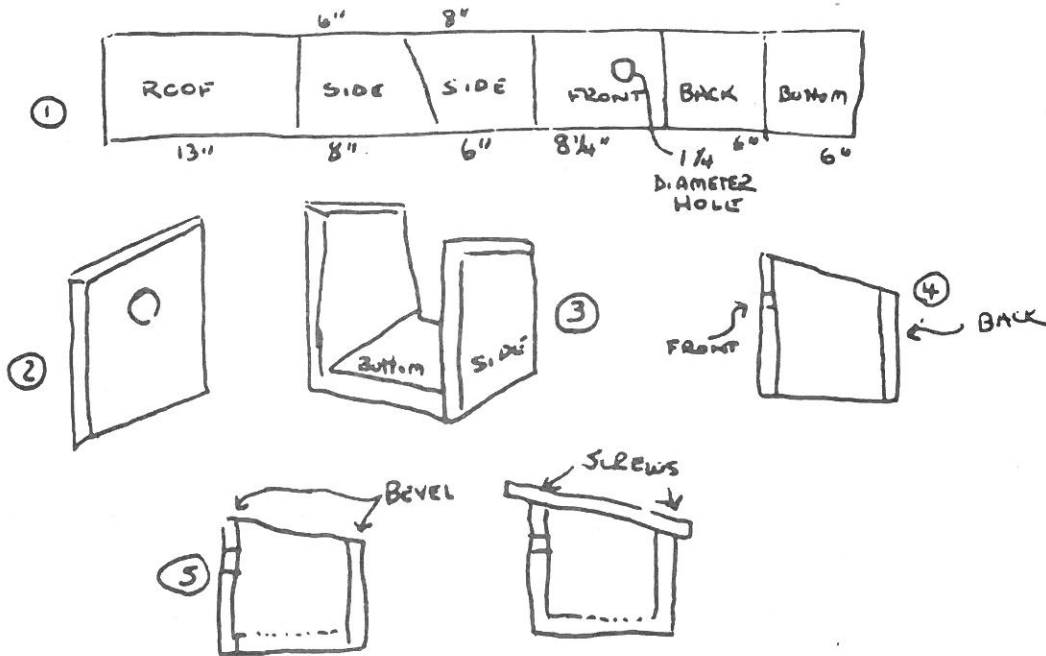
#### SUGGESTED DEN/PATROL ACTIVITIES

1. Make tie slides.
2. Make simple games.
3. Make birdhouses.
4. Visit a carpentry studio and have the pro discuss the tools and how to use them.
5. SAFETY! SAFETY! SAFETY! Discuss and demonstrate it.
6. Draw plans for all projects.
7. Visit a potter or sculptor and see a demo of how to use clay. Boys can then make something that will be fired.
8. Check out craft books from the library to give you ideas! Also check the local craft stores for nifty ideas. Tandy has assistances for leatherwork as well as many ideas.

TOOTHPICK CASTLE BUILDING

Give each boy 10 flat toothpicks. Boys take turns placing one toothpick each on top of an open soda bottle. The boy whose toothpick causes the "castle" to fall gives his remaining toothpicks to the boy behind him. The one with the most toothpicks at the end wins.

ONE-BOARD BIRDHOUSE



Using a board 8" wide by 48" long by 1" thick cut the pieces as shown above. It will be easier if you start with the bottom first and the roof last.

Next cut the 1 1/4" diameter hole in the front or use a drill and drill the hole out.

Nail the two sides to the bottom board. Then nail the front and back boards in place.

Now bevel the front and back pieces using a plane or sandpaper so that the slope will match the sides.

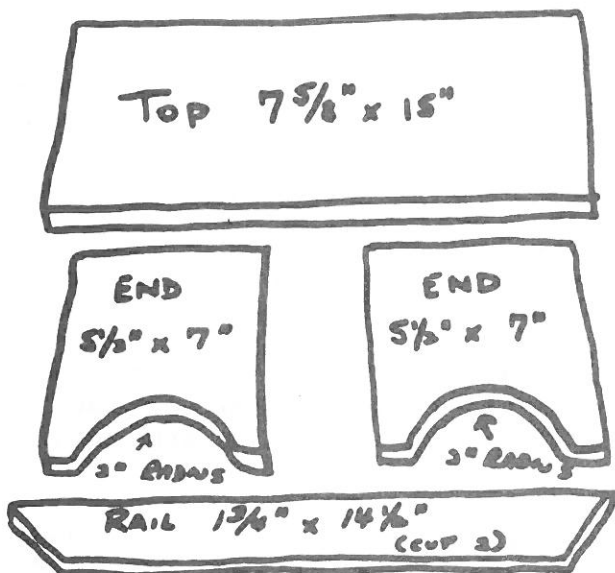
Fasten the top on with screws or (if possible) a hinge so that easy access to the inside is made possible for adding the bird feed.

This project will be extremely useful in combining with the NATURALIST ACTIVITY BADGE.



FIVE-BOARD STOOL

The five-board stool is eight inches high, and is patterned after a Colonial stool. Pine was a favorite wood for stools of this kind because they are easy to work with and will take a nice finish.



The five pieces of wood shown are standard-size boards from the lumberyard. The top is cut from a one by eight inch board (which is actually slightly more than 3/4 inch thick and about 7 5/8" wide). The ends are cut from a six-inch board, and the rails from two-inch stock.

The dimensions shown in the illustration are finished sizes. In cutting allow a little extra material for trimming and finishing to size. When sawing, cut just outside the line in the waste part of the board. Use a cross-cut saw for the straight cuts,

and a coping saw or jigsaw for the curves in the ends. Lay out the curved lines with a compass and the beveled ends on the rails with a combination square and pencil (or you can use a cardboard pattern). Use the square for marking the lines for cutting the pieces to length as well. And be sure to use a sharp pencil.

After the parts are cut, trim the ends with a wood file. Then sandpaper all surfaces to a satin finish to remove imperfections. Assemble the stool with two 2" finishing nails and white glue at each joint. To prevent splitting the wood, first drill 1/8" holes through the rails. Then drive the nails just through the rails and into the ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue and drive in the nails. Use a nail set to drive the heads of the nails slightly below the surface of the wood.

Give the stool a final sanding and apply a coat of satin-wax to finish.

This project should be simple enough for all the Webelos to do easily; however it should give them an excellent knowledge of the tools of a fine craftsman.

Start by cutting a 45 degree bevel on the post and arm dowels and glue them together. NOTE: A piece of coat hanger can be substituted.

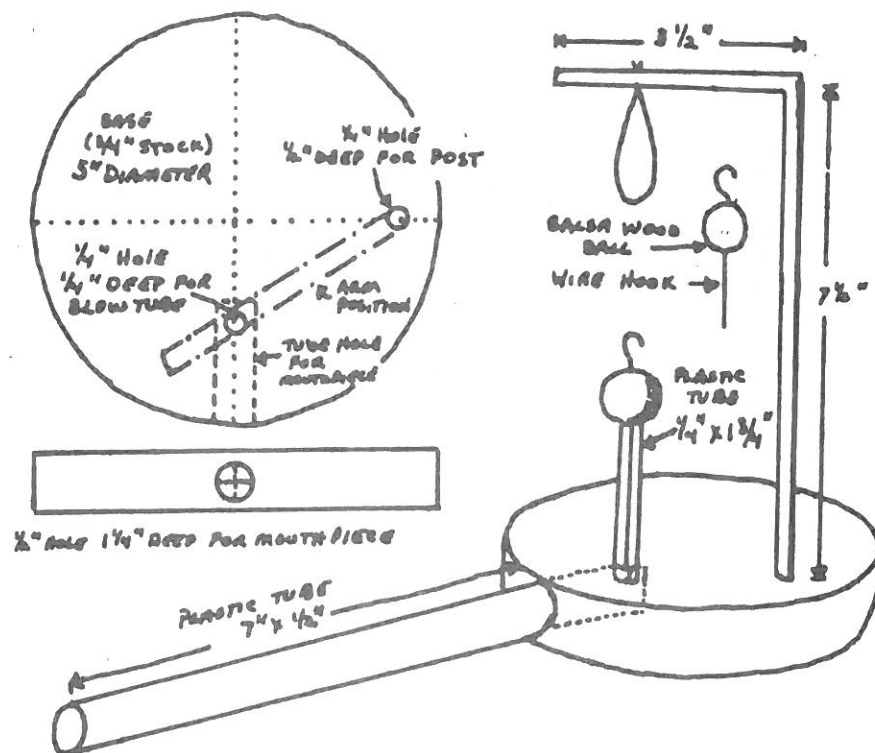
Draw a 5" diameter circle on the base and cut it out. Next draw the center lines for the three holes and drill as indicated by the drawing.

Make the ball by sanding the balsa wood until it is round. Bend a hook in the end of the #18 copper wire or use a paperclip. Then push the straight end through the center of the ball.

Start assembly by pushing the mouthpiece about 1" into the side of the base. Now push the blow pipe about 1/4" into the top of the base and glue both tubes. If this is done correctly then when you blow into the mouthpiece air should come out of the blow pipe.

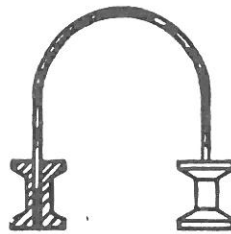
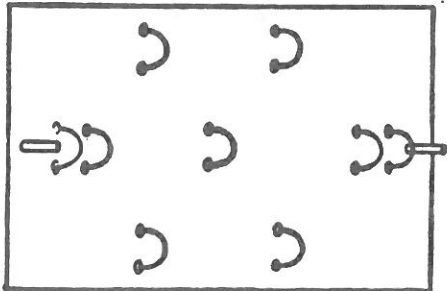
Glue the post and arm into the top of the base so that the noose is directly over the blow pipe. Now tie the string into a noose and hang it on the arm over the blow pipe.

To play place the ball and wire in to the blow pipe and by blowing in the mouthpiece try to put the hook on the noose. Give each cub ten tries and the one with the most successful attempts wins.



1. **Table Tether Ball** - For this game get a piece of plywood 2' x 2' and fasten a four inch section of 2" x 4" securely in the middle using both nails and glue. Locate the center of this block and bore a 3/4" hole. Attach a thirty inch long piece of 3/4" dowel or a broom stick handle into the hole. Attach a small ball, such as a ping-pong ball or a golf ball, to a strong piece of twine. Attach the end of the twine to the top of the dowel, making sure the twine is long enough so the ball hangs 2" from the bottom.

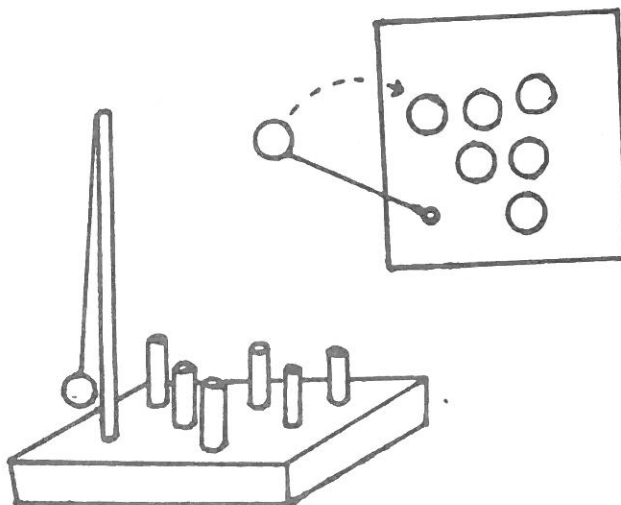
2. **Table Top Croquet** - Wickets are made by cutting nine pieces of heavy wire or coat hanger and bend each to form an arch. Thread spools can be used to support the wickets or cut 18 pieces of wood in 2" x 2" squares and drill a hole in the center of each one. Make 2 pegs out of 4" piece of broomhandle or 1" wooden dowel and sand the bottom so it will stand up. Checkers can be used for the croquet balls. Arrange the wickets on a large table as shown and play by the same rules as regular croquet. The cubs hit the checkers by flipping them with their fingers.



3. **Golf Putting** - Make an incline board with holes in the board slightly larger than a golf ball. Have the boys use a regular golf putter and golf balls and try to hit them in the holes of the board. The holes at the top of the board are worth more points than the ones at the bottom of the board. The boy with the most points wins.

4. **Flipperdinger** - You will need the following materials: 1 pc. 3/4" x 5" square pine for the base; 1 pc. 1/4" x 7" wood dowel for the post; 1 pc. 1/4" x 3 1/2" wood dowel for the are; 1 pc. string or thread for the noose; 1 pc. 3/4" balsa wood for the ball; 1 - 3" length of #18 copper wire or a paperclip for the hook; 1 pc. 1/2" x 7" plastic tube for the mouthpiece; 1 pc. 1/4" x 1 3/4" plastic tube for the blow pipe; and white glue.

5. Skittle Bowl - Cut a foot long piece of 1" wood dowel into six 2" pieces and sand both ends. These are the skittles. The support arm is made by cutting a 9" piece of 3/8" wood dowel. For the base cut a 5 1/2" square from 1" pine. Drill a 3/8" hole in one corner of the base about 1" from both edges and glue the support arm in this hole. Place one skittle in the corner opposite the support arm, place two behind it and the last three close to the support arm. Trace around these with a pencil and fill in the circles with a marker. Next make a ball from a 1 1/2" piece of 1 1/2" wooden dowel or an old door knob. Then put a screw eye into the ball and another one into the top of the support arm. Finally tie a string from the support arm to the ball so it will hang just above the base. Now you are ready to play. Set up the skittles on the base and bring the ball back as far as you can. Let go of the ball and see how many skittles you can knock over on two tries. You get one point for each skittles and the one with the most points wins.



The Engineer Activity Badge intends to introduce Webelos Scouts to a few fundamental principles of engineering and to show them how broad the field is. If you are not an engineer or technician, you will find it helpful to enlist some expert assistance. The badge requirements don't call for great technical skill...only an understanding of the principles. A draftsman, science teacher, construction foreman, electrician, surveyor, or city planner will do well.

IDEAS FOR DEN MEETINGS:

1. Visit a municipal engineer's office, surveyor's or architect's office.
2. Visit municipal water works, TV or radio station.
3. Have someone explain how to read topographic maps.
4. Visit a college engineering department.
5. Tour a house under construction with a knowledgeable guide.
6. Have someone show and explain a floor plan of a house.
7. Show how a simple block and tackle works.
8. Make catapults...then shoot wrapped hard candy pieces.
9. Visit a building site and have someone explain property lines and point them out to the boys.
10. Discuss the different types of engineers.

IDEAS FOR PACK MEETING:

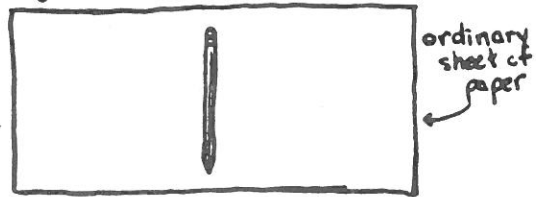
Exhibit: Block and tackle, catapult, bridge drawings, house plans

Demonstrate: Bridge stresses with bricks and cardboard; operation of block and tackle or catapult. Have someone give an oral report on various types of engineers and their duties.

FOLDED PLATE ENGINEERING PRINCIPLE

To demonstrate the folded plate engineering principle, hold sheet of paper at ends.

The weight of a pencil will cause the paper to bow at the center. Take the same sheet of paper and fold it one inch from the end, turn sheet over and fold back one inch. Turn sheet again and fold another inch. Keep doing this until sheet is used up. Place pencil on top of the folded sheet and support the ends again. This time the weight is supported easily without bowing.



BRIDGE BUILDING

Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges. At first, he used two basic geometric forms to build these structures - the arch and the triangle - and built his bridges of stone and wood. Today, highway and railroad bridges are made from steel plates, wire cables, angles, I-beams, H-beams, and concrete to build the bridges we see crossing interstate highways, rivers, and canyons.

The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site, and the cost.

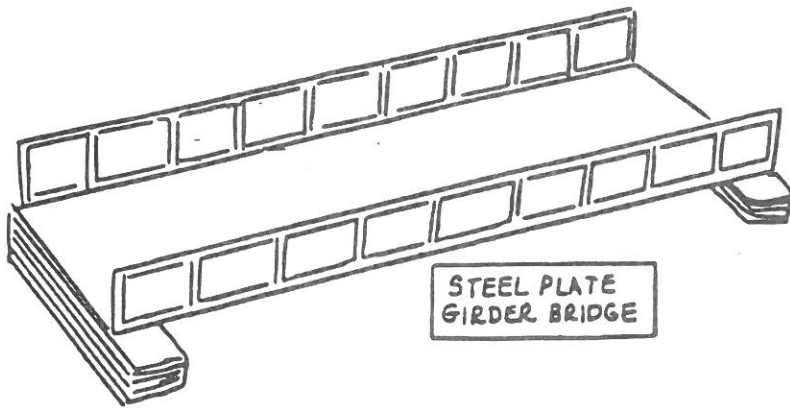
To learn about bridges and their construction, here are four different types you can make from cardboard. They can be used to display Hot Wheel-size or HO cars.

Wood Truss Bridge: This bridge is 2" wide, 4" long with sides 1" high. Lay out the sides and bridge floor as one piece, then cut halfway through the cardboard where the parts join and fold up the sides. Each side on a full-sized bridge would be built up with four timbers and iron rods, so draw the joints of the timbers with a pencil. Glue up six layers of cardboard 1/2" x 2-3/4" for abutments at each end of the bridge. This type of bridge was used in colonial days for single-lane roads. Some still exist today.

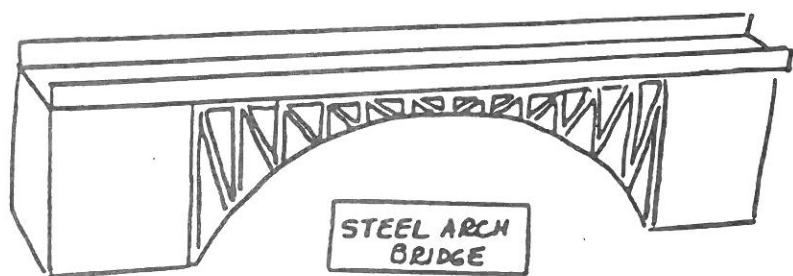
Stone Arch Bridge: This bridge is made from three pieces of cardboard. Sides are 1" high and 4" long. The arch is 1/2" x 1-3/4". The floor and ends are made as one piece, then scored and bent. The floor is 3-7/8" long. Each end is 1/2" long and 1-1/2" wide. Draw the outlines of stones with a pencil.

Through Plate-Girder Bridge: This is typical of the reinforced steel-plate bridges we see used for both roads and railroads today. It is 3" wide and 9" long. The bridge floor and sides are laid out as one piece - the floor is 3" wide and 9" long - the sides are 1" high. Vertical lines are spaced on one-inch centers. The steel angles used to reinforce the steel plates are simulated by pencil lines. Abutments are made from six layers of cardboard 5/8" x 4" glued together. Pencil dots for rivets and pencil shading along the sides give the bridge a 3-dimensional effect.

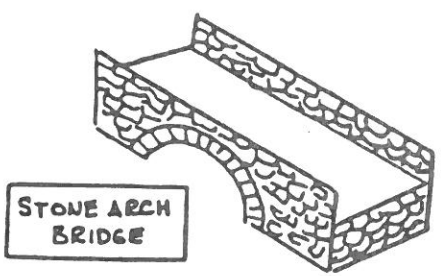
Modern Steel Arch Bridge: Made from three pieces of cardboard. The deck is 3" wide and 20" long. Sides (or railings) are 1/2" high. Make the sides and deck as one piece, then score and bend. Lay out one side and one end for the bottom unit as one piece on a 20" x 4" piece of cardboard. Sides are 4" x 18", ends are 2" x 4". Arch opening is 11" long by 3" high. Lay out vertical steel beams on 1" centers and mark them with a black felt tip pen. Steel arch bridges are used by railroads and highways to span deep canyons. If the canyon is rock, no concrete abutments are needed.



STEEL PLATE GIRDER BRIDGE



STEEL ARCH BRIDGE



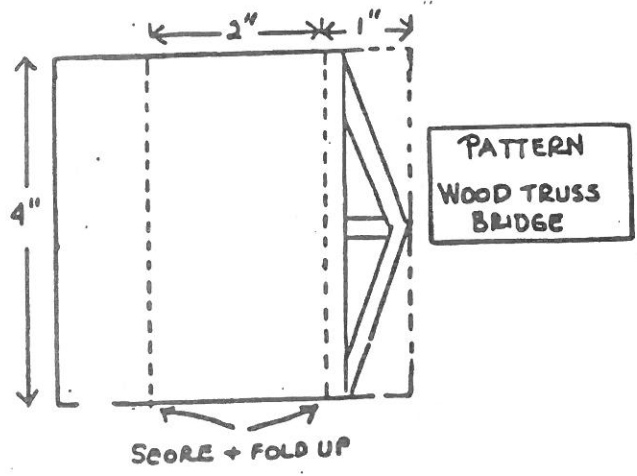
STONE ARCH BRIDGE

Cut from Cardboard  
See measurements on previous page.  
Decorate as indicated.  
Use to display model cars.

— Boy's Life Magazine.



WOOD TRUSS BRIDGE



MONKEY BRIDGE

Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope to walk on and two others as hand ropes.

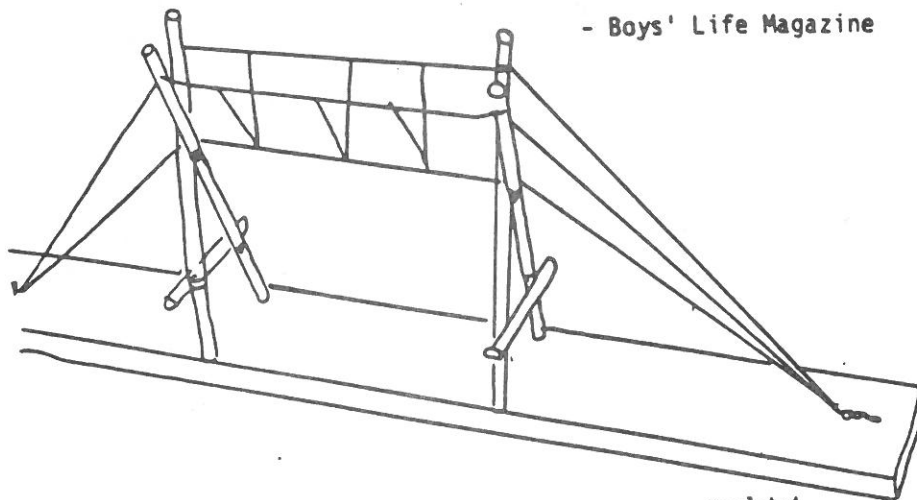
All the same knots and the same design are used in this model as are found in the full-sized version, which is often built in Scout camps as part of the Pioneering Merit Badge.

You will need some hemp cord, some pieces of strong string, four 1/2" dowels 10" long and two 1/2" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the crosspieces, fastened with square lashing about 2" from the bottom. All lashings begin and end with a clove hitch.

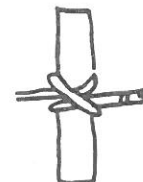
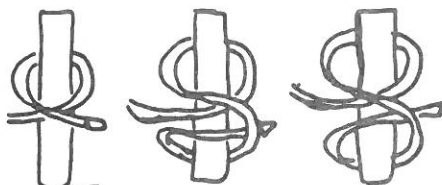
Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.

