

1992-93

POW WOW BOOK



Blackhawk Area Council

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1992-93
Blackhawk Area Council
Pow Wow Book

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Dear Cub Scout Leaders,

Welcome to Pow Wow! This hands-on training event is designed to help make your volunteer job easier and FUN.

The enthusiastic staff members are prepared to help you continue to present high quality den and pack programs to the boys.

This book, the first true council-wide effort, serves as a supplement to your POW WOW and contains creative, new material which was submitted by leaders from all corners of our council. These leaders hope that this book provides you hours of enjoyment and program helps.

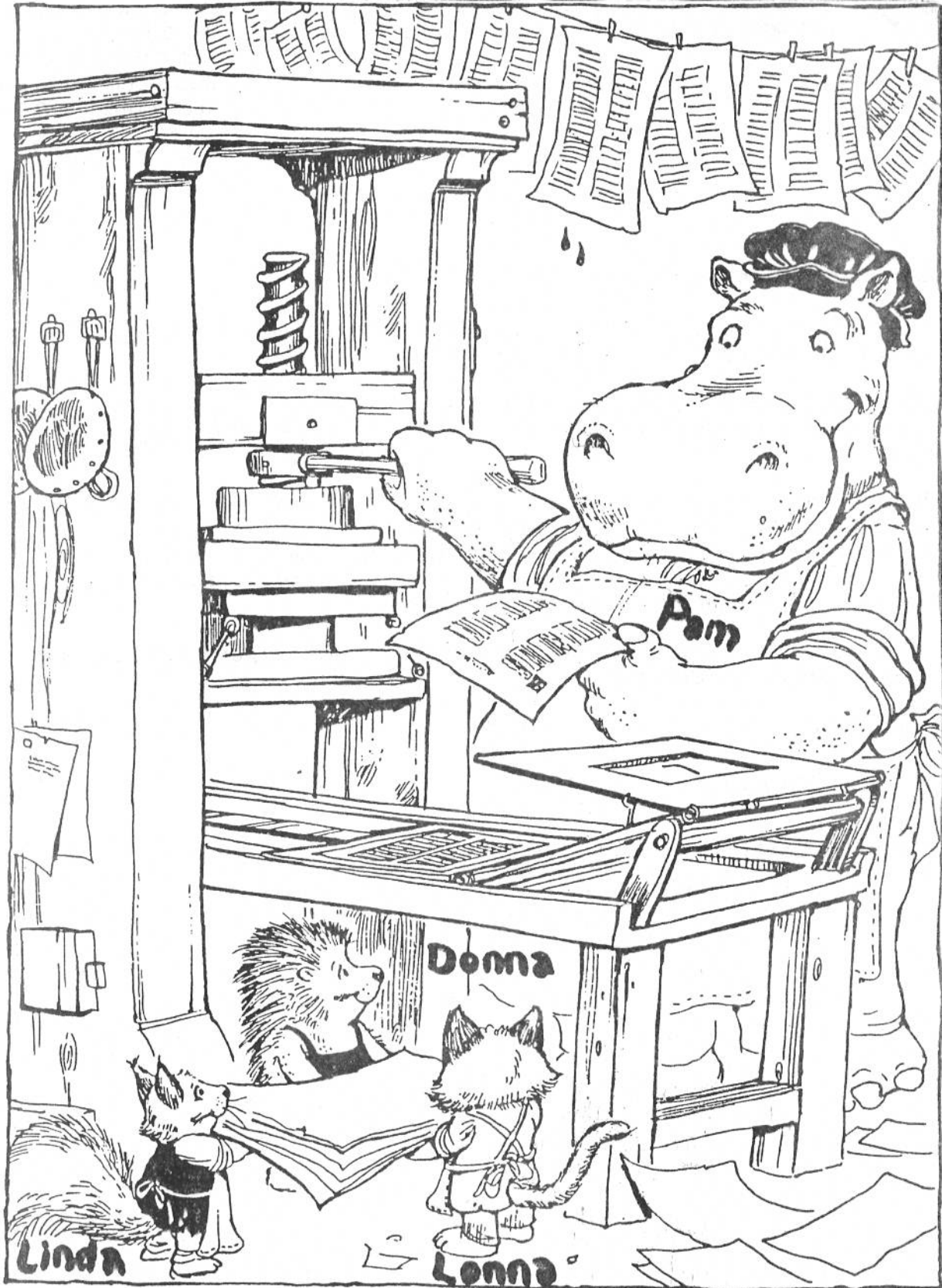
May the people you meet during your POW WOW experience become good friends in Scouting.

Sincerely,

Pam Moore
Managing Editor



The Editor and Her Staff





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Fall 1992

Dear Cub Scout Leader,

I clearly remember my first Cub Scout Pack meeting. It was 1953 and I was an excited eight year old. My parents took me to the Oak Lawn Congregational Church. To my eight year old eyes, there were thousands of people in the Church fellowship hall. Along with the other new Cub Scouts, I was awarded my Bobcat pin in a ceremony with candles, and Indians, and a fake campfire. After all of these years, the inspiration of those moments are still with me.

That Bobcat ceremony didn't take place by accident. Den and Pack leaders learned to plan and stage meaningful ceremonies, games, and crafts by attending training, like this Pow Wow, and learning to use and improve upon the tried and true resources developed over the years.

Relax, have fun, become a kid again while you learn at the Pow Wow. Take what you learn home and involve the boys in a program that will have a positive effect on them for the rest of their lives.

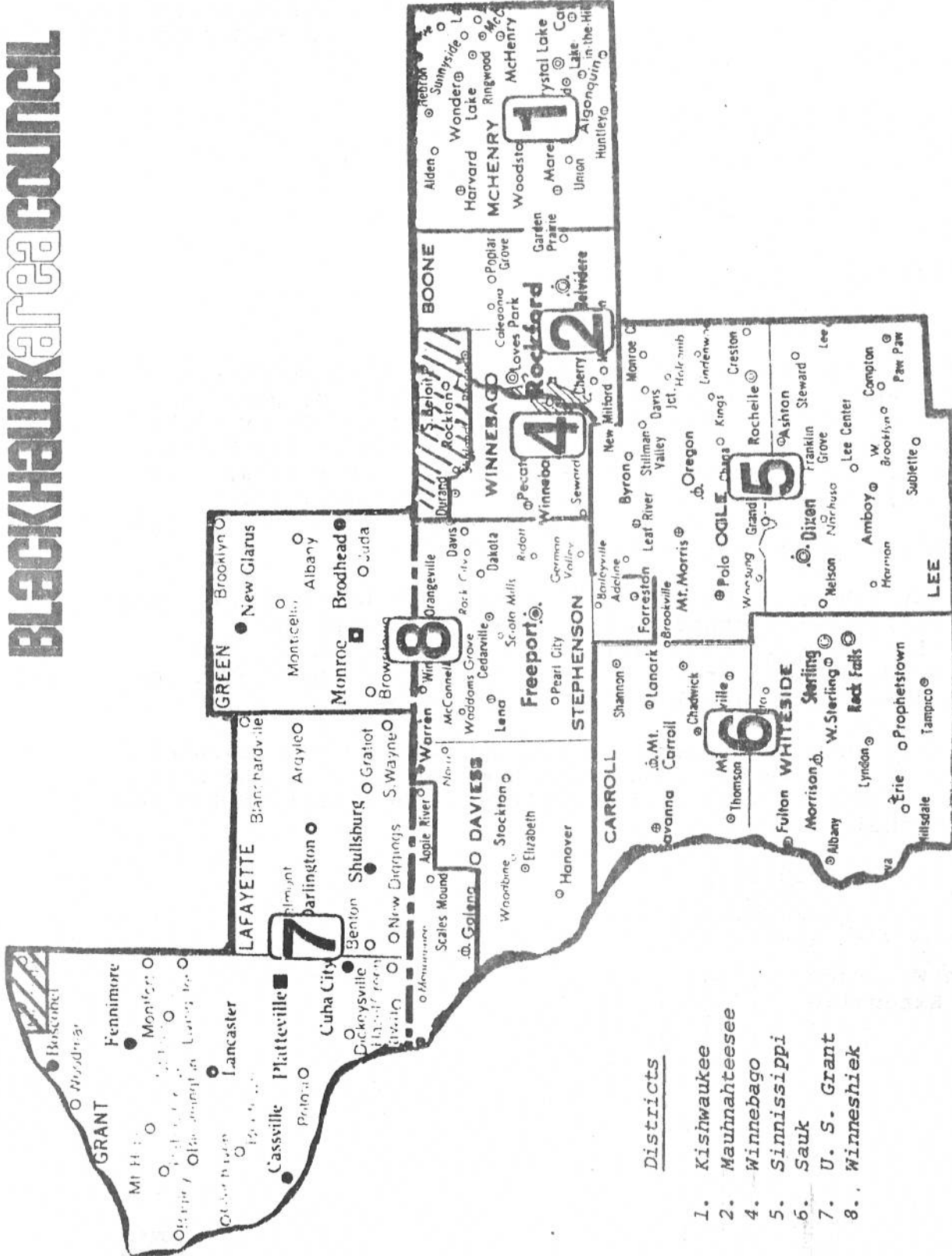
Yours in Cub Scouting,

George W. Stone
Scout Executive



United Way
Thanks to you it works
for all of us.

BLACKHAWK AREA COUNCIL



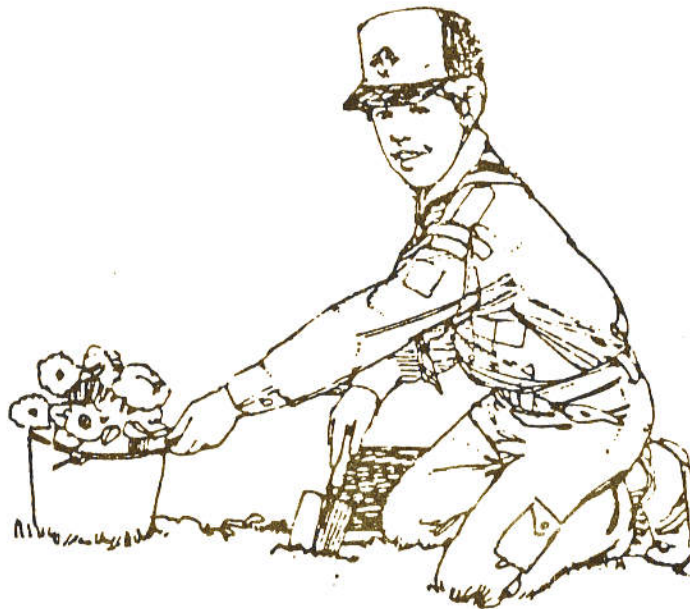
Districts

1. Kishwaukee
2. Maunahauteesee
4. Winnebago
5. Sinnissippi
6. Sauk
7. U. S. Grant
8. Winneshiek

Serving the Counties of: Boone, Carroll, Jo, Davies, Lee, McHenry, Ogle, Stephenson, Whiteside, Winnebago in Illinois; Grant, Green, Lafayette in Wisconsin

NATURE

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NATURE

The activities in this year's Pow Wow Book are coming from the Project WILD book and class which was attended by several Scouters from Blackhawk Area Council at Severson Dells. "Project Learning Tree was also offered and both were great. We encourage you to look into these classes at Severson Dells or other places they are offered. The activities we include in this book are a very small number of those offered in the Project WILD book.

Here is a partial quote from John Denver, Founder and President of Windstar.

"Each of us alive today shares a commitment to the continuing health of this planet. It is not just our home - it is a home we share with all other living things.

Our future depends on our working to maintain and improve the quality of the environment for life on this earth.

We at Windstar - and I think each of us, everywhere - know that we have important choices to make.

... Emphasizing wildlife as a way to understand our responsibilities to all living things, Project WILD takes young people 'from awareness to action.' Its goal is to develop awareness, knowledge, skills and commitment which will result in informed decisions, responsible behavior, and constructive actions...for wildlife, and the environment upon which all life depends."

This is a tremendous resource for Scout leaders to use. The goals of Scouting and those of Project WILD support each other.

We are going to do six activities using a variety of techniques, subject matters, and objectives in learning.

1. **Oh Deer!** is a game which will identify and describe three essential components of habitat, describe the importance of good habitat, define limiting factors, and recognize that some fluctuations in wildlife populations are natural.
2. **No Water Off A Duck's Back** is an experiment showing ways oil spills can affect birds adversely and describe possible negative consequences.
3. **The Thicket Game** is where Scouts become "predator" and "prey" in a version of "hide & see" learning animals adapt in order to survive.
4. **Owl Pellets** will be a hands on examination to show part of a simple food chain.
5. **Seed Need** will show how seeds are carried by animals and then we will evaluate the importance of wildlife in contributing to ecological systems, bases on this example of seed dispersal.
6. **Litter We Know** will show how the litter we commonly find pollute and endanger wildlife and then propose ways we can help eliminate these dangers.
7. **Stormy Weather** will use "guided imagery" to experience a storm which will show how humans and wildlife share environments and experience some of the same natural phenomena.

NATURE

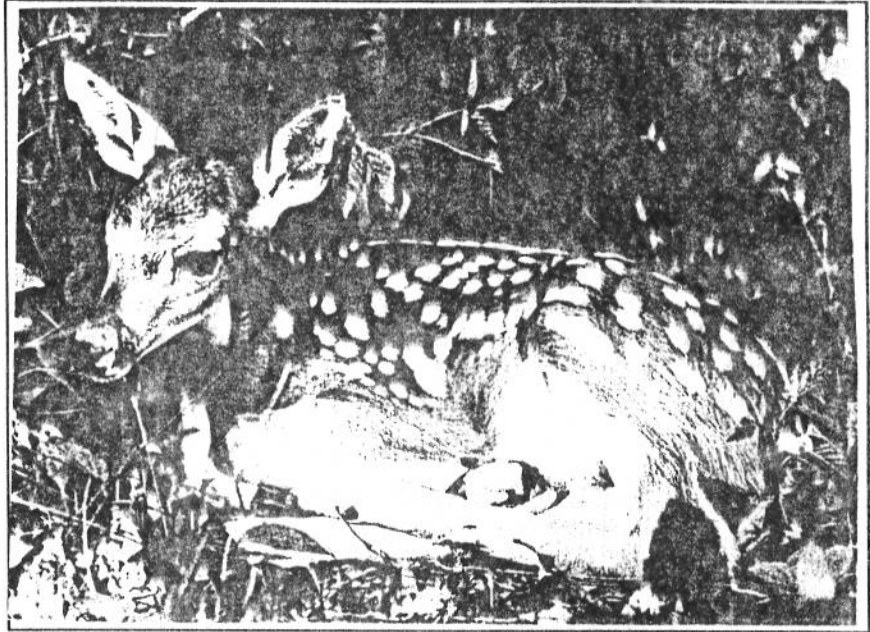
OH DEER!

Background: A variety of factors affect the ability of wildlife to successfully reproduce and to maintain their populations over time. Disease, predatory/prey relationships, varying impacts of weather conditions from season to season (e.g., early freezing, heavy snows, flooding, drought), accidents, environmental pollution, and habitat destruction and degradation are among these factors.

S o m e naturally-caused as well as culturally-induced limiting factors serve to prevent wildlife populations from reproducing in numbers greater than their habitat can support. An excess of such limiting factors, however, leads to threatening, endangering, and eliminating whole species of animals.

The most fundamental of life's necessities for any animal are

food, water, shelter, and space in a suitable arrangement. Without these essential components, animal cannot survive.



The activity is designed for students to learn that:

- a) good habitat is the key to wildlife survival;
- b) a population will continue to increase in size until some limiting factors are imposed;
- c) limiting factors contribute to fluctuations in wildlife populations; and
- d) nature is never in "balance," but is constantly changing.

Wildlife populations are not static. They continuously fluctuate in response to a variety of stimulating and limiting factors. We tend to speak of limiting factors as applying to a single species, although one factor may affect many species. Natural limiting factors, or those modeled after factors in natural systems, tend to maintain populations of species at levels within predictable ranges. This kind of "balance in nature" is not static, but is more like a teeter-totter than a balance. Some species fluctuate or cycle annually. Quail, for example, may start

Nature

Oh Deer! (Continued)

with a population of 100 pairs in early spring; grow to a population of 1200 birds by late spring; and decline slowly to a winter population of 100 pairs again. This cycle appears to be almost totally controlled by the habitat components of food, water, shelter, and space. which are also limiting factors. Habitat components are the most fundamental and thereby the most critical of limiting factors in most natural settings.

This activity is intended to be a simple but powerful way for students to grasp some basic concepts; that everything in natural systems is interrelated; that populations of organisms are continuously affected by elements of their environment; and that populations of animals do not stay at the same static number year after year in their environment, but rather are continually changing in a process of maintaining dynamic equilibria in natural systems. The major purpose of this activity is for Scouts to understand the importance of suitable habitat as well as factors that may affect wildlife populations in constantly changing ecosystems.

Procedure

1. Begin by telling Scouts that they are about to participate in an activity that emphasizes the most essential things that animals need in order to survive. Review the essential components of habitat with the Scouts: food, water, shelter, and space in a suitable arrangement. This activity emphasizes three of those habitat components - food, water, and shelter - but the Scouts should not forget the importance of the animals having sufficient space in which to live, and that all the components have to be in a suitable arrangement or the animals will die.
2. Ask your Scouts to count off in four's. Have all the one's go to one area; all two's three's, and four's go together to another area. Mark two parallel lines on the ground or floor ten to twenty yards apart. Have the one's line up behind one line; the rest of the students line up behind the other line.
3. The one's become "deer." All deer need good habitat in order to survive. Ask the students what the essential components of habitat are again: **food, water, shelter, and space in a suitable arrangement.** For the purposes of the activity, we will assume that the deer have enough space in which to live. We are emphasizing food, water, and shelter. The deer (the one's) need to find food, water, and shelter in order to survive. When a deer is looking for **food**, it should clamp its hands over its stomach. When it is looking for **water**, it puts its hands over its mouth. When it is

Nature

Oh Deer! (continued)

looking for **shelter**, it holds its hands together over its head. A deer can choose to look for any one of its needs during each round or segment of the activity; **the deer cannot, however change what it is looking for**; e.g., when it sees what is available, during that round, it can change again what it is looking for in the next round, if it survives.

4. The two's, three's, and four's are food, water and shelter - components of habitat. Each student gets to choose at the beginning of each round which component he or she will be during that round. The Scouts depict which component they are in the same way the deer show what they are looking for; that is, hands on stomach for food, etc.

5. The game starts with all players lined up on their respective lines (deer on one side; habitat components on the other side) - and **with their backs to the Scouts at the other line.**

6. The facilitator or Scout Leader begins the first round by asking all of the students to make their signs - each deer deciding what it is looking for, each habitat component deciding what it is. Give the Scouts a few moments to get their hands in place - over stomachs, mouths, or over their head. (As you look at the two lines of Scouts, you will normally see a lot of variety - with some students water, some food, some shelter. As the game proceeds, sometimes the students confer with each other and all make the same sign. That's okay, although don't encourage it. For example, all the Scouts in habitat might decide to be shelter. That could represent a drought year with no available food or water.)

7. When you can see that the students are ready, count: "One...two...three." At the count of three, each deer and each habitat component turn to face the opposite group, continuing to hold their signs clearly.

8. When deer see the habitat component they need, they are to run to it. Each deer must hold the sign of what it is looking for until getting to the habitat component person with the same sign. Each deer that reaches its necessary habitat component takes the "food," water," or "shelter" back to the other side of the line. This is to represent the deer's successfully meeting its needs, and successfully reproducing as a result. Any deer that fails to find its food, water, or shelter dies and becomes part of the habitat. That is, in the next round, the deer that died is a habitat component and so is available as food, water, or shelter to the deer who are still alive. NOTE: When more than one deer reaches a habitat component, the Scout ~~who~~ ^{that} gets there first, survives.

Nature

Oh Deer! (continued)

Habitat components stay in place on their line until a deer needs them. If no deer needs a particular habitat component during a round, the habitat component just stays where it is in the habitat. The habitat person can, however, change which component it is from round to round.

9. You as the facilitator or Scout Leader keep track of how many deer there are at the beginning of the game, and at the end of each round you record the number of deer also. Continue the game for approximately 15 rounds. Keep the pace brisk, and the Scouts will thoroughly enjoy it.

10. At the end of the 15 rounds, gather the Scouts together to discuss the activity. Encourage them to talk about what they experience and saw. For example, they saw a small herd of deer (seven Scouts in a pack size of 28 begin by finding more than enough of its habitat needs. The population of deer expanded over two to three rounds of the game, until the habitat was depleted and there was not sufficient food, water, and shelter for all the members of the herd. At that point, deer starved or died of thirst or lack of shelter, and they returned as part of the habitat. Such things happen in nature also.

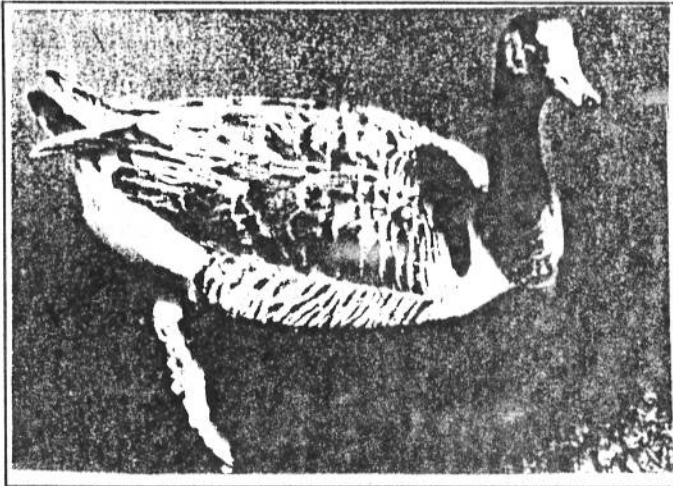
11. Using a flip chart pad or an available chalkboard, post the data recorded during the game. The number of deer at the beginning of the game and at the end of each round represent the number of deer in a series of years. That is, the beginning of the game is year one; each round is an additional year. Deer can be posted by five's for convenience. For example: the Scouts will see this visual reminder of what they experienced during the game: the deer population fluctuated over a period of years. This is a natural process, as long as the factors which limit the population do not become excessive, to the point where the animals cannot successfully reproduce. The wildlife populations will tend to peak, decline, and rebuild, peak, decline, and rebuild - as long as there is good habitat and sufficient numbers of animals to successfully reproduce.

12. In discussion, ask the Scouts to summarize some of the things they have learned from this activity. What do animals need to survive? What are some of the "limiting factors" that affect their survival? Are wildlife populations static, or do they tend to fluctuate, as part of an overall "balance of nature?" Is nature ever really in "balance," or are ecological systems involved in a process of constant changes.

Nature

NO WATER OFF A DUCK'S BACK

Background The impacts of environmental pollution often are difficult to see. A major oil spill, however, provides dramatic evidence of potential impact to wildlife. Examples include damage to feathers, killing of embryos when oil seeps into eggs, suffocation of fish when gills are clogged, and death to marine and terrestrial animals by ingesting food and water contaminated by the oil.



People are involved in efforts to prevent oil spills and their consequences. They also are involved in efforts to "clean up" after such spills take place. Such actions are not always successful, and sometimes they have unfortunate consequences as well. For example, the process of using detergents to clean oil from the feathers of birds caught in spills may also damage the birds' feather structure and arrangement and thus the

birds' waterproofing. Birds may also be more susceptible to disease during this time of stress and may be weakened to the extent that it is more difficult for them to secure their necessary food and water. Obviously, the food and water sources may also be affected in quality.

Oil spills are just one example of the kinds of pollutants that can have adverse short-and long-term effects on wildlife, people and the environment. The impact of DDT on the food chain is well-known, as another of many possible examples. DDT's influence on thinner egg shells in bald eagles and other birds is well documented, one more in a combination of factors which contribute to threatening, endangering, and eliminating species.

The major purpose of this activity is for Scouts to examine some of the possible consequences of human-caused pollution for wildlife, people, and the environment.

Materials cooking oil, shallow containers, eye dropper, hand lens, feathers (natural), liquid detergent (dishwashing liquid), hard-boiled eggs

Procedure

1. Divide the den/pack into groups of three or four. Each group needs a shallow pan partially filled with water. Add a known amount of oil, one drop to one dropper full, depending on the size of the container. Observe the interaction of oil and water.

Nature

No Water Off A Duck's Back (continued)

Measure the area covered by the oil. Using this information, estimate the area that might be affected by an oil spill involving:

- a. A tanker truck holding 8,000 gallons.
- b. A ship holding 300,000 gallons.
- c. A supertanker holding 83,000.000 gallons.

2. Put enough oil in a small container to submerge three hard-boiled eggs. Add the eggs. Put the eggs under a good light and watch closely. Remove one egg after five minutes and examine it - before, during, and after peeling the egg. Remove the second egg after 15 minutes and the third egg after 30 minutes, repeating the procedure, examining each carefully. Discuss observations. What effect could oil have on the eggs of birds nesting near the water?

3. Examine a feather with a hand lens. Sketch what you see. Dip the feather in water for one or two minutes, and examine again with a hand lens. Sketch and compare to the original observations. Place the feather in oil for one or two minutes, and then examine with a hand lens, sketch and compare with other sketches. Clean the feather in detergent, rinse in water, and dry it. Examine with a hand lens, sketch and compare with previous sketches. Discuss changes in the feather after exposure to oil and then to detergents. What effect could these changes have on normal bird activity?

4. Discuss other possible effects on birds from an oil spill. Discuss possible impacts on other wildlife species, on humans, and on the environment. What trade-offs are involved? Do we have to choose between oil and birds, as well as other wildlife? What are some alternatives? What are other examples of human-caused pollutants that can have negative consequences for wildlife, people and the environment? What is being done or can be done about these as well?

Optional Extensions to Experiment

1. A variety of oils. Food coloring can be added to clear oils to facilitate observation of effect.
2. Other pollutants can be used to see what, if any, effects they have on eggs and feathers. Exercise caution, however; do not use any unusually dangerous substance.

Evaluation

How could an oil spill affect the causes of birds nesting near the water?

Describe some possible effects of oil on a feather.

Explain why the effects of oil are different from those of water.

Describe some possible negative effects of three other human-caused pollutants on people, wildlife, and the environment.

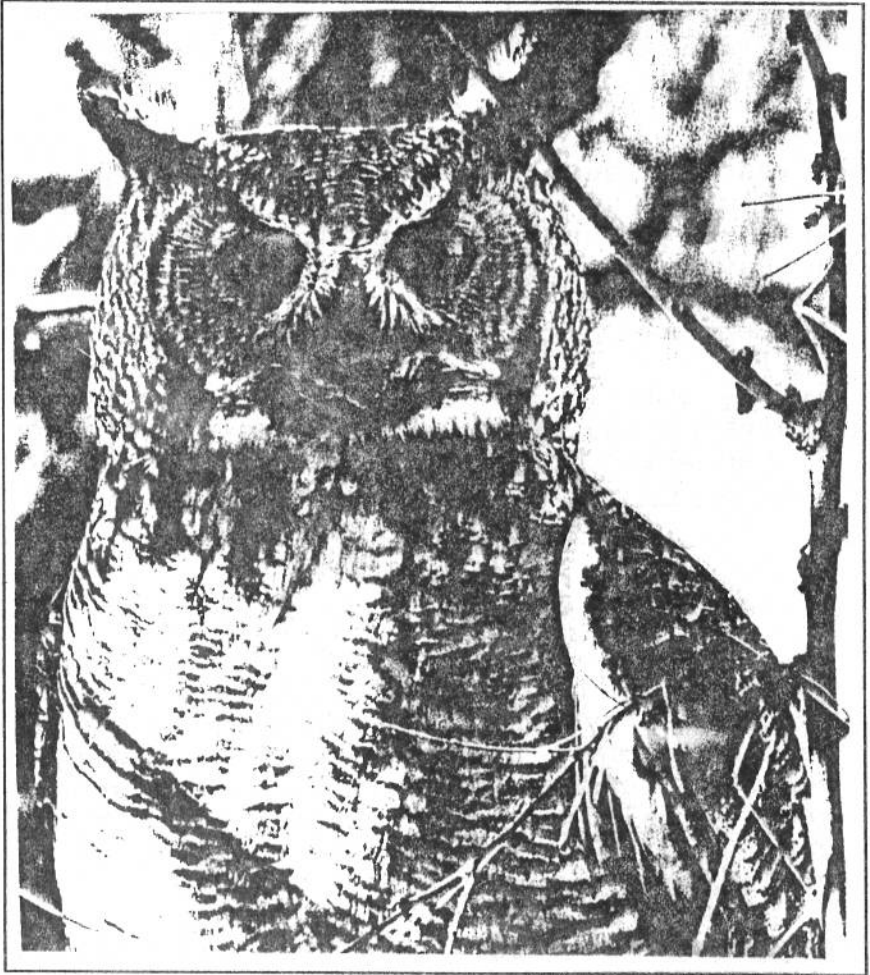
Nature

OWL PELLETS

Background On the floor of abandoned buildings, beneath a grove of tall trees, or under other structures that offer shelter from daylight, you may find some very interesting outdoor study items. They are uniformly dark gray, from one and one-half to three inches long and three-quarters to one inch in diameter. You might think of them as mouse kits. Complete with bones and fur of one or several small rodents such as field mice, owl pellets offer a unique opportunity for learning about wildlife around us.

Owls are not picky eaters like certain other raptors. They swallow their prey as nearly whole as possible. Fur and bones however, cannot be digested, nor will they pass through the digestive system. About 12 hours after consuming a meal, the "pellet" is coughed up and dropped to the ground below.

Owl pellets are clean of all flesh and virtually odorless. After a short drying period they can be handled easily by all age groups. Because they are found under the perch they may occasionally be "whitewashed" by



the bird. Pellets will keep almost indefinitely if dry and protected in a plastic bag or closed jar. Those collected on a field trip or during the summer can be saved for later examination. Pellets may also be purchased through scientific supply catalogs.

Owl pellets have been used for scientific study of small mammals and their distribution. With owls doing the collecting, the scientist must only locate the owl roost to obtain the skulls and bones of the small prey living in the area. From these parts, the species can be identified. This has helped map the areas

Nature

Owl Pellets (Continued)

occupied by certain small creatures that might otherwise have escaped detection. Once the bones are separated from the mass of fur in the pellet, a number of anatomy lessons are possible. Hip bones and the upper leg bones with its large ball joint are readily identified. The scapula or shoulder blade, ribs, other leg bones, vertebrae and foot bones along with the skull are all recognizable when sorted out.

The major purpose of this activity is for students to construct a simple food chain, recognizing interdependence in ecological systems through study of owl pellets.