- Boys' Life Magazine

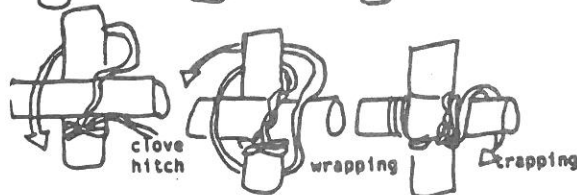


CLOVE HITCH

completed



SHEAR LASHING for tripod



clove hitch

wrapping

trapping

completed

SQUARE LASHING



HOW ELECTRICITY IS CARRIED

Electricity from the power stations is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electricity from the power station to these places. A transformer transforms or changes an electric current from a high to a low voltage. It can also change current from a low to a high voltage.

The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum is also a good conductor and is gaining wider use because of its light weight. We use millions of tons of copper to make electrical wire for all purposes.

Our homes are often supplied with 110 volts of electricity, but toy electric trains, for example, need fewer volts to operate. Step-down transformers decrease the voltage of an alternating current, enabling a toy train to run. It takes only 11 volts A.C. to run a toy train.

When big generators make electricity, it is usually at about 2,200 volts pressure. Step-up transformers raise the pressure about 100 times, to around 220,000 volts. This helps it travel along the wires better. When it gets near the place where it is to be used, step-down transformers lower it back to 2,200 volts. Before it reaches our homes, another step-down transformer lowers it to 110 volts or 220 volts. So, transformers operate as pumps to increase pressure or voltage. They also act as shrinkers of voltage.

TERMS TO REMEMBER

- Alternating Current (A.C.) - An electric current that changes its direction very rapidly.
- Direct Current (D.C.) - An electric current that flows in only one direction through a circuit.
- Circuit - Entire path along which electricity can flow from the source through wires and appliances back to the source.
- Circuit Breaker - An automatic switch which breaks the circuit when too much electricity is flowing. It is similar to a fuse, but it can be reused.
- Fuse - A device which acts as a policeman to warn us of danger. The fuse melts when too many electrons are flowing. This breaks the circuit.

MARBLE SPIN GAME

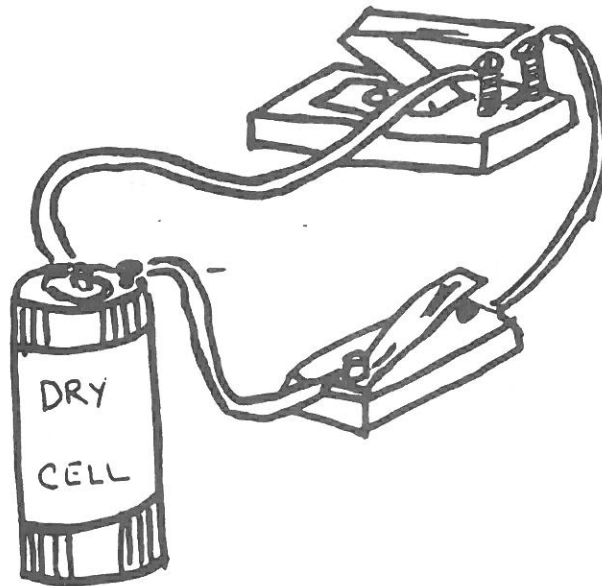
Make a spinner from two 9" paper plates with a washer between and a paper fastener holding them together. Make eight  $\frac{1}{2}$ " holes in one plate (on top) and two  $1\frac{1}{2}$ " holes in bottom plate. Number 1 hole in top plate should 1". Using a marble placing it in small hole ( $\frac{1}{2}$ "); give plate a turn to start marbles rolling. Score is determined by where the marble lands. If the marble falls through bottom plate, player loses 5 points. If marble flies off plate, player loses a turn. High score after 15 turns wins the game.

BLOCK AND TACKLE POWER

To demonstrate how a simple block and tackle increases pulling power, try this....You need two dowels of broomstick diameter and a length of clothesline. Tie the line to one of the sticks. Wrap it around both sticks two or three times. Have two of your larger Webelos Scouts grasp the sticks. Have the smallest boy pull on the line. He will be able to pull the two sticks together no matter how hard the bigger boys try to hold back.

OLD-FASHIONED TELEGRAPH SET

Making this set will be a lot of fun and a good way of learning the use of batteries for power and the method of transmitting sounds and impulses.



Using two wood blocks, two nails, three screws, two metal strips cut from a tin can, one dry cell battery and two wires, assembled as illustrated. Bend the metal "Z" (sounder) so that it attaches itself to the nails when the key is pressed down.

After the boys have completed their old-fashioned telegraph set, they can have fun sending messages to each other.

You will also want to find a simple method of teaching them Morse Code.

Catapult

Materials:

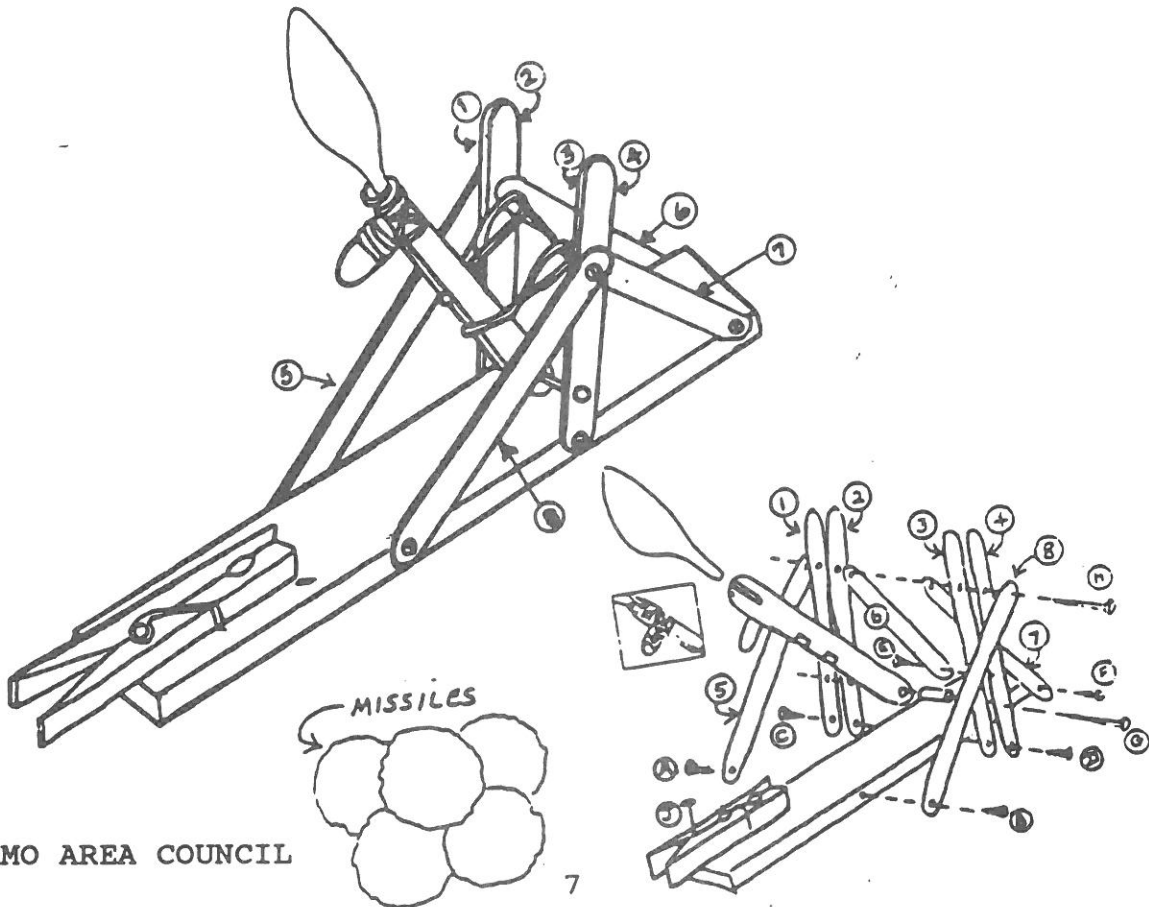
Catapult Arm: 3 popsicle sticks (cut one down to 1-1/4")  
15 " piece of strong twine  
1 plastic spoon (cut handle until there is 3/4"  
of handle left on spoon)  
1 rubber band (lightweight)

Catapult Base: Wooden slat 3/8" thick (approx. 1-3/8"x8 1/4")

Sides: 8 popsicle sticks  
2 2" nails  
2 1/2" pieces of drinking straw  
6 1/2" wood screws

Trigger: 1 clamp clothespin  
1 3/4" nail

Missiles: Clay balls wrapped in foil, sections of cork  
or marshmallows





SUGGESTED DEN/PATROL ACTIVITIES

1. Make a family tree.
2. Get trees to plant in each home.
3. Plan and plant a garden or window garden.
4. Make cookies or popcorn balls.
5. Take a family walk.
6. Draw a picture of your family.
7. Write a story about your family.
8. Make a gift for someone in your family.
9. Visit the grocery store to check the prices of groceries. Compare prices and decide which is the better bargain.
10. Visit the public utilities and talk about conservation. Check at home for wasted energy. What can you do to change it.
11. Visit a recycling center. Set up a recycling plan for your home and family.
12. Visit the dump and see why it is such a problem.
13. Make electrical outlet insulators for each outlet in your home.
14. Make window cleaner- 4 T. antifreeze to 6 C. water. Use and wipe with newspaper. Bottle under your own special brand!
15. Call the Health Department to see if they can provide info on the hazzards of trash and garbage piling up.
16. Visit the bank to find out how the money system works. Find out about loans, savings, and checking accounts.
17. Have a nutritionist discuss meal planning, basic food groups, and eating properly. Plan meals for a week.

HANGING THE FAMILY LAUNDRY

The following game can demonstrate the team work of a family. Two teams compete against each other to see who can hang the family laundry the fastest and most correct.

**MATERIALS:** Large grocery bag or box  
Clothespins  
Line (of some type)  
Laundry (Sheets of wadded up paper with large letters - one on each article - to spell out FAMILY LAUNDRY)

To make this one a lot of fun provide a team with a brown shopping bag which contains the materials needed for hanging the family laundry. The less you tell them about how to do it, the more fun it will be to watch. For instance, tell them it has to be hung in a certain order, but don't tell them why or how to hold or string up the line etc. Blow the starting whistle and let them have at it. How they hold or tie up the line is their problem, for there can be several possibilities with trees, tables, posts or team members to hold it. Let them discover what it is the wrinkled laundry must spell out on the line, etc. To add more interest the sheets of paper could be different colors and cut in shapes of shirts, socks, pants etc. An organized team would probably assign a certain part of the job to each member.

Also, to keep watching teams from memorizing the pieces, such as a red sock is the letter F, so they have an unfair advantage over the first team competing, use different bags of laundry for each team using the same number of articles but perhaps spell out something different such as LAUNDRY on seven, with other articles blank. Many comical words could be used such as OUR RAGS, WHO NEEDS IT, KEEP IT CLEAN, WASH DAY BLUES.

FEED THE BABY

Divide group into teams. Each team is either the "feeder" or the "baby". Neither team knows beforehand what the activity will be. The "babies" are seated in a row, facing the "feeders" who stand in front of the "babies". Bibs are tied on the "babies". Each boy taking part is given a small cup or bowl of apple sauce, a plastic spoon, and is blindfolded. At the signal, the "feeders" try to feed the apple sauce to the "babies". "Babies" may not use their hands to guide the spoon to their mouths, but may give the "feeders" all kinds of advice and direction as to how to reach their mouths. First pair to finish the apple sauce wins points for their team. Then they switch positions.

CHURNING BUTTER

Put a small amount of half-and half or cream into a jar and screw the lid on tightly. Boys shake jars until butter is formed. (Try this in advance to determine just how long it will take). Boy who finishes first is the winner. (You may want to add just a pinch of salt to cream).  
\*\*\*\*\*

You may want to have a car wash at one of your meetings, you could even use this to raise money for your den

Or you may want to try a Led and Dad cake bake, where the Led and Dad bake a cake at home and decorate it at the meeting.

BREAKFAST GRANOLA BARS

2 Cups granola (make your own)  
2 eggs - beaten  
1/4 tap. vainilla

Combine and pat onto a greased 8" square pan. Bake at 350 for 15 minutes. Cut into bars. Spread with Jam, honey or peanut butter.

BREAKFAST QUICKEE

1 Cup milk  
1 egg  
1/2 Cup fresh fruit or chilled bottled fruit

Blend in blender on low speed until smooth. Top with a sprinkle of nutmeg.

FRIENDSHIP SOUP

Have the boys each bring a can of soup to den meeting. Mix them together and come up with some fun combinations.

For example                   1 can Cream of chicken soup  
                                  1 can split pea  
                                  1 can milk  
                                  1 can water

Heat and stir well.

SUPER SPEEDY SEEDY BREAD STICKS

7.5 oz. can Pillsbury Refrigerated Buttermilk Biscuits  
1/2 Cup Rice Crispy cereal (slightly crushed)  
2 tsp. salt  
1/2 Cup milk  
Sesame or Poppy seeds

Heat oven to 400 degrees. Cut each biscuit in half, then roll into 5 inch sticks. Dip each stick into milk then roll in cereal and salt mixture to coat. Place on cookie sheet then sprinkle with sesame or poppy seeds. Bake for 8 to 10 min. Makes 20 sticks.

Have boys bring family favorite recipes from home and have a recipe exchange meeting.

Have a meeting where boys try food that they have never tasted before have a "Taste it you may like it" party.

Have each boy prepare a dish at home and bring it to the meeting and share the recipe with den. You could assign each boy a dish i.e. salad, vegetable, main dish, dessert, and drink. You might ask 2 boys to fix the main dish.

Talk about how to choose foods and store them. Talk about good nutrition.

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 2 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. You could also contact the police department and ask if someone from crime prevention could attend one of your meetings to talk about security in your home.

Make a contest out of making a list of things families spend money for. See who can make the longest list. Talk about the list and see what important expenses were omitted. Give one point for each item. 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 2 points if they happen to list one.

Invite a Mother to your den meeting to talk about cleaning a room properly. I bet the mother would enjoy talking to the boys about this!

While you have a Mother at your den meeting talking about cleaning a room, you might ask her to talk about looking after your clothes. And how to do a family wash.

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 best.

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 cook outs!



Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning they must plan the meal, shop for the food and then cook it.

Have a "Family" meeting at your den meeting and have the boys show Cub Scout Spirit by doing their best to make plans for the rest of the year or at least three months.

You might invite a Mother to show some cooking skills to the boys or to explain recipes. Have the boys use measuring spoons, cups, etc. Have them explain such terms as cream, braising, stewing, steaming.

Plan a family game night. Each family brings a game and takes part in sharing the game with another family. The boys could even "invent" games for the families to play.

Have a contest on folding the wash. Let Mother judge the teams to make sure they are doing things the right way.



FITNESS

The Fitness Activity Badge is required for the Webelos Badge so it is an important part of the first few months of the Webelos Scout experience.

CUB SCOUT RESOURCES FOR FITNESS

Webelos Scout Book - pages 161 - 165

If you have an older Webelos book, page 165 refers to a food group chart on page 126. The chart is really on page 157.

Webelos Den Activity Book - pages 37 - 40

Cub Scout Leader How to Book - pages 2-30 - 2-37

Boy Scout Handbook - pages 497 - 516

DEN ACTIVITIES

This activity badge is mainly home centered. Four of the requirements are between the boy and a parent, guardian or other adult. Your den meetings can review some of the information about drugs, alcohol, diet and exercise.

Since this is one of the first activity badges required for the Webelos badge, you may want to spend some time teaching the boys some new games. You can also ask them to teach the group their favorite game. Make sure you supervise the game playing to keep injuries and squabbles to a minimum. If too much pushing and shoving take place, call a halt and let everyone cool down.

Since we are talking to the boys about the dangers of tobacco, drugs and alcohol, we might also want to review our own use of these substances. Think twice about smoking around the boys. Example is the best teacher.

Reinforce the idea that all drugs are dangerous. Even good drugs when used incorrectly can be a hazard to your health or even kill you.

Develop and present a "just say no" skit for your den to present at a pack meeting. It will be serving both your den and the pack as a whole.

TOBACCO AND YOU

Read each of the following sentences about tobacco and you. If a sentence is true, mark it with a T. If it is false, mark it with an F.

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- \_\_\_ 1. Smoking cigarettes is a cool thing to do.
- \_\_\_ 2. Chewing tobacco does not harm you.
- \_\_\_ 3. Tobacco can cause different forms of cancer.
- \_\_\_ 4. Cigars are made of cabbage and not tobacco.
- \_\_\_ 5. If you chew tobacco, your teeth can get dark stains.
- \_\_\_ 6. Tobacco contains a dangerous drug.
- \_\_\_ 7. People who smoke lose some of their ability to taste.
- \_\_\_ 8. The Surgeon General says smoking is harmless.
- \_\_\_ 9. If you care for your body, you don't use tobacco.
- \_\_\_ 10. Kids can buy cigarettes in vending machines.

### Fitness and the Sun

When you take the Webelos outside, it is usually a good idea to make sure that they are properly prepared for the hot Texas sun. Here are some sun ideas to discuss with them to keep their skin "FIT".

Repeated overexposure to the sun can cause skin cancer.

Over 500,000 Americans each year develop skin cancer and tens of thousands are dying from malignant melanoma, a dangerous form of skin cancer.

The sun's rays are strongest between 10 am and 3 pm. Be especially careful to avoid repeated overexposure during these hours.

Wear protective clothing, including hats, and use a sun screen with an SPF, "sun protection factor", best suited to your skin type.

If you have light skin, hair or eyes, use a sunscreen with an SPF of 15 or over.

If you have dark skin, an SPF of 10 should be ok.

Sunlight can be reflected from sand, cement, water and snow and can be just as dangerous.

Remember to re-apply sunscreen after exercise or swimming.

Warning signs for skin cancer are scaling skin, skin spots that itch, bleed, change color or enlarge. If you have any of these, see your doctor.

Skin cancer is preventable with proper protection.

## FITNESS GAMES

## Feather Racing

This game is one of the craziest relay races that there is. It sharpens the boys balance and coordination. They learn to control their muscles and their bodies.

For each team you will need a paper plate and a small, light feather. The teams line up at one end of the playing area. Each team places the feather on top of the paper plate. On the signal "Go", the first player of each team "runs" to the opposite side of the area and then returns to the start to pass off to the next team member. If the feather should fall to the ground, the player must pick it up, return to the starting line and start over.

This game can be played indoors or outdoors. Outdoors is better because of the unexpected effect of the wind. The first team to get all of the members across the finish line wins.

## Whirligig

For this game you need a clear, grassy area, a length of rope (about six feet) and an old shoe for a weight. Tie the shoe on one end of the rope. "It" spins the rope in a circle low to the ground while the rest of the players jump over it. If a player gets tangled in the rope, he is out. Play continues until the last player is out. He is then the new spinner.

Whirligig gets better as the center boy spins. He can slow down or speed up to try to trap the other boys. He also gets dizzy which makes it even more fun for everyone.

## Chinese Tag

This game of tag is interesting in that when "It" tags another person, the new "it" must hold a hand on the place where he was tagged. He then goes after another player. When a new player is tagged, the old "it" can move his hand. The new "it" must hold a hand on the spot where he was tagged.

This is really interesting when a strange place is tagged, like the heel of a shoe or the back of a calf. Makes running after other boys really tricky.

FOOD CAN BE FUN

There are four basic food groups, FRUIT/VEGETABLE, GRAIN, MEAT and MILK. Each of the foods listed below belong in one of these groups, or in a group called JUNK, because it has little or no nutritional value. Mark each food with the group to which it belongs.

Dried Beans	_____	(meat)
Ice Cream	_____	(milk)
Broccoli	_____	(fruit/vegetable)
Jalapeno peppers	_____	(fruit/vegetable)
Catsup	_____	(junk)
Oatmeal	_____	(grain)
Cottage Cheese	_____	(milk)
Hot Dogs	_____	(meat)
Kiwi	_____	(fruit/vegetable)
Spaghetti noodles	_____	(grain)
Yoghurt	_____	(milk)
Boiled eggs	_____	(meat)
Mayonnaise	_____	(junk)
Breakfast Cereal	_____	(grain or junk)
Cornbread	_____	(grain, milk, meat) (corn meal, milk, eggs)
Lasagna	_____	(grain, milk, meat, fruit/vegetable) (noodles, cheese, eggs, tomatoes)

This can be used as an gathering activity. Please remember to discuss the results with the boys to reinforce the importance of a balanced diet.

GOOD AND BAD DRUGS

Some drugs are good for you. They help you get rid of disease. Other drugs are bad. They cause problems for you and for those that you love. Mark the good drugs below with a G and the bad drugs with a B. If it is bad, tell why.

Aspirin

Cocaine

Acetaminophen

Marijuana

Alcohol

Nicotine

Penicillin

PCP

LSD

Ceclor

(antibiotic)

Dimetap

(cough medicine)

An important thing to remember is that ALL drugs can be dangerous if used improperly. Too many aspirins can cause poisoning which can be fatal. Follow the Doctors orders and follow the directions completely.



## SUGGESTED DEN/PATROL ACTIVITIES

1. Take a trip to Freidrich Wilderness Park or Mission San Juan Capistrano for a nature trail walk.
2. Visit the San Antonio Botanical Gardens for a vast array of plants.
3. In the Fall, visit Lost Maples State Park for the dazzling color show!
4. Plant trees either as a patrol or pack.
5. Collect small pieces of trees to make a whistle.
6. Visit a lumber mill or yard, collect 3 different kinds of wood, and have the boys make a tie slide.
7. Collect leaves, twigs, seeds, and cones to make a shadow box or picture.
8. Count the rings of a tree trunk to tell its age.
9. Take a hike in the woods or a wooded park.
10. Photograph forest plants for a display.
11. Demonstrate the proper method of planting a tree.
12. Make a tree history to also include hazards and rescuers.
13. Make a tree rubbing.
14. Do experiments with plants, lights, and water. (deprivation of one, what happens, etc.)
15. Plant seeds- observe the growth- record. (beans are fast)
16. Grow a tree from an avocado seed.
17. Invite a Forest Ranger in to speak.
18. Do a tree identification board by collecting a twig, leaf, seed, flower, and fruit for each species.

19. Play tree tag- if you're touching a tree, you're safe.
20. Have a tree climbing contest.
21. Make a map showing the forests of the USA.
22. Learn how to measure a tree's height and diameter.
23. Adopt a tree- tell all about one tree indigenous to your area; looks, height, what the wood is used for, have samples of bark, leaves, seeds, cones, and fruit. Tell when it flowers, leaves change color, drop off; what animals, birds, and insects use it; and what other plants grow on it and how is the wood commercially used.
24. Survey the types of trees in a small area such as a park or school yard and draw a map.
25. Visit a tree farm.
26. Visit a construction site and see how wood is used.
27. Using tree branch rounds cut 1/2" thick, make a tie slide or pin for someone.
28. Discuss wild fires and how they can be beneficial or detrimental. Smokey the Bear!!!!!!
29. Invite a conservationist to speak

#### PLANTING TREES

Dig the hole deep enough for the roots so that the top of the root ball is even with the top of the hole.