Materials owl pellets, dissecting tools, posterboard, glue

Procedure

1. Locate some owl pellets under trees or in abandoned buildings where owls may roost. Or, pellets may be purchased from a scientific supply distributor.
2. Divide the Scouts into small groups of two to three. Give each group of Scouts an owl pellet and basic dissecting tools.
3. Have groups of Scouts separate the bones from the fur in their pellet.
4. Determine if there are bones from more than one animal in the pellet.
5. Lay out the bones to form as complete a skeleton as possible. Skeletons may be glued onto posterboard for display.
6. See which group can make the most complete skeleton!

Evaluation Draw a picture of a simple food chain.

SEED NEED

Background Wildlife contributes to the diversity and balance of ecological systems. One compelling example is in the process of seed dispersal. Many seeds are carried by animals - whether in the coats of fur-bearing animals, or in seeds carried and dropped by some birds. The major purpose of this activity is for Scouts to understand one example of wildlife as contributors to healthy ecological systems.

Materials one large fuzzy sock per Scout, or masking tape segment per Scout. (Optional: one shoe box filled with planting medium per student, cookie sheets or trays in which to place shoe boxes used as planters.)

Procedure

1. Ask each student to bring a large, old, fuzzy sock from home - or try to find an inexpensive or free source to obtain a sock for each student. Old socks with holes in them are fine for this activity. Ask each Scout to put on a sock over one shoe. Wearing the socks over the shoes, go on a walk through a grassy area or field - particularly one that is abundant in seed-bearing plants.

Nature

Seed Need (Continued)

(Masking tape over the foot or around the leg sometimes has more sticking power!) Optional for older Scouts: Different Scouts walk in different locations. Contrast seeds found in each location. Create an "environmental map." What ecosystem differences exist in the neighborhood, city, etc?

2. After walking through the area, look carefully at the socks. What has happened? Discuss briefly the seeds and other things that are attached to the socks. If the distance is not too great back to the meeting place, the Scouts should keep their socks on their feet until they return. If the distance is too great - they may lose too many of their seeds along the way! NOTE: Wildlife drops seeds too - that's one way they get dispersed!

3. The Scouts should carefully remove their socks. They've gathered their "data" - seeds and other particles from the socks - they should examine what they've brought back. Talk with the Scouts about the major kinds of things they seem to have - like seeds, grass, small bits of twigs. Next, discuss the seeds in more detail, talking about the different kinds of seeds they have found: round, skinny, big, small, etc.

4. Each Scout should record - with words and small drawings - the kinds of things on the sock. Tally the **number** of each kind of thing on a sock as well.

5. Ask the Scouts how different animals' fur might be similar to their socks. Has anyone ever brushed seeds, stickers, and things out of a dog's or cat's fur? Talk with the Scouts about how, so often in nature, seeds are carried by animals almost like the way they carried seeds and things on their socks. Seeds may stick to an animal's fur in one location, and fall off in another. Discuss why such a process is an important one. Evaluate the consequences. How does wildlife contribute to environmental diversity.

6. OPTIONAL: Each Scout can plant his or her seeds in one of the shoe boxes filled with planting medium (soil or a commercial mix.) Be sure the Scouts put their names on their boxes. Water and care for the shoe-box gardens regularly - and see what grows! NOTE: Many wild plant seeds require freezing before they will germinate. If there is a question, put some seeds in ice cube trays and freeze them for several days. **Then** plant them.

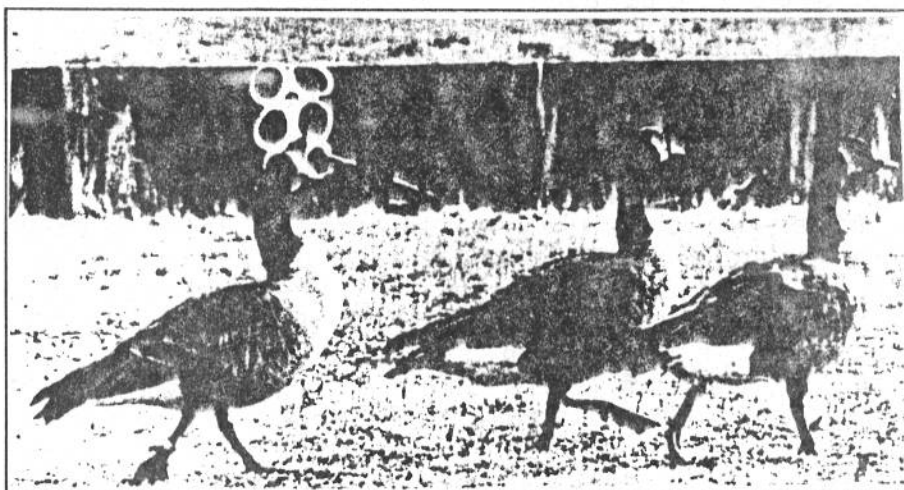
Extensions

1. Have Scouts watch and record measurements of the plants as they grow.
2. Gather seeds from a pet and conduct the same experiment. They can try to figure out how far the seeds have come on the animal.

Nature

LITTER WE KNOW

Background
Environmental pollution affects all forms of life. Litter is unsightly. It also exposes wildlife and other animals to illness, injury, and death. Monofilament fish line may get tangled on legs and backs



of water birds like geese and herons. Some of these birds need to run short distances to take off when they fly. The fish line prevents this. It also interferes with their swimming. Birds with long bills often get line wrapped around their bills and cannot open them to eat. They starve to death. The line also gets tangled in their wings, preventing the birds from flying. Sometimes fish or birds get into the loop portions of plastic ok'd-pack can holders. The animal continues to grow, but the loop won't stretch. A slow death results. These loops can also get tangled around the feet of waterfowl. Half-open cans are a problem. Animals, like deer, can cut their tongues on the cans. Sometimes smaller animals get their heads stuck inside such cans and they can't eat. Starvation is the result. Mice and chipmunks crawl into opened bottles and get trapped inside, unable to get a footing on the slippery glass to push themselves out through the small opening. Shiny bottle caps or pop-tops may be eaten by wildlife, including fish, injuring or killing them. Cigarette butts, cellophane wrappers, and styrofoam cups, eaten by deer, can cause internal problems. Broken glass from bottles and other glass objects can injure people, pets, and wildlife.

You can contact your state fish and wildlife agency, or other state agencies, for additional information about problems resulting from litter, including local examples. Such personnel and others, including representatives of private environmental, conservation, and animal welfare organizations may also be available to assist you in considering alternatives for reducing litter problems.

The major purpose of this activity is to alert students to the dangers of litter pollution, and to consideration of responsible actions people can take to minimize consequences of litter pollution.

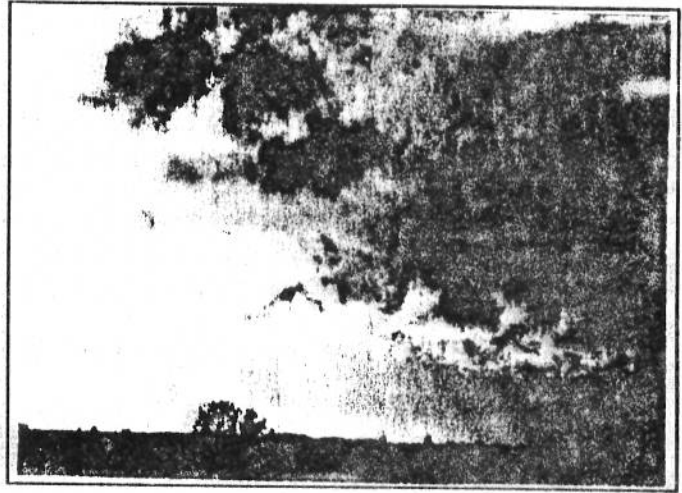
Materials large sheets of butcher paper for mounting collages, glue, different types of litter.

Nature

STORMY WEATHER

Background This activity is designed for students to experience feelings associated with the recognition that people and wildlife co-exist, and sometimes experience the same natural phenomena. During a storm, for example, most people, pets and wildlife need to seek shelter.

Procedure: (Note to Scout Leader) This activity makes use of an instructional technique called visualization or guided imagery. Brain researchers and learning theorists tell us that the technique provides access to ways of processing information that facilitate long-term memory and comprehension of concepts. As a Scout Leader using this technique, you read or describe in your own words a series of images for



your Scouts, with their eyes closed, to conjure in their minds. Leave time between the phrasing of your words for the students to visualize the images you are suggesting.

1. Provide the Scouts with the following instructions: "You are to try to imagine the things you will hear me describing. I won't put in all the details - so you must try to see and feel as clearly as you can the things that I describe. Before we begin, I want you to decide who you will be during this activity. You may either be yourself, or an animal. If you are an animal, you may either be a wild animal, a pet, or a farm animal. You don't have to do anything special if you choose to be an animal. It is just that you will be visualizing things from the point of view of the animal you pick. Any Questions? Okey, let's see by show of hands how many people and how many animals we will have for this activity. How many of you are going to be farm animals? Pets? Wild Animals? Yourselfes? (Note: You don't want to find out which animals have been selected; only that you have some variety: some viewed from own perspective, domesticated animal and wild animal.)

Optional: "Grand Canyon Suite" might be played at this point to set the mood and get an idea of the storm, or other music with a "storm" or natural environment theme.

"Now, we are ready to begin. Get yourselves in a comfortable place. Don't worry about who is sitting next to you. All of you will have your eyes closed. Just be comfortable, and do your best to imagine the things I will describe. Okay, close your eyes, and imagine what you hear... It is a late summer's night. There is a coolness in the air... You hear the sounds of summer... Somehow, you

NATURE

Stormy Weather (continued)

can feel some changes coming in the weather...In the distance, the dark sky is broken by bright flashes of lightning...The light is far away...After a long wait, a rolling rumble is heard...The lightning gets closer...The rumbles are louder...Suddenly, the lightning flashes and lights up the whole sky...You need to find shelter, to find a safe place. The brilliant flashes of lightning pop and crackle all around you. The noise of thunder is crashing so that the earth seems to shake...There are no longer times of quiet between the rumbles of thunder and flashes of lightning...It becomes still...You notice scents in the air, things you can smell and feel...You begin to hear a new sound...You are not sure what it is...You again have to find shelter, if you had came out thinking the storm was gone...You need to find a place to stay dry...Suddenly, the rain is pouring down with a loud, rich sound...it rains, and rains..and rains...And then stillness...The storm has passed."

(Note: Wait a few seconds, and then tell the Scouts, "Open your eyes.")

2. Now it is time to find out what the Scouts saw and felt during the guided imagery. There is no need to hear from every student, nor any reason for them to feel pressured to share. Most often, they are eager to describe what they experienced. Let the Scouts volunteer, being sure to include who they were - that is, wild or domesticated animal of some kind, or themselves. Find out what shelter they found, and where, and what happened to them throughout the storm.

3. After the Scouts have shared their descriptions, turn the discussion to the idea that many creatures - including people, pets, and wildlife - share a common environment. Whether we live in the cities, in the country, in the desert, or on a mountaintop, people are not the only living creatures who live in those environments. Even if we don't see many animals where we live, they are there in some form - from the ant on the sidewalk to the spider in the garden. It is useful to remember that we are not the only inhabitants of our environment. Events like summer storms, a strong wind, and a light or heavy snowfall can all serve as special reminders. Every creature who experienced this imaginary storm experienced some of the same things, although not in exactly the same ways. Any creatures who were out that night likely had to find some kind of protection. Remind the Scouts next time they see the lightning, hear the thunder, and feel the rain...to wonder where the birds are, the spiders, the cats and dogs, the fox, and the bear. Where are the other creatures who might be feeling this storm?

Other things to do:

1. Draw Pictures of what you imagined.
2. Pantomime the actions the animals took during the storm.

Nature

THE THICKET GAME

Background Animals are adapted to their environment in order to survive. Animals may be adapted to changes in their habitats. For example, snowshoe rabbits have a white winter coat to blend with a snowy environment and a tan summer coat to blend with summer ground and vegetation colors. Chameleons change color to blend with their surroundings. The walking-stick insect can look like a twig or stick. Fawns have spotted hair that resembles dappled light on the forest floor.

The major purpose of this activity is for students to understand the importance of adaptation to animals.

Materials blindfolds; outdoor area like a thicket or other vegetated area where students can safely hide

Procedure

1. Take the den or pack to a "thicket."
2. Blindfold one student who will be the "predator." The predator counts to 15 slowly while the others hide. The students hiding must be able to see the predator all the time.
3. After counting, the predator removes the blindfold and looks for "prey." The predator can turn around, squat, and stand on tip-toes - but not walk or change location. The predator should see how many students he or she can find, identify them out loud and describe where they are. When identified, they come to the predator because they have been "eaten." These prey now become predators.
4. When the original predator cannot see any more students, all the predators now put on blindfolds. The original predator counts aloud to ten. All the remaining prey are to move in closer, but still try to be "safe" and hidden. All the predators remove their blindfolds and take turns naming students they can see.
5. Repeat the process if several Scouts are still hidden. when only one or two are left hidden, have them stand up and identify themselves; it may be surprising how close these prey were to the predators - an example of successful adaptation because of how well they blend with their environment in order to survive. Introduce the term "adaptation."
6. Play the game again one or two times.
7. Discuss what would have made it easier to be the last one or get very close to the predators. Some ideas that may come out are: changing color (clothes); wearing clothing that doesn't stick to plants; being of smaller size; climbing a tree.
8. Ask the Scouts to summarize what they have learned. See if they can think of other examples of adaptation in animals. Generalize that all animals are adapted to survive.

Evaluation Describe the importance of adaptation to animals. Give at least two examples of animal adaptation.

Nature

Egg Shell Garden

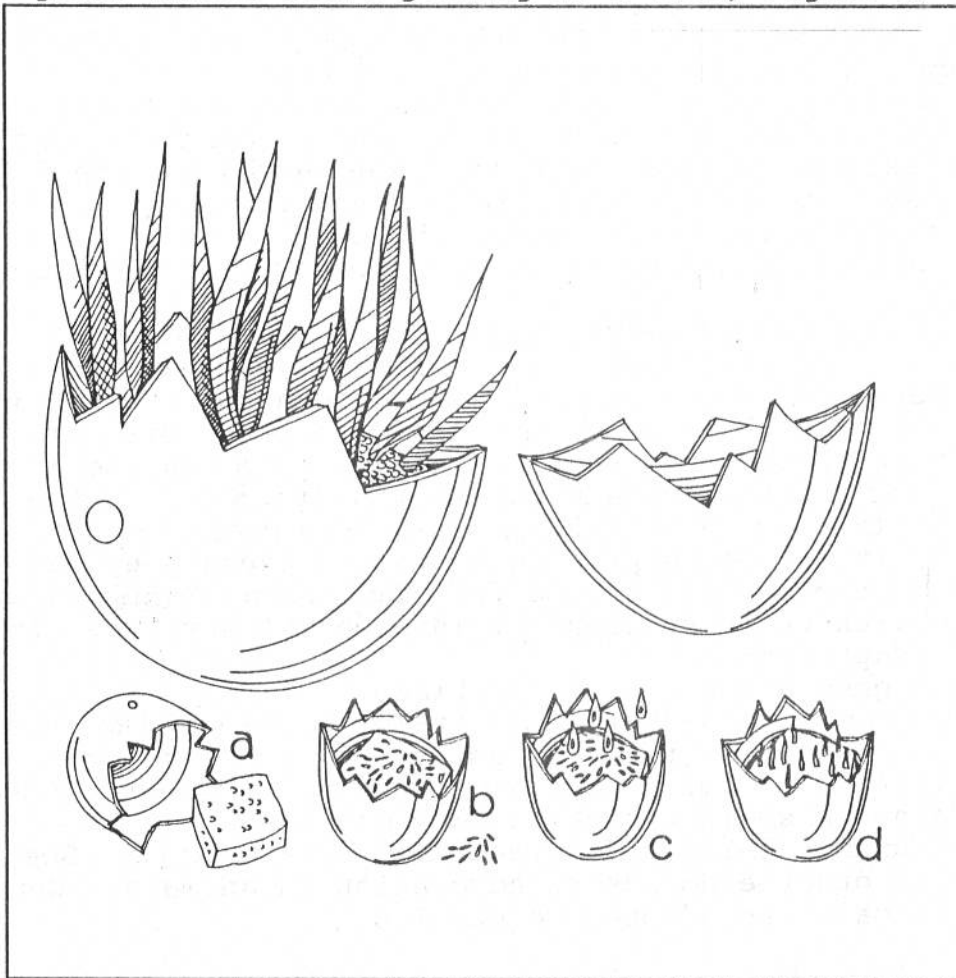
Whoever thought that eggshells could be used as flower pots? You can't really grow flowers or trees in them, but you can grow grass. (Your Mom will be more than happy to supply you with the empty eggshells you need - she has been throwing them away for years.) It will be very exciting to see the grass grow higher and higher. When it's time to cut it, don't use a lawnmower. Scissors will do the trick.

Supplies:

- 1 broken egg shell
- 1 small piece of sponge
- grass seed (available at garden supply stores)
- water

Let's Begin:

1. Place the piece of sponge into the eggshell, Figure a. Wet the sponge.
2. Sprinkle grass seed on top of the sponge, Figure b.
3. Sprinkle a little water on the sponge ever day, Figure c.
4. The grass should start growing in a week, Figure d.



THEME CRAFTS

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Crafts - 2

HANDY HINTS FOR CRAFTS

Workable Tempera - If you have trouble with tempera and poster paint not holding, try mixing a little liquid soap with the paint.

Cheap Antiquing - use black or brown liquid shoe polish and wipe off excess before it dries. Especially good used with aluminum foil.

Coloring Sawdust - Use water-based paints when coloring sawdust. It gives you better colors.

Roll-on Paint - To make painting less messy for boys, save empty, glass-bottomed roll-on deodorant bottles. Remove the plastic top and clean thoroughly. Fill with tempera and then replace top. The boys can then "roll" out the paints. Glass bottles make it easy to see when the bottle needs refilling.

Paint Substitutes - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Shave crayon bits and dissolve in turpentine (one part crayon to two parts turpentine) for another paint substitute. This paint will not run - it looks like oil and works well on unbleached muslin or sheeting for costumes or backdrops.

To Color Macaroni, etc. - Buy the cheapest alcohol you can get, put in jars and add food coloring. Drop in dried ingredients until desired color is obtained. Remove with spoon and spread out on paper towels or newspaper to dry. Turn once.

Bonding Plastic - To bond clear plastic to cardboard, first sand lightly, then press plastic on with moderately warm iron, using constant circular motions.

IF YOU KNOW ALL THE ANSWERS,
YOU HAVEN'T ASKED ALL THE QUESTIONS.

SCRAP RESOURCE LIST

Sometimes it takes a little ingenuity to find low cost or free craft supplies. Here are a few tips and ideas:

1. When hunting for supplies, wear your uniform or identify your group.
2. Don't forget to say "thank you" and have boys write a note.
3. Don't overuse one source just because they are generous.
4. Try to think up new sources just because they are generous.
5. If you have more than you can use, share with other leaders.
6. Don't expect everything to be free.
7. ASK PARENTS TO HELP YOU. Use a wish or needs list.

A HANDSOME TURKEY

All you will need for this turkey are a large round carton like the cottage cheese carton and two pipe cleaners.

Cut slashes 2 1/2 inches deep at 3/4-inch intervals all around the top of the carton (Figure 2).



Figure 1

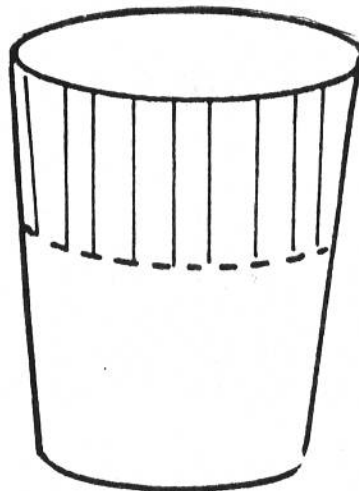


Figure 2

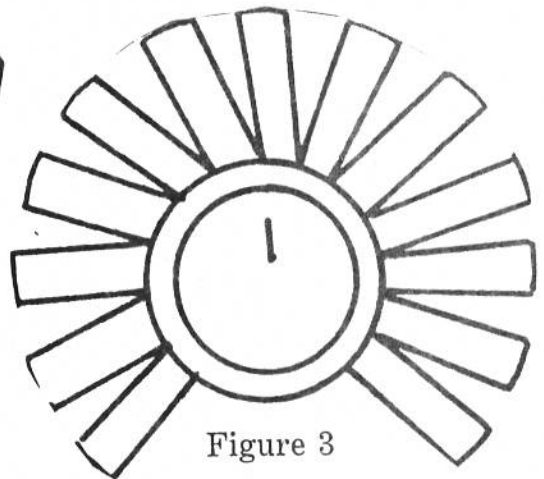


Figure 3

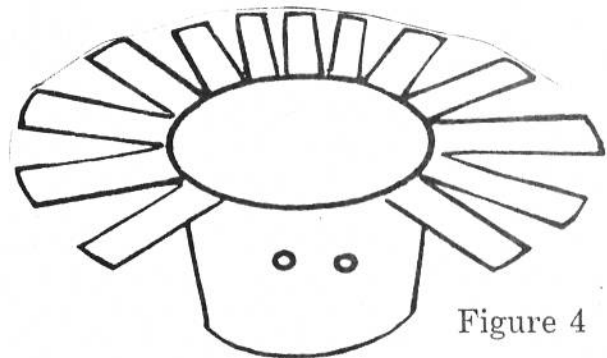
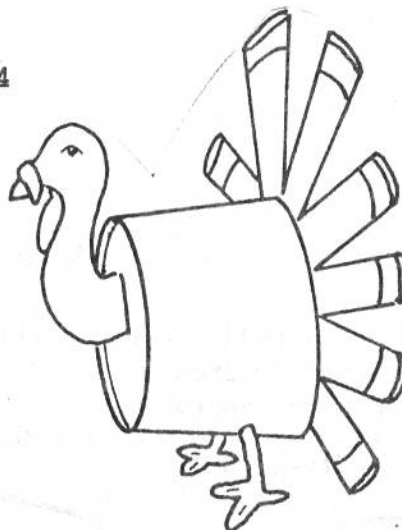


Figure 4

Cut away four of the sections, and bend the rest outward at right angles for the tail (Figure 3). Cut a 1-inch slit in the bottom of the carton about 1/2 inch in from the edge (Figure 3). Trace the head pattern (Figure 1) on the lid and cut it out. Fold down the points and insert it in the slit. Now open the points to hold the head in place. Punch two holes on the carton below the place where there are no "feathers" (Figure 4). Twist the ends of the two pipe cleaners together to make one long one. Poke it through the holes for legs. Make two folds above each end, so it resembles a three-toed foot. Bend the feet at right angles to the legs, and balance the turkey so it will stand (Figure 5). Paint your turkey with poster paint, leaving the tail tips white. You can make smaller turkeys the same way with paper cups.

A HANDSOME TURKEY continued



FIRE EXTINGUISHER

Figure 5

SCRAP: 1-quart mason jar with metal ring, empty salt box with pouring spout

Other materials: 1 pint of sawdust, 1 pint of bicarbonate of soda

Make your home safer with a handy fire extinguisher. Find a canning jar with a two-part metal lid. You will need the hollow ring part.

Cut the top off of a salt box with a tin pouring spout. Cut it so it is just the right size to fit securely inside the metal ring.

Mix together 1 pint of sawdust (which you can get from a lumber yard) and a pint of dry bicarbonate of soda. Pour them into the jar. Screw on the metal band with its pouring spout lid and your fire extinguisher is ready for use. Check to be sure that the spout opens easily.

A PIRATE HAT

Use a 3-inch-high cottage-cheese or similar carton (Figure 1), a piece of cardboard 12 inches square (the side of a giant-size detergent or powdered-milk box will do), and one pipe cleaner to make this pirate's hat.

Cut a 12-inch circle from the cardboard to form a brim. Trace another circle in the center of the brim to fit the top of the cheese carton. Make a smaller circle inside this one and cut it out. Cut slashes in the first circle (Figure 2), and bend the sections up as tabs (Figure 3).

Use the tabs when you tape the brim to the carton (Figure 4). Fasten a string to each side as a tie.

PAINT THE HAT BLACK.

Fold up one side of the brim so that it reaches the top of the crown and brim and fasten them together with the pipe cleaner.

Cut crossbones from white paper and glue the crossbones over the pipe cleaners.

A PIRATE HAT (continued)

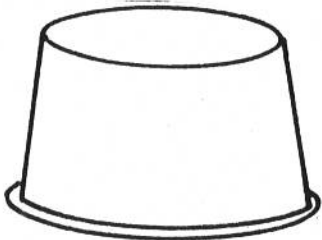


Figure 1

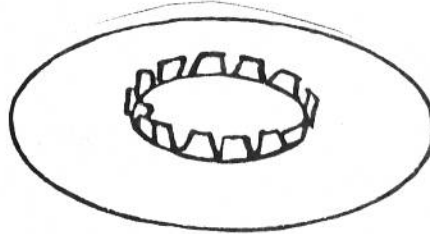


Figure 3

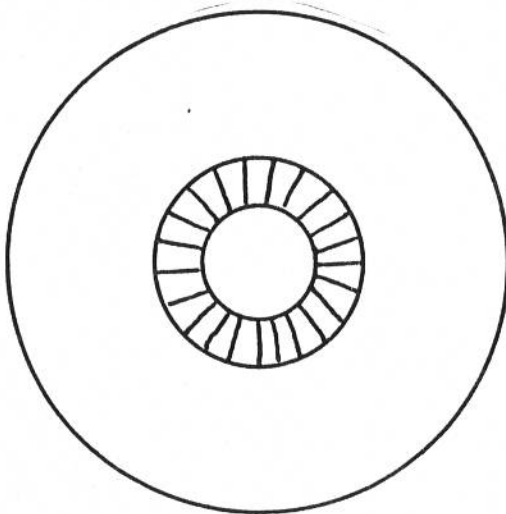


Figure 2

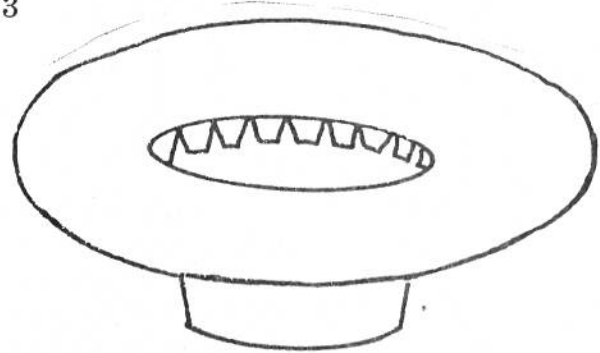


Figure 4

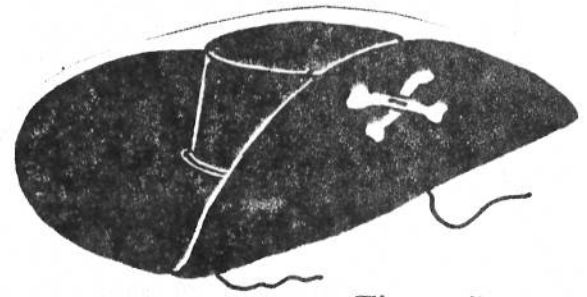
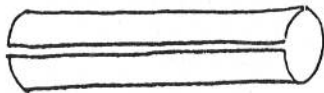


Figure 5

SPYGLASS

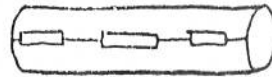
USE 3 CARDBOARD ROLLS. SLIT AND TAPE 2. FIT TOGETHER AS SHOWN BELOW:

1.



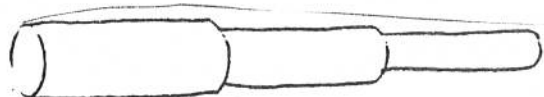
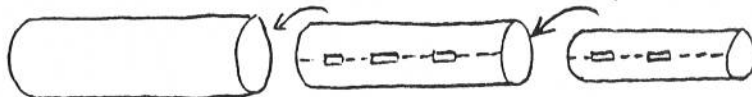
SLIT LENGTHWISE

2.

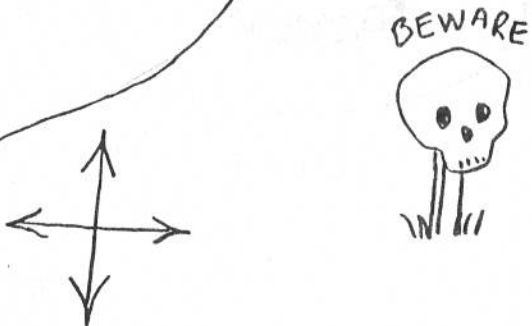


OVERLAP & TAPE

3.



TREASURE MAPS

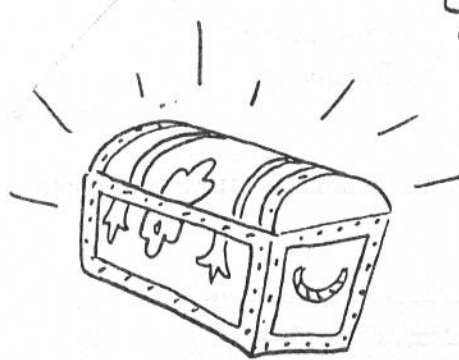


Tear brown wrapping paper into uneven shapes. Singe edges (carefully) with match. Smudge paper with ashes or rub lightly with oil to give parchment finish.

Let Cubs use magic markers or crayons to draw their own symbols and paths on the map. Their imaginations will create unusual and interesting ideas.

Be sure that each map marks the spot where treasures can be found.