Plant with roots straight.

Push soil around roots, pressing firmly so as to leave no air pockets. -

Give the tree a shot of root stimulator being sure to follow directions on the package.

Fill rest of hole with dirt, top soil, peat moss, or any combination.

Tamp down firmly.

Water and be sure to keep watered every day for a month.  
(not drowned, just watered)

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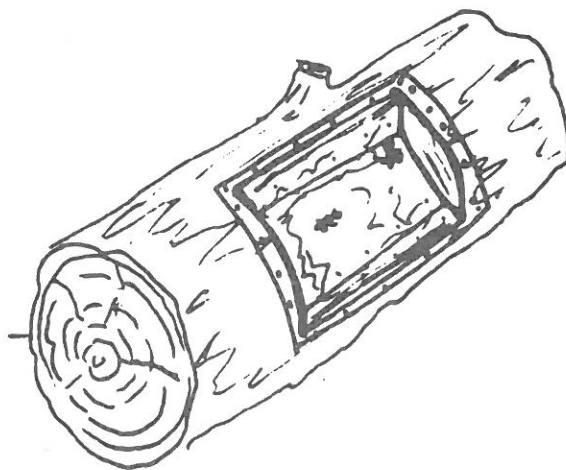
WINDOW ON THE INSECT WORLD

More than 180 million Americans depend on 489 million acres of forest land for their wood products. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less ) amount of land for forest products.

Every minute of the day and night billions of insects are busily chewing, biting sucking, and boring away at our trees, gardens, home , livestock and agricultural crops. They destroy 10 percent of everything man attempts to grow. You can watch them at work, see what and how they eat, by putting a window on the insect world.

1. With a forester's or entomologist's guidance, obtain a section of insect-infested tree bark. Leaf buds, leaves, or termite-infested wood can also be used.
2. Without disturbing the feeding insects, cover the bark, leaves, buds or wood with a thin sheet of plastic. Punch several small air holes. Leave enough space under the plastic so the insects can move freely.
3. Label to tell the story of each kind of insect - the kind of trees it attacks, how much timber it kills or damages yearly, what is being done to control it.

If we could eliminate the timber losses America suffers from fire, insects, disease, and other damaging agents, we could nearly double our annual growth. Reducing these losses will help insure the timber supplies our children and their children will need.



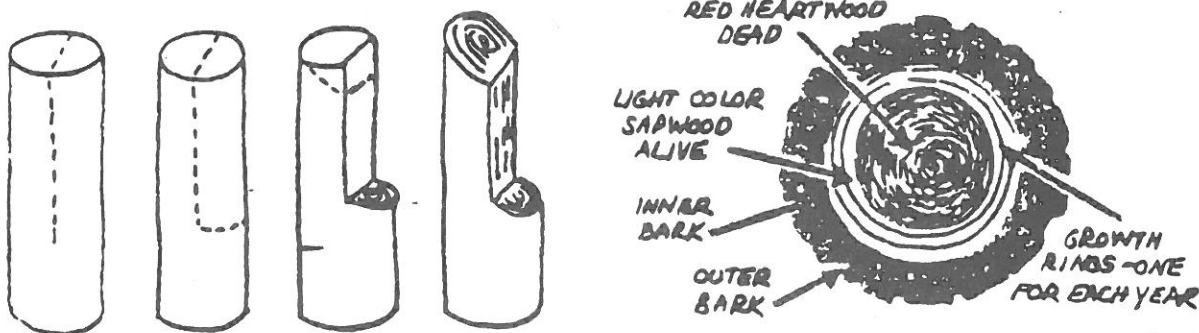
TREES - FROM THE INSIDE-OUT

With a little work, small-round fireplace logs or tree branches will show what a tree looks like from the inside out. A cut-away view will show the pith, heartwood, spring growth, cambium layer, and bark. Annual rings can be seen on a cross section; knots show where branches start; rough sawed wood can be compared with a finished and varnished section. Here's how:

1. Obtain small sections of various local trees. These may be obtained from trees being cut for lumber or for other purposes. If green, allow to dry in a warm place for several weeks. Note age of samples and if taken from branch or trunk. (Note: Get permission from the owner before cutting any tree branches, either alive or dead! Be sure you know how to make the cuts so the tree will not be damaged)
2. Sections should be about 3 to 5 inches in diameter and about 12 inches long. Saw the ends squarely.
3. Retain the bark. Saw sections lengthwise half way down the center. Remove one piece by sawing crosswise to the end of the lengthwise cut. Finally, saw a small diagonal piece off the top of the remaining half.

Sandpaper the top half of the cut-away sections and apply a thin coat of varnish or shellac. Leave the bottom half as rough sawed wood.

5. Insert small screw eye at end of each block. Hang on a board of native lumber. Add brief descriptive matter about each part of the log sections - name of tree, its range, fruit, leaves, and what its wood is used for.



MORE THAN 180 MILLION AMERICANS DEPEND ON 489 MILLION ACRES OF FOREST LAND FOR THEIR WOOD SUPPLY. BY THE YEAR 2000, THERE MAY BE MORE THAN 300 MILLION AMERICANS. THEY WILL LOOK TO THIS SAME (OR PERHAPS LESS) AMOUNT OF LAND FOR THE FOREST PRODUCTS THEY WILL NEED.

## PINE CONE BATTLE

You will need twice as many pine cones as players. Divide boys into two equal teams, each about 20 yards from a dividing line. At 'go' signal, the battle starts with each player throwing as fast and far as he can - first the two cones from his hands and then picking up and throwing cones which have been thrown from the other side. At a signal, all stop and cones are counted. Those lying beyond the 20 yard mark score two. Others score one.

## MEASURING A TREE

1. Glue a strip of hard paper or cardboard on one side of a yardstick.
2. Begin at one end and make marks at every 6 1/8" apart with ink.
3. Label the first mark 1, the second 2, and so on.
4. To measure the tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach--about 25" from your eyes. Slide the stick up or down until the top of the stick is in line with the top of the tree. Without moving now sight the bottom of the tree (be sure the stick is still vertical) and see the place on the stick where the line of sight crosses it. The nearest figure is the number of 6 foot lengths in the tree (example if the number is right at 3 then the tree is 48 feet tall. If it is midway between the 2 and 3 then it would be 40 feet tall and so on)

## TREE DIAMETER

1. Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long.
2. Begin at one end of the paper strip and make ink marks 3.17" apart with ink. Number these marks consecutively beginning with 1 and so on.
3. To measure the tree diameter wrap tape around the tree at chest height about 4 1/2" above the ground. The diameter of the tree will be at the mark nearest where the tape overlaps the zero end. The number shown will be the number of inches in diameter.

1. Forest Cribbage - This game is used on a hike and begins with each cub picking up ten rocks or marbles. During the hike, the leader points out an object (a leaf or plant) without identifying it. He calls on the first cub to name the object. If he guesses correctly he loses one rock. If not, the second cub gets a chance to name the object. The first cub to lose all of his "marbles" wins.

2. Leaf Race - Collect different kinds of leaves common to your area and put them in a box. You will need a box for each team and the same kinds of leaves in each box. The cubs line up, each team facing their box which is about twenty feet away. The leader calls out a name of a leaf. One player from each team must run to their box and return with the correct leaf. The first cub back wins a point for his team and goes to the back of the line. If any cub returns with the wrong leaf he loses a point for his team. The play continues until all the cubs have had a chance to race. The team with the most points wins.

3. Forester Bingo - Prepare in advance a list of about thirty different names of trees and keep it hidden. To start the game each cub is given a piece of paper with five lines drawn each way from margin to margin, making twenty five squares. Each cub writes the name of a tree in each square until the squares are all filled. After everyone has finished, the leader starts to read the names of the trees off one at a time while the cubs cross out the names on their sheet that are read. Anyone who gets five in a row horizontally, vertically, or diagonally calls "Forester!".

4. Forester Quiz -

A tree used by fortune tellers?	Palm
A tree denoting a point in time?	Date
To waste away in grief?	Pine
Tree nearest the sea?	Beech
The double tree?	Pear
Tree that will keep you warm?	Fir
Tree used in wet weather?	Rubber
Tree used in bottles?	Cork
Fisherman's tree?	Basswood
Tree that's a body of water?	Bay
Emblem of grief?	Weeping Willow
Tree who's name means footwear?	Sandal
Tree that we chew?	Gum
Tree left after a fire?	Ash
Tree who's name means a stone?	Lime
Canine tree?	Dogwood
Tree whose name is a color?	Redwood





A geologist is a person who studies the earth, its history and its life. He studies rocks, minerals, volcanoes, geysers, and earthquakes, and forms theories on how the earth was formed.

## SUGGESTED DEN/PARTOL ACTIVITIES

1. Make a rock or mineral collection with each properly labeled as to what it is and where it was found.
2. Make a mineral hardness kit and test samples.
3. Visit a construction site and examine the materials being excavated.
4. Make a volcano or geyser.
5. Invite in a speaker from the Red Cross to discuss earthquakes and earthquake safety. Find out about the earthquake faults in Texas
6. Make a pouch to carry rock samples in.
7. Visit a lapidary.
8. Visit a quarry.
9. Visit a cement plant.
10. Visit a jewelry shop and have the gemologist explain how to cut stones, rarity, facets, etc.
11. Discuss how mountains are made. Build a mountain from clay.
12. Discuss the Richter Scale, its numbers and what they mean.
13. Visit an oil company and observe its operation. Discuss how oil is found, pumped, refined, used, etc.
14. Visit an area that has layered rock
15. Make your own fossils using plaster of paris.
16. Visit Enchanted Rock or Cascade Caverns.

# HOW ROCKS ARE FORMED

## IGNEOUS ROCKS

ARE FORMED BY HEAT AND PRESSURE. (IGNEOUS MEANS "FIRE" IN LATIN). HOT, LIQUID ROCK FROM DEEP WITHIN THE EARTH'S CORE (CALLED MAGNUM) MAY BE FORCED UP TOWARD THE EARTH'S SURFACE OR THROWN UP BY VOLCANOES. WHEN MAGNUM COOLS SLOWLY BENEATH THE SURFACE IT FORMS GRANITE, WHICH IN TURN MAY BE CHANGED TO GNEISS. MAGNUM RELEASED BY VOLCANIC ACTION AND COOLED QUICKLY FORMS LAVA, PUMICE, OBSIDIAN AND BASALT.



## SEDIMENTARY ROCKS

ARE FORMED BY MUD, SAND AND PEBBLES WASHED DOWN BY RIVERS AND WAVES INTO LAKES AND SEAS.

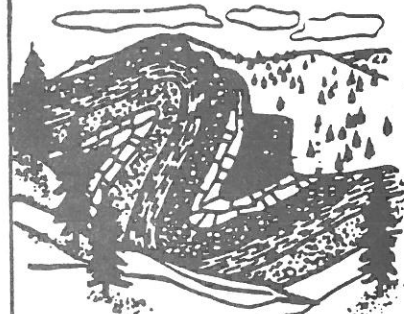


EVAPORATION OF SALT WATER FORMS ROCK SALT. LIME DEPOSITED BY WATER AND LIME IN THE SHELLS OF WATER ANIMALS FORM LIMESTONE.



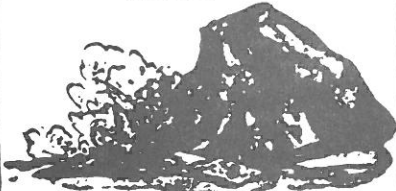
## METAMORPHIC ROCKS

METAMORPHIC MEANS "CHANGE". LAYERS OF ROCK ON THE EARTH'S CRUST MAY BE HEATED, SQUEEZED AND FORCED UP BY PRESSURES BELOW INTO FOLDS WHICH BRINGS ABOUT CHANGES IN THE ROCKS. FOR EXAMPLE...MUD PLUS PRESSURE MAKES SHALE; MUD PLUS PRESSURE AND HEAT MAKES SLATE. PRESSURE AND HEAT CHANGES LIMESTONE TO MARBLE AND SANDSTONE INTO QUARTZITE. PRESSURE PLUS WATER ACTION "CEMENTS" VARIOUS ROCKS TOGETHER, CALLED CONGLOMERATES, WHICH ARE USUALLY PART SANDSTONE AND PEBBLES.



## HOW ROCKS ARE BROKEN

PRESSURE CHANGES, TEMPERATURE CHANGES AND WATER ACTION BREAK UP ROCKS.

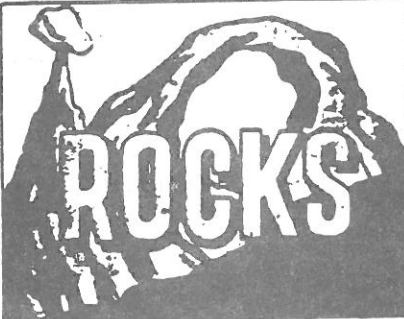


RELEASED PRESSURE BELOW THE EARTH'S SURFACE AND ROCK FAULTS CAUSE VOLCANIC ERUPTIONS, EARTHQUAKES AND LANDSLIDES WHICH BREAK UP ROCK LAYERS.

TEMPERATURE CHANGES CAUSE ROCKS TO EXPAND AND CONTRACT, CRACKING THEM.

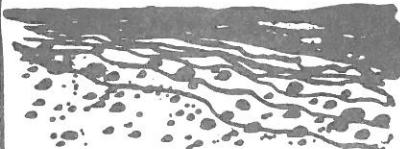


WATER ACTION DISSOLVES SOLUBLE LAYERS BETWEEN ROCK FOLDS CAUSING THE UPPER, HARDER LAYERS TO SETTLE, FORMING CRACKS. POWERFUL ROOT-ACTION OF PLANTS CAN SPLIT THE HARDEST ROCKS.



## HOW ROCKS ARE SHAPED

ROLLING, CAUSED BY GRAVITY OR THE ACTION OF STREAMS AND WAVES, SMOOTH ROCKS.



SCOURING BY WIND-DRIVEN SAND AND ICE CRYSTALS AS WELL AS GLACIAL ACTION SMOOTH ROCK SURFACES.



DISSOLVING SOFTER PARTS OF ROCKS FORMS IRREGULAR SHAPES.

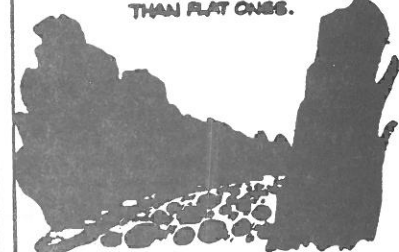


## HOW ROCKS ARE SORTED

WIND AND WATER SEPARATE LARGE AND SMALL ROCKS



ROUNDED ROCKS ARE MOVED BY NATURAL ACTION MORE EASILY THAN FLAT ONES.



SOLUBLES, LIKE SALT FOR EXAMPLE, ARE DISSOLVED BY WATER AND WASHED AWAY, LEAVING VEINS OF INSOLUBLE ROCK...THE SALT EVENTUALLY REACHES THE SEA OR DEPOSITED IN SALT MINE.

## MINERAL HARDNESS KIT

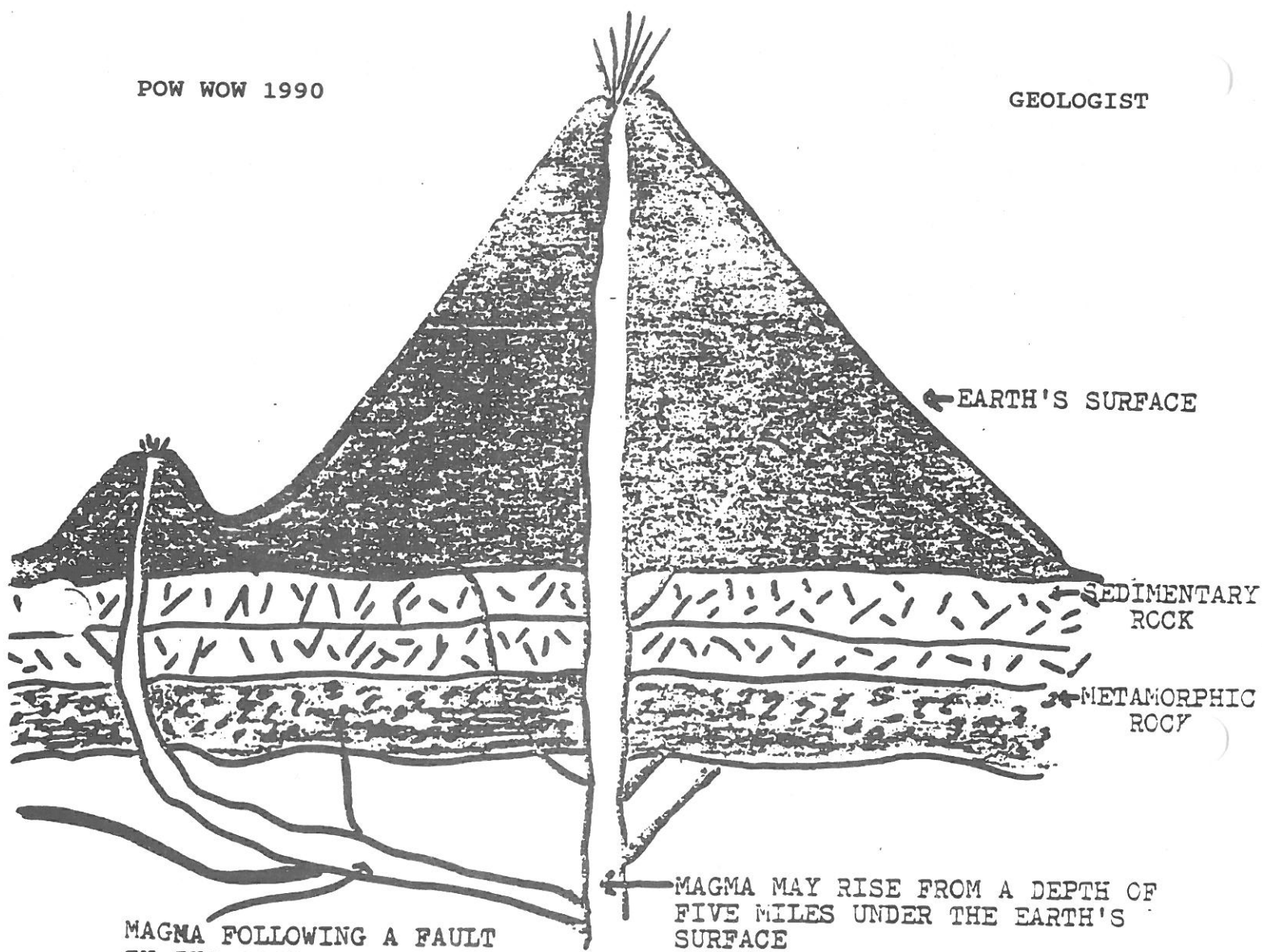
You can make your own mineral hardness kit from materials you already have around the house or that you can buy at low cost. It will help you establish the hardness of a mineral sample within rough limits. You will need:

TALC--you can purchase this in the form of tailor's chalk.  
 YOUR FINGERNAIL--it has a hardness of 2 to 2½.  
 A NEW COPPER COIN--the edge has hardness similar to calcite.  
 A 12 PENNY NAIL--to test materials with hardness of 4 to 4½.  
 A KNIFE--the steel of a good knife blade is rated at about 5½.  
 A PIECE OF WINDOW GLASS--it has a hardness of about 6.  
 A HIGH-SPEED DRILL BIT--the tip has hardness of about 6½.  
 METAL FILE--good quality capable of fine smoothing or cutting has a hardness of 7½.  
 HIGH-SPEED MASONRY DRILL POINT--hardness of about 8½.  
 CARBORUNDUM SHARPENING STONE--will scratch materials about 9.

It is a good idea to label each piece of your hardness kit. When you find a mineral that will barely scratch your knife blade (5½) but will not mark glass (6) you may assume that its material hardness lies between 5 and 6.

You will find it best to test the mineral specimen on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain. It's best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapings or powder on the surface of the mineral. Hard rubbing can remove pieces of granite, which maybe composed of a mix of quartz (7) Feldspar (6) and mica (2). The bits of the individual minerals may be large enough to recognize but impossible to test with your kit. This is where your study of rock samples and guide books will serve you well. Not only will you be able to recognize the major types of rocks, but you will also learn something about the minerals you find connected to such rocks. Don't take more of a mineral than you need for a display sample. Thumb-size lumps are fine. They display well, they are easy to carry, and your consideration will mean that another rock-hound will have the fun of making the same discovery that you did.

The mineral hardness scale was developed more than 100 years ago by Frederick Mohs, a German mineralogist. He arrange 10 minerals in a hardness scale with talc the softest as number 1 and diamond, the hardest as number 10. The complete harness scale can be found in the Webelos Scout handbook.



MAGMA FOLLOWING A FAULT  
IN THE ROCK MAY FORM  
ANOTHER VOLCANO

MAGMA MAY RISE FROM A DEPTH OF  
FIVE MILES UNDER THE EARTH'S  
SURFACE

Nothing in the study of geology is more dramatic than the smoking cone of a volcano, showing the powerful forces at work deep inside the earth.

Most volcanoes form where the earth's crust is slowly shifting. About 20 miles beneath the crust; rock under such pressure that it becomes liquid, may form pools.

Enormous pressures force the rock along a crack or fault in the surrounding crust until the superheated material reaches the surface. The hot rock may simply flow forth and gradually harden in what is called a lava flow, or it may blast out of the ground in a spray of ashes and flaming gas.

A volcano builds itself as hot material rises through the central tube. Over the centuries it may rise thousands of feet, with a cap of snow and ice crowning its still-smoldering cone.



4. One Doesn't Belong - In each group of words, which does not belong?

- A. Granite, marble, basalt, pumice
- B. Shale, marble, slate, gneiss
- C. Silicon, aluminum, iron, titanium
- D. Sandstone, shale, limestone, basalt
- E. Volcano, glacier, faulting, earthquake

Answer:

- A. Marble is not an igneous rock
- B. Shale is not a metamorphic rock
- C. Titanium is not one of the common elements forming the earth's crust.
- D. Basalt is not a sedimentary rock
- E. Glacier is not a constructional force.
- F. Ocean is not a part of the lithosphere

5. Scrambled Puzzle - Unscramble the following words which relate to ancient life forms.

- |                  |                |
|------------------|----------------|
| A. SSLOIP        | FOSSIL         |
| B. RTPNMII       | IMPRINT        |
| C. LMOD          | MOLD           |
| D. SCATS         | CASTS          |
| E. YMMMU         | MUMMY          |
| F. DEFEIITRP ODO | PETRIFIED WOOD |

6. Geologist Riddle - Unscramble the message at the bottom to answer the riddle. I am poured into one end of a machine. Something is done so that the machine heats up and I produce energy while carbon dioxide and water vapor come out the other end. What are they doing in the machine?

YHTE EAR RINGNUB AGS      ANSWER: They are burning gas.

7. Hardness Test - Give each of the boys three rocks and have them test the hardness of them using their fingernail, a copper penny, a knife blade, and a piece of glass. The first one to identify them correctly wins. -

8. Hardness Match - Put the following minerals in order according to their hardness. (#1 - Softest to #10 - Hardest) Answers are in the Webelos Book.

- |            |             |
|------------|-------------|
| -- Topaz   | -- Gypsum   |
| -- Calcite | -- Diamond  |
| -- Apatite | -- Feldspar |
| -- Quartz  | -- Corundum |
| -- Talc    | -- Fluorite |

9. Guess the Hardness - Divide into two teams and call out a description of a hardness test. The first boy to raise his hand gets to answer. If he guesses the mineral that it matches then his team gets one point. If not then his team loses one point.