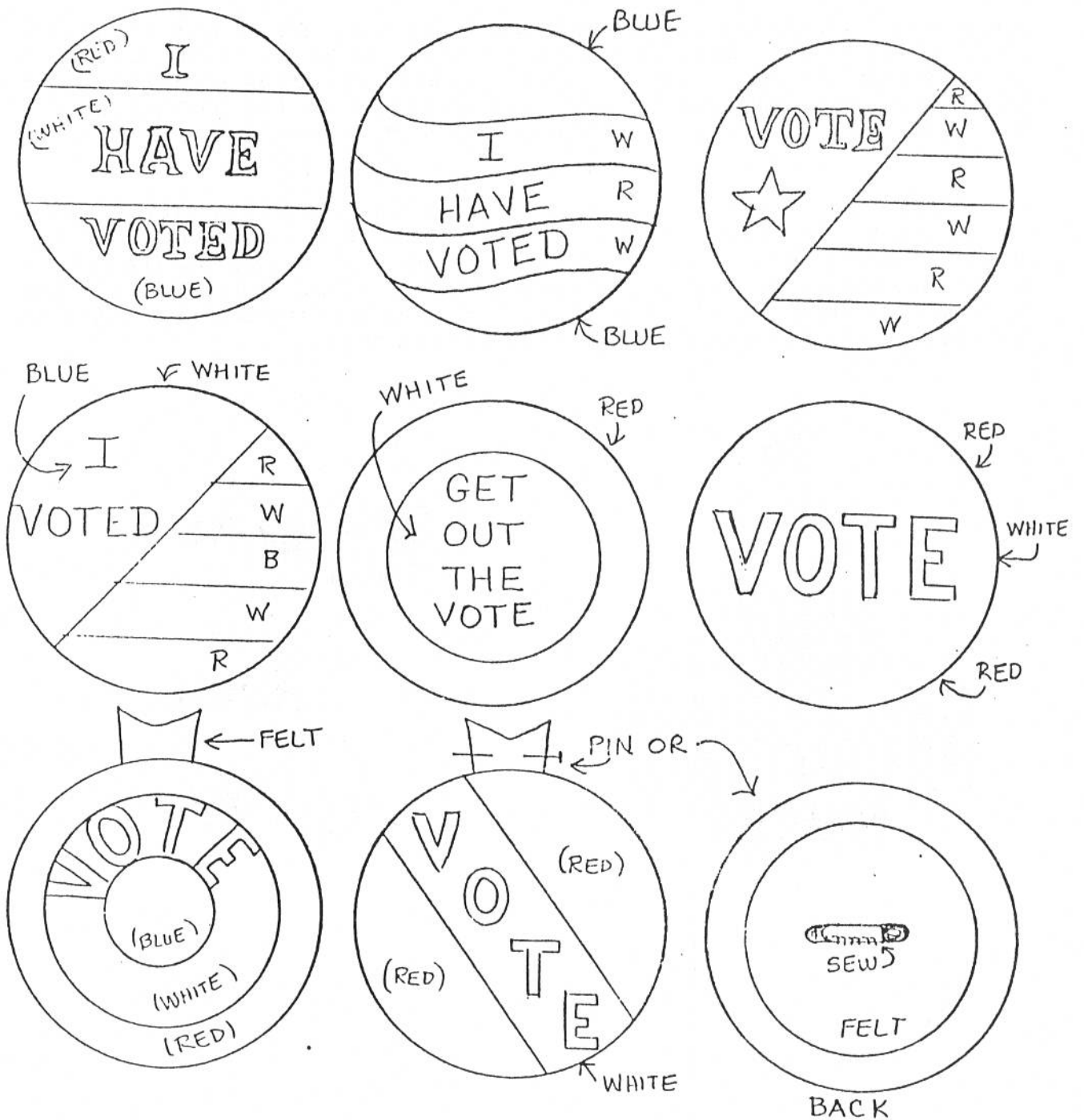
Maps can be made of imaginary Treasure Islands.....or some Cubs may wish to make actual maps of their neighborhoods, with a "real" buried treasure for someone to find.



"VOTE" BUTTONS

You'll need to make a large supply of these if you intend to remind lots of citizens to vote.

Cut from poster board. Decorate as desired. Add felt backing which has safety pin sewed on. Or attach ribbon at top of button where straight pin can be fastened.

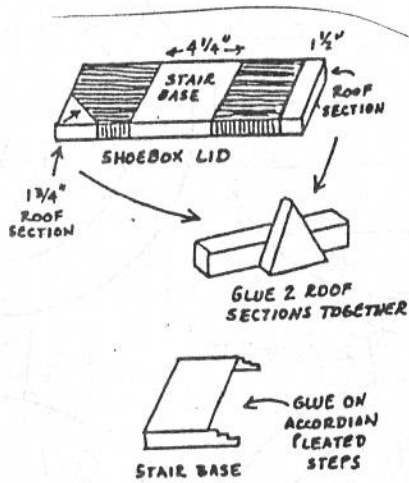
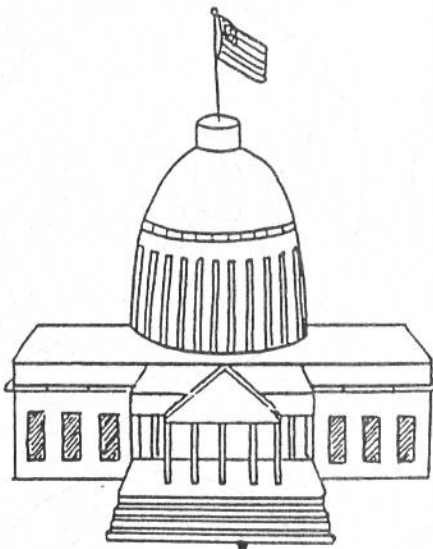


U. S. CAPITOL

- MATERIAL:**
- 1 large shoe box (6 1/4" X 13")
 - 1 gallon plastic bottle
 - soda straws
 - paper 3 1/2" X 6 1/4" miniature
 - glue, white spray paint
 - U. S. flag

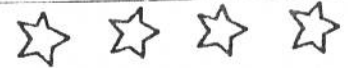
Remove the lid from the shoebox and invert the box. Cut a hold in the box large enough to fit around the bottle. Glue the bottle (with its cap in place) inside the box. For the portico (porch) cut three pieces from the shoebox lid, as shown below. You'll need two pieces for the roof and one for the base. Cut the sides of the base for a staircase also, and glue to Capitol.

For stairs, cut the paper 3 1/2" X 6 1/4" and fan fold in 1/4" folds. Glue the stairs to the staircase base. Glue together the roof sections of the portico. Then glue to Capitol. Use soda straws, cut in size, for the columns and trim around the Capitol dome and building. Spray paint the finished building with white paint. Glue the U. S. flag on top. Windows are made from the black construction paper and glued to the building.



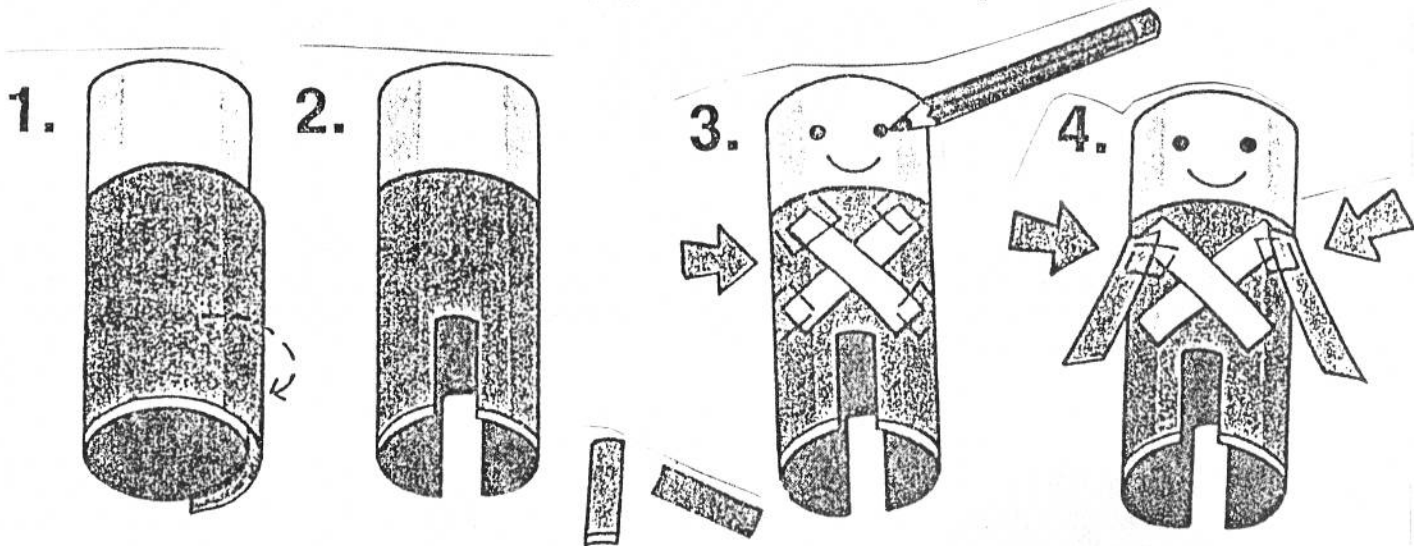


EARLY AMERICAN SOLDIER

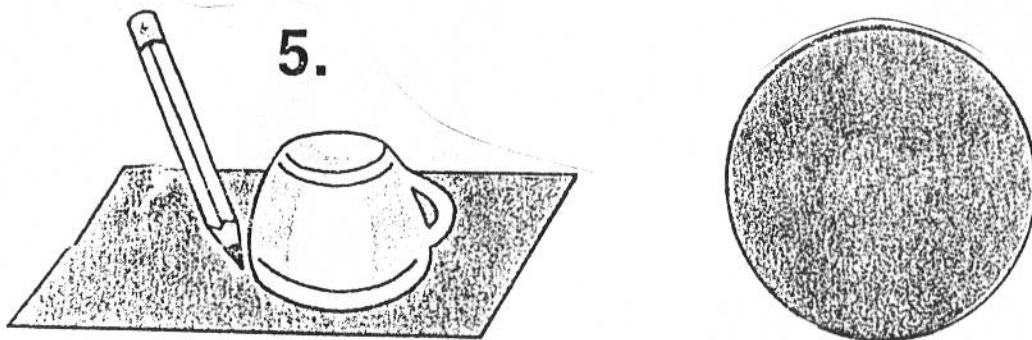


During the Revolutionary War, most American soldiers were badly equipped and poorly dressed. They didn't look as trim and proper as this model soldier you can make from a bathroom-tissue tube, plus blue and white construction paper.

1. Cut a piece of blue paper long enough to cover about 3/4 of the tube, and wide enough to wrap around with a small overlap. Tape on securely with transparent tape. 2. Cut two slots from bottom end, front and back, to form legs. 3. Cut two short strips of white paper and tape them, criss-crossed, on the soldier's chest. With a soft pencil, add eyes and a mouth. 4. For arms, cut two short strips of blue paper and attach with tape.

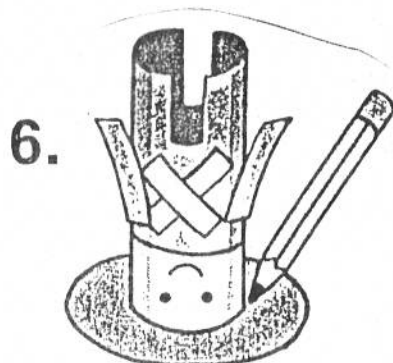


5. Use a teacup to outline the soldier's tricorn hat on blue paper. Cut out the circle.

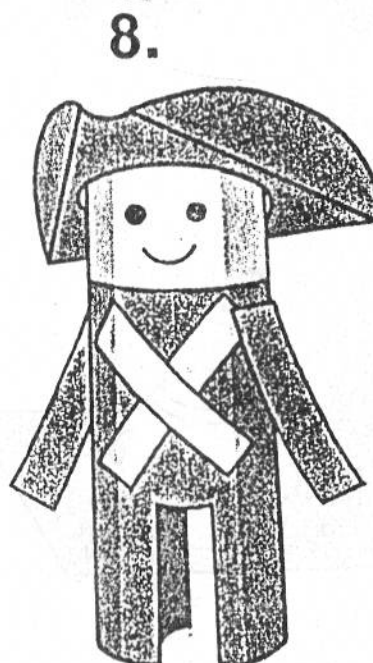
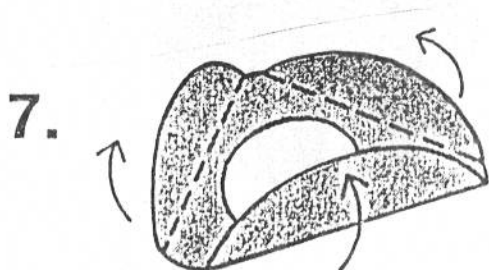
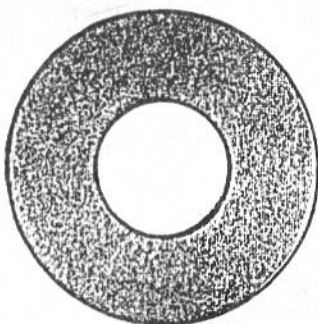


EARLY AMERICAN SOLDIER (CONTINUED)

6. Up-end the soldier and set his head in the middle of the circle. Trace around it.



7. Poke scissors through the center of the smaller circle, carefully cut it out and discard. On the doughnut-shaped piece that remains, pencil a triangle. Fold up, as shown, to form a three-cornered hat. 8. Set the hat on the soldier's head. Salute!



WEATHERVANE

MATERIALS: Wire coathanger, aluminum foil, tape, pint-sized can and lid (like nuts or candy comes in), and sand.

1. Bend the loop of a coathanger so that it is as straight as possible (Figure 1).

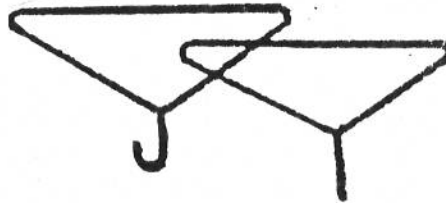


FIG. 1.

2. Cover one half of the coathanger with aluminum foil. (Figure 2)

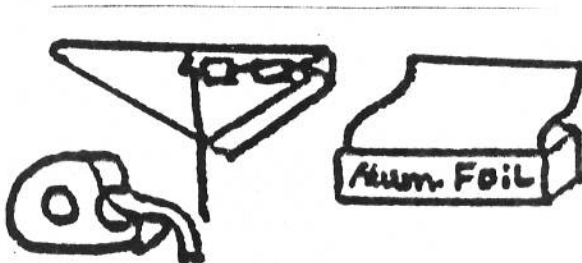


FIG. 2.

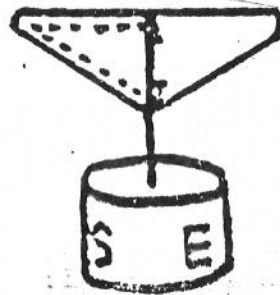


FIG. 3.

3. Fill the can completely with the sand, packing it down well (in a pinch, you might use a glass jar with a screw-on the lid). Put on the lid.
4. Poke a hole in the center of the lid using the straightened stem of the coathanger. (If the lid is made of metal, you might need to poke the hole using a hammer and nail.) Put the vane through the hole in the lid and push it down into the sand so the stem touches the bottom of the container (Figure 3). The weather vane should turn freely. If it does not, check to be sure the hole in the lid is big enough and not binding the stem.

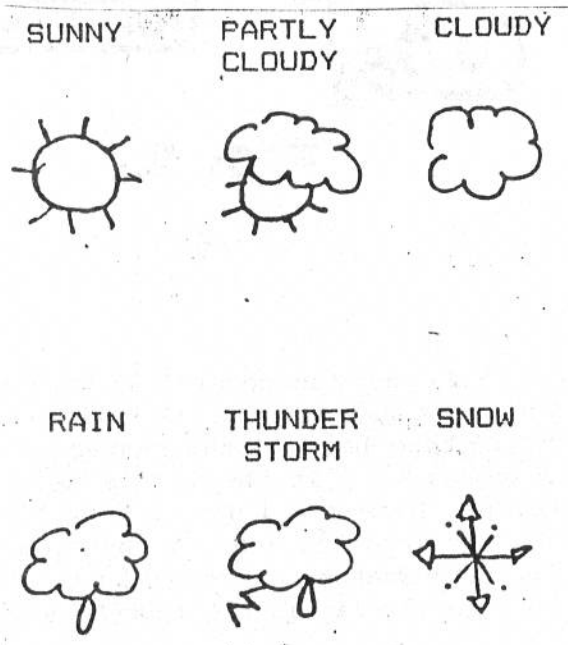
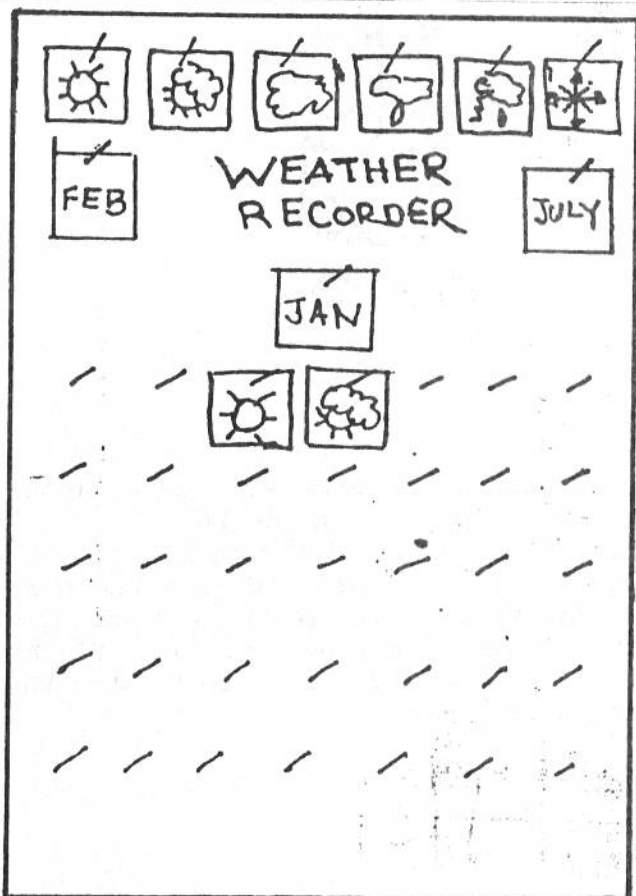
WEATHER RECORDER

MATERIALS: 1/4" PLYWOOD, SMALL FINISHING NAILS, POSTER BOARD, VARNISH &/OR PAINT

Cut plywood to size 8" to 12". Sand and paint or varnish board. Starting 1" from top and 1" from side, drive nails 1" apart (until there are 6); 2 1/2" from top and 1" from both sides drive in two more nails. Next, 4" from top in the middle, drive another nail; 5" from the top and 7/8" from the side start driving a row of nails 1" apart until there are 7. Repeat this every inch until there are 5 rows.

Cut at least seventy five 3/4" squares (you may need more). Punch a hole in top to fit over nail. Draw weather symbols on 60 of the squares. On 12 squares write the names of the months.

Store the squares with the symbols on the 6 nails across the top. One nail for each symbol. On the two nails on the sides store the months: one for the upcoming and one for the past. On the nail in the middle place the current month. Then place the symbols for each day of the month as the weather occurs.

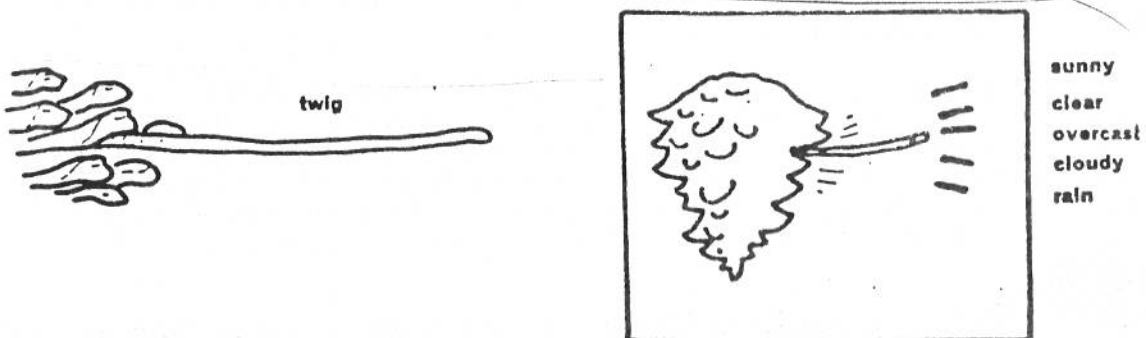


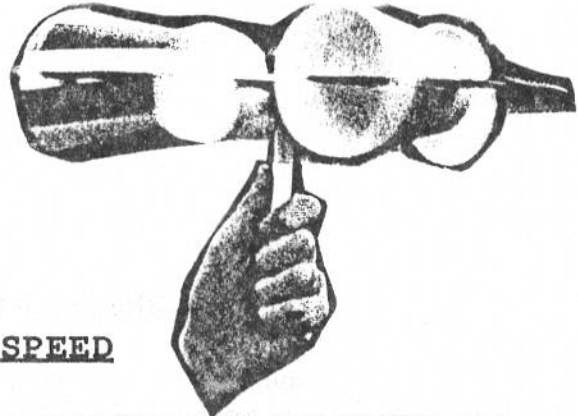
SUN & RAIN INDICATOR

A real rain and sun indicator is called a **hygrometer**. This is a special instrument used to measure humidity. You can easily make one using a pine cone because one special feature of pine cones is that they tell how much humidity air has by opening or closing. Even if your home-made hygrometer doesn't tell you ahead of time what the weather will be, at least you can have fun seeing it work. Place your hygrometer out-of-doors in a spot where it won't be rained on. If you leave it inside the house, it won't be able to tell the right weather because the heat and indoor air will affect the pine cone.

MATERIALS: A PINE CONE is young and in good condition,
A slightly curved twig
Some very strong cardboard for the base, Soft-tipped markers
A little wire, A fine pick or awl or other sharp tool, Pliers,
Glue, Picture hook.

Glue the picture hook to the back of the cardboard. Place the pine cone on the cardboard base. Mark the spot where the wire will go between the scales. Cut two pieces of wire. Make 4 holes in the cardboard with a fine pick or other sharp tool. Push one end of the piece of wire from the back through the cardboard. Stretch the wire across the pine carefully under the scales and then put the end back through the cardboard. (Be sure the broad end of the pine cone is at the top and the narrow end at the bottom.) With pliers twist the two ends together on the back of the cardboard to fasten them (be careful not to twist them too tightly.) Do the same with a wire at the bottom of the pine cone. Glue the twig under a scale (see drawing below). Now decorate the background with the different types of weather. To mark the weather (such as sun or rain) correctly, hang your hygrometer outside for a few days and watch what happens to the twig when the weather changes. Mark the right spots and then bring the hygrometer inside to finish it.





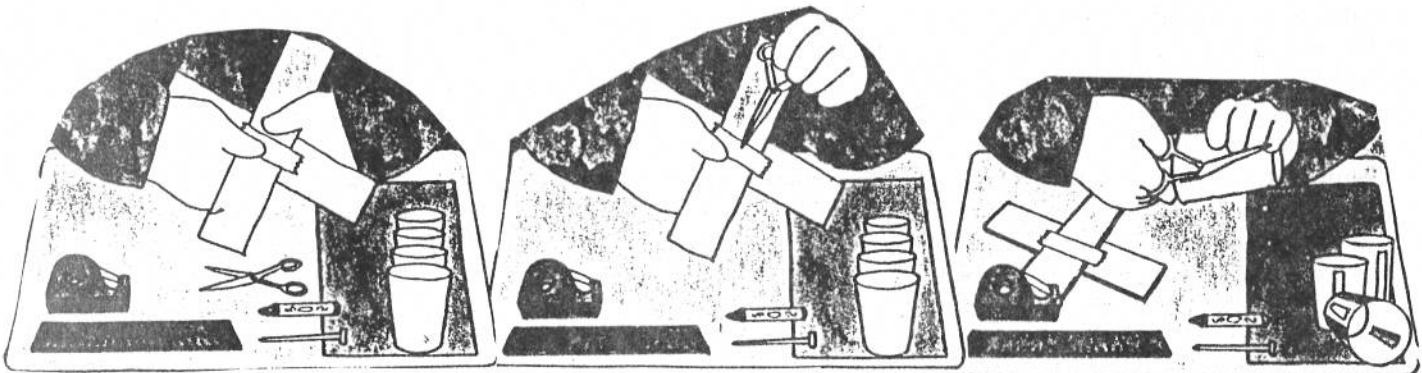
MEASURING WIND SPEED

Weather forecasters, aviators, sailors, and some other people must often know exactly how hard the wind is blowing. To find out, they use an instrument called an anemometer. You can make a simple anemometer for yourself. You'll need: four paper cups, two strips of heavy cardboard, 4 X 12" (10 X 30 centimeters), thin cardboard or heavy construction paper, 4 X 6" (10 X 15 centimeters), crayon, scissors, transparent tape, long nail with a large head, ruler

-Lay one heavy cardboard strip across the other to form a cross, like a plus sign. Tape the strips tightly together. Make a small hole in the middle of the cross and push the nail through the hole.

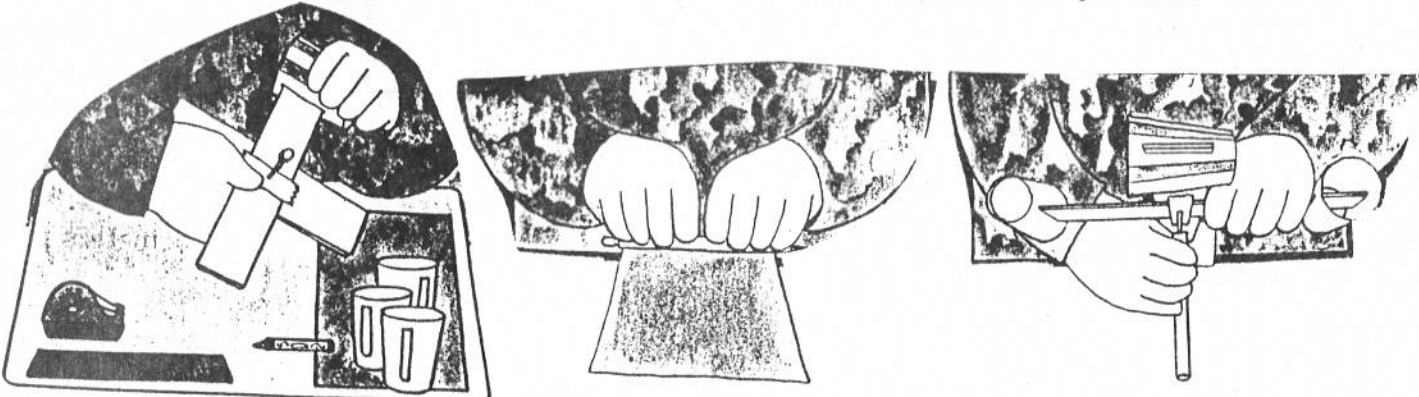
-With the crayon, color a broad stripe around one of the cups, so that it looks very different from all the others. Now, make two 4-inch (10-centimeter) slits lengthwise (top to bottom) on the opposite sides of each cup.

-Slide each arm of the cardboard cross through the slits in a cup--one cup on each arm. The ends of the arms should stick out about 1/2" (12 millimeters) beyond the side of each cup. The cups should all face in the same direction.



Roll the piece of thin cardboard around a pencil to make a six-inch (15-centimeter) tube. Tape the tube together. Put the nail in the cross into the tube. Now, a wind blowing into the cups will make the cross spin around.

Pick up the anemometer by the bottom of the tube and hold it out at arm's length. When it begins to spin, count the number of times the striped cup moves past your arm during thirty seconds. Divide the number by five. This will give you the wind speed in miles per hour. Thus, if the striped cup goes around ten times in thirty seconds, you divide ten by five and get two--so the wind speed is two miles per hour. If you want to know what this would be in kilometers, multiply your answer by 1.6. Two times 1.6 is 3.2 kilometers per hour.



STRING BIRD PLAQUE

Bring spring indoors with this colorful cardinal plaque.

Enlarge the drawing to make a paper pattern. To do this, rule off a piece of paper into 1" squares, 10 across and 16 down. Label the squares "A" to "J" across the top, and "1" to "16" down the side. Starting at "D-1" (the top of the cardinal's head), copy the drawing, square for square, onto your paper. After the outline is completed, add the dots for the nails, and number them.

For the background, use a piece of plywood, 16" square. Sand the edges, then paint or stain it.

Tape the pattern in position on the background and hammer 3/4" headless nails (brads) through the dots; hammer the nails in about halfway. After all the nails are in, lift off the pattern carefully if you wish to re-use it.

For the stringing, you can use string, yarn or embroidery floss. To start each section, tie the string onto nail number 1 (marked "Start") in each section, and follow the numbers back and forth until you reach the last number (marked "End"). Some nails are used more than once in a section.

If additional string is needed for a section, tie it onto the other string near a nail, so that the knot will not show. When a section has been completed, tie the string off on the last nail.

To string the cardinal, use black for his head, beak and legs, and red for the rest. The circled nail on the pattern is used for the tail and the wing.

First, outline the leg. Then string the comb and tie off.

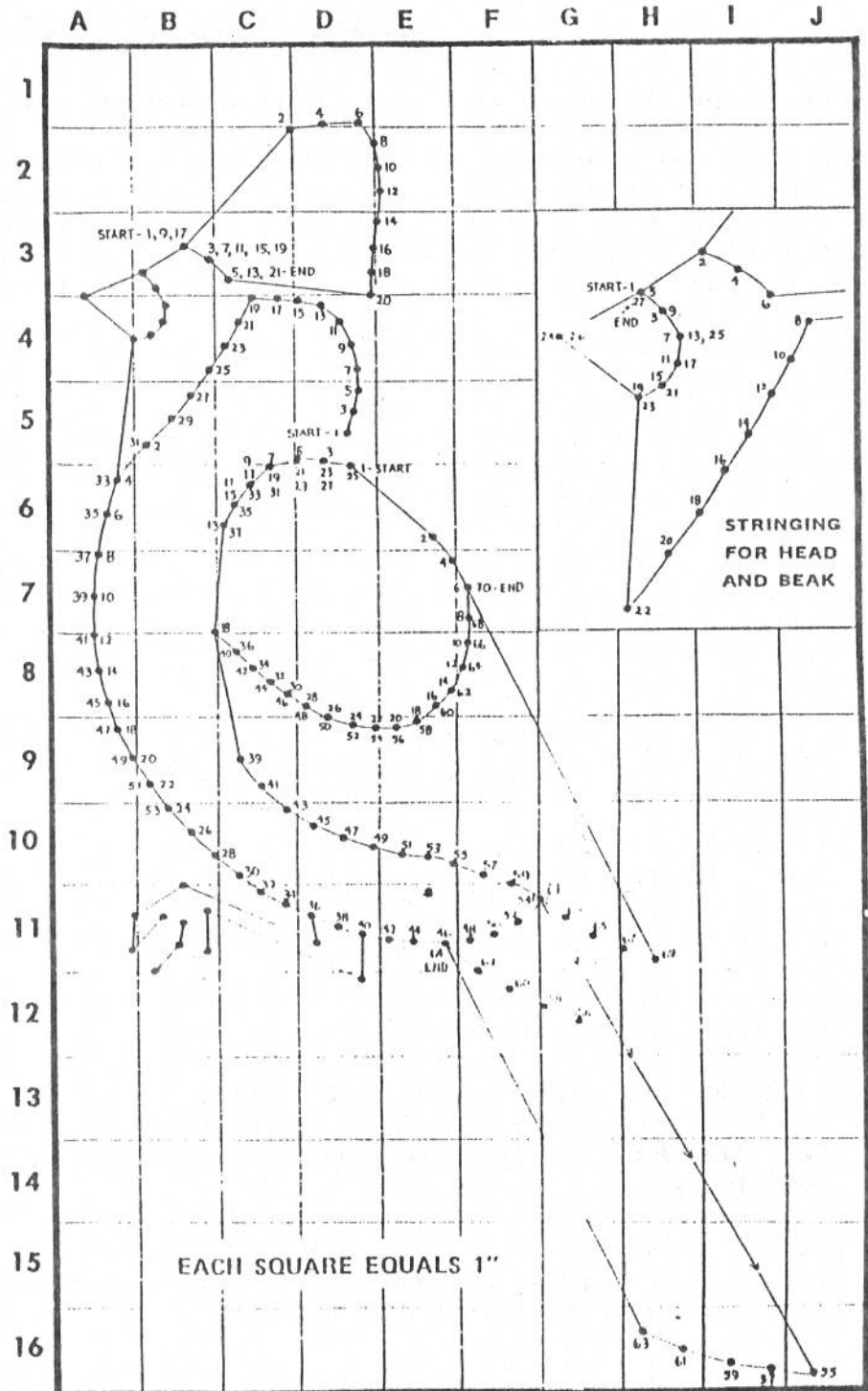
Next, string the upper section of the wing; continue with the same string for the lower section of the wing.

To string the body and the tail, string continuously, starting at the top of the body and working on down to the tail. Then string the head and the beak. (See the detailed illustrations on the pattern.) Finally, add a paper or movable eye.

After the stringing is completed, cut pieces of felt for the branches and leaves, and glue them to the background. Or, paint them on the background. Add a hanger on the back of the picture.

Crafts - 16

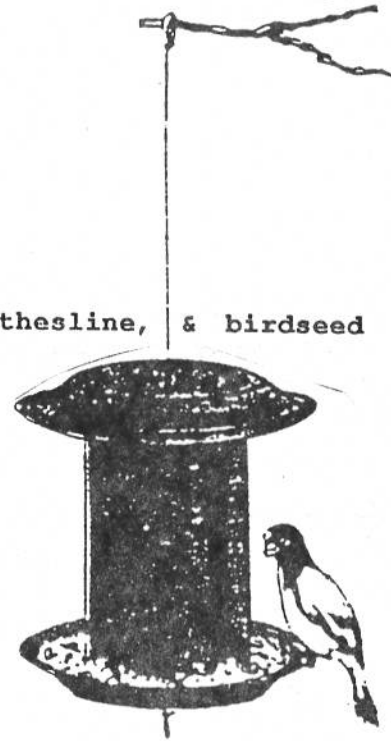
STRING BIRD PLAQUE (continued)





BIRD FEEDER

Materials: 2 pie tins, 1# coffee tin, clothesline, & birdseed



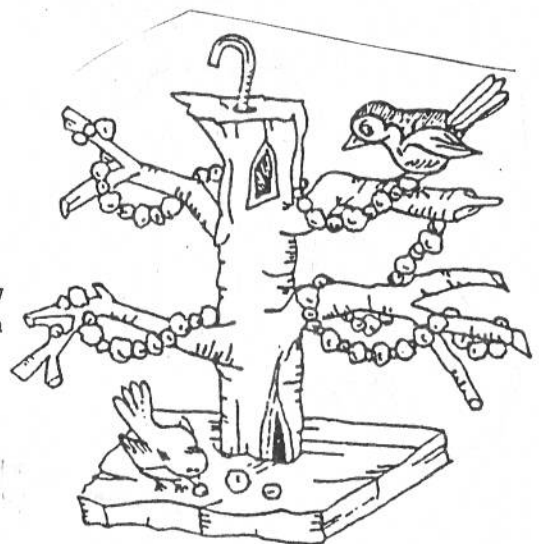
To allow the bird seed to pour from the coffee can to the bottom pie pan, punch several triangular holes near the bottom of the can.

To assemble, punch holes in the center of both pie tins and in the bottom of the coffee can. Knot a piece of clothesline at the bottom and thread it up through the pie tins and coffee can. One pie tin makes the bottom tray on which the food is placed, the coffee can serves as a separation and the other pie tin is inverted to form a sheltering roof.

Lift the roof to fill the feeder.

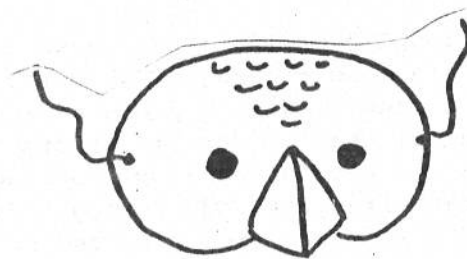
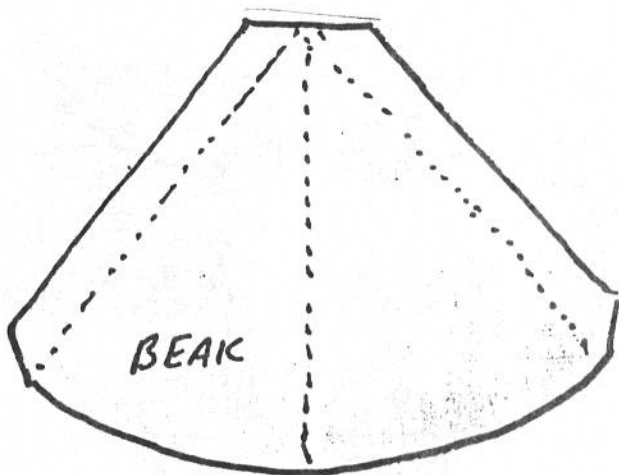
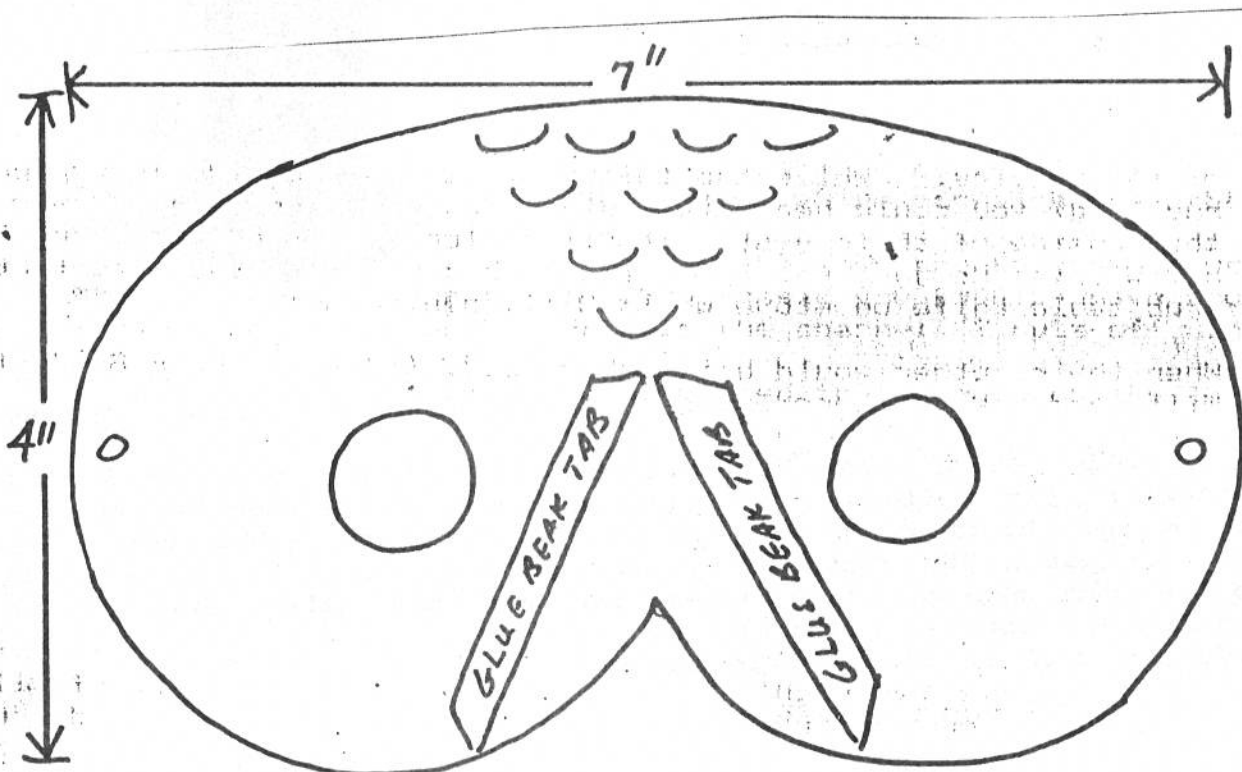
LOG BIRD FEEDER

Select a log 12" or 15" long. Make sure the branches are long enough so the birds can use them for perches. Nail a piece of wood to the bottom of the log for a platform and screw a hook in the top for hanging. String popcorn and/or cranberries around the log. Hang in a protected place away from cats and other animals.



BIRD MASK

Enlarge the pattern as needed. Cut parts from construction paper. Fold as indicated and glue together. Add details with felt-tip markers. A paper reinforcement can be stuck on back side of holes to add strength. Colors can be used for different kinds of birds.



FOR THE BIRDS

Feeding the birds should not start after the ground is already covered with snow. Only by starting early in the winter will birds get used to coming to your food supply. Then when severe weather hits they will know where to come for food.

Different birds prefer different foods and feeding locations. Some are tabletop feeders, some are ground feeders, some like to perch on window sills or on high posts. Here are some feeding levels that will help you cater to your favorite birds:

GROUND FEEDERS--

Kinds of birds -- blue jays, sparrows, juncos, quail, doves, pheasants
Foods they like -- millet, wild birdseed mix, cracked corn, peanut kernels
Kinds of feeders -- scatter seeds on ground or in shallow tray

TREE-TRUNK FEEDERS--

Kinds of birds -- chickadees, titmice, nuthatches, creepers, woodpeckers
Foods they like -- suet or suet cakes and peanut butter mixes
Kinds of feeders -- wire mesh holders, plastic mesh vegetable bags,
log holders

TABLETOP OR WINDOW FEEDERS--

Kinds of birds -- cardinals, chickadees, purple finches, grosbeaks,
goldfinches, mockingbirds, catbirds, jays, house finches, titmice
Foods they like -- sunflower seed, wild birdseed mix, peanut kernels,
raisins or currents
Kinds of feeders -- place trays on picnic tables, benches or posts,
or attach to window sill

HANGING OR HIGH POST FEEDERS--

Kinds of birds -- chickadees, cardinals, purple finches, titmice, nuthatches
Foods they like -- sunflower seed, wild birdseed mix, peanut kernels,
raisins or currents
Kinds of feeders -- plastic tube feeders, round or square post feeders,
recycled milk cartons, detergent or bleach bottles

RECIPES

PEANUT BUTTER SURPRISE: soft drink bottle caps, 1 small log, 1 cup cornmeal, 1/2 cup peanut butter, wild birdseed or sunflower seed....Nail bottle caps to log. Combine cornmeal and peanut butter in bowl; mix well. Add seed mixture. Suspend feeder from tree branch.

BIRD CAKE: 1/2 lb. suet, chopped; 1-12 oz. juice concentrate can; 1 cup wild birdseed or sunflower seed....Melt suet in pan, cool until hard, then remelt. Line can with mesh letting it extend over edge of can. Stir seed into melted suet and pour into can. Cool, remove the can, close top with string and hang from tree.

HIKER'S BIRDSEED: Mix together 3 individual size packages sugared breakfast cereals, two small bags M & M's, one handful dried raisins, and 1/2 handful of shelled, dry-roasted peanuts. Put in small plastic bags. Carry in your pocket for nibbling while out on a bird-watching hike.

HOW TO MAKE A BIRD CALL

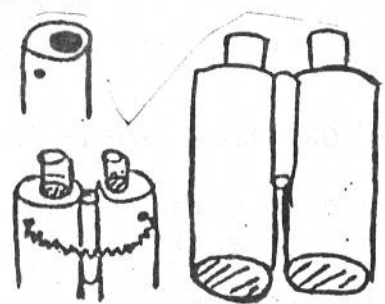
Take a piece of close-grained hardwood, such as rock maple or mountain ash, about two-inches long. You'll also need a screw eye that can be bought at the hardware store. Drill a hole slightly smaller than the screw threads, in the end of the block, and turn the screw eye into it. Unscrew the eye, put a little rosin powder in the hole. As you twist the screw eye back and forth in the hole, very slowly, you can make a chirp-chirp or trill in loud, clear notes.



With practice, this simple device will produce an astounding variety of bird noises. If you wish, paint or decorate the bird call with marking pen designs or your initials.

BINOCULAR TIE SLIDE

- MATERIALS:** 1/2" Dowel, 2 Pieces 1" long
 1/4" Dowel, 2 Pieces 3/8" long
 1/8" Dowel, 1 Piece 5/8" long
 Black pipe cleaner, 2 1/2" long
 Paint (Black, white or blue)
 Wood glue
 Coping saw, sandpaper
 Drill, 1/4 & 1/8" bits



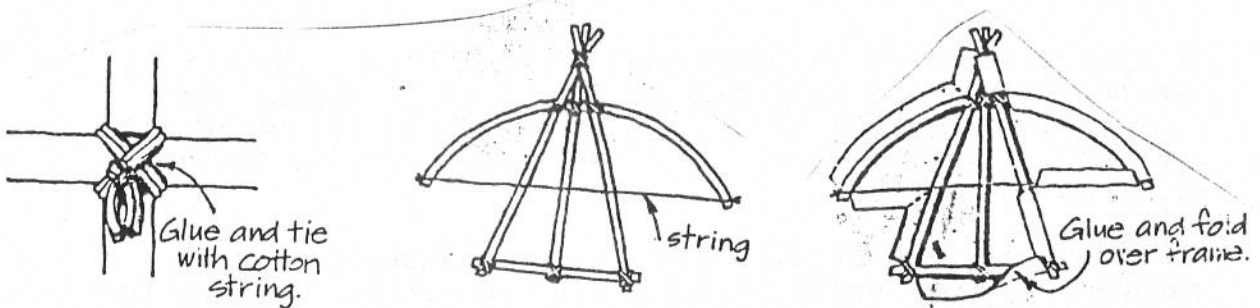
Cut dowels to length. Drill 1/4" hole in one end of each 1/2" dowel, slightly off center, about 1/8" deep. Drill 1/8" hole (for pipe cleaner) on underside at the same end as 1/4" hole. Glue 1/4" dowel in the end holes of the 1/2" dowel. Lay the two 1/2" dowels side by side about 1/16" apart with the two end holes to center. Glue 1/8" dowel in place, one end even with the top of the 1/2" dowels. Sand and paint black with lense end white or blue. Glue pipe cleaner ends in the two small holes to form slide.

BRIGHT BIRD KITES

This kite is made of bamboo strips joined by white glue and tied string. Get the bamboo from window shades or from a garden center.

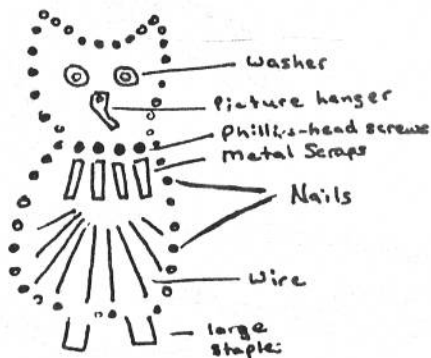
To make the kite, join three spine pieces, tepee fashion (as shown). Join the straight bottom piece over the spine. The wings are made like an Indian's bow, the tight string making the wood curve. Tie and glue them on last of all.

Finish the kite by gluing lightweight tissue or rice paper over the frame. Decorate it with poster paints. Bits of cloth or crepe paper make good tail material.



LUCKY OWL

HARDWARE DESIGN



To create our lucky owl friend here you need a piece of rough wood and a pencil and a hammer. First draw the outline onto the wood. Then using the hammer, use different pieces of hardware to make the outline of the owl and his feathers and face. (Ex.: washers, picture hangers, nails, etc..) Then leave out in the wind, rain and snow and watch his colors change and become more beautiful with time. Ungalvanized nails rust a rich bronze, while galvanized ones remain a dull gray; and some brass washers rust a bright red.

Eskimo Buzz Board

NEED:

Leather 2 1/2" x 3 1/2" and 1/4" thick

Thin cardboard, such as a tablet back, sometimes works.

Paint and brush

Strong, thin cord, 40" long

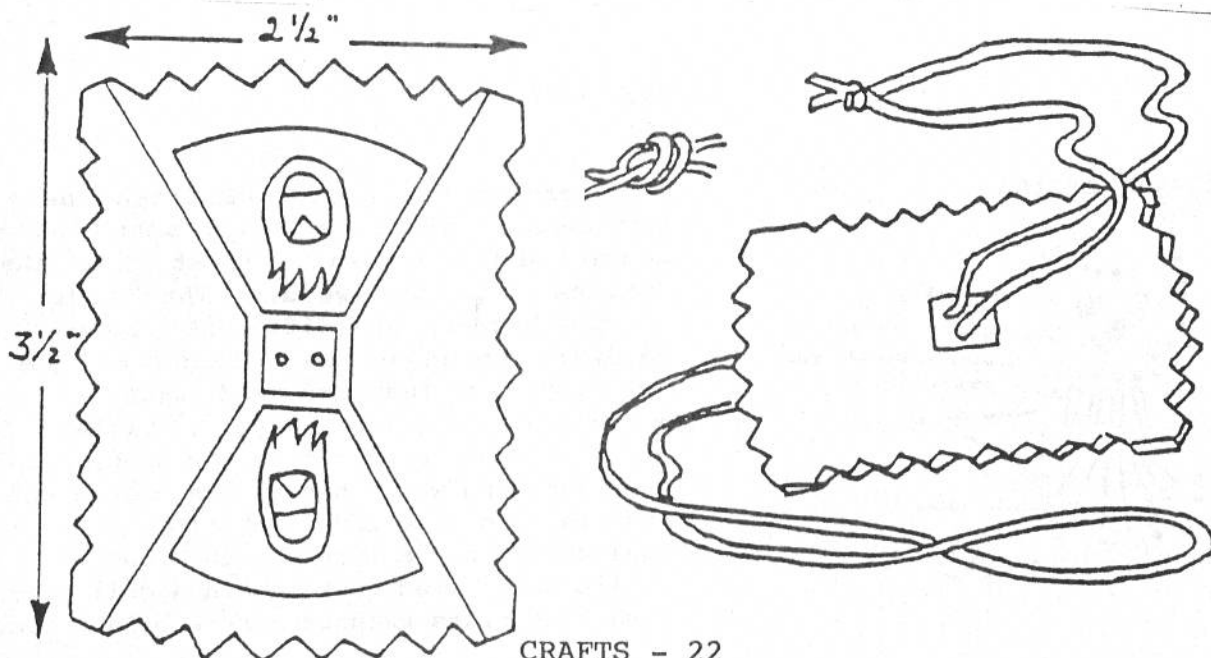
TO MAKE:

1. Cut the pattern below from leather, taking care that all the notches are even. Paint a design on one side; let dry.
2. In the middle of the board, above and below the exact center, make two small holes with a hole punch. Pass the 40-inch cord through these holes and knot both ends together as shown below.

TO USE:

Grasp the loops of the cord, one in each hand. First pull the cord tight and then release it. Pull it again, then release it. Do this in quick succession and the board will spin and whirl and buzz. The faster you work it, the more noise it will make.

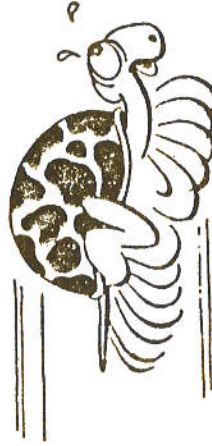
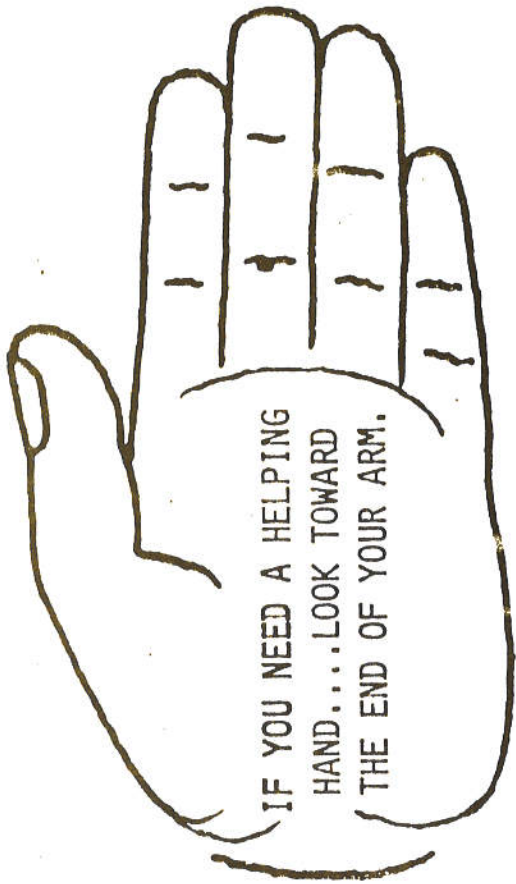
This game is used by Eskimo children to amuse themselves during the long, sunless periods in the north. It is a toy that children will enjoy and could be made by a Cub Scout for his sister, brother, other relative, or friend.



WOOD CARVING AND WHITTILING

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Instead of putting in your
own two cents, it's smarter
to wait until someone offers
a penny for your thoughts



Woodcarving and Whittling

Why Carve or Whittle?

- 1 Because it is fun and satisfying beyond imagination.
- 2 It can be done anytime and any place.
- 3 Anyone can do it -- young and old or handicapped.
- 4 Inexpensive -- no big expense for wood or tools.
- 5 An outlet for creative artistic expression.
- 6 Therapeutic - a great way to work off tension and frustrations.

What do you need to begin carving?

A strong desire to succeed, wood, pattern or ideas, sharp knife or exacto tool and plenty of bandaids!!

Suggest to your boys that they buy an exacto tool to begin with and a supply of sharpened blades. Replacing blades is easier to do for a beginner. Learning the art of sharpening dull pocket knives can be very difficult for young boys.

Most boys want to cut wood rather than spend time sharpening!

Be prepared before starting to carve.

- 1 Review basic first aid with Cubs
 - a Know how to stop bleeding from cuts.
 - 1) Apply direct pressure.
 - 2) Get medical help.
 - 3) Apply bandaid or larger bandage.
 - 4) Get stitches if wound requires.
- 2 When teaching carving to Cubs, have at least one other adult with you to help supervise. Boys without help can often be too much to handle... especially for one person.
- 3 Instruct Cubs in basic knife safety.
 - a Never play with your knife -- respect it.
 - b The only safe knife is a sharp knife.
 - c Use a pair of leather gloves if possible.
 - d Keep other hand and fingers out of way of the knife.
 - e Don't walk around with the knife (put it down before you get up).
 - f Don't carve in your lap.
 - g Clamp material down if possible before working on it.
 - h Refer to Cub Scout Bear Book for further safety rules before starting to whittle.

Woodcarving and Whittling

Whittling is an art that has been practiced for many centuries. Many fine carvings have been made with just a pocketknife.

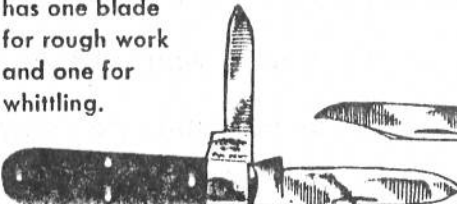
There are four prerequisites for good whittling:

1. A good two- or three-bladed pocket knife with a handle about 3-1/2 inches long. It should have one large, strong blade and one or two smaller blades.
2. An oil stone or whetstone for sharpening the knife.
3. The right kind of wood for whittling. White pine, basswood, cottonwood, cedar, poplar and willow are the best, for they all have straight grains.
4. Some idea in your head as to what you want to make.

Here are a few rules to keep in mind when whittling:

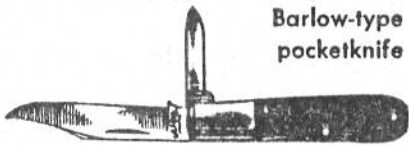
1. Always keep your knife blade sharp and clean.
2. When you finish whittling, always close up your knife and put it in your pocket.
3. Never try to whittle hardwood or woods that contain resins.
4. Don't use your knife to open cans, scrape metal, or pry things open or apart, or you will ruin the blade.

The Barlow knife has one blade for rough work and one for whittling.

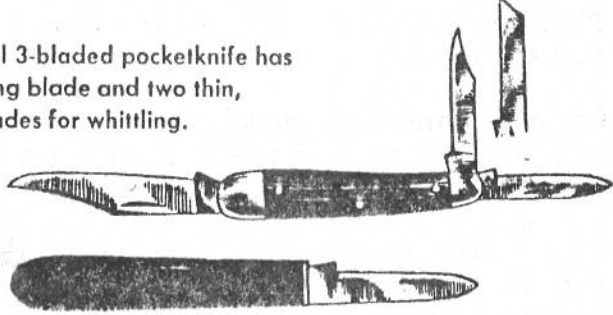


A strong spring is usually the mark of a good knife.

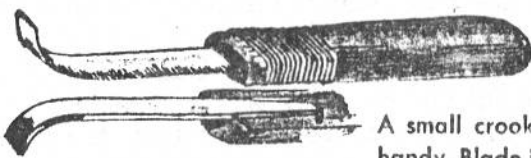
Barlow-type pocketknife




The ideal 3-bladed pocketknife has one strong blade and two thin, small blades for whittling.




A small ridged knife is good because the blade does not have a tendency to close.



A small crooked knife is also handy. Blade is set into handle and then wrapped with twine.

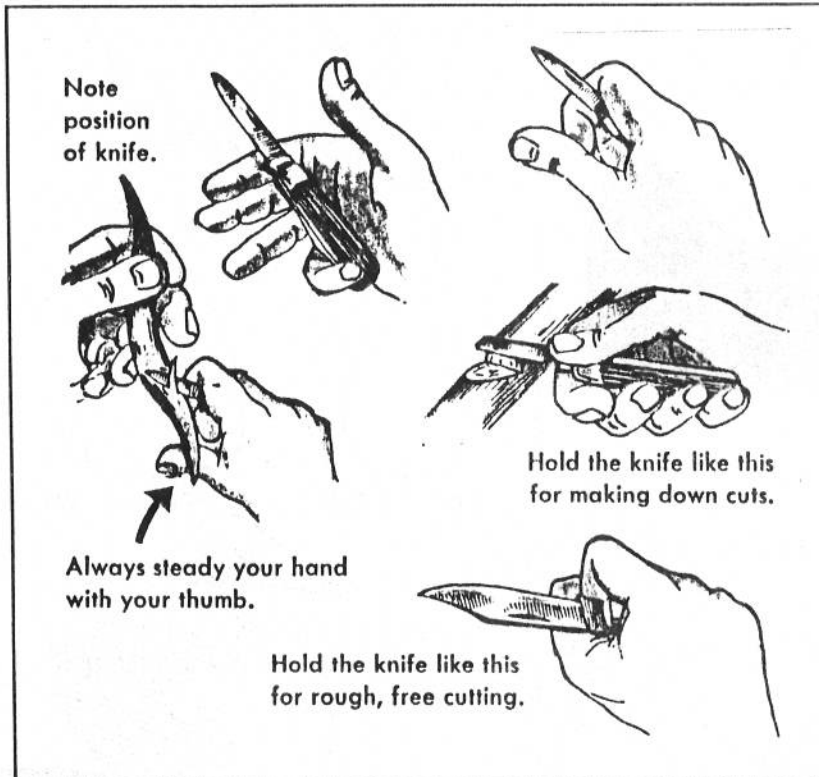


The old, reliable Boy Scout knife



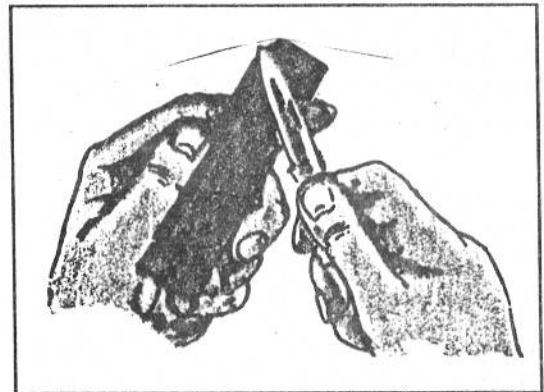
Don't lay your knife down when you are finished with it. Always close it up and put it in your pocket.

Woodcarving and Whittling



This is the correct way to hold a pocketknife for ordinary whittling. You get better leverage by holding knife part way up on the blade.

A small whetstone is handy to have with you for sharpening a knife, since you always have water and seldom oil (for an oilstone). Fine emery cloth placed on a flat surface may also be used in the same manner.

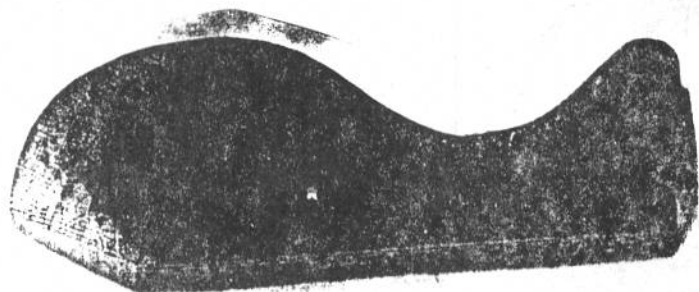
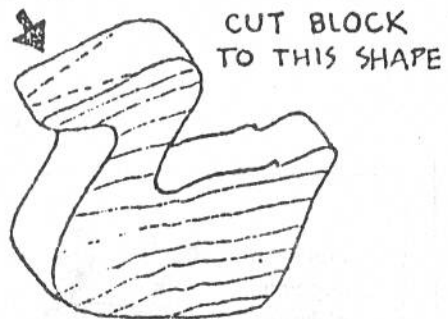


Cut small chips, bracing your thumb and pulling your blade to the thumb. Be careful at all times to watch which way the grain is running. It is a good idea to have the grain run vertical on small objects.

After the project is completed, finish to suit your liking. Stain or varnish, paint or just paste wax.

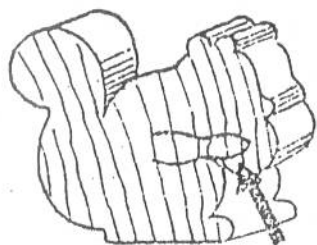
IT'S FUN - BUT YOU MUST STICK TO IT!

Woodcarving and Whittling



BACK VIEW

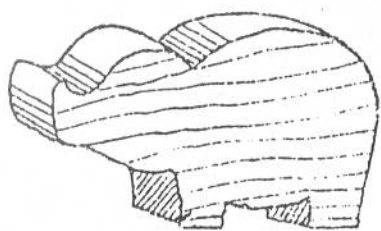
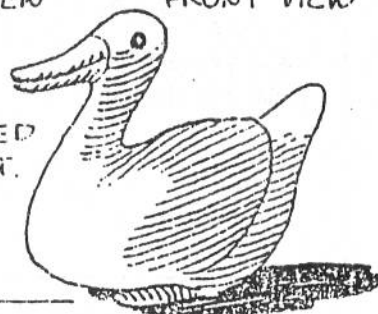
FRONT VIEW



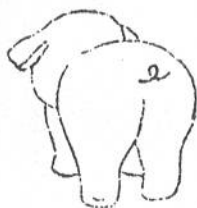
CUT BLOCK AND BEGIN WHITTLING AT THIS POINT



FINISHED PROJECT.