When we say someone is a handyman we mean that he can do a lot of different jobs. He knows how to clean things, how to take care of a house and lawn, and how to build things.

While earning the Handyman activity badge, you will learn some of these skills. You will learn how to take care of a car and your bicycle. Fixing things at home and taking care of tools are also part of this badge. When you become a handyman, you will be able to do many things that will help you and your family.

PERSONAL BIKE RAKE

Need:

- 1/2" plywood 14" x 18"      Hammer
- Two Ft. 1" x 2" wood      Drill
- 18" of 2" x 8" wood      Saw
- No. 6 flathead screws 1-1/4"
- Six-penny nails      Vanish
- Glue or powdered resin glue
- Screwdriver

Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.

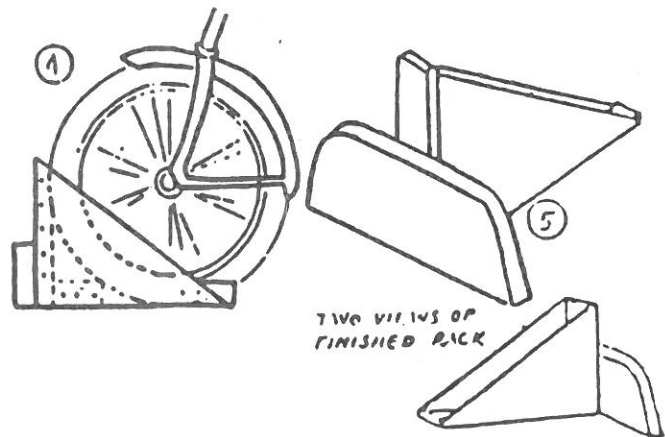
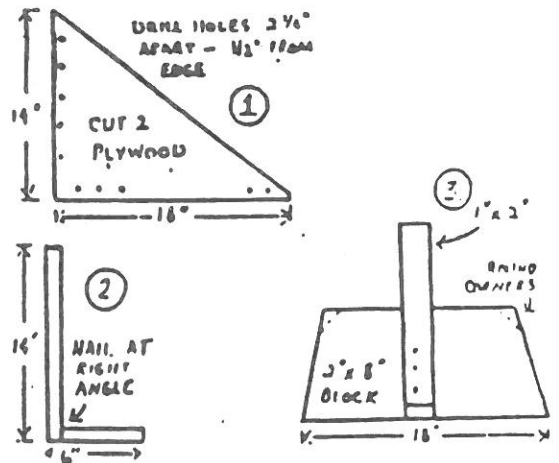
Cut the 1"x2" pieces. Nail the two longest pieces at right angles.

Cut the 2"x8" piece. Attach the nailed 1"x2" with screws. Paint or varnish the 1"x2" now. Note the right angle is fastened to the 2x8 with screws from the inside.

Fasten the plywood triangles in place with screws through the pre-drilled holes. Do not forget the small piece of 1"x2" that joins the tips of the triangle.

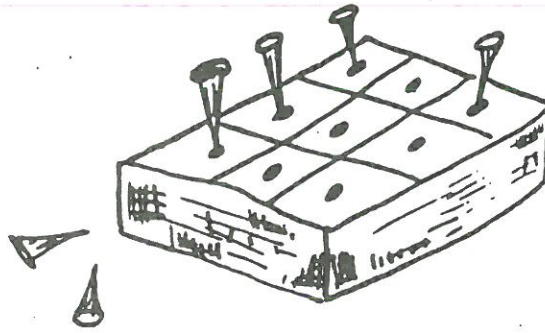
Sand and complete paint or varnish job.

ALAMO AREA COUNCIL



## TIC-TAC-TOE (CAT AND MOUSE)

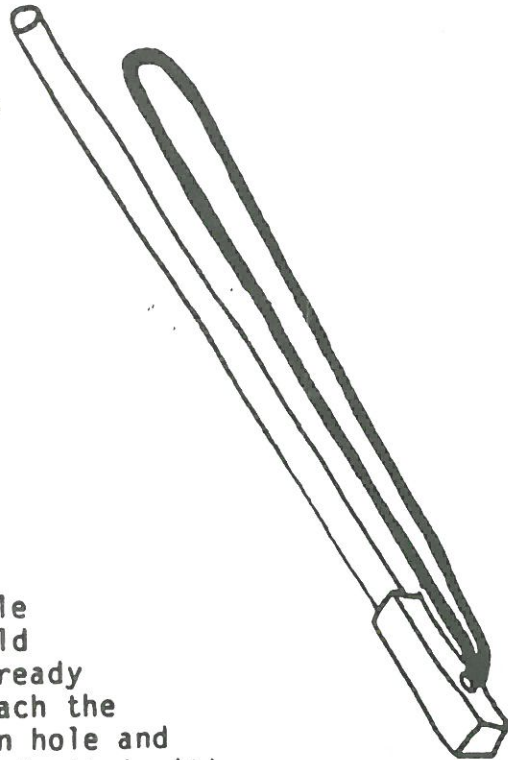
Cut 2" x 4"s in squares (will not be a true 2"x4").  
 Drill nine holes - use template for marking ease.  
 Sand, mark squares with permanent marker or burn with wood burning tool.  
 If you wish to add color, paint block or stain with liquid shoe polish.  
 Include 10 golf tee's (five each of two colors) with the game.  
 Play!! Have fun!!



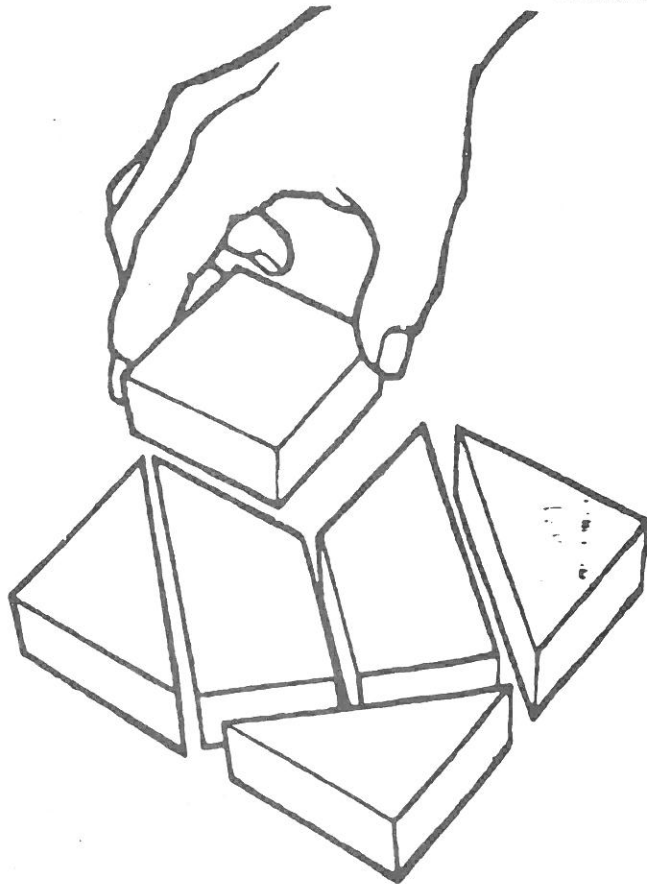
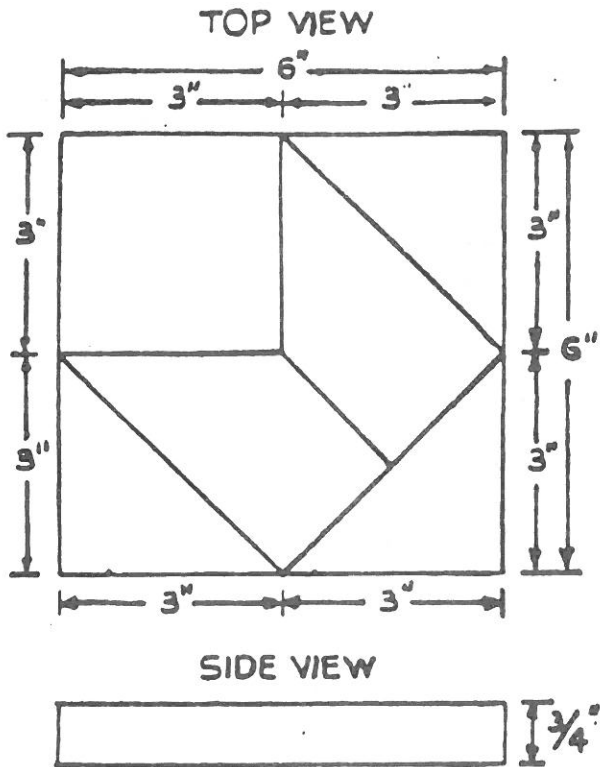
CHOPSTICK PUZZLE

Materials needed: one wooden chopstick  
 one piece of string  
 one friend with a shirt  
 that buttons

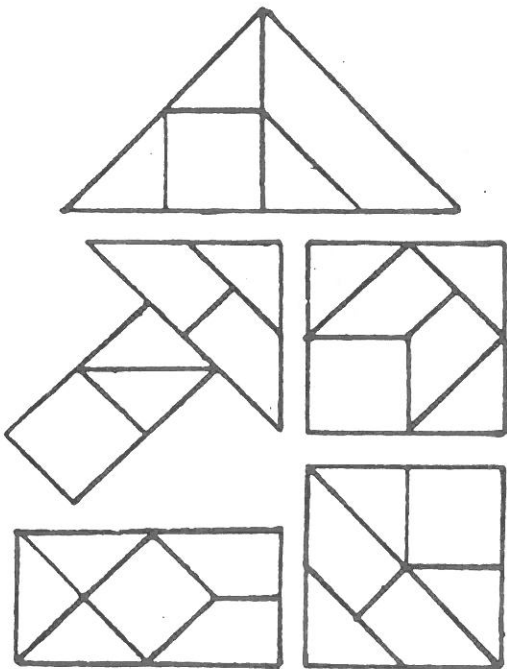
This puzzle takes only about ten minutes to make but it will entertain the boys for many days. The instructions for how to use it are rather tricky and easy to forget. To make the toy, use an ordinary wooden chopstick, drill a very small hole in the flat end, just large enough for two widths of string to pass through. Then take the piece of string about 15 inches long, fold it in half and thread both ends through the hole. Then tie a knot in them so that the loop formed on the other side will be about three-quarters of an inch shorter than the length of the chopstick. It is important that the string loop not be able to pass over the long end of the chop stick. A little glue should be added where the hole is to hold the string firmly in place. The toy is now ready to use. The object of this puzzle is to attach the chopstick to someone's shirt through a button hole and then have them try to get it off. Sound easy? It isn't!







POSSIBLE CONFIGURATIONS



<h2>WOOD PUZZLE</h2>
<h3>MATERIALS LIST</h3> <p>6x6x3/4 PINE                  FINISH: SAND &amp; PAINT,                  STAIN, OR                  LEAVE                  NATURAL</p>
<p>THERE'S MORE THAN ONE WAY TO MAKE A SQUARE WITH THESE PUZZLE PIECES. YOU CAN ALSO MAKE DIFFERENT GEOMETRIC SHAPES AND LOTS OF OTHER THINGS. JUST SHOVE THE PIECES AROUND AND USE YOUR IMAGINATION.</p>

UPSET TOOL CHEST

The tool chest has been upset, and we must get it back in order. The following is a group of tools with the letters scrambled. Can you straighten them out?

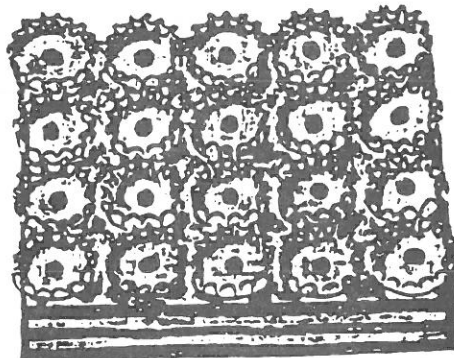
- |                 |                |
|-----------------|----------------|
| 1. UREL         | (Rule)         |
| 2. AWS          | (Saw)          |
| 3. LANI         | (Nail)         |
| 4. MEMHAR       | (Hammer)       |
| 5. ELRWOT       | (Trowel)       |
| 6. ALNEP        | (Plane)        |
| 7. CAREB        | (Brace)        |
| 8. ITB          | (Bit)          |
| 9. RCSEW VIRDER | (Screw Driver) |
| 10. VELEL       | (Level)        |
| 11. CEHNRW      | (Wrench)       |

NAME THE TOOL

Give the name of a tool for the answers to these questions:

1. King of a country.
2. Something you travel or fly in.
3. A party snack.
4. A part of your toe.
5. What a pirate buries.
6. What a dentist uses.

- (Ruler)  
 (Plane)  
 (Nuts)  
 (Nail)  
 (Chest)  
 (Drill)



### **Bottle-Cap Shoe-Scraper**

By Kent Douglas

Nail rows of bottle caps very closely and tightly to a piece of wood. The wood should be the size that best fits the doorway. When it becomes packed with mud or snow, turn it over and hit it on the ground.

### Tool Box Sort Out

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

**Yardstick Ecology Box**

- 1 wooden yardstick
- Lathe or plywood, approx. 1/4" x 10" x 1 3/4"
- Decorative hanger
- White glue
- Seeds, beans
- Acrylic paint
- Glass (if desired) 10" x 1 3/4"

This mini ecology box is an attractive gift for Mom. You may want to cut the yardstick pieces in advance, to save time, and to be certain they are cut to the correct measurements.

Cut yardstick into two 10" pieces (sides)  
 two 2" pieces (top and bottoms)  
 three 1 3/4" pieces (for shelves)

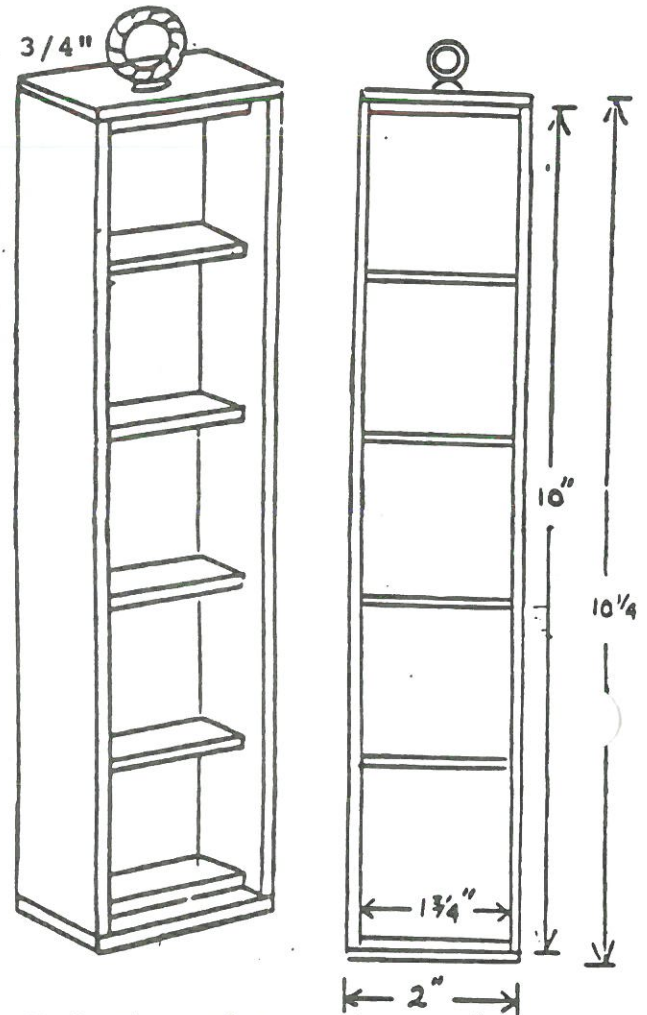
Split the 1 3/4" pieces length wise to get six pieces approximately 5/8" wide and 1 3/4" long. Four of these will be used as recessed shelves. The other two are used as supports inside the top and bottom of the box.

Glue sides to outside of lathe ( or plywood) back. Glue on top and bottom pieces. Glue two of the narrow pieces to top and bottom on inside of the box. Glue in the four shelves. Let dry and sand rough edges.

After glue has dried, paint box desired color with acrylic paint. This will dry quickly. Add the decorative hanger at the top.

Fill the shelves with an assortment of beans and seeds, or other miniatures of your choice. These should be securely glued on.

After glue has dried, you may add the glass front, if desired. The glass will be recessed in the box, and should be glued to the top, bottom and sides.



SUGGESTED DEN/PATROL ACTIVITIES:

1. Make an insect zoo or terrarium.
2. Learn to identify poisonous plants and reptiles in your area.
3. Go bird watching and make migration maps.
4. Take a nature hike and look for animal tracks. Make plaster molds of these.
5. Study wildlife homes.
6. Make bird feeders and observe the birds that come to dinner.
7. Make a nature journal of those things seen on hikes.
8. Visit a zoo or nature exhibit.
9. Make a leaf and nut collection.
10. Make small animal cages, observe your catch, then let it go.
11. Make a water scope.
12. Using a microscope, observe what is in a drop of water.
13. Visit a museum of natural history.
14. Visit a game preserve or fish hatchery.
15. Have a nature scavenger hunt.
16. Have a nature ramble.
17. Invite a guest speaker from the Audubon Club or a conservation group.
18. Make a butterfly net.

Nature Test -

- A. How can a beaver tell which direction a tree will fall?
- B. What insect can look over his shoulder?
- C. Which would bite you, a male or a female mosquito?
- D. How do squirrels find the nuts they bury for safekeeping?
- E. Why should the grey squirrel be know as a good spy?
- F. Name three of the most common animals that whistle.
- G. What small amphibian animal gets help swallowing food by using its eyes?
- H. Which gives off more light, the male or female glowworm?

Answers:

- A. They can't because many are found crushed under the trees they felled.
- B. The Praying Mantis
- C. Only the female mosquitos bite you because the male eats fruits and vegetables.
- D. They can't because many trees grew from nuts which squirrels buried and could not find later.
- E. Because they always watch you from the other side of the tree.
- F. Ground Hog, Chipmunk, Deer, Bat, Gopher, Hare and Otter.
- G. The toad uses it's eyes to help push food down it's throat.
- H. Only the female glows to attract it's mate.

**Animal Antics** - Divide the boys into teams. Then, call the name of an animal, bird, insect, or reptile. The first player on both teams immediately start imitating the motions of the animal. He then imitates the cry or call (if any) of the animal. You or a set of judges must decide which boy did the best job of imitation. The winning team gets one point. The two boys go to the end of their lines and the play continues. After all of the boys have had a chance to participate, the team with the most points wins. Some imitations include: bee, butterfly, cat, caterpillar, cow, dog, duck, eagle, elephant, frog, goose, horse, opossum, rabbit, snake, turtle.

**Snake by the Tail** - Boys line up with each one grasping the waist of the boy ahead. The object is for the 'head' of the snake to tag the 'tail'. The other boys try to prevent this without breaking the snake. When the 'head' manages to touch the 'tail', he becomes the new tail and the line moves up.

**Bird in the Cage** - For this relay you will need 2 paper fans, 2 paper plates, and 2 birds cut out of tissue paper, preferably colored. Divide the den into 2 groups and choose 4 to 6 players for each team. The object of the game is for each player to fan the bird into the cage, which is a paper plate, using only the fan. The bird is placed about 2' in front of the cage, and during the game may not be touched with the hands. When a player on one team has succeeded in getting the bird into the cage, the leader removes the bird and again places it about 2' from the cage, and the next player on the team has his turn. The side which has all of its players cage the bird first wins.

**Leaf Trail** - A trail is laid using one kind of leaf as a marker and letting the stem point in the direction of the trail. At the end of the trail, the players hunt for the tree whose leaves were used. The first one to find the right tree wins.

What am I ? (Farm animals)

The boys may sit in a circle or just around a room. The first boy chooses a farm animal and has to pantomime until it is guessed. The one who guessed right is the next one to choose an animal.

CRAFTS

The Avocado Tree

Select a very ripe avocado, remove the seed carefully. Stick three (3) toothpicks into the pit so it will stand just enough to touch water in a glass flat side down. Keep it in light, watch roots develop first. After top growth starts (one month or more later) cut off tip to make it branch. Transfer it to a pot of good soil.

MAKE A GARDEN FROM THE PANTRY

You can have a winter garden all your own of a very special kind, right in the house. You need to go no further than the pantry for so many things that will grow. Some will have flowers, some can be eaten. You will need some one and two quart milk cartons. Put a layer of pebbles on the bottom of each box, fill them almost to the top with good garden soil, place them in a warm, sunny window. Look in the pantry for seeds. Dried beans will grow well if you push them into the soil gently and just barely cover them with earth, so will raw peanuts. Other suggestions:

half of small potato  
onions or garlic  
mustard seed  
birdseed  
pumpkin seeds  
pineapple

half of sweet potato  
dill seed  
celery seed  
sunflower seeds  
horseradish root

GAMES again

Change the word SNOOPY into SCOUTS

- \_\_\_\_\_ 1. what pigs have
- \_\_\_\_\_ 2. what guns do
- \_\_\_\_\_ 3. loud yells



Make a 'nature trail' through the den meeting room by placing plaster casts of animal tracks, pictures of birds and animals, flowers and insects. Number each specimen. Each boy is given a pencil and paper and moves along the 'trail' writing its identification for each numbered specimen on the paper. Most correct answer wins.

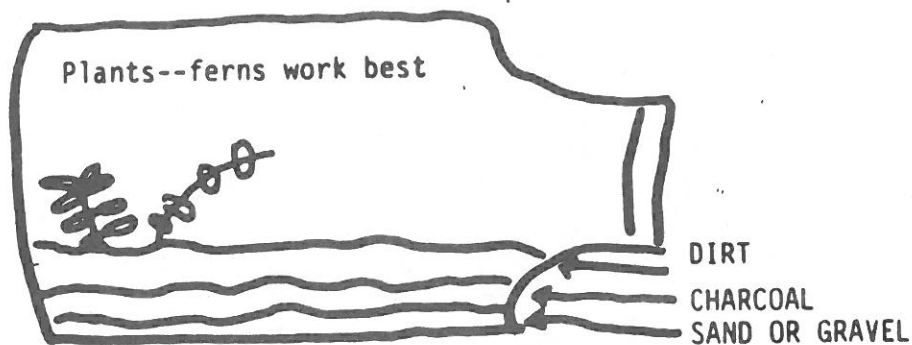
#### SQUARE FOOT CLAIM

Each Webelos Scout stakes a "claim" and studies it carefully to see what it contains -- grass, weeds, adult insects, larvae, worms etc. Each may make a list and compare them or they might be called upon to show the others what they have found on their "claim".

#### BUILD A TERRARIUM

Using a large mouth jar build a terrarium laying the bottom with sand or gravel and then a layer of charcoal and then a layer of dirt. Plant a few plants in this soil (ferns will work the best).

Spray with water (not too wet) before closing. Remove the lid and air if moisture collects on the inside. This should be able to last for 2 to 3 months before needing additional moisture.



#### BIRD FEEDER

Use the bird feeder built in the Craftsman section and put out one and identify the birds that use it and note their feeding patterns.