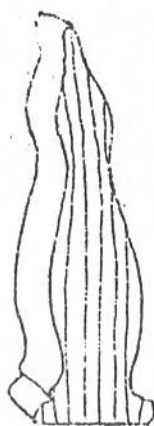


CUT BLOCK TO THIS SHAPE

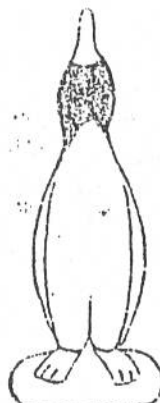


BACK VIEW

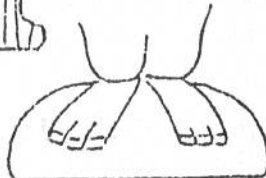
WIRE TAIL



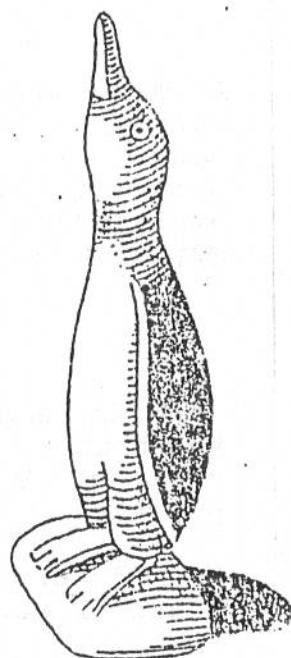
CUT BLOCK



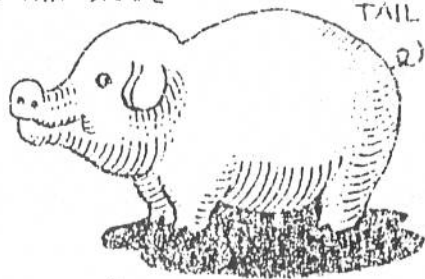
FRONT VIEW



FRONT VIEW, FEET



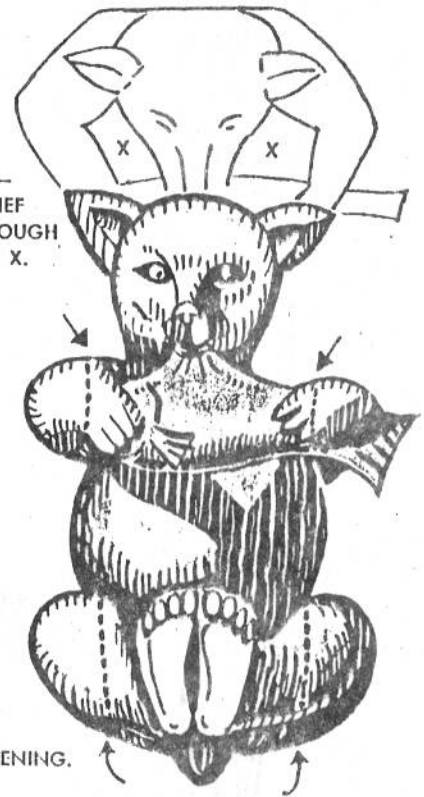
FRONT VIEW



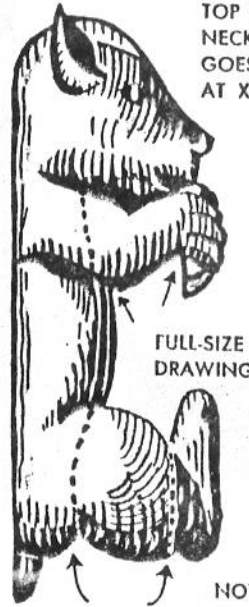
Woodcarving and Whittling

HUNGRY BEAR SLIDE

SAW OUT WITH A BAND OR JIG SAW. BE CAREFUL OF YOUR FINGERS.



FINISH EITHER IN NATURAL WITH A COAT OF VARNISH, OR PAINT BROWN WITH BLACK PAWS.



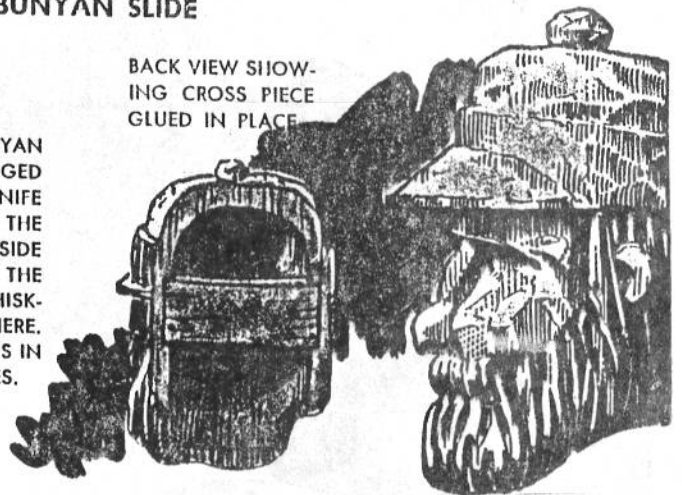
NOTE OPENING.



PAUL BUNYAN SLIDE

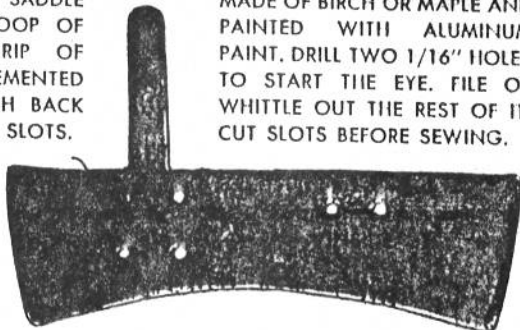
BACK VIEW SHOWING CROSS PIECE GLUED IN PLACE

PAUL BUNYAN SUCH A RUGGED W, LET THE KNIFE STAND. CUT THE QUETTE OF THE SIDE W FIRST. PAINT THE FACE, AND WHISK- AS SHOWN HERE. WENT BLACK BEADS IN PLACE FOR THE EYES.



Neckerchief Slides (continued)

SHEATH OF THIN CALFSKIN SEWED WITH A SADDLE STITCH. LOOP OF 5/16" STRIP OF SAME CEMENTED TO SHEATH BACK THROUGH SLOTS.

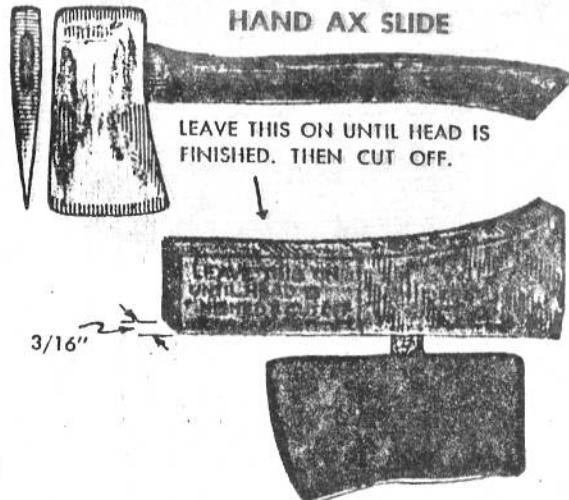


FULL SIZE OF AX AND SHEATH

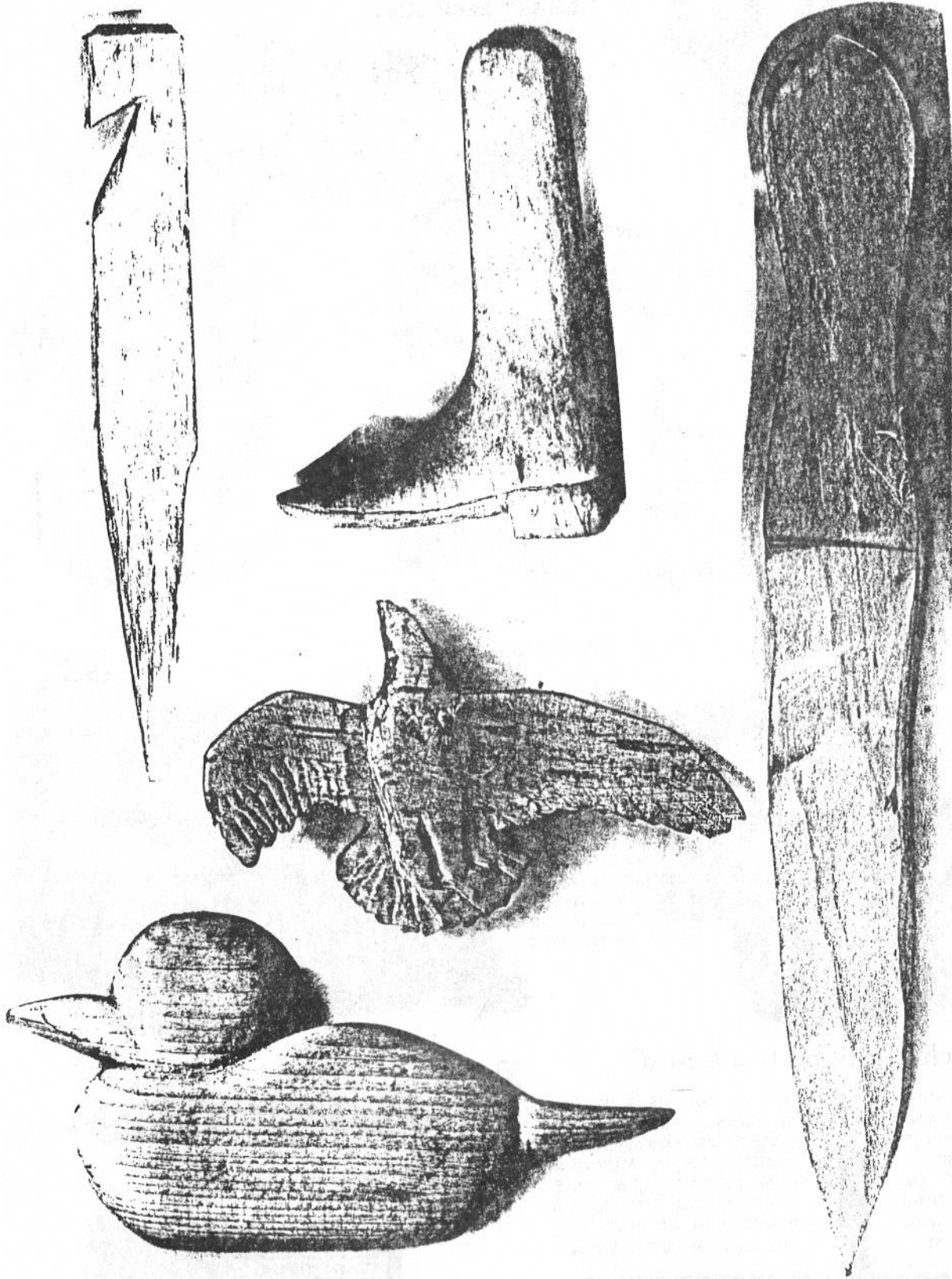
THE AX-HEAD IS MADE OF ALUMINUM. IT CAN ALSO BE MADE OF BIRCH OR MAPLE AND PAINTED WITH ALUMINUM PAINT. DRILL TWO 1/16" HOLES TO START THE EYE. FILE OR WHITTLE OUT THE REST OF IT. CUT SLOTS BEFORE SEWING.

HAND AX SLIDE

LEAVE THIS ON UNTIL HEAD IS FINISHED. THEN CUT OFF.



Woodcarving and Whittling



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TIE SLIDES

The neckerchief slide is the one area of the Scout uniform which can be customized to reflect the personality, ingenuity, creativity and style of the wearer. To an experienced Scouter, the neckerchief slide shows pride in the uniform and the Scouting program. In many cases the neckerchief slide carries a story or a recollection which can help a conversation lead to a new friendship.

Elements of a Good Neckerchief Slide

Not everything hung around a neckerchief makes a good neckerchief slide. There are some features that collectively make one neckerchief slide better than another and should be considered when neckerchief slides are being designed and acquired.

A good neckerchief slide should:

1. Secure the neckerchief and hold it in place. This is frequently a function of the material and diameter of the hole that the neckerchief fits through. A large, smooth hole will not secure a neckerchief. 20 mm rings, craft vinyl or leather loops or 5/8" holes will hold a slide in place.
2. Physical size should be appropriate. A tiny slide will get lost, but an oversize slide may look even worse. The weight of the slide is also important.
3. Visibility is a composite criteria combining both size and color. A small, dull slide will disappear from notice, and an oversize, garishly colored slide can look totally inappropriate. The slide should be noticed but not overpowering. A nice sized, sharp slide will scream out to be noticed and appreciated.
4. The slide should be significant. A slide which relates to a completed activity or experience will always mean more to the wearer and will be reflected in his pride in the slide. Meaningful slides tend not to get lost as quickly as others.
5. A slide should be durable. The materials should reflect the active programs of Scouting and be able to withstand a reasonable level of abuse or they will be relegated to "safe", ceremonial wear only.
6. The slide should be made by the Scout. Nothing enhances a slide's value in the eyes of the wearer more than the knowledge that the slide is all his.

Slide projects should be selected to reflect the levels of ability of the boys making them, to coincide with Den's activities or the monthly themes and should be made with help and guidance by the boys themselves whenever possible. Better yet, let them help in the design and selection.

Tie Slides

Categories of Slide Production

Slides can be classed into the four "C"'s of production, CARVED, CAST, CRATED, OR CONVERTED. While lines are often blurred in individual slides, the categories are one way of classifying the level of difficulty in making the slides.

Carved slides require the use of a knife or similar tool to remove the material that doesn't belong to the slide. Wood, cork, plaster can all be carved to produce striking and individual neckerchief slides. White or sugar pines are the best choice for detail and ease of carving. A small, sharp blade is essential for ease in carving. Good designs by W. Ben Hunt, Whittlin' Jim, (one in the same) and others are available in Boy's Life and wood carving books. Generally these slides require the greatest ability to create a slide.

Cast slides are fabricated by pouring plaster or plastic resins into a mold and attaching a ring to the back. The cast object is then painted to complete the slide. Casting allows the production of a number of identical planks. The form of the slide is limited by the molds available. These slides are readily adapted for all skill levels.

Created or Constructed slides are fabricated by cutting and gluing together materials to make a highly original and varied group of slides. These slides are well adapted to boys of intermediate ability who are beyond painting but not dexterous enough for carving. A hot glue gun can make fabrication much easier and quicker. The key to these slides is in using materials in new and unique ways.

Converted slides are fabricated by adding rings to commercially available materials such as kitchen magnets, light catchers, small toys and other similar finds. Conversion slides can also be fabricated from trip souvenirs and mementos. A hot glue gun is a key tool in converting collectibles into slides. These are the easiest slide to fabricate and are especially suited to younger scouts.

Tools and Materials

The most useful tools include a small, sharp knife, a well made pair of scissors, a hot glue gun and an active imagination. Paint markers, sand paper, and emery boards are helpful in finishing slides. A coat of "crystal clear" spray will protect the slide and its finish.

Materials that help translate ideas into slides include craft vinyl, bumpy chenille, eyes and noses, 20 mm rings, felt, and a fine collection of odds and ends.

Tie Slides

November Turkey Day

TURKS HEAD NECKERCHIEF SLIDE

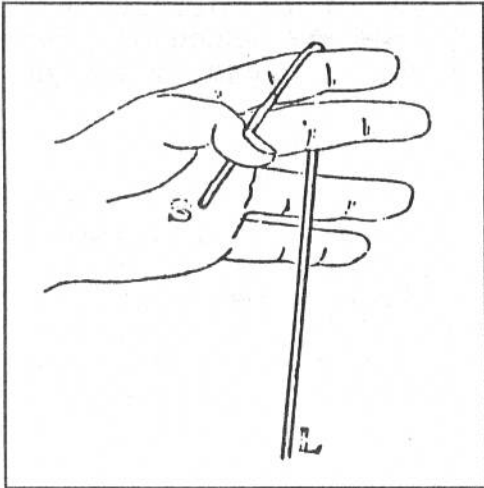


Figure 1 Start like this

Bring long end up, cross over short end, then down behind fingers.

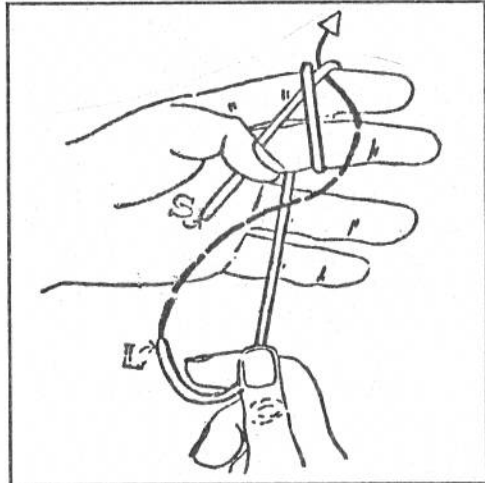


Figure 2 Next, follow the arrow

After you complete Step #2,

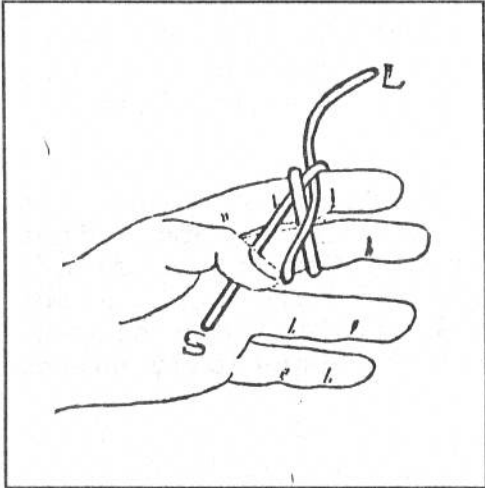


Figure 3 It should look like this

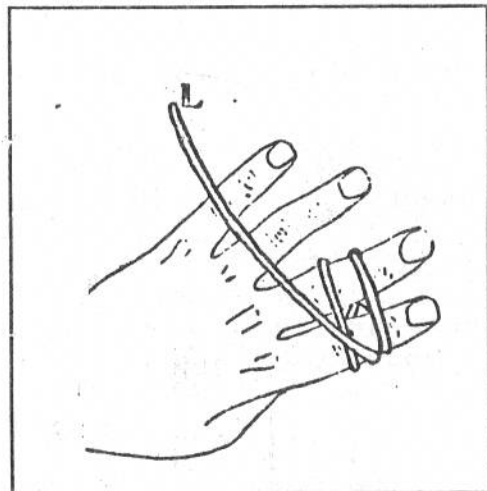


Figure 4 Turn your hand over, and it looks like this.

Tie Slides

Turks Head Neckerchief Slide (Continued)

Careful! This is tricky!

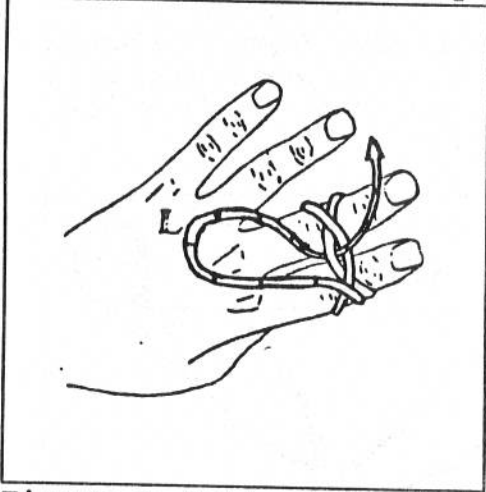


Figure 5 Pull right loop under left loop. Thread long end between them from underneath.

Now, it looks like this.

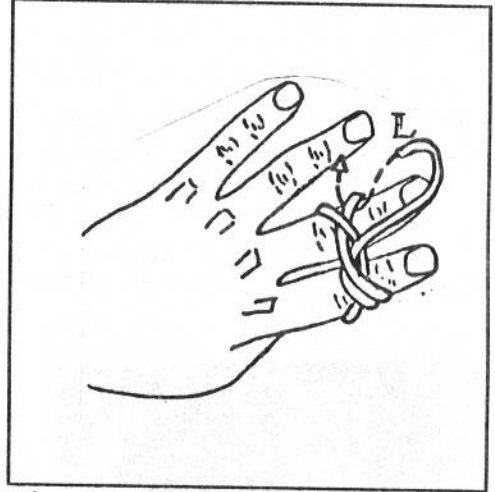
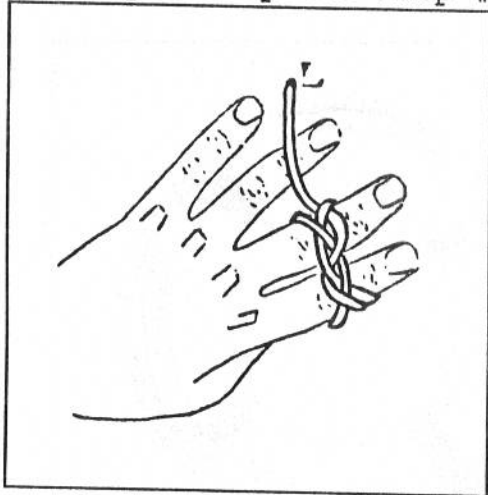
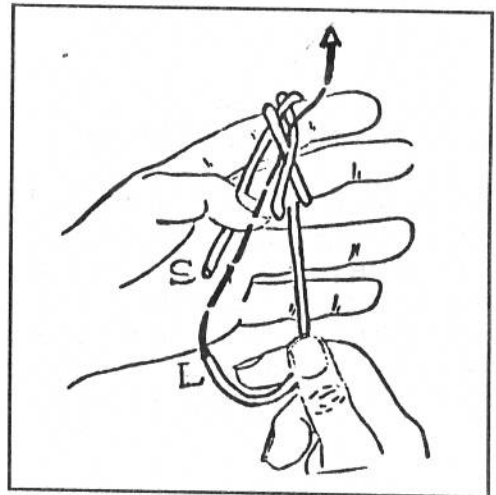


Figure 6 Next, follow the arrow.

After you complete step #6,



Turn your hand over again. Follow the arrow. The rest is easy.



Make from thinner materials such as string, yarn, twine, etc. for tie slides. Make it as wide as you want. If you wish to make into a game, cover a ball and use a thicker material such as rope.

Tie Slides

December To Help Other People

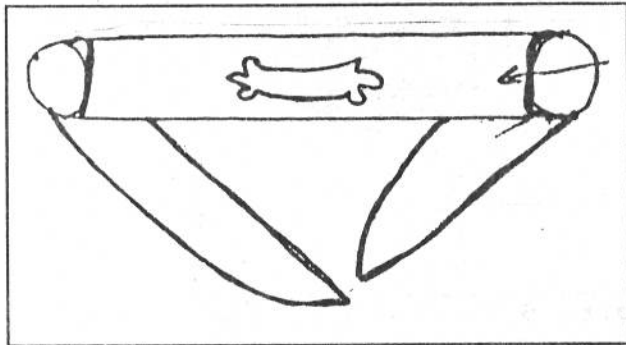
Give a tie slide to someone you appreciate.

Glue rubber band to card front and vinyl loop to the back.

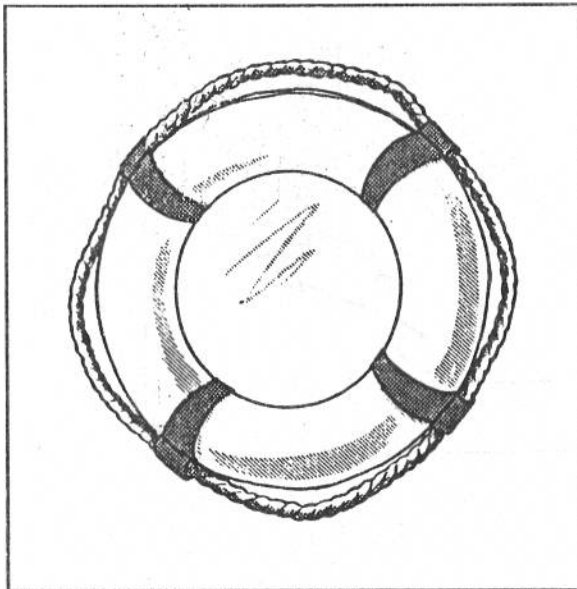
We're Not Stretching It
We Appreciate You!



Pocket Knife
Cut from blades from cardboard and cover with aluminum foil. Glue to back of Popsicle stick. Paint stick.



Clipboards are helpful. Make a tie slide clipboard with a clip over a small "Post-it" and put a vinyl loop on the back.



January Pirate Waters

Make a LifeSaver LifeSaver. Take a candy lifesaver and tape a thin rope, string, or piece of yarn in four places. Attach a small piece of rope across the back to hand on neckerchief. Print on the candy if you wish.

Tie Slides

January *Pirate Waters* (Continued)

Make a pirate ship from a walnut shell.

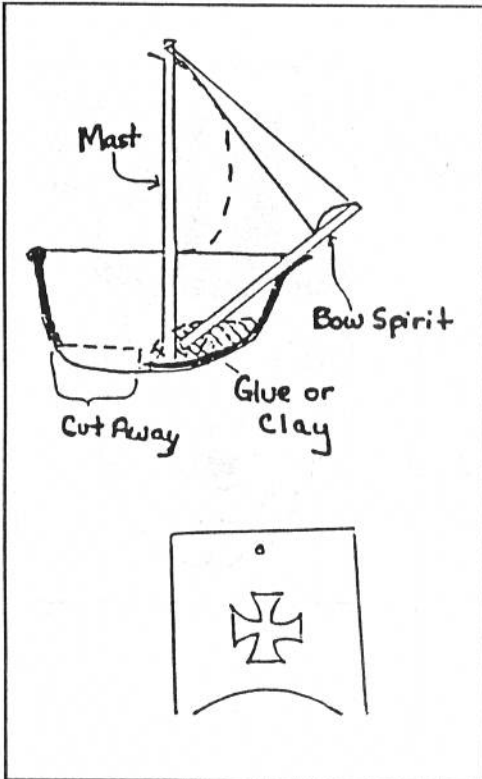
1. Cut a 1/2" square from the bottom side of the shell, close to the blunt end.

2. Cut tooth picks to 2" and 1-1/2" lengths, removing sharp ends.

3. Cut out sails and decorate. Use heavy paper or light plastic such as milk bottle.

4. Put a slug of glue in the pointed end of the shell and position the mast and bow spirit as in the drawing.

5. Punch a small hole in the top of the sail and glue it to the mast. Add a forward sail to the mast and bow spirit, if desired.



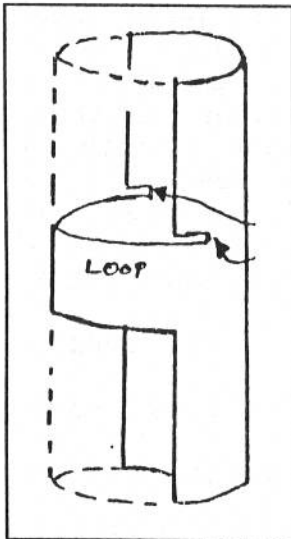
February *Old Glory*

Uncle Sam Tie Slide

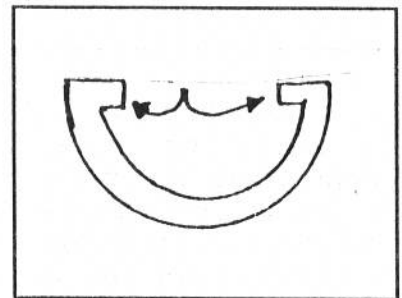
The Uncle Sam tie slide can be made from any suitable size tubing, cardboard, PVC, etc. (try a section out of an empty toothpaste pump). Use a craft knife for cardboard or soft materials - a hacksaw blade for PVC or plastic.

1. Cut a length of tubing approximately 2-1/4" long.

3. Cut out hat brim (cardboard or light plastic) sized to fit your tube. Tabs go in slots on tube.



2. Cut tube as shown by dotted lines.



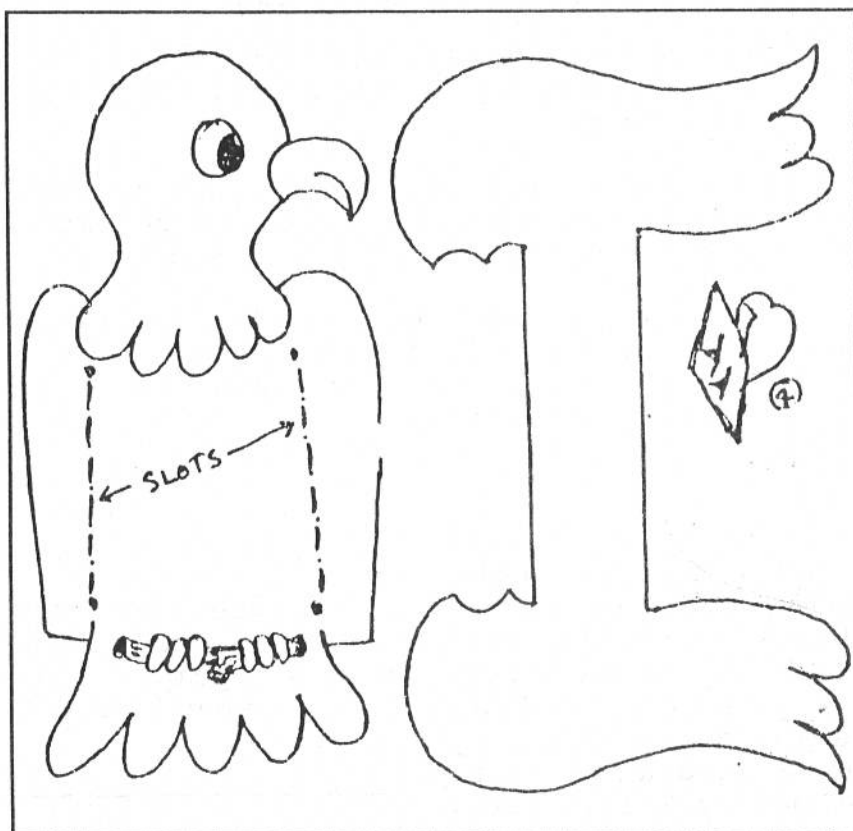
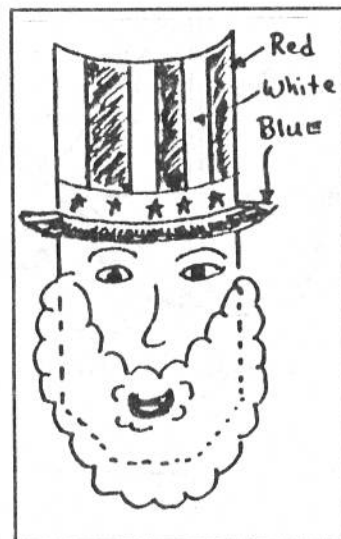
Brim

Tie Slides

February Old Glory (Continued)

Uncle Sam Tie Slide

4. Snap into place and glue on (white glue for cardboard - household glue for plastics, etc.)
5. Paint with suitable paints.
6. Glue on Cotton for beard.
7. Use "stick on" Gold stars on hat.



Eagle Tie Slide

The Eagle Tie Slide can be made from leather, card stock, plastic or any other material flexible enough to allow assembly and stiff enough to retain the shape of the body and wings.

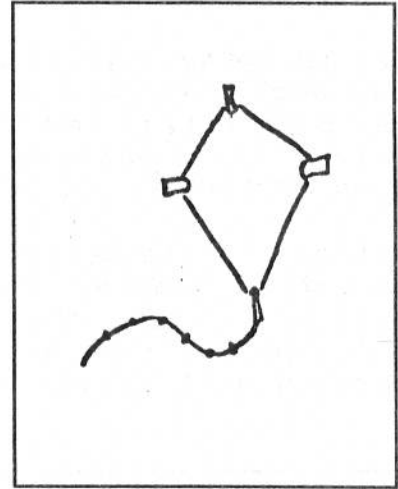
1. Trace and cut out the two parts.
2. Color or draw in details using paint, crayon or markers (depending on the material used.)
3. Cut slots (dotted lines. Start the slot at the top (near neck) and cut it as short as will allow assembly.
4. Start with the wing tips and slide or roll the wings through the slots from the rear.
5. Straighten wings and align them with the body. The band between the wings forms the loop on the rear of the slide.

Tie Slides

March Weather Observations

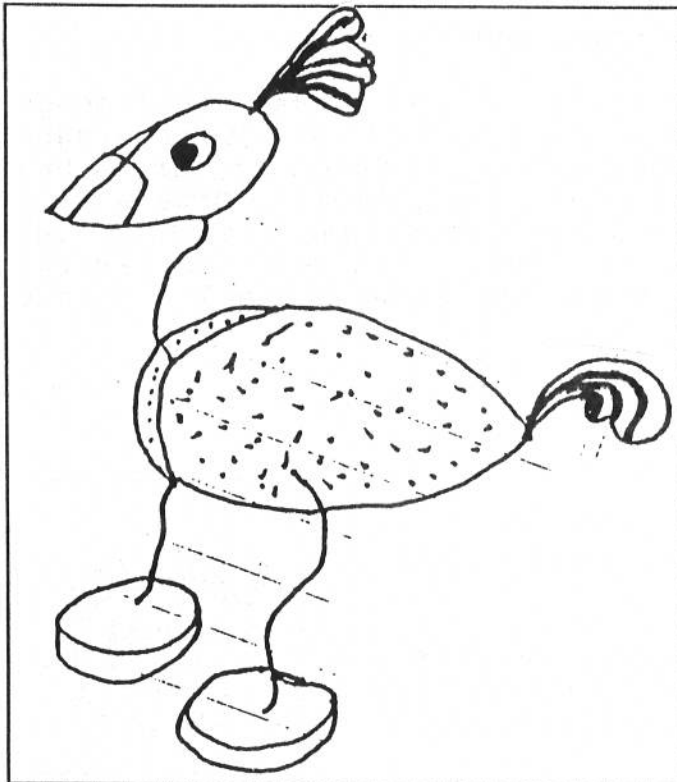
Kite Slide

1. Cut kite shape from foam meat trays.
2. Tie two toothpicks together crosswise and glue.
3. Cut points off toothpicks to proper length.
4. Glue a piece of yarn with knots tied in it for a tail.
5. Glue ring on back.



April Cub Scout Bird

Bird Slide



Supplies:

2 sizes styrofoam egg shaped balls or sponges.
pipe cleaners
feathers
vinyl or felt
glue
wiggly eyes
glitter
markers
stapler and staples

1. Cut balls in half.
2. Cut pipe cleaner for neck in 2-1/2" segments so we can push 1/2" into the balls.
3. Staple his feet on
4. Push feathers in and glue eyes on.
5. Color beak.
6. Add a little glue to side and sprinkle with glitter.
7. Cut pipe cleaner 3" for ring. Push in back.
8. Glue all pipe cleaners.

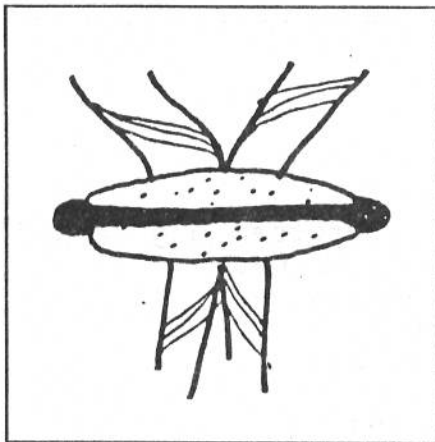
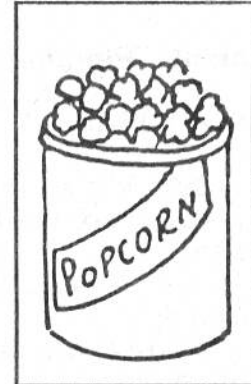
Tie Slides

May Show Biz

Popcorn Neckerchief Slide

Use an empty 35mm film can. Make two small cuts in the back to insert a pipe cleaner ring. Cover the can with either red or white adhesive vinyl tape or paint. On a piece of white adhesive tape print the word "POPCORN" and fasten to the front of the can.

Put one or two cotton balls in can and pout a small amount of plaster over them for weight. When the plaster is dry, glue pieces of popped corn in the top part of the can. Be sure to use sufficient glue so that popcorn will stick. When dry, spray with clear acrylic spray.



Hot Dog Neckerchief Slide

Supplies:

Craft Dough (recipe is in Here's How section of basic book.

Pipe Cleaner

Paint: brown, red and yellow

Paint dowel stick red. Make craft dough and wrap small amount of dough around stick, but not all the way, to form a bun around the hot dog (stick). Make a ring with the pipe cleaner and insert in the back of the bun. Let dry for several days. Paint bun brown and add a little

yellow for the mustard.

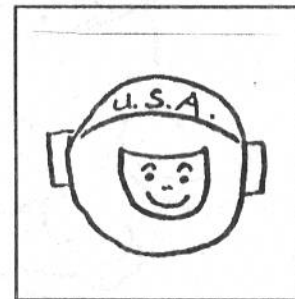
June Life on Other Planets

Astronaut's Helmet

Make helmet shape from modeling dough. Let it harden.

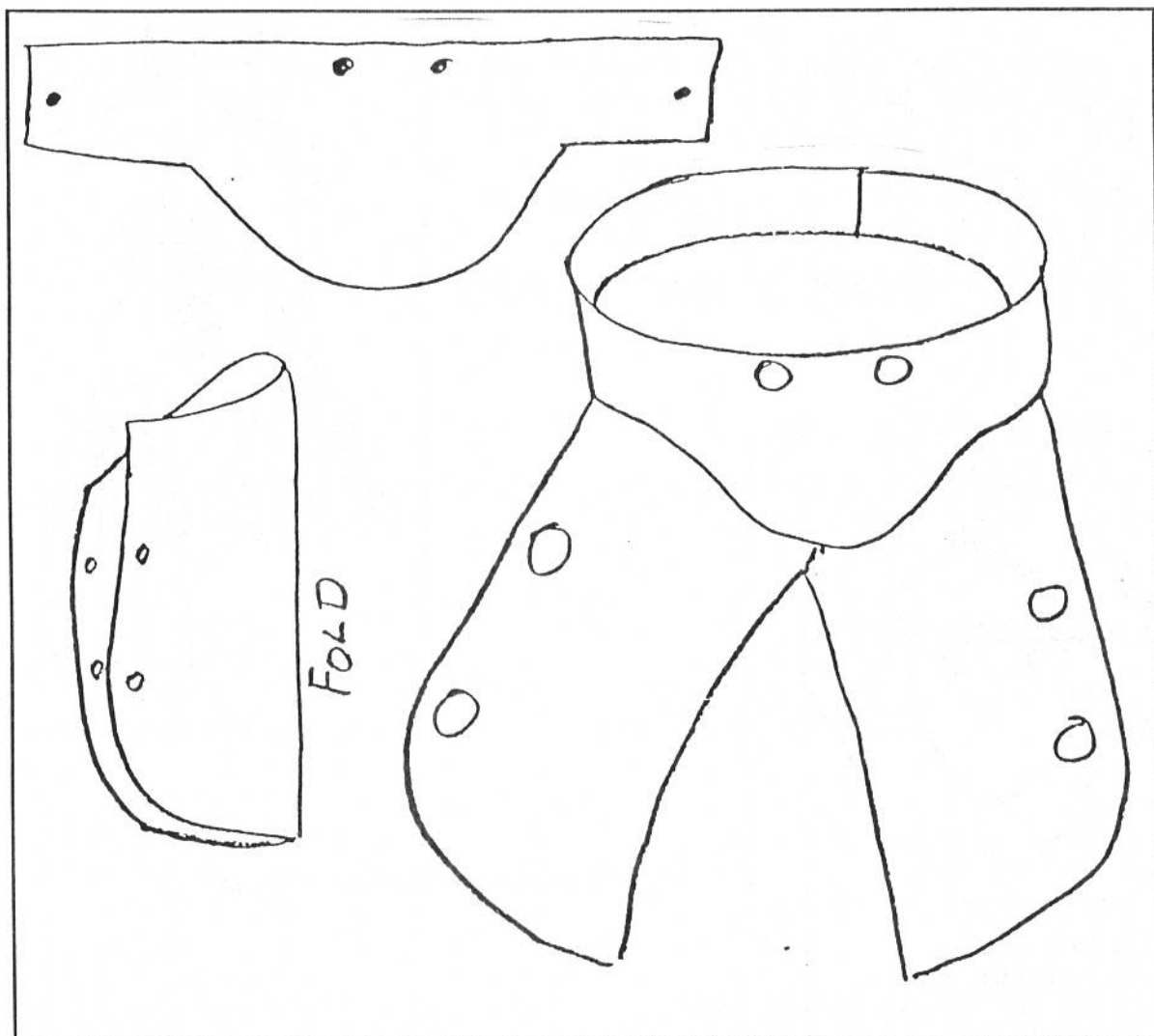
Use boy's school picture ... cut out his face and glue to slide. Use a piece of clear acetate (such as lids to card boxes) to put over the picture.

For ring -- before modeling dough or clay hardens, insert piece of pipe cleaner or ring from pop-top pop cans.



Tie Slides

July Wild & Wooly West



Chaps Neckerchief Slide

Have your Cubs capture the spirit of the Wild and Wooly West by making and wearing these Cowboy Chaps. Neckerchief comes through legs.

Supplies:

Scrap leather or vinyl 2" X 4"
6 brass paper fasteners
Leather punch

Directions:

Cut material to shape of patterns below. Assemble as shown (be sure to have one chap go one direction and the other, the other direction.) Add more metal fasteners if desired for decoration.

Tie Slides

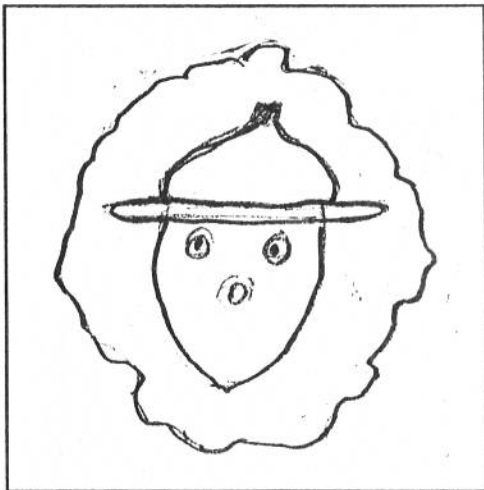
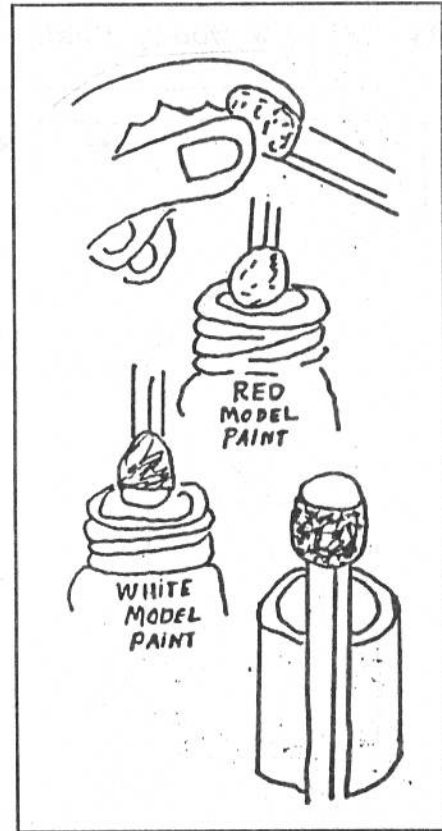
August Campfire Yarns

Match Neckerchief Slide

Use a stick $\frac{5}{16}$ " square and 4- $\frac{1}{2}$ " long. Build up match head with plastic wood. Let dry.

Dip head in red paint. Let dry, then dip head tip in white paint. Let dry.

Glue match to leather or vinyl loop for slide.



Smokey Bear Tie Slide

Supplies:

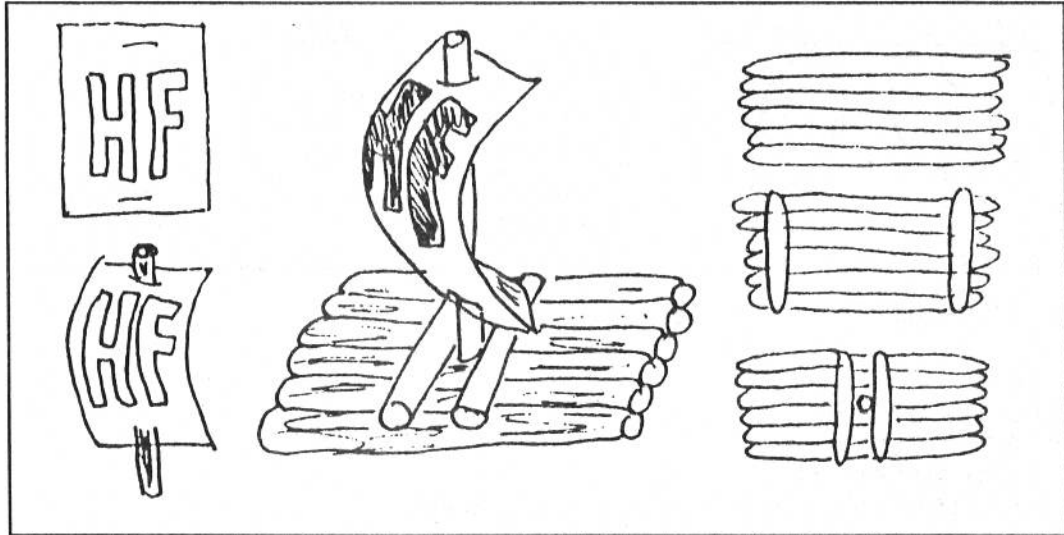
Half a walnut shell
half the cap of an acorn shell
two smallest movable eyes
Smallest black pompon
glue
plaster or putty filler
vinyl strip, pop ring, or some other means to make the slide
small square of brown paper bag

Fill the walnut shell and attach whatever you are using for the slide. Cut round circle out of brown paper bag whose diameter is more than the width of the walnut shell. Fold circle in half and glue. With the point of the walnut shell facing down, glue the brown paper bag circle to the top and the acorn half a cap on top of the bag. This makes the hat. Glue eyes in place along with the pompon for the nose.

Tie Slides

September American Folklore

Huck Finn's Log Raft



Cut six 6" twigs. Place side by side on a sheet of waxed paper. Glue twigs together with waterproof glue to form raft. Cut two twigs to fit across width of the six glued twigs. Glue them near the ends of the raft including a strip of vinyl under them to be your tie holder or use a twist tie. Let dry overnight. When dry, turn upside down. Cut a twig to form mast and glue it, standing up in the center of the raft. Glue two more twigs the width of the raft on either side of the mast to act as reinforcements. Dry overnight. Decorate a white paper sail, push on to twig mast.

Paul Bunyan's Hiking Boot

Cut out of plywood (or cardboard).

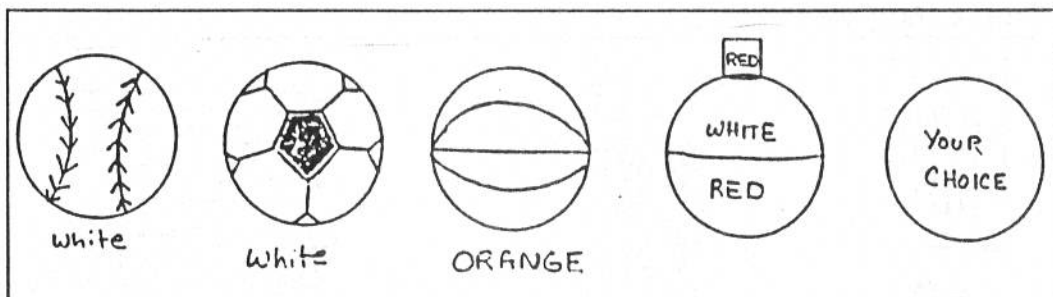
Have Scouts paint. Attach slide holder to back. Use yarn for the shoe laces.

Paul's Boot is just one idea. Use any other symbol of any American Folklore. Use the imagination of your boys. They can search for the symbols.



Tie Slides

October Family Hobbies



Summer Spheres

Supplies:

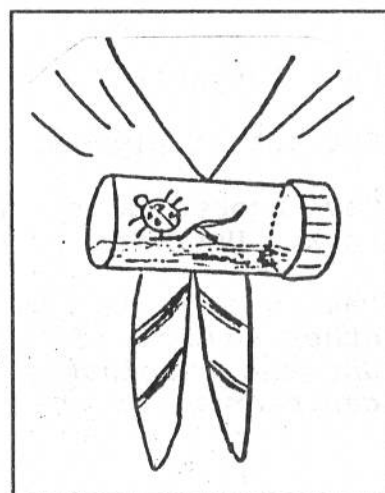
1/2 Ping Pong Ball
Paints or Markers
Slide Loop Material
Knife or fine saw to cut ping pong ball
Glue Gun

Directions:

1. Either fill half ping pong ball with plaster and imbed slide ring or glue a 1/2" X 2-1/2" strip of craft vinyl into the inside of the ping pong ball. Let set.
2. Decorate the outside with paint sticks or magic markers in the pattern of your favorite summer past-time. Examples might include baseball, basketball and soccer balls or even a fishing bobber (extra pieces might be added to make it look more realistic.)

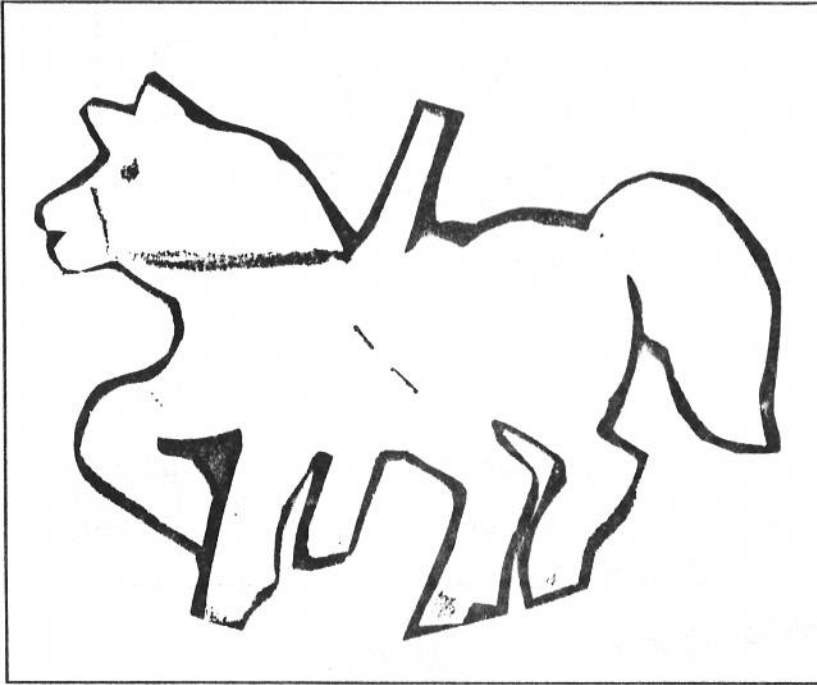
Insect Case Tie Slide

Use a clear plastic pill bottle with a snap-on lid (clear film canister). Using pliers, hold a nail over a flame on the stove until it is hot. Use the hot nail to punch two holes on one side of the bottle, about 1/2" apart. Make a 3-1/2" ring from a pipe cleaner and insert in holes. Twist pipe cleaner on inside to secure it. Then with a hot needle, punch air holes in the lid of the bottle. Put in a little bit of sand and a twig. Now you are ready to catch a creepy, crawling specimen to put inside your display case. This is a really unique slide ... you can change the contents whenever you wish. In fact let your critter go each day.



Tie Slides

November Under the Big Top

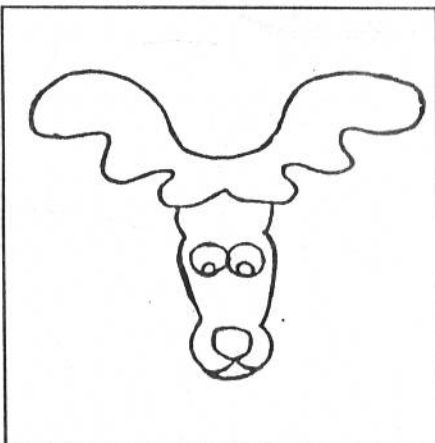
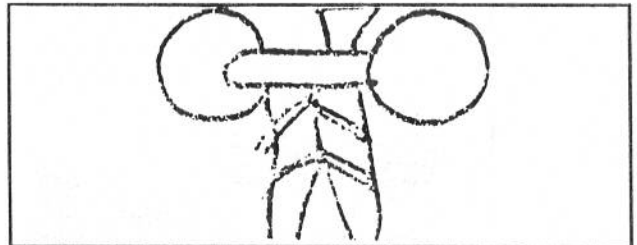


Merry-Go-Round Horse

Cut horse out of vinyl. Paint or use markers to decorate. Add bead to pole. Staple pipe cleaner to the back.

Strongman Weights

Cut dowel rod or popcicle stick about 2-1/2" long. Put clay or beads on the end. Loop can be made by attaching pipe cleaner to weights or making a loop of vinyl and cutting slits in it to run the rod through.



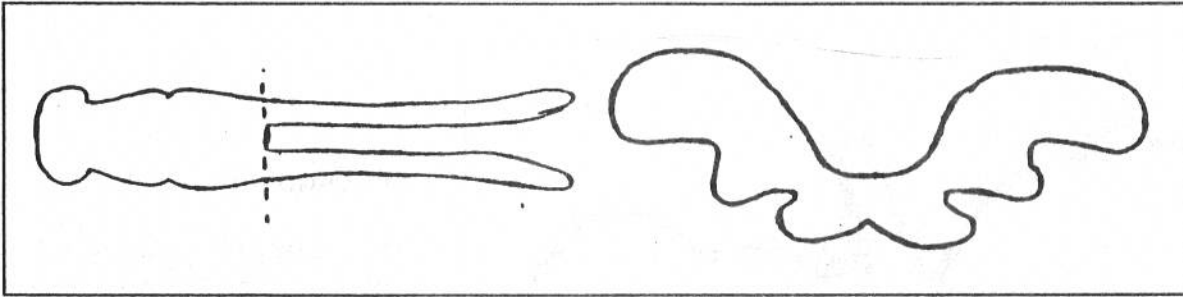
December Holiday Magic

Rudolph Tie Slide

Use a regular size flat clothespin. Cut "legs" of clothespin off with coping saw. These will not be used. Sand and stain or paint the clothespin head light brown. Turn clothespin upside down (cut of part becomes top of his head) and glue on 7mm wiggle eyes. Trace antler pattern onto brown felt. Cut out and glue to head. Glue on a 6mm red faceted plastic bead for nose. Draw mouth with fine line black felt marker or paint pen. Glue plastic draper ring on back for the tie slide.

Tie Slide

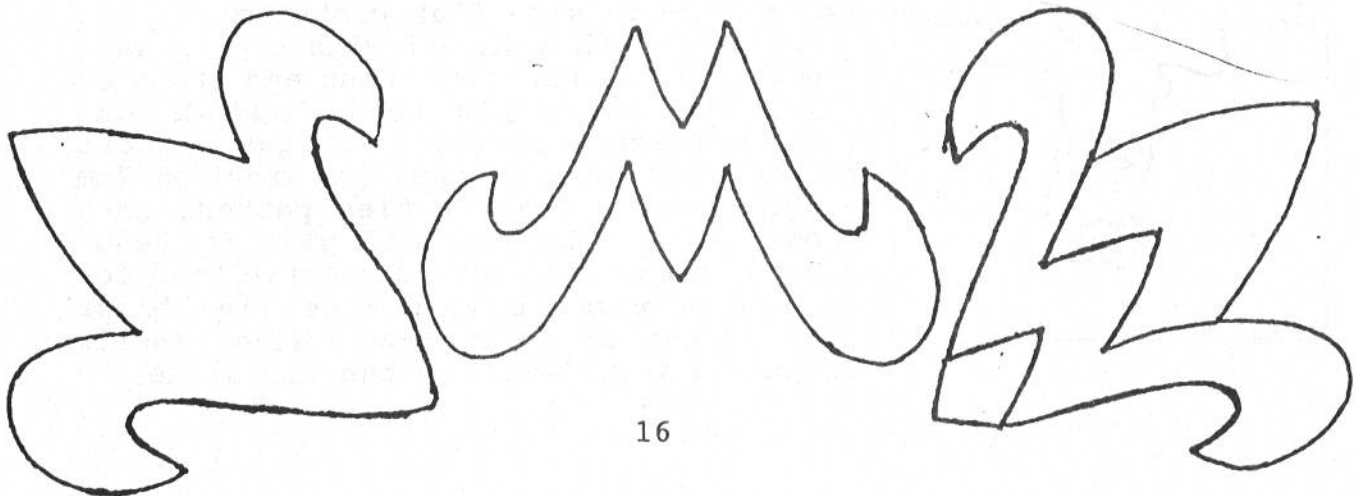
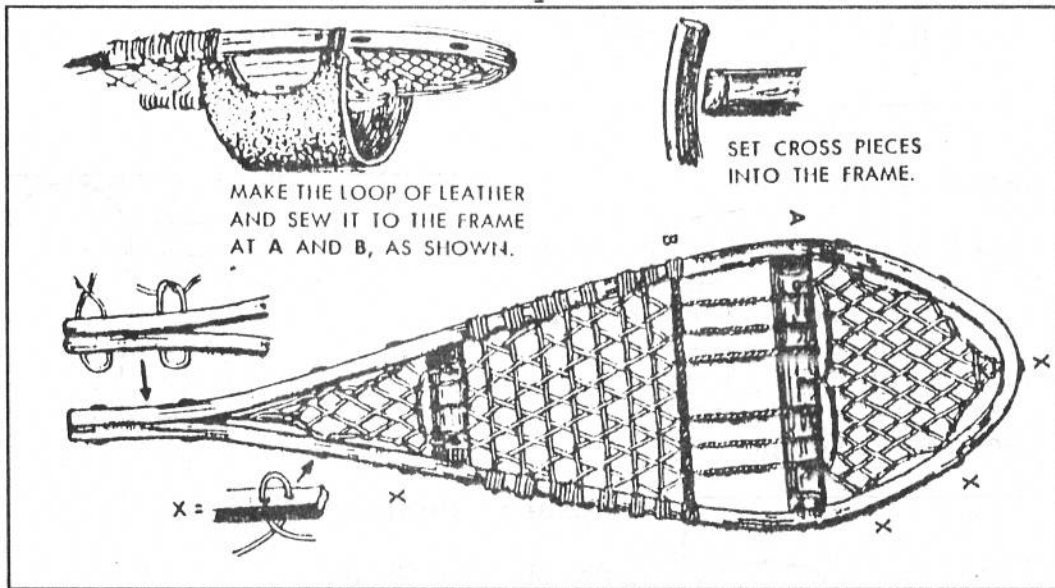
Rudolph Tie Slide (Continued)



January 1994 Alaska

Snowshoe Slide

The best wood to use for this slide is bamboo. Set cross pieces into mortises. Use strong white thread for the webbing and a blunt needle to save time. Drill holes in frame after the tail is tied. Paint the entire slide with clear lacquer.



Tie Slides

Rank Patches

Supplies:

Felt Squares, 4" X 4" each
Tiger, 1 yellow, 1, orange
Bobcat, 1 white, 1 lt. brown
Wolf, 1 white, 1 grey
Bear, 1 lt. brown, 1 dark brown
Webelos, 1 yellow, 1 lt. blue
Craft Vinyl, 1 4" X 5" piece
Craft "Tacky" Glue

Scissors

Stapler

Permanent Fine Point Black Pen

Directions:

1. Trace the outlines on thin cardboard and cut out to make pattern.

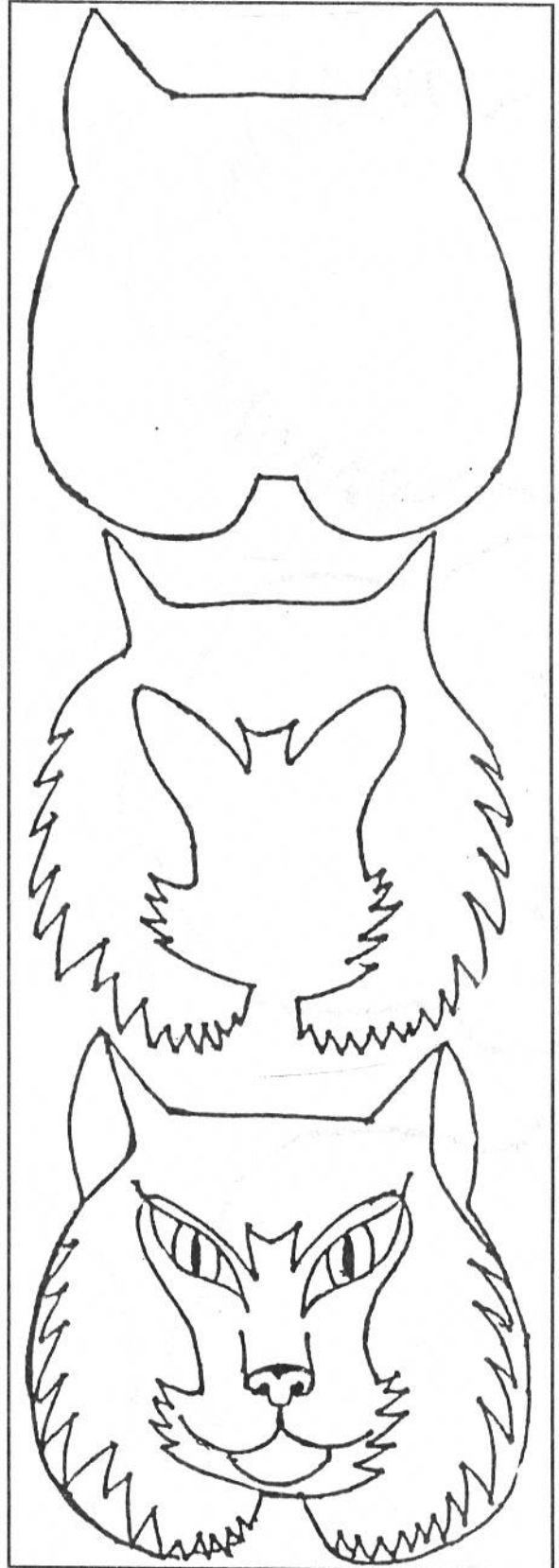
2. Trace onto the reverse side of the felt and the shiny side of the craft vinyl. The larger pattern will be used for both the lighter felt color and the vinyl backing. Trace the slide ring on the vinyl also.