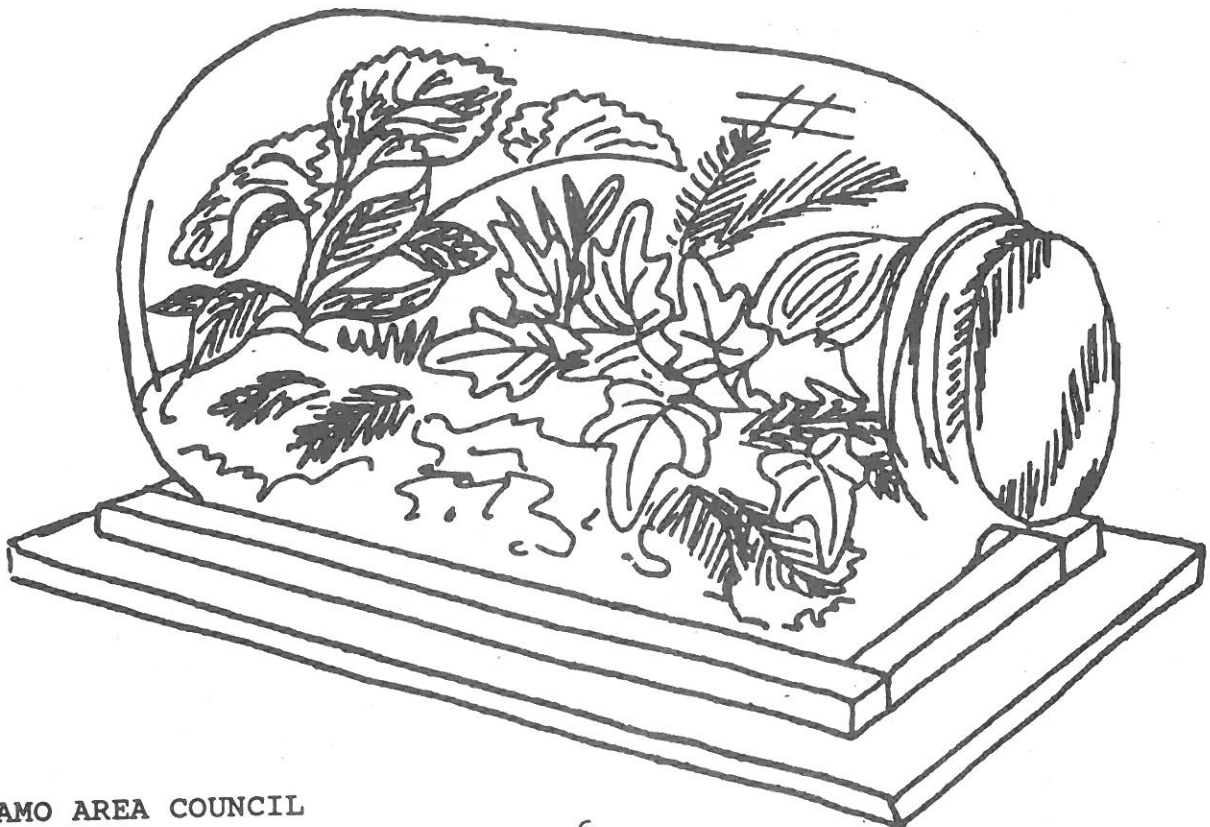
Notate the time of day that they eat, how many birds will feed at one time. If you can, vary the types of food that they are fed and notice if a difference in eating patterns occurs. Have each boy report his findings at the den meetings. Other boys will then be able to try these tests at their own home.

### HOW TO MAKE A SMALL GREENHOUSE

A terrarium is a little garden sealed in a glass container. Rich soil and moisture inside the jar make the garden grow quickly. In planting the garden, use wild ferns, violets, moss, small cuttings of evergreen, ivy, or any house plant that will grow in water.

**Materials needed:**

- A clear, wide-mouth glass gallon jar and lid (ask at your neighborhood grocery, restaurant or delicatessen for an empty pickle jar)
- A piece of hurned wood or some charcoal to put into bottom of jar.
- Sand or bird gravel.
- About two cups of rich garden dirt.
- Wood to build a base for the jar:
  - Plywood 12 by 8 inches
  - Strips of wood  $\frac{1}{2}$ " thick and 1" wide
- Thin brads or nails.
- Hammer and a saw.
- Paint or stain.
- A variety of plants to place inside the jar.



Since the Boy Scouts place much emphasis on camping and the out-of-doors, it is important that the Webelos start off right and have fun as they learn to make themselves comfortable in the out-of-doors with a small amount of equipment. BSA encourage overnight campouts to whet the taste of future troop camping.

#### SUGGESTED DEN/PATROL ACTIVITIES:

1. Make a simple tarp tent to accomodate 2 boys. Discuss and make other kinds of tents.
2. Practice fire laying for both wood and charcoal fires.
3. Build a charcoal stove, box oven, wire toaster, cup holder, or any other gadget to help cook.
4. Demonstrate how to improvise a bed.
5. Make boys totally familiar with fire safety.
6. Make a list of equipment needed for camping.
7. Learn cooking techniques and practice at a den cookout.
8. Make a den first aid kit.
9. Make up 4-5 menus to choose from, discussing how they will be cooked and what equipment will be needed.
10. Plan activities for the campout. What things will be needed for each activity.
11. Practice ~~knots~~, orientiering, packing a backpack properly, how to roll a sleeping bag. Make contests with these skills in mind.
12. Have a "practice" campout in someones backyard.
13. Discuss knife safety, how to clear your area, and proper method of whittling.

## HOW TO USE YOUR TIN CAN STOVE

Light the wicks on your buddy burner and set it under the can.

Keep a box of sand handy in case your buddy burner turns over and catches something on fire while you are cooking. Sand will smother the flames.

NEVER NEVER USE WATER TO PUT OUT THE FIRE CAUSED BY WAX. WATER JUST MAKES THE FIRE SPREAD, BECAUSE WAX IS OILY.

If you plan to cook directly on your tin can stove, it would be best to use heavy duty aluminum foil over the top of the can. Be sure you don't cover up your air holes, or your stove can't let out the excess heat and smoke.

After you put the foil on top of the can, spray it with a non stick cooking spray such as "Pam". Set your stove over your lit buddy burner, and you are ready to cook.

Have several buddy burners handy if you are planning to do a lot of cooking, that way if one goes out, you can light another one and continue cooking.

## MAKING YOUR OWN FIRE STARTERS

MATERIALS  
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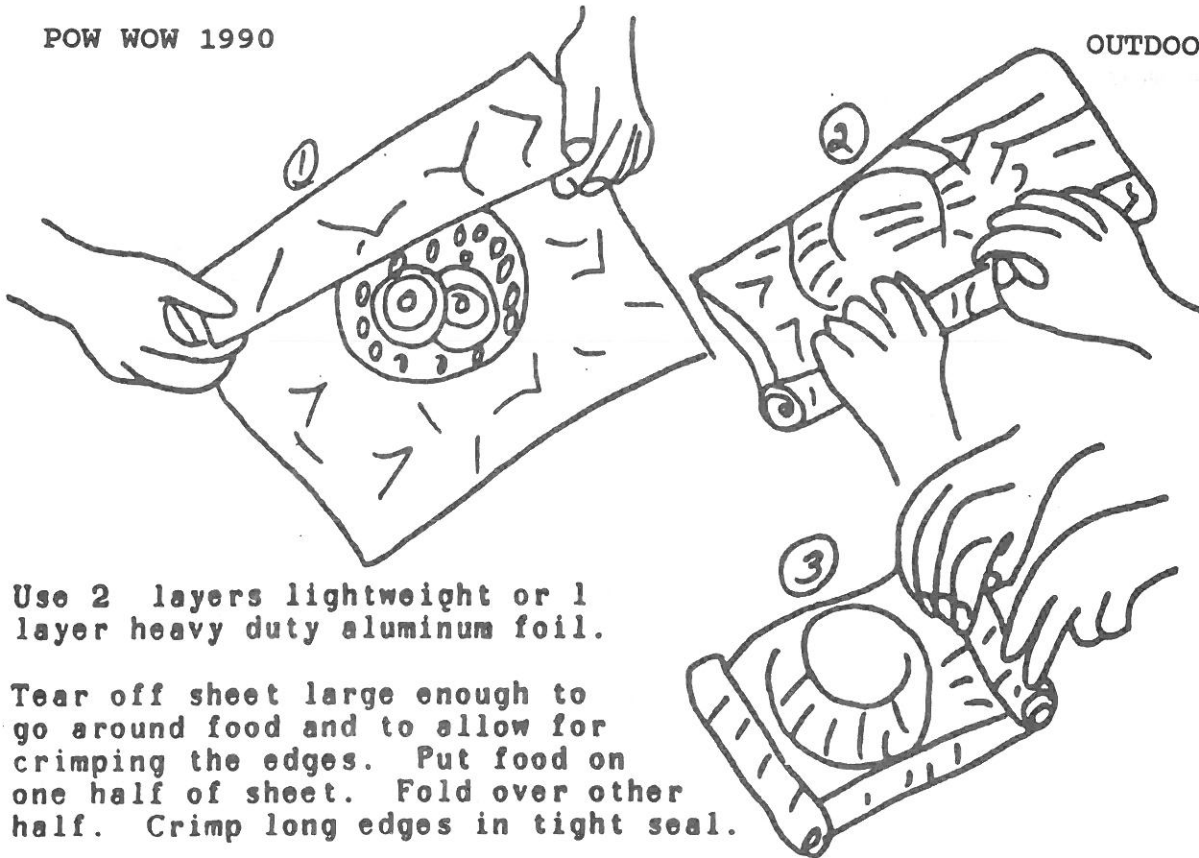
CARDBOARD EGG CARTON (never use styrofoam)  
SAWDUST or TINY SHREDS OF NEWSPAPER  
WAX (use old candles if you have them)

Fill 12 the twelve little egg cups with sawdust, or newspaper shreds.

Have an adult melt some old candles or paraffin for you.  
WAX GETS VERY HOT SO ALWAYS HAVE AN ADULT AROUND TO MELT IT FOR YOU.

Carefully pour wax into egg cups, fill each one full.

When the wax cools, break the cups apart, and you will have 12 fire starters.



Use 2 layers lightweight or 1 layer heavy duty aluminum foil.

Tear off sheet large enough to go around food and to allow for crimping the edges. Put food on one half of sheet. Fold over other half. Crimp long edges in tight seal.

Crimp two open ends with firm double crimps. Make sure package is sealed completely.

### RECIPES

**Foil Dinner:** Lay a large flat hamburger or pock chop on a sheet of heavy-duty aluminum foil; cover with slices of raw potato, onion and carrots; season with butter, salt and pepper; wrap food with foil as shown. Cook for about 20 minutes over hot coals, turning twice.

**Hobo Popcorn:** Serves eight. 8 squares heavy aluminum foil, each 6 by 6 inches; 8 teaspoons cooking oil; ½ cup popcorn; string. In center of each foil square, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with margarine.

**Baked Apples:** Core an apple and place it on a square of aluminum foil. Fill the core with raisins, brown sugar, and a dash of cinnamon. Wrap foil around and bake for 10 minutes in hot coals.

KNOTS GALORE

Give the team captains a 24-inch length of rope. At a signal, the captains tie a knot in one end of the rope, the second player ties a knot near the first, and so on down the line. There should be a knot for every player on the team. After all knots are tied and number checked, it goes down the line again, with each player untying a knot until the rope is returned to it's original shape. First team to finish wins.

TENT UP AND TENT DOWN

This is a good game for practice by dividing the den up into teams or can be played as a father-son event during the lad and dad overnighter. The object of the game is to see which team can set up their tent in the fastest time (the tent has to stay up!)

ALLUMINUM FOIL COOKING

In cooking over a fire, the coals are to be red hot and never flaming. The most important thing is to carefully wrap the food in alluminum foil tightly. Foods that require different cooking times should be wrapped separately. The following are typical cooking times.

Hamburger	8 -12 minutes
Beef 1" cubes	20-30 minutes
Chicken pieces	20-30 minutes
Frankfurters	5-10 minutes
Pork Chops	30-40 minutes
Whole Fish	15-20 minutes
Carrots	15-20 minutes
Corn ears	6-10 minutes
Potatoes, whole	45-60 minutes
Potatoes, sliced	20-25 minutes
Apples, whole	20-30 minutes
Banana, in skin	8-10 minutes

POPULAR RECIPES

Boiled Dinner -- Lay a large flat hamburger or pork chop on a sheet of heavy-duty aluminum foil; cover with slices of raw potato, onion, and carrots; season with butter, salt and pepper; wrap food with foil. Cook for about 20 minutes over hot coals, turning twice.

Hobo Popcorn-- serves eight. 8 squares of heavy aluminum foil each 6 x 6 inches; 8 teaspoons cooking oil; ½ cup popcorn, string. In center of each foil square place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding but allow room for pocorn to pop. Shake constantly until all corn has popped. Season with margerine.

1. Fishing Game - Get a large tub of water and about five clothespins for each cub. Make a rod from a foot long piece of 1/4" dowel with a 14" piece of string tied to it and a small nut tied to the end of the string. On the signal, each boy tries to hook as many clothespins as he can. The one who gets the most wins.



2. Stepping Stones - Pieces of paper are set around the room to form a path, with some pieces closer together than others. The cubs step from one page to the other placing only one foot on each page at a time. The cub who finishes fastest wins as long as they don't lose their balance or step off the page. This can also be done with partners by having both line up and give one two sheets of paper. At the signal, the first cub places one sheet in front of the partner and he places both feet on it. The first cub then places the second sheet in front of this partner and he steps on this sheet. This continues until both cross the finish line and the fastest wins.

3. Rolling Race - Cubs lie prone on the starting line in one long line and about three feet apart. On "GO!", they roll toward the finish line. The first one across the finish line is the winner. (This game can be related to fire safety and how to put yourself out.)

4. Conservation Puzzle - Decipher the message. The letters are correct but the spacing is not.  
 I NO RDE RTOS UR VIV EO NRA RTH, WEM US TUS EOU RRESO  
 UR CESWI SELY  
 ANSWER: In order to survive on earth, we must use our resources wisely.

5. Square Puzzle - Clean up the environment by making the pollutants "silt" and "dirt" disappear by changing one letter at a time. Each new letter must result in a correctly spelled word.

SILT	DIRT	Answer:	SILT	DIRT
----	----		SALT	DIRE
----	----		SALE	DIKE
LAKE	LAKE		SAKE	LIKE
			LAKE	LAKE

6. Duck Race - Webelos line up on the starting line, get in a deep knee bend position, and grasp their ankles with their hands. On "Go!", they waddle to the finish line (40-50 feet away). The first one across the finish line wins.

7. Rabbit Hop - Webelos line up on the starting line and get in a deep knee bend position with their hands in front of them on the ground. On "Go!", they hop like rabbits to the finish line. The first one across the finish line wins.

8. Six Legged Race - The Webelos pair up and line up on the starting line with one behind the other. The front boy bends over and places his hands on the ground. The second boy takes the same position but places his hands on the first boys ankles. On "Go!", the boys race to the finish line. The first team across the finish line wins.

9. Spider Race - Webelos line up on all fours on the starting line. On "Go!", the boys race to the finish line. The first one across wins. One variation of this is to have the boys get on all fours with their back to the finish line and race backward.

10. Crab Race - Webelos line up on the starting line facing the finish line with their feet in front of them and their hands behind them on the ground. On "Go!", the boys race to the finish line. The first one across wins. One variation is to have the boys have their backs to the finish line and race backward. Another variation is to have the boys blindfolded with a paper bag over their heads. The boys keep racing until someone crosses the finish line.

11. Crab Kick - The Webelos line up in front of a beanbag on the starting line and get into position for a crab race. On "Go!" they crab walk kicking their beanbag toward the finish line. The first boy to go across the finish line after kicking his beanbag across wins.

12. Hunting Blind - Webelos line up on the starting line and place a paper bag over their heads. After they are blindfolded, throw out a beanbag. On "Go!", the boys try to find the beanbag. The one who finds it wins.



READYMAN

Readyman is an introduction to emergency assistance. Please consult the Red Cross for information on Basic Aid Training offered by them, free of charge, if an instructor is available. It is important that this skill be taught by someone qualified as a life may depend upon it!!!

SUGGESTED DEN/PATROL ACTIVITIES

1. Make your own first aid kit.
2. Research emergency information.
3. Visit an emergency room and have the doctor or nurse speak about it.
4. Visit the EMS unit of the fire department.
5. Practice bandaging with torn sheets or old cloths.
6. Make splints and litters
7. Make an emergency escape route from each boys home.
8. Have a CPR demonstration.
9. Make a wallet first aid kit-- 4 bandaids, 2 sterile pads, and 2 alcohol swabs put into a small envelope.

WEBELOS READYMAN  
American Red Cross Basic Aid Training  
"BAT"

To receive the BAT certificates, contact the American Red Cross office. A BAT instructor will visit with your Webelos.

1. First Aid is the immediate care given to a person who has been injured or has been suddenly taken ill. It includes well-selected words of encouragement, evidence of willingness to help and promotion of confidence by demonstration of competence. In cases of an accident, you should:
  - a. Send someone to call for help.
  - b. Tell the victim that you are trained in First Aid and ask if you may help them.
  - c. Administer First Aid until trained medics arrive.
  
2. Call 911 for emergency service or the operator if there is no 911 service. It is important that the person telephoning stay on the line to answer questions; do not hang up until help has arrived and you are given permission to hang up. That is why someone who is not trained in First Aid to be sent to the telephone. If you are alone and near a phone, you dial 911, give name, address, and describe the situation briefly. Then explain that you must leave the phone to administer First Aid, so you will leave the phone off the hook. If possible, you call yell toward the phone to keep the operator updated on the victim.
  
3. Serious Bleeding: Direct pressure and elevate!!

Internal Poisoning:

- Signs: poison container nearby, condition of the victim (pain), burns around lips or mouth, and breath odor.
- a. Call 911.
  - b. Do not induce vomiting unless told to by the 911 operator.
  - c. Conscious victim - dilute poison by having them drink milk or water only. Save the poison container and a sample of any vomit to give to the medics.
  - d. Unconscious victim - maintain open airway. Save poison container and vomit sample to give to medics. Do not give fluids or induce vomiting!

**Heart Attack:** A heart attack usually involves a clot in one of the blood vessels that supply the heart.

**Signs:** persistent chest pains, pain in the left shoulder and down the left arm, gasping and shortness of breath, bluish discoloration of the lips, skin and fingernail beds, unable to stand and swelling of the ankles.

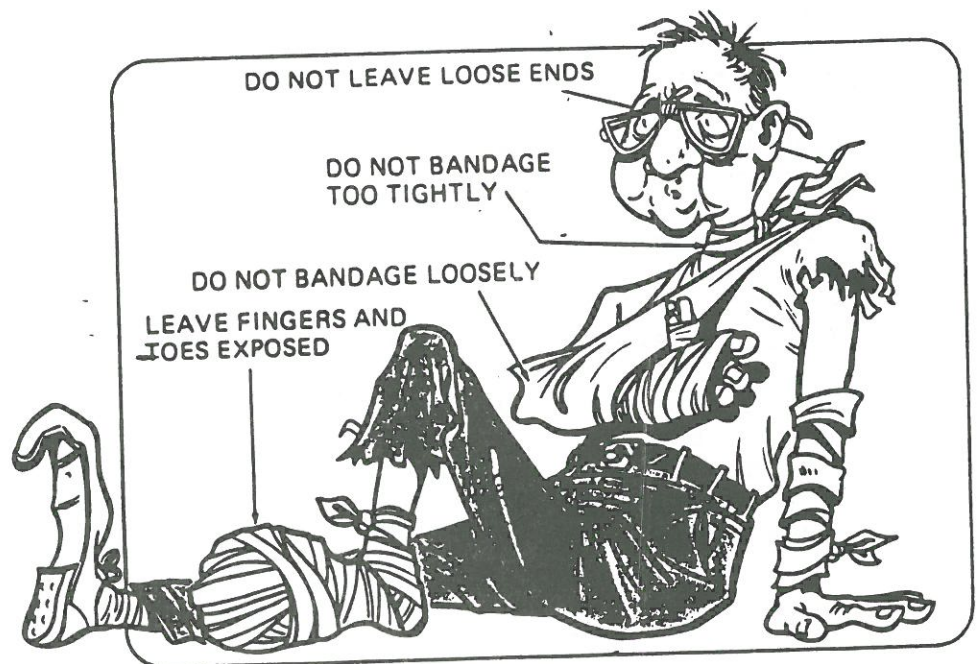
- a. Call 911.
- b. Place the victim in a comfortable position, usually sitting up.
- c. Provide ventilation to ease breathing; but avoid drafts and cold.
- d. Artificial respiration may be needed.
- e. Provide a blanket since shock is common.

4. **Shock:** A condition resulting from a depressed state of many vital body functions. A person can die from shock!

**Causes:** Severe injuries, heart attack or stroke, poisoning, and lack of oxygen. The degree of shock is increased by abnormal changes of body temperature and a poor resistance of the victim to stress. Shock is aggravated or increased by pain, rough handling and delay in treatment.

**Signs:** Skin is pale and cold to the touch, skin is moist and clammy. If sweating has occurred, the victim is weak.

- a. Keep the victim lying down.
- b. Cover victim to prevent loss of body heat.
- c. Verbally calm the victim.



Basic Aid Training  
Study Guide

## EMERGENCY:

1. Stay calm
2. Cover victim
  - . If victim gets too hot the blood comes up to the skin -- bleeds more.
  - Victim needs to be just the right temperature so the blood stays in the vital organs.
3. Get help (call 911)
4. Keep the victim calm

If the victim's face is injured lay him on his side so that the fluids drain -- on his back the fluids could choke him.  
If the victim has trouble breathing lay him on his back.  
If the victim has a head injury the head cannot be lower than the body.

## ORGAN FOLD BLANKET :

The blanket is between you and the victim. Gather up the blanket like an organ fold. Lay the last 12 inches flat and put your knees on it. (This will prevent you from putting all the blanket under the victim) Roll the victim toward you placing your hands on his hip and shoulder. Pull out the folded blanket that you have stuffed up close to him prior to rolling him toward you. Roll the victim back and cover with the blanket.

## FIRES AT HOME:

Have a practice fire drill with your family.  
Have a pre-arranged meeting place.  
Do you have smoke alarms in your home?

If you wake up smelling smoke DON'T touch your door knob - a hot door knob will burn you. Feel the wood of the door to see if it is hot. If the door feels cool, brace your foot against it and open it a crack. Your foot will prevent the door from being forced open by hot air. If you do not see flames notify the family of the smoke.

If you do see flames yell "FIRE" to alert the rest of the family and follow your planned escape.

If you cannot escape through the window of the room - open the window two inches. Two inches will let in fresh air but more than 2 inches feeds the fire air. Hang something out the window so the fire department knows you are there. Stay low near the window checking for the fire department now and then.

First Degree; Burns resulting from overexposure to the sun, light contact with a hot object, or scalding by hot water/steam.

The usual signs are;

1. redness or discoloration
2. mild swelling and pain
3. rapid healing

NOTE - severe sunburn needs medical treatment!

Second Degree; Burns resulting from deep sunburn, contact with hot liquids, flash burns from gasoline or other products.

The usual signs are:

1. deeper than a first degree burn
2. red or molted appearance
3. development of blisters
4. considerable swelling over a period of several days
5. wet appearance of the surface of the skin

Third Degree; Burns resulting from flame, ignited clothing or electricity.

The usual signs are;

1. deep tissue destruction
2. white or charred appearance
3. complete loss of all layers of skin

#### BURN FIRST AID:

First Degree;  
apply cold water or submerge in cold water (not ice water)

Second Degree;  
immerse in cold water (not ice water) until pain subsides  
apply clean cloth that has been soaked in ice water and wrung out  
blot dry and apply sterile bandage

Third Degree;  
DO NOT remove clothing stuck to the burned area -- you will remove irremovable skin!  
cover burned area with thick sterile bandages  
DO NOT apply cold water or cold cloth - it can cause shock  
If hands are burned you must keep them above the level of the heart.  
If feet or legs burned keep them elevated - do not let victim walk  
Rush to hospital!

DO NOT use LOTION on second or third degree burns! The doctor will have to scrape off the lotion to treat the burn and will scrape off skin with the lotion.

DON'T break a burn blister. The blister is protecting the new skin under it. A broken blister is easily infected.

**POISONING:**

Dilute with milk or water  
Keep container for the doctor to look at  
Call 911

**CHOKING:**

If they speak leave them to cough  
If they can't speak support their chest with your hand  
4 thrusts. Repeat until object is dislodged.

**SOMETHING IN YOUR EYE:**

Don't rub your eye - rubbing can scratch your eye lense.  
Cup your hand over your eye so that your eyeball will rest.  
Let your eye water/tear - tears may wash out the particle  
If it doesn't wash out with tears have someone look to see  
what is in your eye.

**NOSEBLEED:**

Sit down. Tilt your head forward. Pinch the lower part of your  
nose. Hold a cold washcloth on the bridge of your nose.  
Bleeding should stop in 3-5 minutes.  
Do not tilt your head back - you will swallow the blood and  
might choke.

**ELECTRICITY:**

If you have problems with an appliance unplug it before you fiddle  
with it.  
Keep electrical things away from water.  
Have your parents show you how to turn off the electricity in  
your home. Someday you may need to know.  
If you see a live wire your responsibility is to keep everyone  
at least 15 feet away from it. Send someone else to call 911.

**ANIMAL BITES:**

Always tell an adult if you are bitten by an animal even if it a  
minor bite.  
Wash the bitten area with soap to remove saliva and germs.  
An animal can be carrying rabbies in its saliva (spit) and NOT  
be foaming from its mouth. Wild animals are likely carriers of  
rabbies.

**UPSETTING PHONE CALLS:**

If you receive an obscene or threatening telephone call do not  
talk to the caller, hang up immediately. If they continue to call  
back take the phone off the hook for a half an hour or more.  
Notify the telephone company if you continue getting upsetting  
phone calls.

## FIRE AND BURNS

Fire poses a serious threat to everyone in your home as well as your children. Here are some basic measures to minimize the risk of injury:

- Be sure the electrical wiring in your home is sound.
  - Never overload the circuits. Be cautious about using extension cords and multiple sockets.
  - Frequently examine electric heaters, cooking equipment and other appliances to make sure they are still in good operating condition. Replace frayed cords and broken or loose plugs.
  - Oily cloths and flammable liquids should be stored away from heat in closed metal containers. Rubbish should be discarded promptly.
  - Be careful when you smoke.
  - Use a fire screen in front of your fireplace.
  - Put fire extinguishers in your kitchen and on each floor of your house.
  - Install smoke detectors in rooms and hallways.
  - If you live in an apartment building, make sure everyone in your family knows the proper evacuation procedures.
  - If you live in a house with more than one story, install fire ladders in the upper rooms.
  - Plan escape routes in advance and practice them frequently with your household. Include a meeting place outside the home where your family can assemble and be counted.
- You can also protect your child against fire and burns by giving him the supervision his age requires, teaching him to avoid foreseeable hazards and taking care not to imperil him through your own carelessness.
- Make sure he understands that fires can burn and that he is to stay away from stoves, heaters, open flames, hot liquids, matches and lit cigarettes.
  - Be particularly careful when you're cooking. Use the back burners whenever possible, and always turn pot handles to the rear so your child can't brush up against them or grab them. Keep highchairs away from the stove.
  - At mealtime, keep hot food and drink near the center of the table where a youngster can't get at them. Never pass hot food over his head.
  - Teach your child to take extreme care when turning on a hot water faucet, particularly in the shower or bath.
  - Unplug electric appliances when they're not being used. When this isn't practical, make sure the cords are well out of a young child's reach so he can't chew them or pull the appliance down.
  - Block off electrical outlets not in use with special plugs made for this purpose or heavy electrical tape. Teach your youngster never to stick keys, pins or other metal objects into an outlet.
  - When you disconnect an extension cord from an appliance, don't leave it plugged into the wall. Your child could burn or shock himself badly if he puts it in his mouth or touches it with wet hands.
  - Don't let your child use a radio, television set or other appliance around water.
  - Check that all electrical toys are listed by the Underwriters Laboratory (UL) and inspect them frequently for frayed wires and loose or broken plugs.
  - Teach your child what to do in a fire emergency and review it with him frequently. As soon as he's old enough, make sure he knows how to summon aid from the fire department.

## GUNS

If you have guns at home, be sure to keep them unloaded and take special care to lock them safely out of your youngster's reach. Ammunition should also be

locked away but in a separate storage area. Guns should always be treated as if they were loaded and never pointed at anyone.





The Scholar activity badge is an easy one for boys to earn if they are doing acceptable work at school. This is so because more than half the requirements concern attendance, behavior, grades and service in school. Unfortunately, a majority of Webelos-age boys may not like school; they see it as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge ... but mathematics, history and geography usually are not high on his current list of interests. Through this badge, we hope to encourage boys to do well in school, to understand why schools are necessary and what they can offer, and to learn how schools are run in this country.

The Webelos den leader can influence the boy's thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. 'Scholar', when mentioned, may not provoke a series of cheers from your den; however, if the leader shows enthusiasm and assures the boys this is not just more homework, he is on the right track. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge.

Check with the teacher or principal before starting work on this badge. Chances are, they may be able to suggest other useful projects for the Webelos Scouts. You may wish to have a teacher or principal sign off the first three requirements. At least meet with them and explain, so they will not be caught unaware.

#### SUGGESTED DEN/PATROL ACTIVITIES

1. Talk about the history of education and how it developed in this country.
2. Plant flowers or shrubs on the school grounds.
3. Assist the custodian in setting up for a program.
4. Tour the school district central office.
5. Invite a member of the school board or a professional educator to speak about the value of an education and what school has to offer. They can also speak about careers in education.
6. Raise the flag at school.
7. Tour a high school or college campus.
8. Get copies of old textbooks for the boys to look through and compare with their current books. Shows progress!

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9. Tour the Public Library and find out how it works.
10. Plan a skit based on education.
11. Have a spelling bee with scouting words.
12. Do brain teasers, posers, puzzles, tricks, and mentally stimulating activities.
13. Discuss what is going on in school. Give them info about your school days.
14. Find out what community activities the school is used for.
15. What are some of the problems of the school and how can the boys help.
16. Plan a school service project.
17. Find out what the PTA is and what it does for the school.
18. Discuss the possibilities of setting up a tutorial program for students in need of help. Plan out the program, then present it to the principal for his/her approval. Will need lots of guidance on your part as well as some prior research with the principal.
19. How can we help under-privileged children? Make a plan.
20. Pick your most special teacher and tell why he/she is so great. Plan to make or do something extra special for him/her.
21. Have each boy write a letter to a teacher of his choice explaining how he/she can help the boy with his first three requirements for Scholar.
22. Role play school of by-gone eras. Use slates, primers, dunce caps, rulers, and recitations. It should be fun!
23. Have a counselor come in to discuss what it means to be smart. How does this differ from common sense.

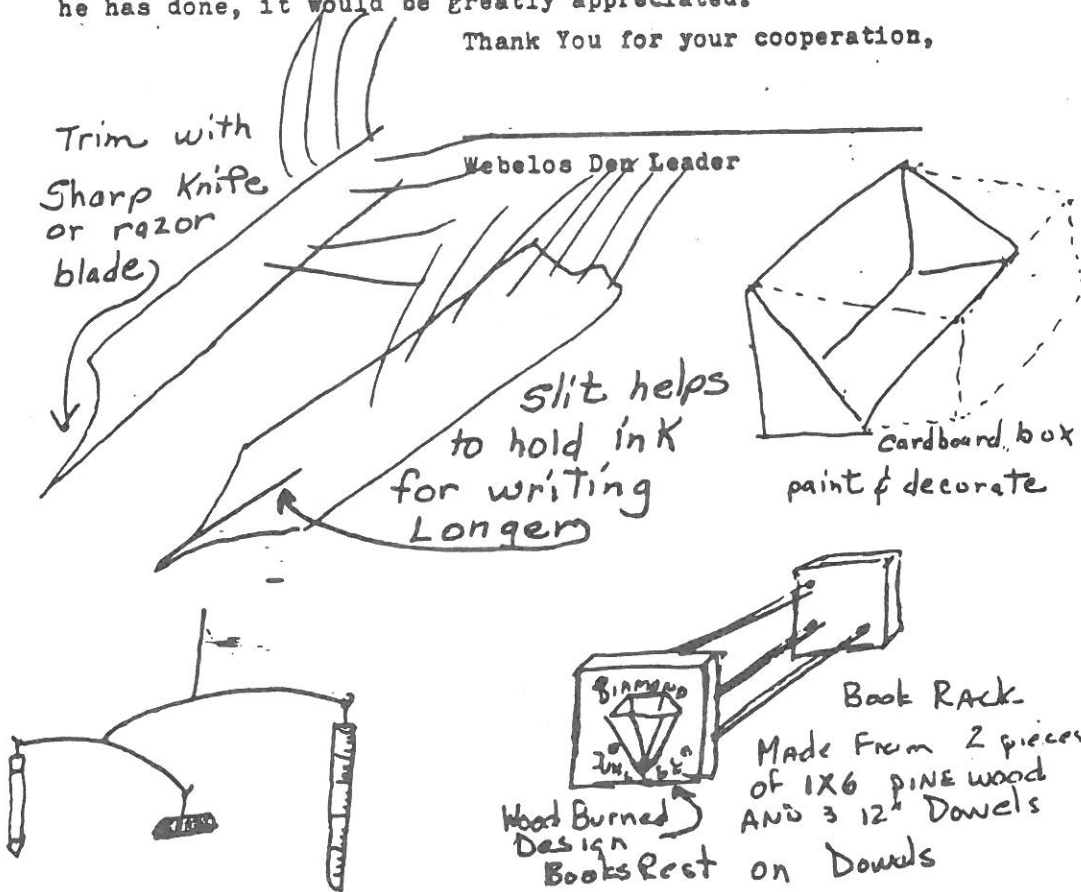
To make the quill pen from a turkey feather, it is necessary to find feathers with large round and hollow center shafts. The feathers are then trimmed off in the shape of a pen tip. ( see illustration at end of this section) Writing with the quill pen is accomplished by dipping the tip in an ink well and writing, using very little pressure on the tip. Use a large bottle of ink and give each boy a pill bottle full of ink to take home.

A SAMPLE LETTER TO THE TEACHER

Dear Mr./Mrs./Miss \_\_\_\_\_

The Webelos Den that \_\_\_\_\_ is a member of is at this time working on the Scholar Activity Badge. Some of the requirements for this badge need the assistance of the Scouts' teacher. If you could help \_\_\_\_\_ meet the requirements in his WEBELOS SCOUT BOOK and initial the ones that he has done, it would be greatly appreciated.

Thank You for your cooperation,



Little Words From Big Words

This word game is ideal for budding Cub Scout geniuses. It is a good indoor game for a rainy day. The game is to see how many smaller words you can make out of the big ones. Complete answers are not given, but the approximate number of small words that you can find are given in each case.

1. consolidate	at least 59 words
2. adhesive	at least 30 words
3. belligerent	at least 21 words
4. intolerable	at least 37 words
5. emphatic	at least 48 words
6. hieroglyphics	at least 20 words
7. intelligent	at least 27 words
8. captivate	at least 36 words
9. ingredient	at least 17 words
10. tabulate	at least 22 words
11. miscellaneous	at least 53 words
12. sentimental	at least 39 words

Words and Letters

Here is a list of twelve words, each of which can be represented by a single letter of the alphabet. See if you know the letters.

1. An insect	7. A printer's measure
2. A beverage	8. An organ in the head
3. An exclamation	9. A vegetable
4. A river in Scotland	10. A puzzle solver
5. A question	11. Deep and wide
6. A line of waiting people	12. Forever

Answers:

1. B - bee	7. M - em
2. T - tea	8. I - eye
3. O - Oh	9. P - pea
4. D - Dee	10. U - you
5. Y - Why?	11. C - sea
6. Q - queue	12. A - aye

1. Scholar Toss - Cubs roll a set of children's blocks as dice. They each get three turns to make the letters in the word "scholar" turn up. They get 5 points for each letter they turn up.

2. Scholar Quiz - Give this quiz to your cubs and the one with the most right answers wins.

A. If five cubs can build five doghouses in five days. How many cubs would it take to build fifty doghouses in fifty days?

B. A grasshopper fell into a 30 foot well. Fortunately the well was dry. The grasshopper tried to jump out but could only jump up three feet and fell back two feet each day. How many days did it take the grasshopper to get out of the well?

C. Two cars started out from Colorado Springs to drive 80 miles to Denver. Both cars are exactly alike and both drove the same speed. Why would one car get there in 80 minutes while the other one took 1 hour and 20 minutes to get there?

ANSWERS: A. 5 Cubs B. 27 Days, on this day he jumps completely out. C. 80 minutes and 1 hour and 20 minutes are the same.

3. Magic Number - Give each boy a piece of paper and a pencil. Write the number 1089 on your paper and show it to the boys. Now ask the boys to write any three digit number on their paper. Then have them to reverse the numbers so that the first digit is last, now the boys have two three digit numbers. Have them write the smaller of the two numbers on the bottom and subtract it from the larger number. After the boys have completed this, have them reverse the digits of their answer and add it to their answer. Their final answer should be 1089. (NOTE: There are a few exceptions such as 576 and 936 which don't work with this game).

EXAMPLE:  $793 - 397 = 396 + 693 = 1089$

4. Favorite Number - Ask each cub to write down their favorite number on a piece of paper (example: 5). Now have the write down the numbers 1 to 9 leaving out 8. Have them multiply this by their favorite number times seven ( $5 \times 7 = 45$ ) The total will be made up of his favorite number.

12345679	
x 45	
-----	
55555555	

5. Birthday Formula - Write down the month and day of your birth.

May 5th month, 17th  
multiply x 2

$$\begin{array}{r} 517 \\ \times 2 \\ \hline 1034 \\ + 5 \\ \hline \end{array}$$

total  
add 5

$$\begin{array}{r} 1039 \\ \times 50 \\ \hline \end{array}$$

total  
multiply x 50

$$\begin{array}{r} 51950 \\ + 30 \\ \hline \end{array}$$

total  
add your age (30 Years)

$$\begin{array}{r} 51980 \\ + 365 \\ \hline \end{array}$$

total  
add 365

$$\begin{array}{r} 52345 \\ - 615 \\ \hline \end{array}$$

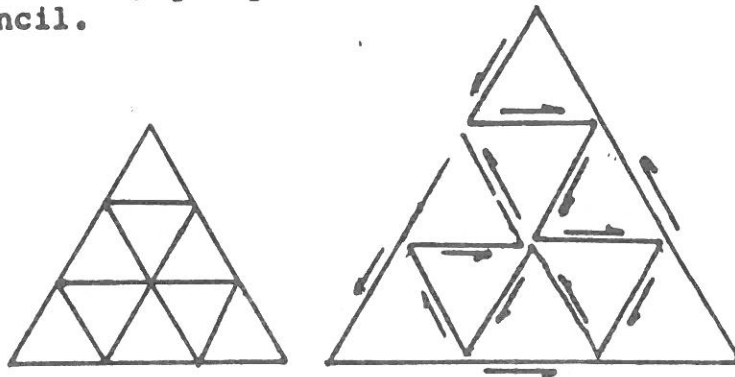
total  
subtract 615

$$\begin{array}{r} 51730 \end{array}$$

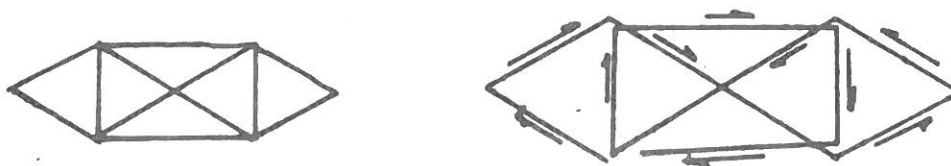
total

The first digit indicates the month (5), the next two the day (17), and the last two your age (30).

6. Magic Triangle - Have each cub try to draw nine triangles illustrated in one continuous line without crossing a line, going over any line twice, or lifting their pencil.



7. Magic Drawing - Have the boys try to draw the figure shown without lifting their pencil from their paper.



SCIENTIST

The Scientists learn the who, what, how, when, and why of nature so as to be able to explain to others as well as to improve our world.

SUGGESTED DEN/PATROL ACTIVITIES

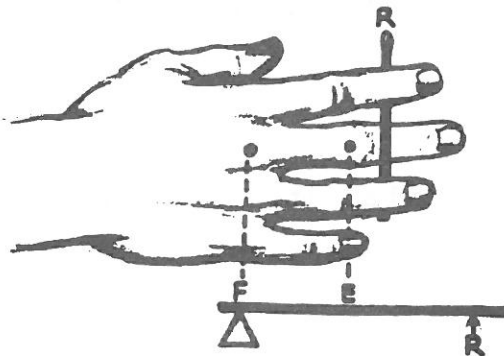
1. Visit an eye doctor and learn how an eye works.
2. Have a military or airline pilot come in to explain flight principles.
3. Have a slow motion bike riding contest to test balance.
4. Practice balancing stunts.
5. Make optical illusions.
6. Make fog after you have discussed what it is and how it is formed.
7. Make a volcano.
8. Have a paper airplane flying contest.
9. Discuss various areas of scientific study.
10. Visit the weather bureau at the airport.
11. Make crystals.
12. Visit a school or college science lab.
13. Have each boy do a scientific study using a logbook, project plan, problem statement, what you are going to do, materials needed, time schedule, and conclusions.

**THE UNBREAKABLE MATCH**

Hold a wooden kitchen match with the tips of your fingers, as shown. Try to break it. You'll be surprised to find that it can't be done.

This is easily understood when you realize that the muscles of the hand move the fingers in the manner of a third-class lever. Since a lever is one that has the fulcrum (F) at one end, the resistance (R) at the other end, and the effort (E) applied somewhere in between. Tweezers and sugar tongs are common examples.

This type of lever sacrifices power for a wider arc of movement at the resistance end. The longer the distance from the resistance (in this case the match) to the fulcrum (base of finger), as compared to the distance from the effort (where the muscle is attached) to the fulcrum, the less the "mechanical advantage" of the lever. If you slide the match closer to the base of the fingers, the mechanical advantage increases enormously. Then the match can be easily snapped.



**FINGER IN THE BOWL**

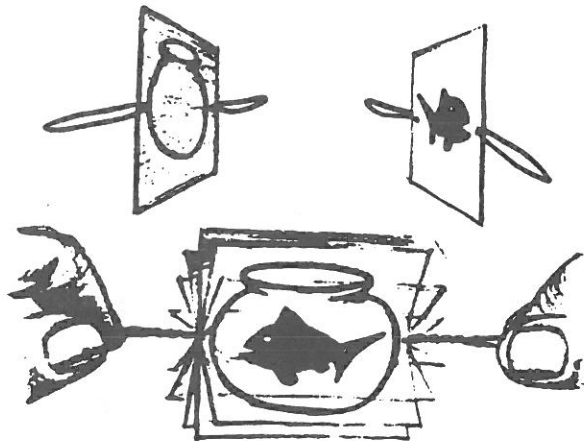
Does a bowl of water weigh more with a goldfish in it than it does without the fish? This question usually provokes considerable argument. The answer is yes. The bowl's weight is increased by exactly the weight of the fish inside it.

Suppose you merely poke a finger into the water. Most people would guess that this would not make the bowl heavier, but it does. The bowl's weight is increased by the weight of the water your finger displaces, as you can easily demonstrate.

Place a glass on each end of a ruler, with a pencil beneath, to form a crude balance scale, as shown. Adjust the pencil until the scale is almost, but not quite, balanced. Now plunge your finger into the raised glass, taking care to touch only the water. The extra weight will immediately tip the "scale" the other way.

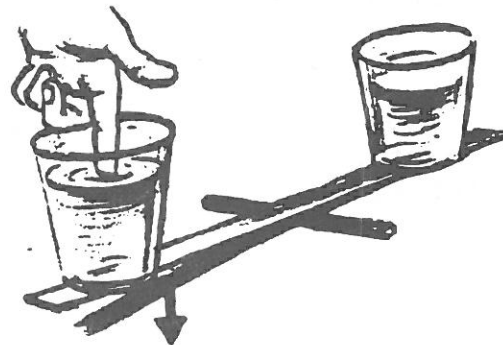
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**TWIRL A THAUMATROPE**



A thaumatrope is a toy device for demonstrating "retinal retention." This is the ability of the eye's retina to retain an image for a split second after the source of the image is withdrawn. A thaumatrope can be made as follows:

Cut out a square piece of cardboard, each edge of which measures about 1½ inches. Punch a hole near each of two opposite edges. Then attach short pieces of cord as shown. Draw a large fishbowl on one side of the square and a small fish on the other side. Hold a string between the thumb and first finger of each hand. By sliding the thumbs over the fingers of each hand, you can twirl the square rapidly. While it is twirling, you will see a composite picture of the fish inside the bowl.