3. Cut out the pieces and glue the accent piece as indicated in the composite drawing.

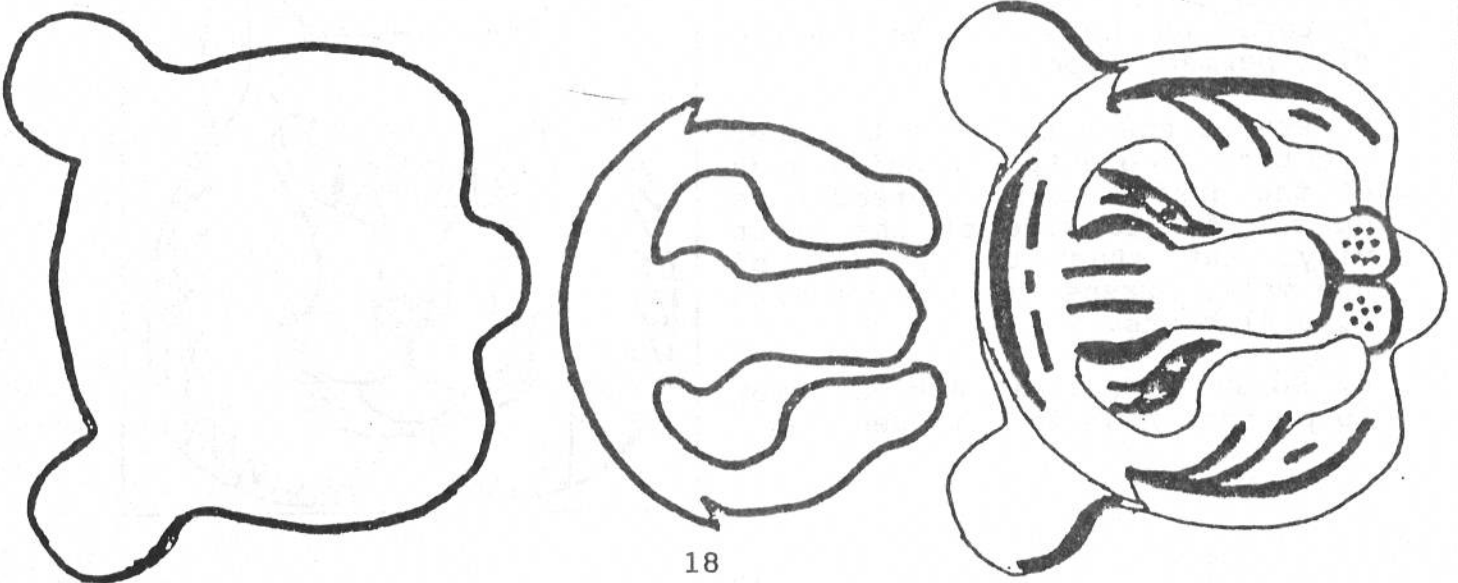
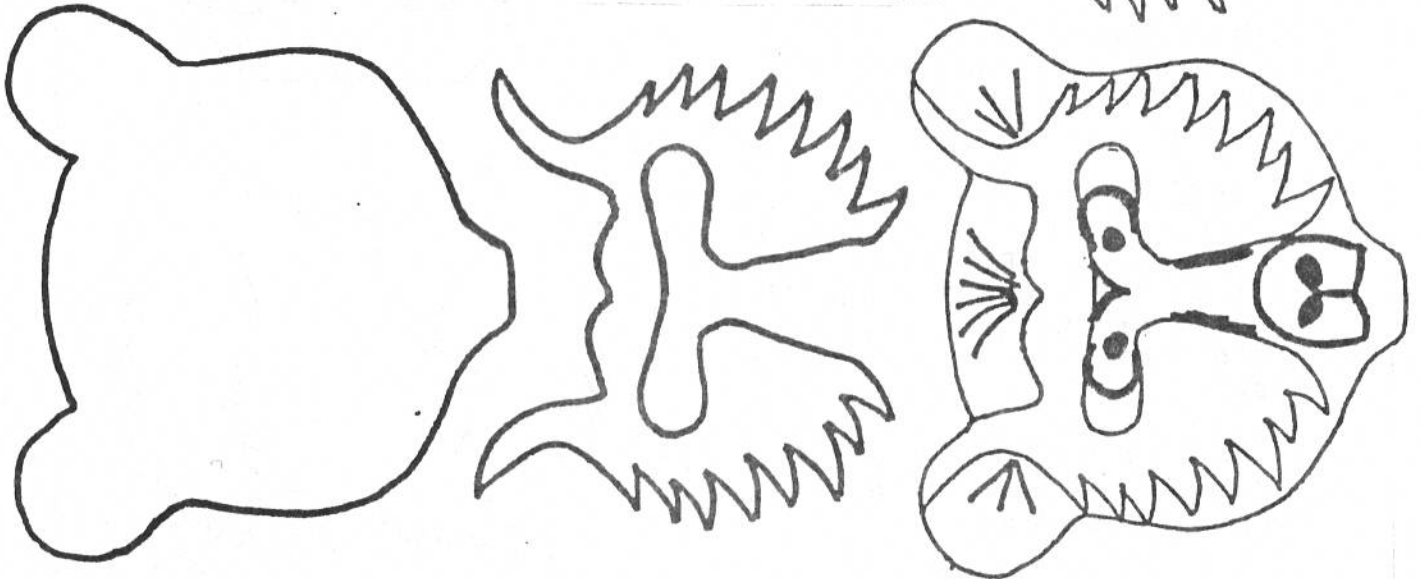
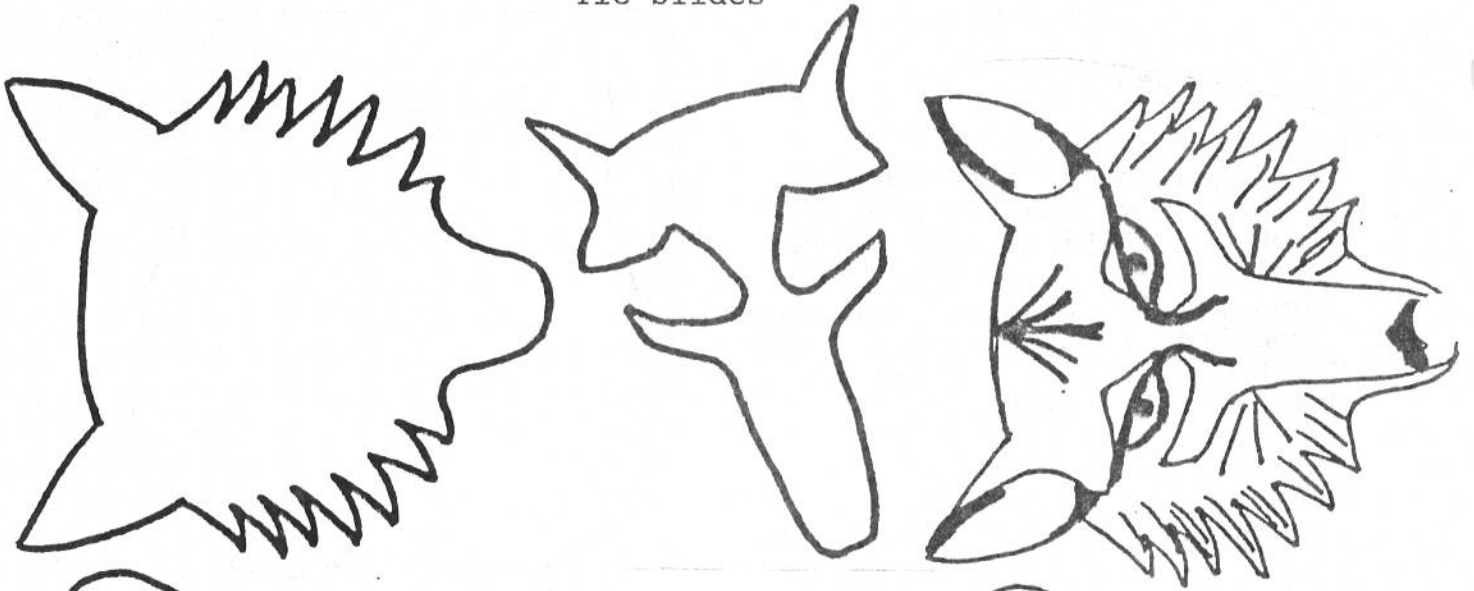
4. Carefully draw in facial features as indicated in drawing with permanent pen.

5. Staple the slide ring together and then staple to the shiny side of the craft vinyl. Spread glue on the fabric side of the craft vinyl and attach to the back of the mask. Press flat to dry with several books.

6. Spray with clear Krylon spray to protect mask face if desired.



Tie Slides





BUTTERFLY BY THE WIND

A Girl Scout is a

MUSIC

Then others

that each one has the

know that it can

Table of Contents

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Back Cup is different

Back Cup is special

Back Cup is beautiful



BUTTERFLY IN THE WIND



A Cub Scout is a
Butterfly in the wind:
Some can fly higher
Than others;
But each one flies the
Best that it can.
Why compare one
Against the other?
Each Cub is different.
Each Cub is special.
Each Cub is beautiful.



THE LATEST NEWS

(Are You Sleeping?)

Extra, extra, read the latest,
Monday's news just off the press.
What's today's disaster?
Cub Scout work with plaster.
What a mess. What a mess.

Extra, extra, read the headlines,
this weeks news, what's the score?
Hurricane hits Elm Street,
Sixteen muddy Cub Scout feet
Track the floor. Leader soar.

Extra, extra. Here's you paper,
Read about the latest riot.
Eight Cub Scouts as Indian braves
Stomp and dance and yell and rave,
Won't be quiet. Won't be quiet.

Extra extra, what's today's news?
Is it sad? Is it bad?
Eight boys join the Webelos den
Lead can relax again. We're so glad. We're
so glad.

WAYFARER'S GRACE

(Praise God From Whom All Blessings Flow)

For all the glory of the way,
For Thy protection, night and day,
For roof-tree, fire and bed and board,
For friends and home, we thank Thee, Lord.

GOD BLESS AMERICA

God Bless America, land that I love,
Stand beside her, and guide her,
Through the night with a light from above.
From the mountains, to the prairies,
To the ocean, white with foam,
God bless America, my home sweet home.
God bless America, my home sweet home!

I LOVE AMERICA

(Battle Hymn of the Republic)

I love this great America
The one that God has blessed,
Were the hope that stirs the hearts of men
Will never be suppressed.
Through the flame of faith came forth a
nation
Choice above the rest.
This great America!

Chorus:
Glory to the land of freedom,
Glory to the land of freedom,
Glory to the land of freedom,
I love America.

I love this great America,
The land of liberty.
For I know the price of freedom
Countless other paid for me.
Do we hear their call for freedom
And serve as valiantly?
This great America!

AMERICA, THE BEAUTIFUL

O, beautiful for spacious skies,
For amber waves of grain,
For purple mountains majesties,
Above the fruited plain!
America! America!
God shed His Grace on thee,
And crown thee good with brotherhood,
From sea to shining sea.

O beautiful for pilgrim feet,
Whose stern, impassioned stress,
A thoroughfare for freedom beat,
Across the wilderness!
America! America! God mend thine every flaw.
Confirm thy soul in self-control,
They liberty in law!

O, beautiful for heroes proved,
In liberating strife,
Who more than self their country loved,
And mercy more than life!
America! America! May God the gold refine,
Till all success be nobleness,
And every gain divine!

O, beautiful for patriot dream,
That sees beyond the years.
Thine alabaster cities gleam,
Undimmed by human tears.
America! America! God shed His grace on
thee,
And crown thee good with brotherhood,
From sea to shining sea.

HE JUMPED FROM 40,000 FEET

(Battle Hymn of the Republic)

Oh, He jumped from 40,000 feet and didn't
pull the cord.
He jumped from 40,000 feet and didn't pull
the cord.
He jumped from 40,000 feet and didn't pull
the cord.
And he ain't gonna jump no more!

Chorus:

Gory, Gory What a heck of a mess he made.
Gory, Gory What a heck of a mess he made.
Gory, Gory What a heck of a mess he made.
And he ain't gonna jump no more!

2. He landed on the pavement like a glob of strawberry jam.
3. They scraped him off the pavement on a piece of moldy bread.
4. They took him home to Mama on that piece of moldy bread.
5. She hung him on the mantle for all the world to see.
6. He slipped off the mantle and he landed in the firs.
7. He went up the chimney in a puff of dirty smoke.
8. He drifted up to heave and he landed on a cloud.
9. Now he's happy up in heaven and he's living on a cloud.

CUB SCOUT HARMONY
(Coca-cola Song)

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

A LITTLE PILE OF TIN
(Hush Little Baby)

I'm a little pile of tin,
Nobody knows what shape I'm in.
I've got four wheels and a runnin' board,
I'm not a Chevy - I'm a Ford
Honk, Honk, rattle, rattle, rattle, crash,
beep, beep.
Honk, Honk, rattle, rattle, rattle, crash,
beep, beep.
Honk, Honk.

Actions: Honk - pull ear lobe; rattle -
shake head back and forth; crash - push on
chin; honk - squeeze nose. Sing through
once then second time faster. If everyone
didn't stop on the Honk, Honk, then sing it
again until everyone stops on Honk, Honk.

THE STAR-SPANGLED BANNER

O say, can you see
By the dawn's early light,
What so proudly we hail'd
At the twilight's last gleaming?
Whose broad strips and bright stars,
Thro' the perilous fight.
O'er the ramparts we watched
Were so gallantly streaming.
And the rockets' red glare,
The bombs bursting in air,
Gave proof thro' the night
That our flag was still there!
O say, does the star-spangled banner yet
wave,
O'er the land of the free
And the home of the brave.

DIXIE

I wish I was in the land of cotton,
Old times there are not forgotten,
Look away, look away, look away, Dixieland.
In Dixie land, where I was born,
Early on a frosty morn,
Look away, look away, look away, Dixieland.
Then I wish I was in Dixie, Hooray, hooray.
In Dixieland I'll take my stand,
To live and die in Dixie.
Away, away, away down south in Dixie.
Away, away, away down south in Dixie.

ANNOUNCEMENTS

(Farmer in the Dell)

Announcements, Announcements, Announcements.
What a horrible way to die, what a horrible
way to die,
What a horrible death, to be talked to
death,
What a horrible way to die.

Announcements, Announcements, Announcements.

Words of wisdom, words of wisdom.
Here they come, here they come.
Many words of wisdom, many words of wisdom.
Duab, duab, duab, duab, duab, duab.

We lost our cow, we lost our cow.
We have no need for your bull now.
We found our cow, we found our cow.
We now have need for your bull now.

SPEAK FREAK!!!!

WE'RE HERE FOR FUN

(Auld Lang Syne)

We're here for fun right from the start,
So drop your dignity;
Just laugh and sing with all your heart.
And show your loyalty.
May all your troubles be forgot,
Let this night be the best;
Join in the songs we sing tonight.
Be happy with the rest.

SOAP & TOWEL (4 part round)

(Row, Row, Row Your Boat)

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

SODA SONG

(Hush Little Baby)

Coca Cola came to town,
Pepsi Cola shot him down;
Dr. Pepper patched him up,
That's why we all drink Seven-Up!!

WHAT IS PEP?

It's not the pep in the pepper pot,
Nor the pep in the popcorn popper.
It's not the pep in the vinegar stopper.
Just good ole' fashion P-E-P, the kind you
cannot doubt.
Gool ole' Cub Scouts, the Peppiest bunch
about.
(Sung three times, faster each time.)

MAKE NEW FRIENDS

(Round)

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

THE LITTLE SKUNK'S HOLE

(Turkey in the Straw)

Oh, I stuck my head in the little skunks' hole.

And the little skunk said, "Well bless my soul!"

Take it out! Take it out! Take it out!
Take it out! Remove it!

Oh I didn't take it out,
And the little skunk said, "If you don't take it out,

You'll wish you had."
Take it out! Take it out! Take it out!
Take it out! Pheew! I removed it!
Take it out! Take it out! Take it out!
Take it out!

SLEEPY CAMPER

(What do you do with a drunken sailor)

What do you do with a sleepy camper?

What do you do with a sleepy camper?

What do you do with a sleepy camper, Early in the morning?

Chorus: Way hey late, ye risers, Way hey late, ye risers, Way hey late, ye risers, Early in the mornings.

2nd verse: Pull him out of bed with a running bowline.

3rd verse: Throw him in the lake with his pants on backwards.

4th verse: Hit him in the fare with a sopping towel.

5th verse: Put him to bed an hour sooner, Early in the evening.

FATHER'S WHISKERS

(99 Bottles of Pop)

I have a dear old daddy,
For whom I nightly pray.
He has a set of whiskers
That are always in the way.

(Chorus)

Oh, they're always in the way.
The cows eat them for hay.
They hid the dirt on daddy's shirt.
They're always in the way.

Father had a strong back.

Now it's all caved in.

He stepped upon his whiskers
And walked up to his chin.

(Chorus)

Father has a daughter,
Her name is Ella Mae,
She climbs up Father's whiskers
And braids them all the way.

(Chorus)

I have a dear old mother,
She likes the whiskers, too.
She uses them for dusting
And cleaning out the flue.

(Chorus)

SHE WADED IN THE WATER
(Battle Hymn of the Republic)

She waded in the water and she got her feet
all wet,
She waded in the water and she got her feet
all wet,
She waded in the water and she got her feet
all wet,
But she didn't get her (clap clap) wet,
(clap) yet, (clap)

(Chorus)
Glory, Glory hallelujah!
Glory, Glory hallelujah!
Glory, Glory hallelujah!
But she didn't get her (clap clap) wet,
(clap) yet, (clap)

She waded in the water and she got her
ankles all wet,
She waded in the water and she got her
ankles all wet,
She waded in the water and she got her
ankles all wet,
But she didn't get her (clap clap) wet,
(clap) yet, (clap)
She waded in the water and she got her
knees all wet,
She waded in the water and she got her
knees all wet,
She waded in the water and she got her
knees all wet,
But she didn't get her (clap clap) wet,
(clap) yet, (clap)

I'VE BEEN WORKING ON A PROBLEM
(I've Been Working on the Railroad)

I've been working on a problem
all the live-long day.
I've been working on a problem
just to pass the time away.
I can feel the wheels a-turning'
right inside my head.
Now I've got a bright idea
I'll use my brain instead!

COMMUNICATION ROUND
(Are You Sleeping)

Are you sleeping, are you sleeping,
Billy Smith, Billy Smith?
Telephone is ringing,
Telephone is ringing,
Answer it, answer it.
Roll the presses, print the paper,
Read the news, Read the news.
Delivery on schedule,
Delivery on schedule,
Worn-out shoes, worn-out shoes.
See a movie, see a movie,
See a show, See a show.
Have a bag of popcorn,
Have a bag of popcorn,
It helps you grow, it helps you grow.

WHEN I WAS JUST
(Que Sera, Sera)

When I was just a Tiger Cub
I asked my partner "What will I be?
Will I be Bobcat? Will I be Wolf?
Here's what he said to me:
If you work real hard
Your Bobcat and Wolf will come.
You'll learn while your having fun,
Little Tiger Cub.

When I was just a little Wolf
I asked by leader "What will I be?
Here's what she said to me:
If you work real hard,
A Bear and Webelos you'll be.
You'll go to the Webelos den
With fond memories of me.

When I was just a Webelos
I asked my leader, "What will I be?
Will the Arrow of Light point over the
bridge?"
Here's what he said to me:
To Boy Scouts you'll go,
And we will all miss you so.
But deep in our hearts we'll know
Soon an Eagle you'll be.

BRIGHT IDEA
(Are you Sleeping?)

Bright idea, bright idea,
I've some scraps. Lots of scraps.
First I'll use my brain.
And then a little muscle.
It's a snap, it's a snap.

She waded in the water and she got her
thighs all wet,
She waded in the water and she got her
thighs all wet,
She waded in the water and she got her
thighs all wet,
But she didn't get her (clap clap) wet,
(clap) yet, (clap)

She waded in the water and she finally got
it wet,
She waded in the water and she finally got
it wet,
She waded in the water and she finally got
it wet,
She finally got her bathing suit wet!

GROUND ROUND
Downtown

When you eat meat but hate the meat that
you're eating
Then you've surely got GROUND ROUND.
It's so unnerving when they're constantly
serving it in eating spots --GROUND
ROUND.
It may be called a salisbury, cube steak or
beef patty,
No matter what it's called, it's always
overcooked and fatty.
What can you do?
Sound off to your waiter there,
Loudly pound on the table,
Stand up on your chair, and shout GROUND
ROUND!
Always they're conning me, GROUND ROUND!
Piled on me plate I see GROUND ROUND
Oh, how I hate GROUND ROUND.

DONUT SHOP

(Turkey in the Straw)

Oh I walked around the corner and I walked
around the block
And I walked right into the donut shop
And I picked up a donut and I wiped off the
grease
And I handed the lady a 5-cent piece.
Well, she looked at the nickel and she
looked at me
And she said, "Hey, buddy, can't you plainly
see,
There's a hole in the nickel and it goes
straight through."
Said I "There's a hole in the donut, too.
Thanks for the donut. Good-bye."

FOUR CUB SCOUTS

(Three Blind Mice)

Four Cub Scouts, four Cub Scouts,
See how they go, see how they go.
They all go after their Bobcat pin,
The Wolf and the Bear are the next to win,
And then they went to the Webelos den,
Our four Cub Scouts.

BELL FROG SONG

Down on the banks of the
Hanky tanky
Where the bull frogs jump from
bank to banky
With a E-I-O-OO
E-sop-a-dilly and a bar root.

THREE IN THE BED

There were three in the bed
and the little one said,
"Roll over, roll over!"
So they all rolled over,
And one fell out,
When he hit the floor
You could hear him shout:
(tune changes to O'Britannia)
"Please remember,
To tie a knot in your pajamas!"
(tune switches back to original)
Single beds are only made for one, two.

Two in the bed
and the little one said,
"Roll over, roll over!"
So they all rolled over,
And one fell out,
When he hit the floor
You could hear him shout:
(tune changes to O'Britannia)
"Please remember,
To tie a knot in your pajamas!"
(tune switches back to original)
Single beds are only made for one, two.

There was one in the bed
and the little one said,
(tune changes to He's Got the Whole World -
sing each four times.)
"I've got the whole bed to my self!"
"I've got the sheets and the pillow!"
"I've got the itchy Army blanket!"
"I've got the great big Teddy Bear!"

TONEY CHESTNUT

(Are You Sleeping Brother John)
[Point to the body parts as you sing the
song -- nut is the head, love is heart]

Toe Knee Chest NUT,
Toe Knee Chest NUT,
Toe Knee Nose, Toe Knee Nose,
Toe Knee Nose I love you,
Toe Knee Nose I love you,
Toe Knee Nose, Toe Knee Nose!

I'VE GOT THAT CUB SCOUT SPIRIT

I've got that Cub Scout Spirit up in my
head,
Up in my head, up in my head.
I've got that Cub Scout Spirit up in my
head.
Up in my head to stay.

2nd verse: Deep in my heart.

3rd verse: Down in my feet.

4th verse: All over me.

5th verse: Up in my head, deep in my heart,
down in my feet, all over me to stay.

DOXOLOGY

Praise God from whom all blessings flow,
Praise him all creatures here below,
Praise him above ye heavenly host.
Praise Father, Son and Holy Ghost.
AMEN.

WAY UP IN THE SKY

Way up in the sky
The little birds fly,
While down in their nest
The little birds rest.
With a wing on their left,
And a wing on their right,
The little birds sleep
all through the night.

Shhhhhhhhh, they're sleeping.

Then up comes the sun.

The dew goes away.

"Good morning! Good morning!"

The little birds say.

BOA CONSTRICTOR

Chorus:

I'm be'in eaten by a boa constrictor, a boa
constrictor, a boa constrictor.
I'm be'in eaten by a boa constrictor and I
don't like it one bit.

(Speak each verse and sing chorus after each
verse.)

1st verse: Oh No! He's got my toe.

2nd verse: Oh gee! He's up to my knees.

3rd verse: Oh my! He's got my thigh.

4th verse: Oh Peanutbutter and jelly! He's
up to my belly.

5th verse: Oh Heck! He's reached by neck.

6th verse: Oh dead! He's got my.....

slurp-gulp!

WEBELOS SONGS

WEBELOS SONG

(The farmer in the dell)

A camping we will go,
A camping we will go,
Hi Ho and off we go,
A camping we will go.

The Webelos take their dads,
The Webelos take their dads,
Hi Ho and away we go,
The Webelos take their dads.

We'll learn to pitch a tent,
We'll learn to pitch a tent,
Hi Ho and away we go,
We'll learn to pitch a tent.

We're sleeping out tonight,
We're sleeping out tonight,
Hi Ho and away we go,
We're sleeping out tonight.

We'll learn to cook a meal,
We'll learn to cook a meal,
Hi Ho and away we go,
We'll learn to cook a meal.

We'll be cautious with our fire,
We'll be cautious with our fire,
Hi Ho and away we go,
We'll be cautious with our fire.

We'll live the outdoor code,
We'll live the outdoor code,
Hi Ho and away we go,
We'll live the outdoor code.

12

SPACE DERBY SONG
(Camptown Races)

Cub Scouts all join in the song,
Doo-dah, doo-dah!
Spaceship wire is mighty long,
Oh doo-dah day!

Chorus:

Going to fly so fast,
Going to get ahead,
Bet my money on a blue spaceship.
Somebody bet on the red.

Spaceships red, blue, green and gray,
Doo-dah, doo-dah!
Running on the wire today,
Oh, doo-dah day!

Spaceships have a lot of speed,
Doo-dah, doo-dah!
Rubber bands are all they need,
Oh, doo-dah day!

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts and their dads,
Oh-doo-dah day!

WE ARE THE CUBS SCOUTS
(Are You Sleeping)

We are the Cub Scouts,
We are the Cub Scouts,
Doing our Best, Doing our Best.
Following Akela, Following Akela.
On the Cubbing Trail,
On the Cubbing Trail.

17

PINEWOOD DERBY SONG
(Camptown Races)

Cub Scouts all join in the song,
Doo-dah, doo-dah!
Pine car track is might long,
Oh, doo-dah day!

Chorus:

Going to run so fast,
Going to get ahead,
Bet my money on a blue pine car,
Somebody bet on the red.

Red cars, blue cars, green and gray,
Doo-dah, doo-dah!
Running on the track today,
Oh, Doo-dah day!

Pinewood cars have lots of class,
Doo-dah, doo-dah!
Even though they don't use gas,
Oh doo-dah day!

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts and their dads,
Oh, doo-dah day!

SCOTTISH GRACE
(Yankee Doodle)

Same have meat and cannot eat,
And some have none that want it,
But we have meat and we can eat,
And so the Lord be thanked.

We'll earn out Outdoorsman Badge,
We'll earn out Outdoorsman Badge,
Hi Ho and away we go,
We'll earn out Outdoorsman Badge.

AQUANAUT

(A Hunting We Will Go)

A swimming we will go,
A swimming we will go.
Gather all the Webelos,
A swimming we will go.

A stroking to and fro,
Beware the undertow,
Safety first - wise word to know,
A swimming we will go.

CITIZEN

(Row, Row, Row Your Boat)

Be good citizens, Webelos like me.
I'll be loyal, honest, true, and keep my
country free.

We're good citizens, from a land that's
free.
We should all be proud to serve, so
patriotically.

ENGINEER
(London Bridge)

Need a special engineer?
I know one - he is near,
Webelos can fix the gear.
They can do it!

FORESTER

(Rock a Bye Baby)

Out in the forest, under the trees,
See the Scouts trekking, finding species,
This tree is familiar, this one is not.
Oh no, don't touch that bush, or you'll get spots.

OUTDOORSMAN

(Twinkle, Twinkle Little Star)

Webelos are outdoorsmen,
Up the hill and down the glen,
Through the trees and in the stream,
Always working as a team.
We love being outdoorsmen,
And would do it all again.

NATURALIST

(The Farmer in the Dell)

In forest or on sea, it's lots of fun to be,
Respecting nature's gallery, In perfect harmony.

SCHOLAR

(This Old Man)

Webelos study hard.
Be alert, Keep your guard.
As a scholar you will find it's true they say,
You should learn things everyday.

SCIENTIST

(My Bonnie Lies Over the Ocean)

The scientist works with his theories.
The scantiest works in his lab.
The Webelos learn by discovery,
The answers to questions they've had.

SHOWMAN

(Yes, Sir, That's My Baby)

Yes sir, song and dance time,
No sir, don't do overtime,
Yes sir, showman time is here!
Yes sir, we'll do pantomime,
No sir, not at bedtime.
Yes sire, we dispense good cheer.

SPORTSMAN

(Ten Little Indians)

Football's a game where you run, kick, pass.
Baseball's a game that nine innings last.
Basketball and soccer need a ref. that's fast.
Webelos - sports enthusiasts!

TRAVELER

(Where Has My Little Dog Gone?)