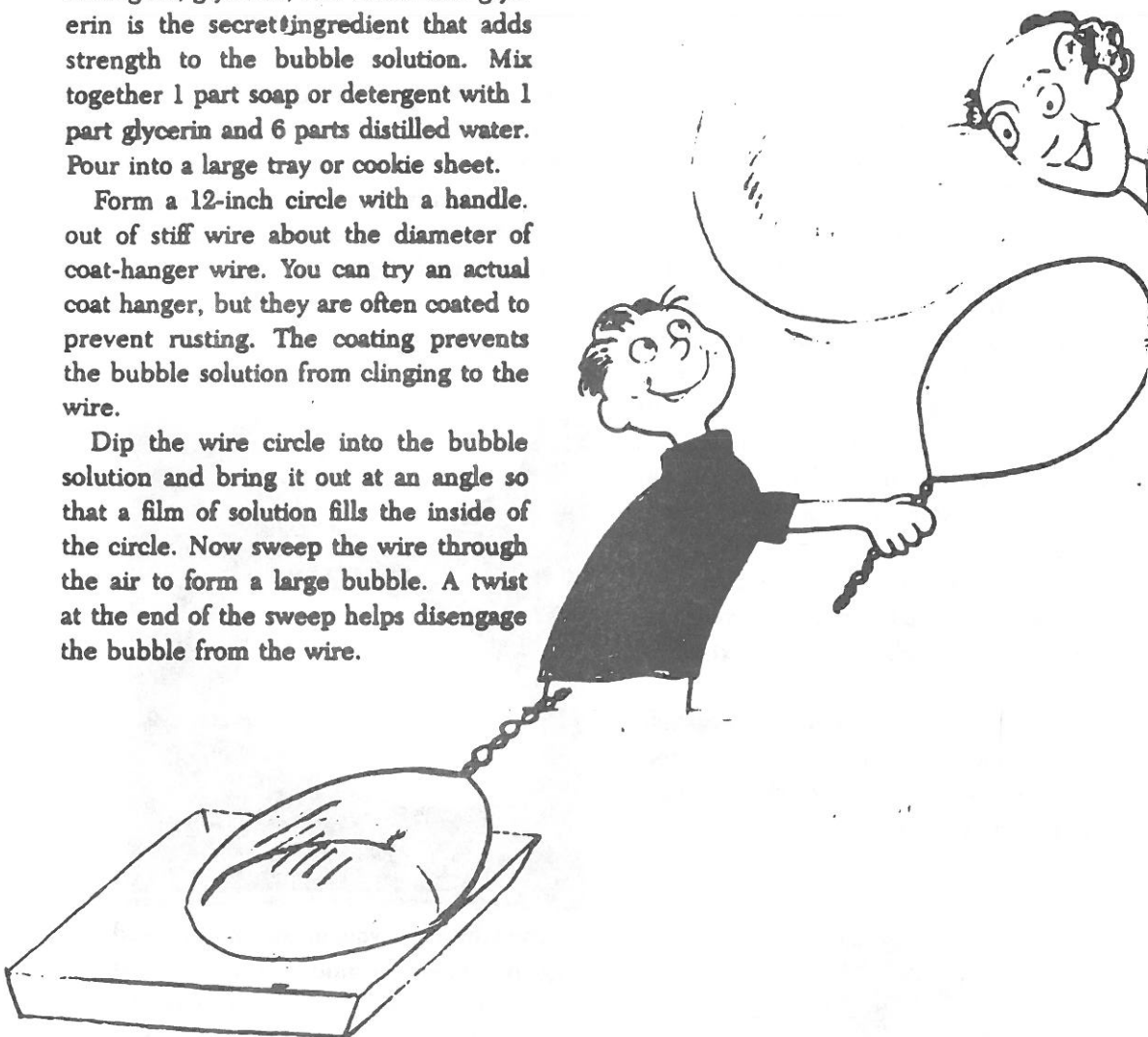


### Giant Bubbles

You can blow bubbles several feet in diameter with a mixture of liquid soap or detergent, glycerin, and water. The glycerin is the secret ingredient that adds strength to the bubble solution. Mix together 1 part soap or detergent with 1 part glycerin and 6 parts distilled water. Pour into a large tray or cookie sheet.

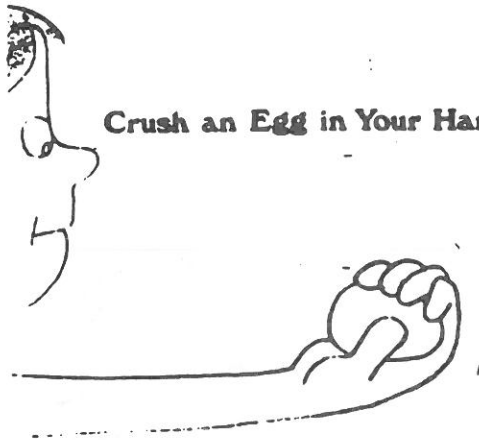
Form a 12-inch circle with a handle out of stiff wire about the diameter of coat-hanger wire. You can try an actual coat hanger, but they are often coated to prevent rusting. The coating prevents the bubble solution from clinging to the wire.

Dip the wire circle into the bubble solution and bring it out at an angle so that a film of solution fills the inside of the circle. Now sweep the wire through the air to form a large bubble. A twist at the end of the sweep helps disengage the bubble from the wire.



A bubble (small or large) is really three bubbles in one. There's an outside layer of water, a middle layer of soap (and in this case glycerin), and an inner layer of water.

When large bubbles like these break, they leave considerable soap behind, which can mess up a kitchen floor. Be prepared to wipe it up (cleaning the floor at the same time), or blow the bubbles outside.

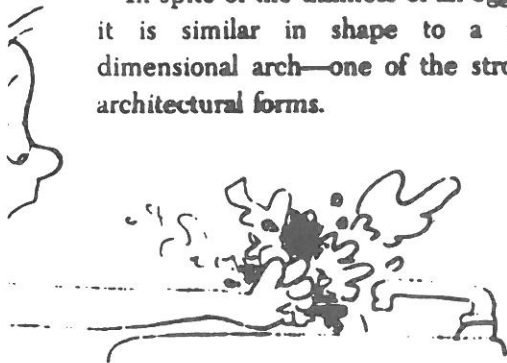


**Crush an Egg in Your Hand?**

You probably won't be able to do it . . . even if you squeeze with both hands! It's hard to believe that a thin, fragile egg is strong enough to withstand even a powerful pair of hands . . . until you try it.

Think of how you normally break an egg. You crack it against something hard so that the force of the blow is concentrated on a small area of the eggshell. When you squeeze an egg in your hand, the force is spread over a fairly large area of the shell. That fact alone would account for an egg's seemingly extraordinary strength.

In spite of the thinness of an eggshell, it is similar in shape to a three-dimensional arch—one of the strongest architectural forms.

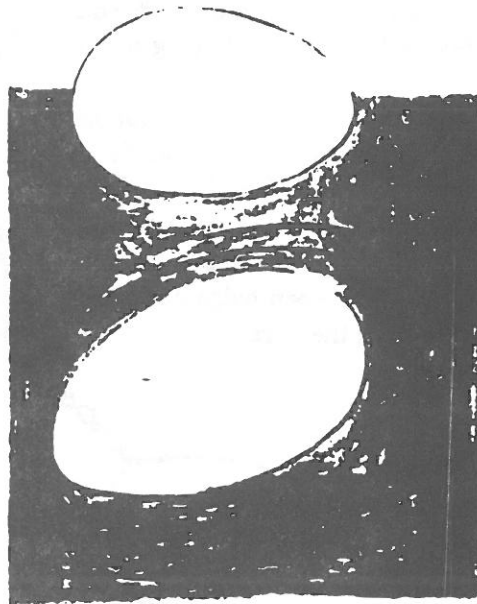


When you try this stunt, be sure you don't have a ring on your finger that could concentrate the force on a small area of the shell . . . and try it over a sink or bowl—just in case!

**Raw or Hard-Boiled?**

When hard-boiling eggs for future use, you should mark them in some way (an ordinary pencil will do) to prevent someone from assuming they are fresh eggs. However, without breaking it, you can easily find out if an unmarked egg is raw or cooked.

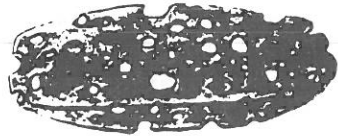
Spin it on a smooth surface. A cooked egg spins easily. If stopped, it remains stopped, because it reacts to the spinning force as a solid object.



The white and yolk inside an uncooked egg, however, are fluid. The force to get it spinning must be transferred to the liquid which tends to remain at rest as the outside of the egg starts to spin. This accounts for the hesitation at the start. When stopped briefly, the fluids inside tend to continue to spin with enough force to turn the egg slightly when you take your hand away.

**Sponge Garden**

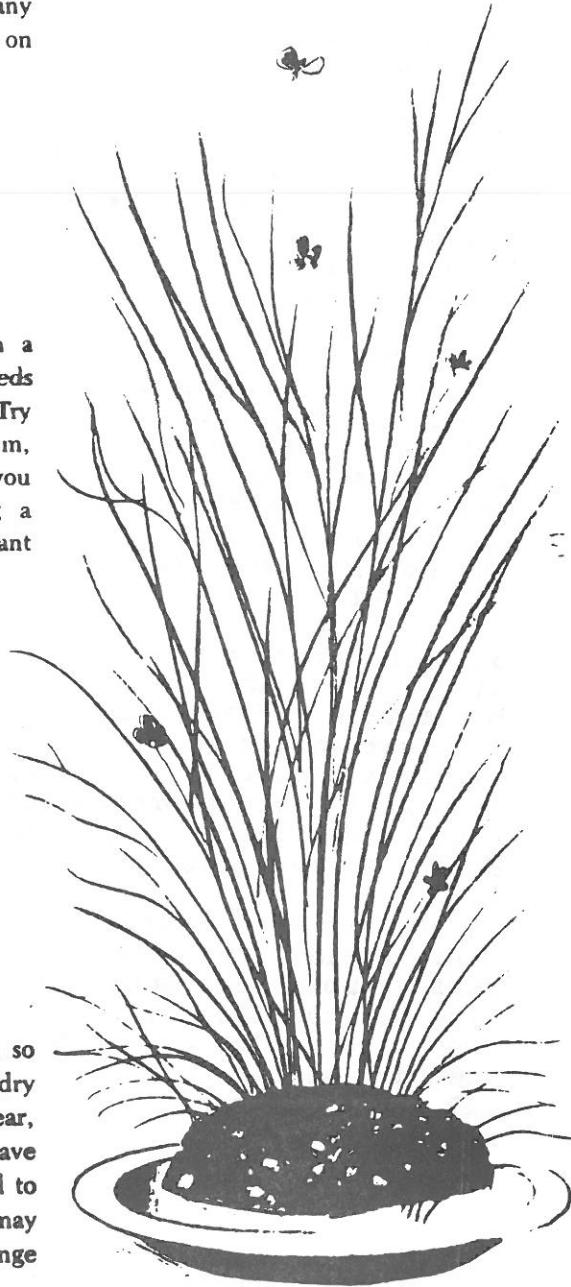
Because a sponge holds water in its many small cavities, it's an ideal surface on which to grow seeds:



Soak the sponge and place it in a shallow dish of water. Sprinkle seeds over the top surface of the sponge. Try the seeds of grasses, sweet alyssum, coleus, and any other small seeds you may have left over from planting a garden. The shoots of almost any plant make an attractive display.



Be sure to keep water in the dish so that the sponge never has a chance to dry out. Of course as soon as leaves appear, the food stored in the seeds will have been used up. Add liquid plant food to the water to supply nutrients. You may be surprised at how tall your sponge garden grows!

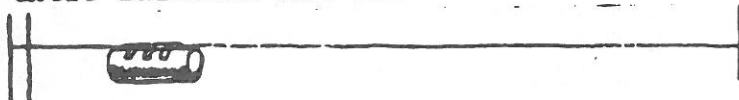


1. **The Biggest Balloon** - Advance preparation is needed for this game. You will need a pop bottle and balloon for each player. Put 3 tablespoons of vinegar into each pop bottle. Put 2 tablespoons of baking soda into each balloon. At the word "GO!", have each boy put his balloon on his pop bottle and shake the bottle. When the soda mixes with the vinegar, the balloon will expand. Therefore, the more the boys shake their balloons, the more the balloons will expand. Have the boys tie off the balloons. The boy with the largest balloon wins.

2. **Drop in the Bottle** - Explain what inertia is. (A thing at rest wants to stay at rest. A thing in motion wants to remain in motion.) Then have the boys set a coin on a card on the top of a bottle. They snap the edge of the card. The card will fly out and if the boys didn't touch the coin, the coin should drop into the bottle. Give each boy an equal number of turns. The boy who gets the most number of coins into the bottle wins.

3. **Broomstick Balance** - A broomstick is placed on the floor. The cub places his elbows against the broomstick and stretches his arms out flat on the floor at right angles to the broomstick. A handkerchief is placed at the cubs finger tips. Then, the cub gets up and kneels on the broomstick, holding on to it with both hands. He must then bend forward and pick it up with his teeth and return to a kneeling position.

4. **Rocket Race** - Each cub will need a straw, ballon, tape, string, and round box. Put a long piece of string through the straw and tape the straw to the box. Line all the strings up and secure them tightly between two poles. Blow up the balloons and put the one end in the box, holding on to the other end. On the signal, all let go of their balloons and the one that is the fastest wins.



5. **Rocket Launcher Shootout** - Attach streamers, made of paper, to a cork with thumbtacks so you can watch it's flight. The launcher is a soda bottle with a 1/2 cup of water and a 1/2 cup of vinegar inside. Put a teaspoon of baking soda on a 4"x 4" piece of paper towel and roll it up so that the ends are twisted tight. Have all the cubs stand behind a line, drop the baking soda in their bottle and put the cork on as tightly as possible. Have them aim all the bottles in the same direction and the one going the farthest or the highest wins.

A showman is an entertainer whether it be in puppetry, drama, or music. Each boy can exhibit his best talent or find a new one.

## SUGGESTED DEN/PATROL ACTIVITIES

1. Sing songs- patriotic, serious, folk, silly, etc.
2. Write new words to a familiar tune and then sing it for the group. Can be done as a team effort.
3. Write an original short skit to be presented at the pack meeting.
4. Attend the rehearsal of the symphony, a band (rock or high school), or a play.
5. Invite a member of the Drama Club or band in to speak.
6. Make your own musical instruments.
7. Puppets: (see whole puppet section in FYI).
8. Make a home movie- with a plat.
9. Make a rock video using lip sync.
10. Tell a one-minute story.
11. Do a comedy routine.
12. Tell your best riddle, joke, tongue twister, or poser.
13. Use a clown or make-up artist to demonstrate stage make-up.
14. Tape record each boy's voice talking and singing and then play it back so he can hear how he sounds to others. Sometimes quite a shock!!
15. Hold an entertainment night for families, a childrens home, or a senior citizen group.
16. Visit a TV/Radio station to see how they operate.
17. Visit a costume shop and make arrangements with the owner to try on different costumes. Then have the boys improvise some dialogue.
18. Visit a recording studio to see the equipment and how it operates. Have the boys record a song.
19. Practice and do pantomimes.
20. Make all the scenery and costumes for a play.

MUSIC

Play four tunes on any band or orchestra instrument. Read these from music.

Sing two songs alone or with a group. Tell what folk music is. Hum sing, or play a folk tune on a musical instrument. Have a den sing along. Start learning new Cub Scout songs working into the folk song music, boys have a lot of fun singing. Have fun learning to harmonize after a few songs have been learned. Teach boys the hints for song leaders in the front of the Cub Scout Song book pages 3-4.

Make a collection of three or more records. Tell what you like about each one. These can be brought to den meetings for the month and the den can see what each boy likes and why.

Draw a staff. Draw on it a clef, sharp, flat, natural, note, and rest. Tell what each is used for.

Use a cookie sheet and small magnets from craft store. Make everything listed above out of poster paper. Put magnets on back of each piece. Boys put together while learning names of each item and its purpose. When they learn them, set up two cookie sheets and run relays. Putting on parts as they are called out.

Lines on Treble Clef: Every good bird does fly.  
or Every good boy does fine.

Spaces for Treble Clef: FACE

Lines for Bass Clef: Good birds do fly away.

Spaces for Bass Clef: Any cat eats goldfish.

You can make up your own sentences just for fun to learn the names of the notes. Put some notes on the cookie sheet and hum along.

Show by beating or playing the difference between 2/4, 3/4, and 4/4. Let's make a rhythm band. Anything and everything in the house, yard and garage can be used. The boys can bring things from home to help. Old pan lids, nails, sticks, dowels, bells anything. Have lots of fun.

Boys using music to earn showman badge can play or hum ect. for the drama and puppetry parts of the badge for other den members this adds a lot to the performances of the boys & fun.

Use a tape recorder to let boys hear their own voices.

Plan and put on a family entertainment night.

Let boys try sound effects.

PUPPETRY

The puppetry section of this badge has been covered extensively in previous Pow Wow books under Showman and the puppet sections of the books. More references follow.

1. Webelos Scout Book
2. Skit and Puppets Book, B.S.A. Publication.
3. This year's Pow Wow Book puppet section.
4. Books from local library
5. Boys Life reprints 26-047
6. Webelos Den Activities, pages 34-35.
7. The boys do well with their own ideas of what they want to do.

CAMP DRAMATICS FOR CHILDREN

CHARADES WITH A PURPOSE - To help the children get acquainted with each other and camping lore.

Pick a theme:

1. Act out what kind of job you would like to do when you grow up.
2. Act out your favorite hobby.
3. After a discussion of forest creatures, act out those you might see at camp.
4. Act out objects you might take on a cookout or overnight.
5. Dramatic tag - one team imitates any object you see around you and the other team tries to guess. When they do, they chase the first team to their goal line - trying to tag them.



READ A NATURE STORY

LET THE CHILDREN MAKE UP THEIR OWN STORY

SING BALLADS OR READ POEMS

↓  
LET THE CHILDREN TELL IT AGAIN TO YOU

↓  
LET THEM WRITE UP OWN STORY

↓  
ACT OUT THE POEM OR BALLAD

↓  
LET EACH CHILD CHOOSE PARTS AND PICK PASSAGES IN THE STORY WHICH THEY LIKE

↓  
CHOOSE PARTS AND DECIDE ON HOW TO PRESENT IT

↓  
CHOOSE PARTS AND DECIDE ON HOW MANY VERSES TO SAY OR SING

↙ ↘  
PRACTICE AND PRESENT

NOSEBAG SKITS

1. Divide the group into teams of 4-6.
2. Each team puts 6-8 objects into a paper bag (should be suitable for nature skit).
3. Teams exchange bags - allow 5 minutes to plan a skit using all objects.
4. Perform skits.

## How to use a tongue twister.

- Just for fun, passing out slips with tongue twisters on them. See if you can say them to another person.
  - Use them at a table, on back of placecards.
  - As a contest, to see which person or den is best at twisting their tongues around these:
1. She seeks the fifty-sixth slick sick sleuth.
  2. Put the copper pots on top of papa's cot, Pat.
  3. Bring back that black brick with the big brittle bric-a-brac.
  4. He seldom snaps that black knapsack strap on the soldier's shoulder.
  5. Silk shops seldom show silk, still sheer silk stocking sewing is seldom shown.
  6. Which Ipswich witch is it which itches to switch switches?
  7. She saw thirty thirsty seasick thieves seeking thick seeds.
  8. The Leith police besieges Mrs. Smith's fish sauce shop.
  9. What a shame such a shapely sash should show such shabby stitches.
  10. Six of sixty-six sick sisters insist we stick to the fifty-sixth statistic.
  11. Four fat friars fanning flickering flames.
  12. She sells sea shells by the seashore.
  13. Two timid toads trying to trot to Tarrytown.
  14. Three terrible, thumping tigers tickling trout.
  15. Five frivolous foreigners fleeing from fabulous snipe.
  16. Seven serious Southerners setting sail for Switzerland.
  17. Six Scottish soldiers successfully shooting snipe.
  18. Eight eager emigrants earnestly examining elements.
  19. Nine nimble noblemen nibbling nuts.
  20. Ten tremendous tomtits twittering on the tops of three tall trees.
  21. Eleven enormous elephants elegantly eating Easter eggs.
  22. Twelve tired tailors thoughtfully twisting twine.
  23. Nine floating flyboats full of fruits and flowers.
  24. Seven suffering saints supping soup slowly.
  25. Peter piper picked a peck of pickled peppers.
  26. How much wood would a wood chuck chuck if a woodchuck could chuck wood?
  27. How much dew would a dewdrop drop if a dewdrop could drop dew?
  28. How many shoes would the sunshine shine if the sunshine could shine shoes.
  29. Sister Susie's sewing shirts for soldiers.
  30. Give Grimes Jim's gilt gig whip.
  31. She stood at the gate waiting for slick strong Stephen Stringer, who snared six slick, sickly silky snakes.
  32. How many cans can a canner can if a canner can can cans?
  33. Sam Slick saws six, slim, slippery, slender sticks.
  34. Betty. Better bought some butter, "But", she said, "this butter's bitter. If I put it in my batter, it will make the batter bitter, But if I buy some better butter it will make my batter better." So Betty bought somebetter butter and she put it in the batter, and it make the batter better.
  35. Two tooters who tooted the flute, tried to tutor two tutors to toot. Said the two to the tutors, "Is it harder to toot, Or to tutor two tutors to toot".



TONGUE TWISTERS

36. Cross crossings cautiously.
37. Neddy Noople nipped his neighbor's nutmegs.
38. The swan swam the sea. We shouted, "Swim, swan, swim."  
The swan swirled and swam back again. "What a swim, swan, you swam".
39. Willey Wite and his wife went to Winsor and and West Wickham von Witsun Wensday.
40. Bill had a billboard. Bill also had a board bill. The board bill bored Bill, so that Bill sold the billboard to pay his board bill. After Bill sold his billboard to pay his board bill the board bill no longer bored Bill.
41. Six long, slim, slick slender saplings grew in the woods.
42. Cross crossings cautiously.

Hints for writing tongue twisters. Some follow a pattern of alliteration, beginning every word with the same letter, which is not particularly hard to pronounce. To be difficult, they don't have to be long. Just say the twister three times fast. If you want to make your own, these represent hard combinations to say:

Sl and sa, se, si, so, su

Six - sick

Z and J

Jud and Jug

Strong Th followed by s or t, or tr

Sw and sm

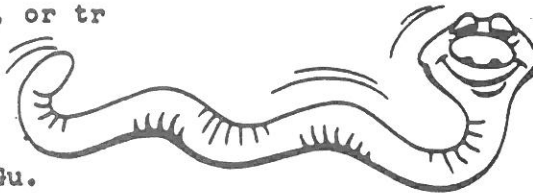
Ch and cl

Tw and Ta, Te, Ti, To and Tu

Pl and Pa, Pe, Pi, Po and Pu

Bl and Br

Gr and Ga, GE and Gi, Go and Gu.



Say these three times, fast.

- |                                 |  |
|---------------------------------|--|
| 1. Bisquick, kiss quick.        | 10. Flat-fish fleets                   |
| 2. She sells sea shells         | 11. The zither sized.                  |
| 3. Six slippery, sliding snakes | 12. Fat friars fanning flames          |
| 4. Great gilt gig whip          | 13. This'll sift the thistle sifter    |
| 5. Jack Jackson Zachary         | 14. The judge jugged Judd.             |
| 6. Three terrible thieves.      | 15. The girl with the green gray geese |
| 7. Listless lisping             | 16. Tim, the thin twin tinsmith        |
| 8. The bank book blew back      | 17. Plump Persian plum                 |
| 9. Thirty-six sick theologs     |  |

BRAIN TWISTERS

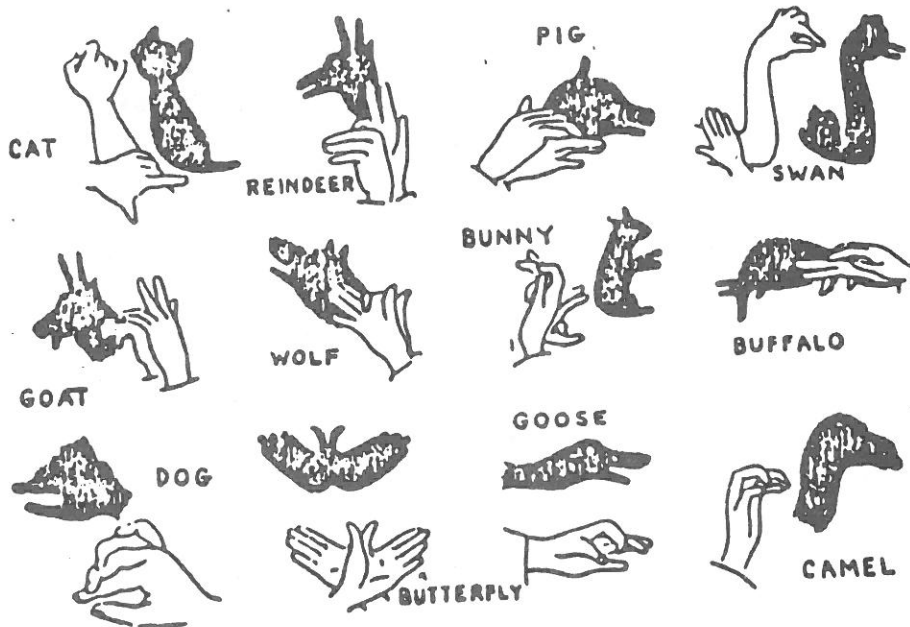
Egg Boiling. This one may sound simple, but it has fooled plenty of people. If it takes 3 minutes to boil an egg, how many minutes does it take to boil 3 eggs? Answer: Three minutes. Put them all in the same pan.

Which is Heavier? Which is heavier, a pound of feathers or a pound of gold? Go easy, because there's more to this than meets the eye. Answer: Gold and other precious metals are weighed by troy weight - 12 ounces to the pound. Feathers, however, are weighed by avoirdupois weight - 16 ounces to the pound.

1. Fashion Show - This can be quite hilarious if performed for others to watch. Divide the group into teams of about 4 each. Give each team a bundle of newspapers and a package of pins. They 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 a prize.

2. 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. Yet 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.

3. Shadow Pictures - Stand between a lamp and a wall, and you can have no end of fun making all kinds of shadow pictures. Hold your hands as shown below to make the animals shown. Try to remember the positions so you can show them to others. Experiment and make your own shadow pictures.



4. 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.

5. Fruit Pass - Webelos pass a fruit (lemon, orange, lime,) from one to another as music is being played. When you stop the music, the player holding the fruit has to drop out. If a person is in the process of passing the fruit when the music stops, the last one to have the fruit is eliminated. The last player remaining in the game wins.

6. Whistling Contest - Divide the Webelos into 2 teams. Have one team start whistling and 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. Then, have the other team do the same thing. Finally, have a runoff between the winners of both teams.

7. The Song Game - One cub stands up and sings the first line of a familiar song. He then points to someone who must sing the second line. If this is done correctly, another cub is chosen who must sing the third line, and so on until the verse is complete. The first cub can continue the song or start a new song. If anyone fails to respond with his line, then he must take the place of the leader.

8. Musical Chairs - Cubs 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 cubs 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 their book is out.

9. Musical Numbers - Cubs form a ring, join hands and march around the room until the leader calls out a number. The cubs 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 over. Anyone who cannot make a ring containing that number drops out of the game. Then the remaining players reform one circle again and continue until only two group remain.



A showman is an entertainer whether it be in puppetry, drama, or music. Each boy can exhibit his best talent or find a new one.

## SUGGESTED DEN/PATROL ACTIVITIES

1. Sing songs- patriotic, serious, folk, silly, etc.
2. Write new words to a familiar tune and then sing it for the group. Can be done as a team effort.
3. Write an original short skit to be presented at the pack meeting.
4. Attend the rehearsal of the symphony, a band (rock or high school), or a play.
5. Invite a member of the Drama Club or band in to speak.
6. Make your own musical instruments.
7. Puppets: (see whole puppet section in FYI).
8. Make a home movie- with a plat.
9. Make a rock video using lip sync.
10. Tell a one-minute story.
11. Do a comedy routine.
12. Tell your best riddle, joke, tongue twister, or poser.
13. Use a clown or make-up artist to demonstrate stage make-up.
14. Tape record each boy's voice talking and singing and then play it back so he can hear how he sounds to others. Sometimes quite a shock!!
15. Hold an entertainment night for families, a childrens home, or a senior citizen group.
16. Visit a TV/Radio station to see how they operate.
17. Visit a costume shop and make arrangements with the owner to try on different costumes. Then have the boys improvise some dialogue.
18. Visit a recording studio to see the equipment and how it operates. Have the boys record a song.
19. Practice and do pantomimes.
20. Make all the scenery and costumes for a play.

MUSIC

Play four tunes on any band or orchestra instrument. Read these from music.

Sing two songs-alone or with a group. Tell what folk music is. Hum sing, or play a folk tune on a musical instrument. Have a den sing along. Start learning new Cub Scout songs working into the folk song music, boys have a lot of fun singing. Have fun learning to harmonize after a few songs have been learned. Teach boys the hints for song leaders in the front of the Cub Scout Song book pages 3-4.

Make a collection of three or more records. Tell what you like about each one. These can be brought to den meetings for the month and the den can see what each boy likes and why.

Draw a staff. Draw on it a clef, sharp, flat, natural, note, and rest. Tell what each is used for.

Use a cookie sheet and small magnets from craft store. Make everything listed above out of poster paper. Put magnets on back of each piece. Boys put together while learning names of each item and its purpose. When they learn them, set up two cookie sheets and run relays. Putting on parts as they are called out.

Lines on Treble Clef: Every good bird does fly.  
or Every good boy does fine.

Spaces for Treble Clef: FACE

Lines for Bass Clef: Good birds do fly away.

Spaces for Bass Clef: Any cat eats goldfish.

You can make up your own sentences just for fun to learn the names of the notes. Put some notes on the cookie sheet and hum along.

Show by beating or playing the difference between 2/4, 3/4, and 4/4. Let's make a rhythm band. Anything and everything in the house, yard and garage can be used. The boys can bring things from home to help. Old pan lids, nails, sticks, dowels, bells anything. Have lots of fun.

Boys using music to earn showman badge can play or hum ect. for the drama and puppetry parts of the badge for other den members this adds a lot to the performances of the boys & fun.

Use a tape recorder to let boys hear their own voices.

Plan and put on a family entertainment night.

Let boys try sound effects.

PUPPETRY

The puppetry section of this badge has been covered extensively in previous Pow Wow books under Showman and the puppet sections of the books. More references follow.

1. Webelos Scout Book
2. Skit and Puppets Book, B.S.A. Publication.
3. This year's Pow Wow Book puppet section.
4. Books from local library
5. Boys Life reprints 26-047
6. Webelos Den Activities, pages 34-35.
7. The boys do well with their own ideas of what they want to do.

CAMP DRAMATICS FOR CHILDREN

CHARADES WITH A PURPOSE - To help the children get acquainted with each other and camping lore.

Pick a theme:

1. Act out what kind of job you would like to do when you grow up.
2. Act out your favorite hobby.
3. After a discussion of forest creatures, act out those you might see at camp.
4. Act out objects you might take on a cookout or overnight.
5. Dramatic tag - one team imitates any object you see around you and the other team tries to guess. When they do, they chase the first team to their goal line - trying to tag them.



READ A NATURE STORY

LET THE CHILDREN MAKE UP THEIR OWN STORY

SING BALLADS OR READ POEMS

LET THE CHILDREN TELL IT AGAIN TO YOU

LET THEM WRITE UP OWN STORY

ACT OUT THE POEM OR BALLAD

LET EACH CHILD CHOOSE PARTS AND PICK PASSAGES IN THE STORY WHICH THEY LIKE

CHOOSE PARTS AND DECIDE ON HOW TO PRESENT IT

CHOOSE PARTS AND DECIDE ON HOW MANY VERSES TO SAY OR SING

PRACTICE AND PRESENT

NOSEBAG SKITS

1. Divide the group into teams of 4-6.
2. Each team puts 6-8 objects into a paper bag (should be suitable for nature skit).
3. Teams exchange bags - allow 5 minutes to plan a skit using all objects.
4. Perform skits.

How to use a tongue twister.

- Just for fun, passing out slips with tongue twisters on them. See if you can say them to another person.
- Use them at a table, on back of placecards.
- As a contest, to see which person or den is best at twisting their tongues around these:

1. She seeks the fifty-sixth slick sick sleuth.
2. Put the copper pots on top of papa's cot, Pat.
3. Bring back that black brick with the big brittle bric-a-brac.
4. He seldom snaps that black knapsack strap on the soldier's shoulder.
5. Silk shops seldom show silk, still sheer silk stocking sewing is seldom shown.
6. Which Ipswich witch is it which itches to switch switches?
7. She saw thirty thirsty seasick thieves seeking thick seeds.
8. The Leith police besieges Mrs. Smith's fish sauce shop.
9. What a shame such a shapely sash should show such shabby stitches.
10. Six of sixty-six sick sisters insist we stick to the fifty-sixth statistic.
11. Four fat friars fanning flickering flames.
12. She sells sea shells by the seashore.
13. Two timid toads trying to trot to Tarrytown.
14. Three terrible, thumping tigers tickling trout.
15. Five frivolous foreigners fleeing from fabulous snipe.
16. Seven serious Southerners setting sail for Switzerland.
17. Six Scottish soldiers successfully shooting snipe.
18. Eight eager emigrants earnestly examining elements.
19. Nine nimble noblemen nibbling nuts.
20. Ten tremendous tomtits twittering on the tops of three tall trees.
21. Eleven enormous elephants elegantly eating Easter eggs.
22. Twelve tired tailors thoughtfully twisting twine.
23. Nine floating flyboats full of fruits and flowers.
24. Seven suffering saints supping soup slowly.
25. Peter piper picked a peck of pickled peppers.
26. How much wood would a wood chuck chuck if a woodchuck could chuck wood?
27. How much dew would a dewdrop drop if a dewdrop could drop dew?
28. How many shoes would the sunshine shine if the sunshine could shine shoes.
29. Sister Susie's sewing shirts for soldiers.
30. Give Grimes Jim's gilt gig whip.
31. She stood at the gate waiting for slick strong Stephen Stringer, who snared six slick, sickly silky snakes.
32. How many cans can a canner can if a canner can can cans?
33. Sam Slick saws six, slim, slippery, slender sticks.
34. Betty. Better bought some butter, "But", she said, "this butter's bitter. If I put it in my batter, it will make the batter bitter, But if I buy some better butter it will make my batter better." So Betty bought somebetter butter and she put it in the batter, and it made the batter better.
35. Two tooters who tooted the flute, tried to tutor two tutors to toot. Said the two to the tutors, "Is it harder to toot, Or to tutor two tutors to toot".



5. Bowling - Using a large ball and empty milk cartons (quart or half gallon), set up a bowling alley. Then have a bowling tournament with boys scoring points the same way they would in real bowling. The boy with the highest score wins. (A small ball, marble, or golf ball can be used with clothespins if your space is limited.)

6. Golf - Set up a golf course using empty cans turned on their side as the holes. A small ball or a golf ball can be used with a stick, broom, or small golf club. The boys see how many strokes it takes to get in each can and the boy with the lowest score wins. You can make it more interesting by adding obstacles and setting a par score for each hole. This will help them to understand the meaning of birdie, bogey, eagle, etc..

7. Basketball - Make a hoop out of a coat hanger and place it high enough for the boys to use for a "basketball" game. The boys divide into two teams. Using a balloon for a basketball, the boys must pass and dribble by batting the balloon with their hands. If a team lets it touch the ground, the "ball" is given to the other side. Each basket counts two points. If any boy is caught holding the "ball", the other team gets a free shot (counting one point). After a time limit, the team with the most points wins.

8. Volleyball - Cubs divide into two teams and stand on both sides of a string which is tied between two chairs. They hit a balloon back and forth over the string and score a point every time the other team fails to return the balloon. Each boy can only touch the balloon once each volley and each team can only touch the ball three times each volley. The winner of one round serves the ball the next round. The first team to score 21 is the winner.

9. Wacko - Cubs are given a rolled up newspaper and a balloon tied to a string three feet long. They tie the string around their waists and on the signal the boys try to break each others balloon while trying to protect their own. The last boy remaining with his balloon unbroken is the winner.

10. Balloon Carry - Cubs line up in pairs at the starting line. The boys hold a balloon or ball between their ankles or knees and race to the finish line. They can not hold it with their hands except to put it back into place if it falls out. They can not move unless the balloon is in place. The first pair across wins.

11. Rubber Leg Race - Cubs line up at the starting line and are each given two rubber bands. They place these under the instep of each shoe and bending over, hold the other end in each hand. On the signal, the boys race to the finish line trying not to be disqualified by breaking their rubber bands.

12. Hobble Race - Cubs line up in pairs on the starting line standing back to back, with their sides facing the finish line. The boys ankles are tied together and they link elbows. On the signal, they race for the finish line with the first pair across winning. To make this game more interesting, have each team kick a bean bag towards the finish line.

13. Shadow Tag - This game is played outside on a sunny day. One boy is "it" and he tries to tag the other boys by stepping on their shadow. Anyone who is caught or runs into the shade is "it".

14. Chain Tag - One Cub is "it" and tries to tag another boy. The first one tagged must hold the hand of the first cub, forming a chain. With their free hands they can tag the other cubs who must join the chain. Only the cubs on the ends of the chain can tag the other cubs. The chain can not be broken or the last tag does not count. The last boy tagged wins.

15. Bounce Basketball - Cubs attempt to bounce three balls in to a waste basket placed on a chair. The ball must bounce on the floor only once before hitting the basket but it can also hit a wall or a corner to count as long as it stays in the basket. Boys get five points for each successful try. The one with the most points wins.

16. **Prisoner's Base** - Divide the boys into two teams. Bases are marked off thirty to sixty feet apart by drawing a line at either side. Then, draw a box five feet by ten feet in back of this line. This box is the prison.

One player from each team is selected to be a prisoner. The prisoner is in the opponent's prison box. The purpose of the game is to get your player out of prison or to capture all of the other team. The game begins when one side sends out a player to dare the other team to catch him. One of the enemy starts chasing him as he runs for his home base. If the enemy touches him before he can make it to home, he is a prisoner and must go immediately to the enemy's prison. He goes by himself because the boy who touched him is now being chased by a player from the opposite team. (If the boy gets across the line safely, he turns around and start chasing the other boy).

A player may only tag an opponent who has left home base before he did. He can only be tagged by the boy who left home base after he did. A prisoner is released when a boy from the prisoner's team is able to tag the prisoner without being touched by the opponent chasing him. (After the runner touches the prisoner, they are both permitted to return to their base unharmed.)

A prisoner must have at least one foot in the prison box at all times. Therefore, he may stretch toward his teammate to help in his release. Only one prisoner may be released at a time. The game continues until one team does not have any prisoners OR all of one team has been captured.

(One variation of this game is to require only one prisoner's foot to be inside the prison box as long as the other prisoners are connected to that prisoner by a human chain. This would allow the prisoners to stretch closer to the rescuer. The same basic rule applies that only one person can be rescued at a time.)

17. **Steal the Bacon**- Divide into two groups and the teams stand facing each other about twenty feet apart. Each player is assigned a number (1, 2, 3, ect...) with the corresponding numbers diagonally across from each other. A handkerchief is placed in the center, between the lines. The leader calls out a number. The player from each team with that number races to grab the handkerchief and return home without being tagged by the opponent. The one who grabs the handkerchief can e tagged by th othr player. If he makes it back safely, his team gets one point. If he is tagged, the other team gets one point. The first team to reach 21 wins. To add interest, the leader can call more than one



Almost everybody loves to travel--Webelos Scout-age boys no less than adults. But not everyone has the opportunity for extensive travel. Obviously, you can't give your den members that opportunity during your month on the Traveler activity badge area. You can introduce them to some of the joys of travel and perhaps to means of traveling new to them. They will learn something about trip planning, the costs of various means of transportation. They can learn skills such as reading timetables and maps.

Remember, to earn this badge, the boys must be involved in trip planning. The fun is in the traveling. Much of the learning is in preparations for travel. Be sure to have a purpose for the trip besides passing requirements. During your first and second den meetings, make decisions on where to go, what to see, and on details like costs, securing tickets, meals or snacks along the way and your schedule.

#### WEBELOS TRAVEL "POSSIBLE KIT"

Travel has changed rapidly in the years since our country began, but one thing has stayed the same. Wise travelers have always known that special situations can arise on the road. The early trappers had an answer to the unexpected and they called it a "possible kit" or "possible bag". They figured out the possible emergencies they might meet on their treks into the wilderness and prepared for them.

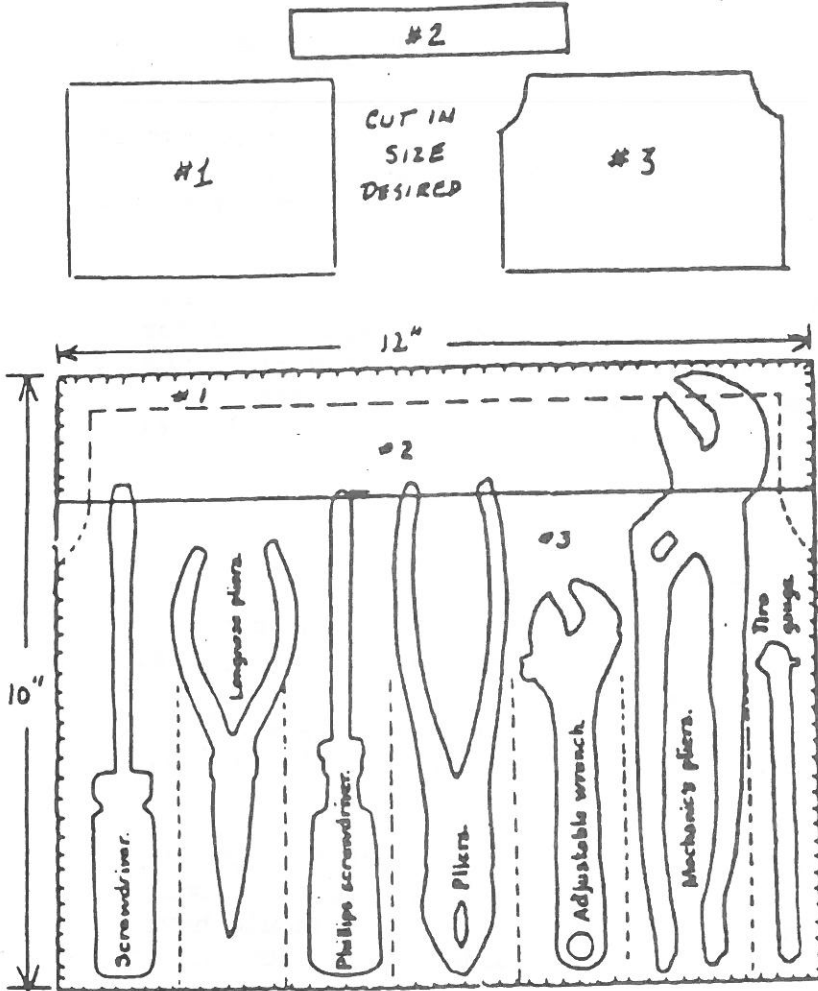
What are the "possibles" that can occur on an automobile trip? Suppose you skin a knuckle or get some other minor cut or scrape? A couple of small adhesive bandages might come in handy. Of course, every car should have a first aid kit, and the "possible bag" is not intended to replace the standard first aid materials.

A needle and thread can be very useful for sewing on a button which comes off during the course of travel or to sew up a pair of ripped jeans. A few small safety pins are also a practical addition to your "possible kit".

Another small item which has many possible uses is a notebook. A notepad and pencil have numerous uses, from jotting down a reminder to entertaining small children.

If you snack in the car, it is a good idea to include a few of those commercially packed paper wash-up tissues in your possible kit.

TRAVEL TOOL KIT



Almost any kind of sturdy material is suitable for this travel kit. Denim or canvas works well. A waterproof fabric is even better.

Change the tool selection around a little and adapt the kit to a bicycle, a boat, or a home handyman kit. It is also useful for carrying large cooking forks, spoons, and other implements on a camping trip.



1. Cut pieces size desired
2. Sew #2 to #1
3. Sew #3 to #1
4. Sew string to edge
5. Make seams as desired for tools or other items.

FAMILY CAR FIRST AID KIT

Assemble a kit - a small plastic or wood box containing at least these things:

- Roll of 2" gauze bandage
- Cravat bandage
- Sunburn ointment
- Insect repellent
- Soap
- Tweezers
- Small scissors
- Jackknife

Emergency Supplies for Car

- 2 3x17" splints (1/4" thick)
- Fire extinguisher
- Tow chain or rope
- Flashlight
- Flares or red flags



ALAMO AREA COUNCIL

## 1. Traveler Brain Game -

## HOW DID THEY GO?

Each of the fictional characters below made a famous trip. What means of transportation did they use to travel?

1. Casey Jones
2. 3 Wise Men of Gotham
3. Cinderella
4. Hans Brinker
5. Huckelberry Finn
6. Phinneas Fogg
7. Eliza
8. Winken, Blinken, and Nod
9. Ulysses
10. Butcher, Baker, and Candlestick Maker
11. Owl and the Pussycat

Answers: 1. Locomotive 2. Bowl 3. Pumpkin Coach 4. Ice skates 5. raft 6. balloon 7. Foot 8. Wooden Shoes 9. Ship 10. Tub 11. Boat

2. 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 5 minutes. The boy with the most number of cities found on the map wins.

3. 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 clothes line. 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.

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

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

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

#### STOP SIGN RELAY

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. Also give a drinking straw. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back.

This continues until all the boys on each team have carried the stop sign. The first team finished is the winner.

#### ALPHABET SCAVENGER HUNT

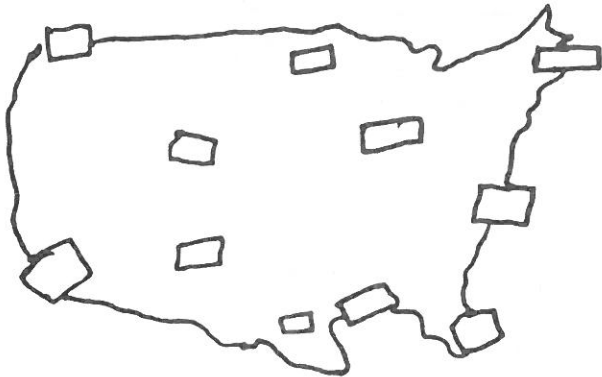
Each den on its own tries to collect the most "junk" in a stated period of time. Each item must start with a different letter of the alphabet. Example: A-apple B-berry, bark etc. This game may be made more difficult if they have to do them in alphabetical order.

If you prefer you may make up the list. An simply hold the "traditional" scavenger hunt. This may be done as a paired boy game with the boys assigned different parts of the neighborhood. What better way to learn the neighborhood.



DISPLAYING POSTCARDS

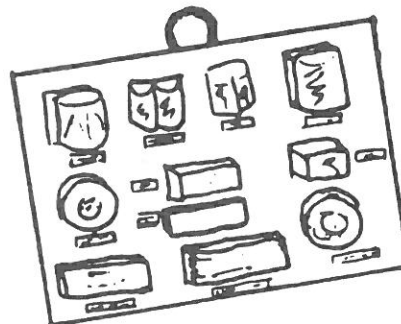
Most families have collected post cards as they have travelled and what better way to discuss the cities in our USA than borrow the cards from their families collections and show them on a map of the United States.



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

HOBBY DISPLAY BOARD

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



TRAFFIC SIGN SLIDES

You will need:

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

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

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

## MAP MAKING

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

## UNITED STATES

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

## GEOGRAPHY

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

## DISCOVERY GAME

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

## WHICH STATE?

As a preopening have a map of U.S. drawn with each state numbered and have each family try to name as many states as they can.

## NEIGHBORHOOD STATISTICS

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