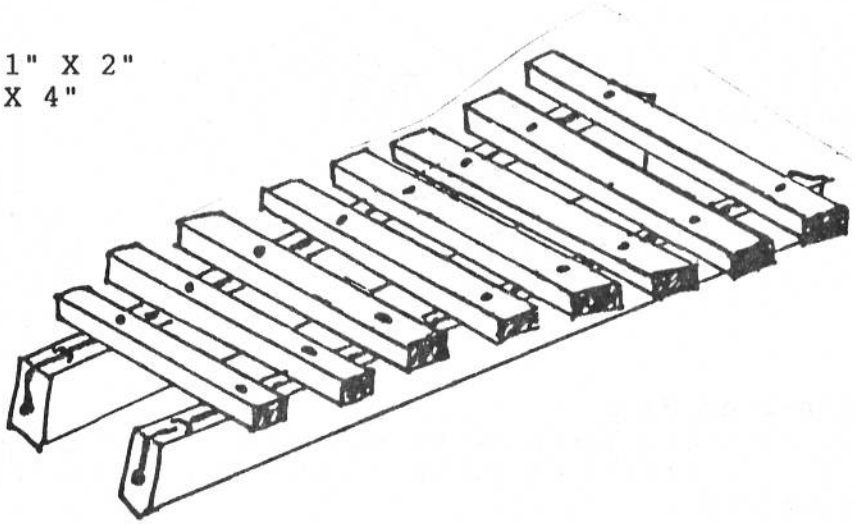
Oh where, oh where have our Webelos gone?
Oh where, oh where can they be?
On a mountain top or a ship at dawn,
A traveler's life is carefree.

Homemade Instruments

One-Octave Marimba

Supplies:

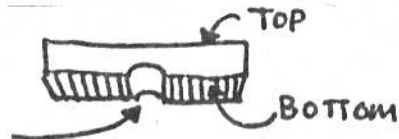
About 11' of wood 1" X 2"
Several feet of 2" X 4"
Some cord
Nails or Screws
Staples



Directions:

1. Start with a piece of wood 12-14" long as the bottom bar.
2. Shorten if necessary to get a good tone.
3. Cut a piece 3-5" shorter; test it; cut until it is about an octave higher than the 1st bar cut.
4. Measure difference between two bars and divide by seven to get an average length to increase each successive bar.
5. Once all eight bars are cut, fine tune them; use a piano; cut bar to raise pitch; file bar to lower pitch (see note).
6. Staple cord to edge of 2" X 4"; staples must be spaced between where the bars rest - the bars cannot touch the staple.
7. Put nails in the edge of 2" X 4" along the cord, far enough apart so bars have a 1/4" gap between them.
8. Drill holes in the ends of the bars (this will not change the pitch of the bars noticeably) and slip the bars over the nails.

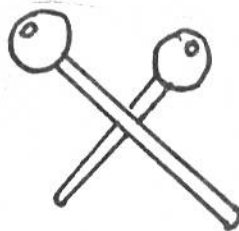
Note: To lower pitch, notch the bottom with a rat-tail file.



Marimba Sticks

Supplies:

2 lengths of dowel-
1/4 - 5/16" thick
9 - 10" long
Wooden beads to fit



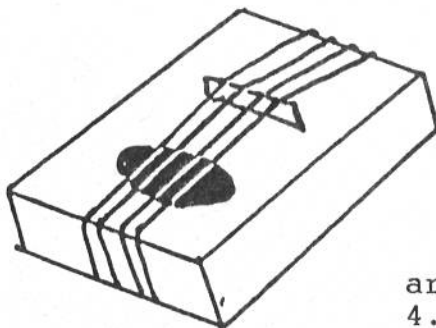
Directions:

Glue beads to dowels.

Homemade Instruments

Ukulele

Supplies:
Candy Box
Some cardboard
Rubberbands
Glue



Directions:

1. Cut hole and slot in the candy box lid
2. Cut a cardboard bridge, with tab to fit into slot.
3. Glue lid onto box.
Place large rubber bands around box and across bridge.
4. Use fingers or a toothpick to pluck strings.

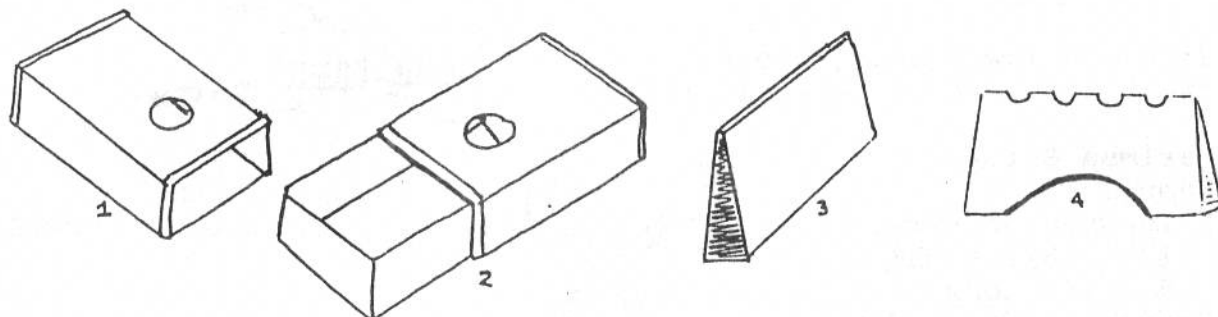
Rubberband Harp

Supplies: One large empty matchbox
Packet of elastic band

A scrap piece of hardwood
Saw, knife, glue, paints

Directions:

1. Take the matchbox, using a knife or leather punch, cut out a soundhole in one side of the cover. It doesn't matter what shape you make the hole. Your own design would make it more personal.
2. Glue in the tray with its bottom on the opposite side of the cover with the soundhole.
3. Find a piece of scrap hardwood about 50 X 25 X 6mm for the bridge. It can be cut to any shape you want or left as a rectangular block. In either case, the sides should be cut away so that the block is reduced to about 3mm in thickness.
4. In the top you will also need to cut a notch for each band you want to fit on your harp. The finished bridge should look like that in the drawing.
5. Give the box a coat of paint to make it colorful. As soon as this is dry, you can wrap it with elastic bands, fit the bride under them and start playing. There are no playing instructions, just pluck the strings and have fun.



Try experimenting with the bridge in different positions or by using thicker or thinner elastic bands. Soon you will begin to understand all the basic scientific principles that lie behind the working of a stringed instrument.

Homemade Instruments

Thumb Piano

Supplies: 6 popsicle sticks

wood glue

2 pieces of wood (size determined by pot)

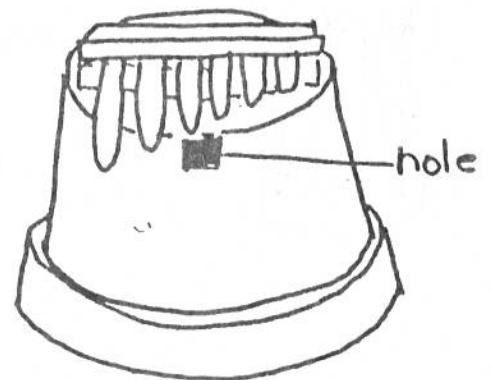
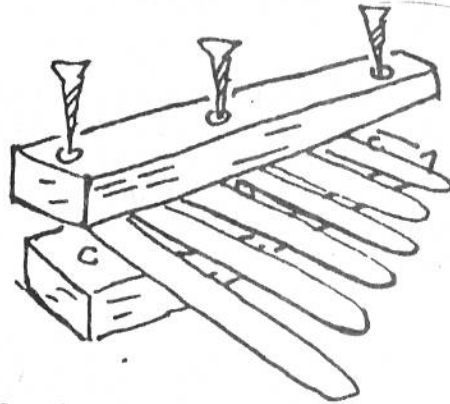
3 screws

1 plastic flower pot (cigar or pencil box will also work)

Tools: saw, screwdriver, drill

Directions:

1. Cut two pieces of wood to the size of the bottom of the flower pot.
2. Drill 3 holes in each piece of wood (each end and the middle).
3. Cut popsicle sticks progressively smaller by a $\frac{1}{4}$ " (4- $\frac{1}{2}$, 4- $\frac{1}{4}$, etc.)
4. Glue sticks between the 2 pieces of wood and screw to top of pot. If a new pot is used, push out one side drain hole. If using a used pot, plug all but one side drain hole.



or

Ice Cream Stick Thumb Piano

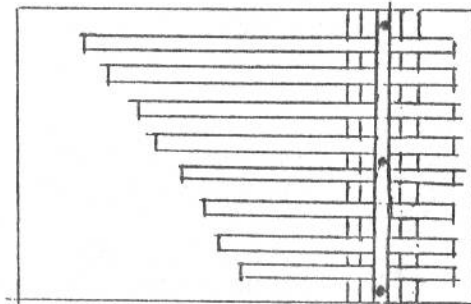
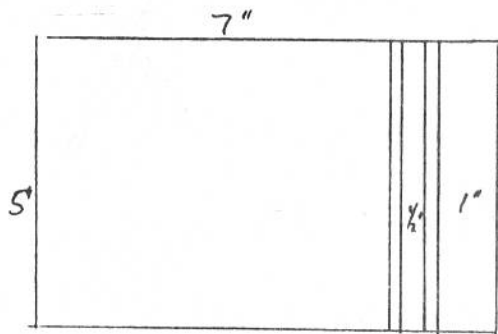


Figure A

Figure B

1. To make the piano, cut a 5" X 7" piece from $\frac{1}{2}$ " plywood.
2. Cut two 1" X 5" X $\frac{1}{2}$ " pieces and one $\frac{1}{4}$ " X 5" X $\frac{1}{2}$ " piece of wood.
3. Nail the two 1" X 5" strips of wood to the 5" X 7" plywood base, placing one 1" from the end of the base and the other $\frac{1}{2}$ " from the first (Figure A).

Homemade Instruments

Ice Cream Stick Thumb Piano (Continued)

4. Cut the ice cream sticks into pieces of regularly decreasing lengths (see Figure B).
5. Evenly space sticks across the 1" strips of wood; longest stick will make the lowest tone. Place the 1/4" X 5" X 1/2" strip over the sticks, centering it between the two 1" X 5" strips. Screw this strip in place between the sticks, adjusting sticks to tones as desired.

To play, hold the instrument with both hands, free ends of the sticks facing you, and gently pluck the tone bars (sticks) with the thumbs.

Drum

Supplies:

a large can (coffee, potato chip, oatmeal)
2 circles of inner tube, leather, or vinyl 1-1/2" larger all around the can opening
Strong cord or shoe laces



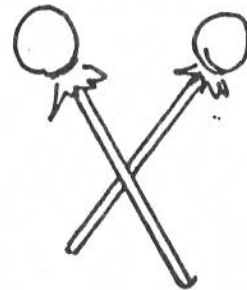
Directions:

1. Remove lid and bottom of can
2. Punch holes in edges of circles
3. Place circles over top and bottom of can and lace them together
4. Decorate

Drum Sticks

Supplies:

2 small circles of fabric or vinyl
2 dowels
string
padding
glue



Directions:

1. Wad padding and glue to end of dowel
2. Gather circle edges around padding and tie with string

or

Supplies: 2 dowels, 9" long
5/16"-3/8" thick
2 small rubber balls, or hardware or plumbing items such as flat rubber discs
contact cement

Directions:

1. glue the rubber tips onto the dowel
2. put a 1/4" staple into the end of the stick,

one leg into the wood and one into the rubber



Homemade Instruments

Dance Rattle

Supplies: stick 12' to 18" long
about 20 bottle caps
a ball of string
20 pieces of string cut into 4" or 5" lengths
glue
brightly colored feathers
paint
punching tool

Directions:

1. Punch a hole in the center of each bottle cap.
2. On one end of each piece of 4" to 5" string, tie a knot. Tie string through the bottom of the cap. Tie a knot in the string about 1" higher and add another cap.
3. Paint the stick with glue and wrap with string, starting at the bottom. About halfway up the stick, lay the short strings with the bottle caps over the stick and wrap the long string around them to hold them in place. Make sure the strings with the bottle caps are evenly spaced, as shown.
4. At the top of the stick, glue on some brightly colored feathers and wrap them securely with the string. Paint the stick.

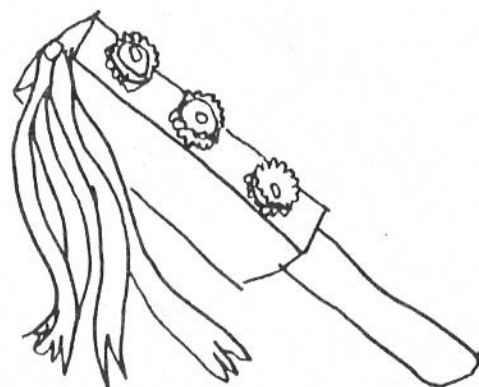


Jingling Johnnie

Supplies: block of soft wood
metal bottle caps
ribbon
nails
hammer
sandpaper
saw

Directions:

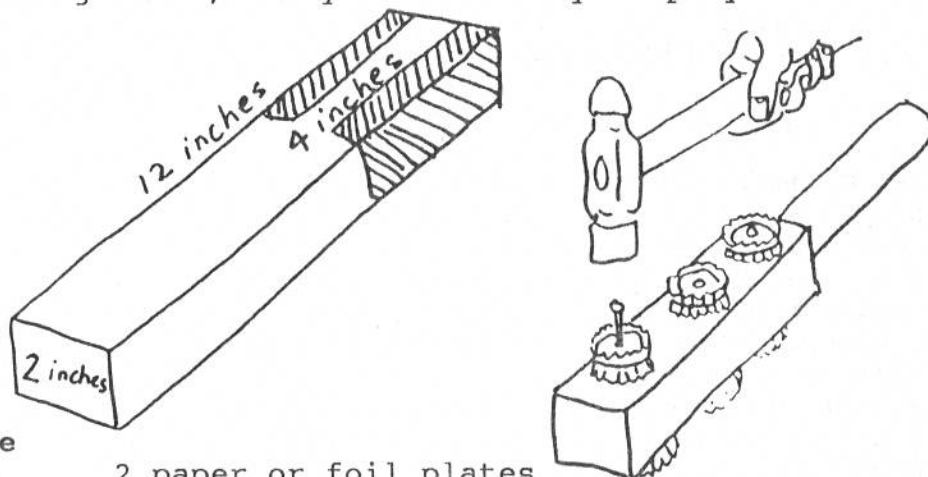
1. For the younger boys, you will have to cut a handle. A board 2" X 12 works well, but is only a guide. The handle should be approximately 4" long. Webelos should be able to cut the wood themselves with supervision.
2. Rest the bottle caps flat side down on a spare block of wood and make a hole in each one by hammering a sharp nail through it.
3. Put two bottle caps back to back and hammer a short nail through both. Hammer them gently into the sides of the shaped wooden block. Do **NOT** push them all the way in or they will



Homemade Instruments

Jingling Johnnie (Continued)
not "jingle".

4. When you have as many jingles as you want, paint them with a bright enamel paint. Nail some ribbons to the top as a finishing touch, and your are ready to play.

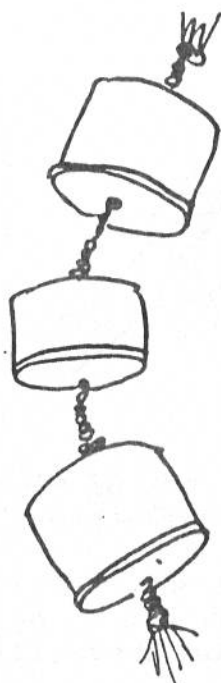
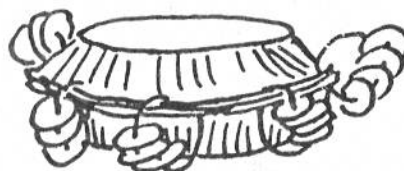


Tambourine

Supplies: 2 paper or foil plates
glue
string
pop bottle lids

Directions:

1. glue plates together, rim-to-rim
2. punch holes through rim
3. remove rubber seals from bottle caps
4. flatten caps; tie two or three into each hole in plates



Shakers

Supplies: several cans with lids
a length of rope
small stones
tape

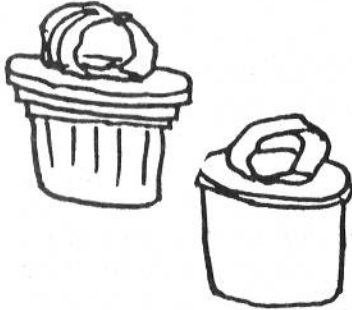
Directions:

1. Make a hole in base and lid of each can
2. Thread cans onto rope with a knot between each one
3. Place stones in cans, replace lid and tape closed.

Homemade Instruments

More Shakers

Supplies:



small plastic containers (single serving of ice cream, fruit, pudding; film canisters)
glue or tape
some card board
ruffled elastic or strip of vinyl
beans, peas, rice or small gravel

Directions:

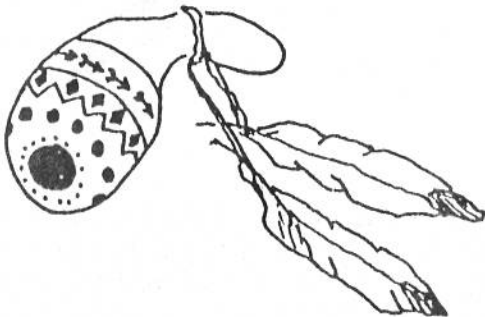
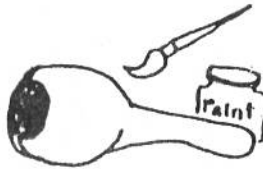
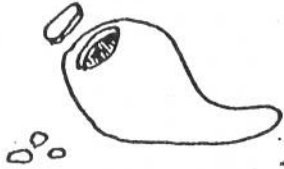
1. put noise maker in container
2. tape or glue on container lid (aluminum cans with pop tops will need a new cardboard lid)
3. make a handle out of ruffled elastic or strip of vinyl

Bottle Shaker

Supplies: a clean bleach bottle (or any plastic bottle)
a handful of beans, peas, rice or small gravel

Directors:

put whatever you are using to produce the rattle sound in the bottle and replace the cap



Gourd Rattle

Supplies: Buy gourds in the fall something to make noise

Directions: 1. Hang and let dry
2. Clean the surface, soak in water, and buff with a wire buffer or steel wool

3. Bore hole in handle and clean out interior with wire or long tool of some kind.
4. Cut hole in top 1/2". Save the piece. Put 3 small stones in hole (or handful of rice); cover hole with the piece you cut out and glue in place.
5. Paint designs and tie strings with feathers on the long stem.

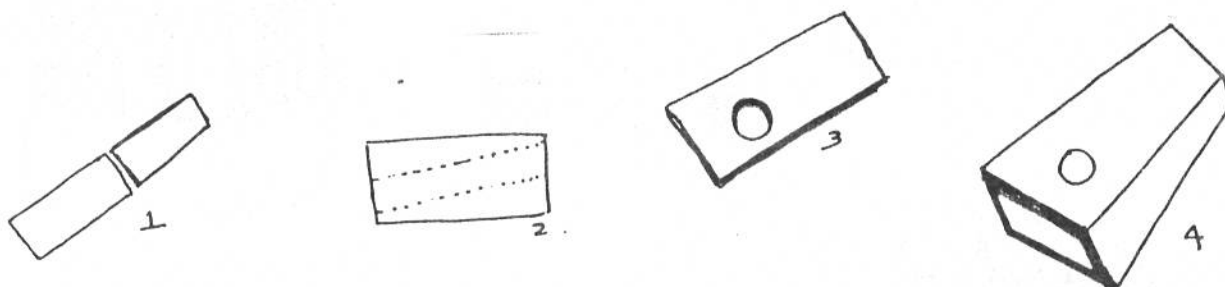
Homemade Instruments

Kazoo

Supplies: 6mm piece of hardwood, 375 X 36mm
Tissue wrapping paper, glue, pencil, ruler,
saw, file, sandpaper, varnish

Directions:

1. Divide and saw the piece of wood into three pieces each 125mm long. Mark one piece for the top of the kazoo and one piece for the underside.
2. On this kazoo the sides taper from 200mm to 6mm. Mark these shapes on the piece of wood and cut them out. Cut a hole in the top of the instrument. This is best done by first drawing on a 22mm diameter circle. Drill a 6mm hole inside the circle. A coping saw can now be put in and used to saw out the circle. Another method is to drill a ring of holes inside the circle.
3. Finish off the edges of the hole with a round file and some sandpaper.
4. Glue all the pieces of wood together at the same time, using a clamp or tape to hold them in place while the glue dries. Once the glue is properly dried, you can use a file to get rid of all the sharp and rough edges. Use sandpaper to smooth it out.
5. Varnishing is will keep it looking nice and stop the wood from absorbing the moisture from your mouth.



To make the kazoo work, a piece of tissue paper is stuck right over the hole in the top. To play, put the large end to your lips with the tissue membrane on the top. Try singing or humming a note through it so that you can get an idea of what kind of sound works best. Usually a cross between singing and humming seems to make the best noise. Once you have found out what to do, the kazoo will play any tune you know.

Try adding things to the kazoo to make it look like another instrument such as a funnel which will make it look like a horn. Paint or cover to make look more realistic. You can make a whole kitchen band out of just kazoos.

Homemade Instruments

Pattern for Musical Pipes:

2 - 10' lengths of 1/2" galvanized conduit pipe. Cut pipe to the exact measurements. (1/8" off will change pitch.)

Drill hole for string 1-1/2" from top. Use drill press. Build frame to suspend pipes or have them hang freely when they are played. Use spoon to ring the pipes and hit them in the center.

<u>size</u>	<u>note</u>	<u>number</u>
13-6/8"	a	0
13-3/8"	b flat	1
13"	b	2
12-5/8"	c	3
12-1/4"	c sharp	4
11-7/8"	d	5
11-1/2"	e flat	6
11-1/4"	e	7
10-7/8"	f	8
10-3/8"	f sharp	9
10-1/4"	g	10
9-7/8"	a flat	11
9-5/8"	a	12
9-3/8"	b flat	13
9-1/8"	b	14
8-7/8"	c	15
8-5/8"	c sharp	16
8-3/8"	d	17
8-1/8"	e flat	18
7-7/8"	e	19
7-5/8"	f	20

Homemade Instruments

Songs for Musical Chimes

Cub Scout Spirit

Pipes: 7, 8, 10, 12, 14, 15, 17, 19

10	12	14	15	14	12	10	19	19	17	15
			10	10	10	7	15	15	14	10
			7	7	7		10	10	8	7

17	17	15	14	19	19	17	15			
14	14	12	10	15	15	14	14			
8	8	8	8	10	10	8	7			

10	12	14	15	14	12	10	19	19	17	15
			10	10	10	7	15	15	14	10
			7	7	7		10	10	8	7

17	17	15	14	17	15					
14	14	12	10	14	10					
8	8	8	8	8	7					

America

Pipes needed: 3, 5, 7, 8, 10, 12, 13, 15, 17

3	8	10	7	8	10	12	12	13	12	10	8	10	8	7	8
5	3	8	3	5	7	8	8	10	8	7		5	3	3	3

1 5	15	15	15	13	12	13	13	13	13	12	10				
1 2	12	12	12	10	8	10	10	10	10	8	7				

1 2	13	12	10	8	12	13	15	17	13	12	10	8			
8	8		8		8	7	8	8	10	8	7				

IN THE BACK YARD
(Clementine)

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

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

Did you ever watch and ant work?
Have you listened to the bees?
Have you watched birds build their nest
high,
And ben thankful for the trees?

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

.ALIVE, AWAKE, ALERT, ENTHUSIASTIC

Alive, awake, alert, enthusiastic,
Alive, awake, alert, enthusiastic,
Alive awake, alert,
Alert awake, alive,
Alive awake, alert, enthusiastic.

Motions: Slap knees, clap hands, snap
fingers, shrug shoulder. Reverse motions on
line 4 when words reverse. Sing faster.

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This song book was compiled as a Woodbadge ticket item. The songs selected were chosen with you leaders in mind. I hope they will help you pass on the Scouting Spirit.

Yours in Scouting,

Linda Abernathy

(Editor's Note: This is song book is meant for you to copy and fold in half.)

1992-93

POW WOW BOOK



Blackhawk Area Council

SKITS

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SKITS ARE FUN

A skit is a dramatized joke of a funny situation, usually with a snapper line at the end. Or it can be more serious with a patriotic, seasonal, or theme related idea. Skits are short, quick and to the point. Skits are used to help the pack meetings, the parents, the Cub Scouts and the Den Leaders.

Pack meetings need skits. Skits are ice breakers. They get everyone smiling or laughing or thinking and set the mood for the pack meeting. Parents needs skits. when a den does a skit at the pack meeting parents see their sons participating in the program. Parents know what the boys are accomplishing. Skits help take the pack meeting out of the hands of the adults and put it back into the hands of the boys.

Cub Scouts need skits. Skits allow the boys time to have fun and show off. The Cub Scouts can act out their own plots, use their imagination and gain a real sense of accomplishment.

Den Leaders need skits. Skits are a program help. They allow the Den Leader to observe and learn about their Cub Scouts. skits can be the tool for learning, experiencing or imagining. Boys love to use their imaginations, so let them. This is their chance to be somebody else, to pretend, to dress up and give others pleasure at the same time.

Skits let the boy express a choice of characters and develop powers of observation by helping him recognize the desirable characteristics in the people he sees. They may also help a boy become self confident.

When deciding what kind of skit your den is going to do, consider the level of your Scouts. New Bobcats may be more comfortable doing a pantomime which you narrate. This gives them a chance to act and be in front of others without worrying about memorizing lines and speaking loudly enough so everyone can hear. Do not be limited to the ideas found in this section. The Cub Scouts are the greatest resources for skit ideas. Let them make it up. One boy may have a funny event to relate from school or home. Boys are great at knock-knock jokes. Use them and all other jokes. Boys Life is a great source of material for jokes which interest boys. Use them. The boys will participate more readily if they feel the skit is theirs.

THERE IS LIMITLESS RESOURCES AVAILABLE

- . District Roundtables
- . Libraries
- . Other leaders
- . Children's books and magazines
- . Pack-O-Fun Magazine
- . Pow Wow Books and numerous Scouting books and magazines

Skits

THE SUBJECT MATTER IS USUALLY RELATED TO THE THEME

- . Current events
- . Historical episodes - the start of the Scouting program
- . Community history - story of some local legend related to the theme
- . Embarrassing moments (can be very humorous)
- . Demonstration of skills

THINGS TO AVOID

- . Dramatization of undesirable character
- . Criticism which makes no attempt to suggest a better way out.
- . Skits that ridicule persons or groups
- . Characters which are too difficult to portray.

THINGS TO REMEMBER

Fun makes good skits. Whether the theme is serious or humorous, skits should be fun for the boys and for the audience.

- . Keep it simple. (KISMIF)
- . Keep it short (3-5 minutes at the most)
- . Avoid long memorized dialogue. Pantomimes are good for Cub Scouts.
- . Use simple scenery, props, costumes, if any.
- . Let every boy take part.
- . Use stage directions liberally - tell who goes where and does what.
- . Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

HOW TO WRITE A SKIT

Sometimes it's hard to find a skit that fits the monthly theme and your den of boys. The thing to do then is to write your own or adapt one so it will fit. Follow these simple steps:

- . Boys wants something.....friendship, a gold mine, a prize, to find a lost planet, etc.
- . Boy starts to get it.....by canoe, plane, horseback, foot, or some other way.
- . Obstacles stop boy.....crocodile, a secret enemy, false friend, weather, etc.
- . Boy achieves goal.....through an act of kindness, bravery, wisdom, magic, unexpected help or some other way.

CONSIDER

- | | |
|------------------------|--|
| . the type of stage | . scenery |
| . lighting | . costumes to add realism |
| . soundsystem | <i>Use a written skit, adapt it to</i> |
| . number of characters | <i>fit your own situation, or</i> |
| available | <i>write one of your own.</i> |
| . props | |

Skits

November Turkey Day

Thoughts for Thanksgiving

Announcer:



The turkey's in the oven
Smelling rich and sweet;
The plates will soon be laden,
With tempting things to eat.

But come, let's think a minute,
Amid these festive scenes;
It's more than fowl and pumpkin,
Thanksgiving really means!

(The players enter one at a time. Each takes his position and hold his letter while speaking.)

T's for the first Thanksgiving,
In sixteen-one and twenty;
When Pilgrim band in alien
land,
Proclaimed a feast of plenty.

Now H for Home and kinfolk,
Parents, Sisters, Brothers;
Favorite uncles and dozens of
cousins,
Grand dads and Grandmothers.

A is for Affection,
From family and friends;
Their loving touch on which so
much,
Of happiness depends.

N's for lovely Nature,
The woodland's bloom in spring;
The leafy green, the river's
sheen,
A bird on silver wing.

K is for our Knowledge,
The lamp that lights our way;
A quiet thrill to feel our
skill,
Increase from day to day.

S is for the shelter,
That shields us from the storm;
The blizzard roars while we're
indoors,
Safe and snug and warm.

G is for Good things to eat,
Today and all the year;
Turkey, squash, and
cranberries,
Freedom from hungers fear.

I's for Indigestion,
The price of our Thanksgiving;
We've had enough, but still we
stuff
Boy, this is really living.

V is for Vitality,
The precious gift of health';
The greatest joy for girl or
boy,
Surpassing kingly wealth.

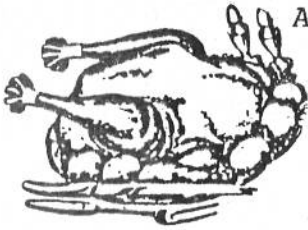
I is for the Indians,
To whom a debt we owe;
For friendship when the Pilgrim
men,
Were taught to fish and sow.

Skits

Thoughts for Thanksgiving (Continued)

N is for our Nation,
Beautiful and strong;
With freedom blest from East to
West,
A privilege to belong.

G is for the Gratitude,
This holiday imparts;
Reminding us to offer thus,
A THANK YOU from our hearts.



All: For home, for health, for loving care,
For fields of goldenrod:
For school, the grocery store, and for
Our country under God.

Turkey Skit

Settlers rush into room where Sergeant Saturday is seated at a desk. Sign on wall says "For Way Out West".

1st Settler: We want to report 2 missing turkeys!

Sarge: Let's fill out the report. What are their names?

2nd Settler: Tom and Tom

Sarge: How much do they weigh?

3rd Settler: About 25 and 35 pounds.

Sarge: How tall are they?

1st Settler: About 3 feet tall.

Sarge: Where did you see them last?

2nd Settler: Heading into the bushes.

Sarge: Excuse me a minute. *(He gets up and leaves. He re-enters carrying a chicken and hands it to the 3rd Settler.)*

3rd Settler: What is this? We report 2 lost turkeys and you give me a chicken!

Sarge: You said they were last seen heading into the bushes.

3rd Settler: So what!

Sarge: Well ---- one in the hand is better than 2 in the bush.

Skits

December To Help Other People

The Best Gift of All

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

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

Smiling Boy: Let me help. *(He pretends to be straightening ribbon.)*

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

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

3rd Boy: *(Frowning terribly; he catches his finger in corner of his package and tears it a little; he pouts and grumbles.)*

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

4th Boy: *(Grumbles.)* Why did my Mom make me bring this dumb thing? *(He trips and falls and sends package flying.)*

Smiling Boy: *(Picks up package and hands it to 4th boy.)*

(ALL TURN AND LOOK AT SMILING BOY)

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

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

5th Boy: Hey, you're the only one who has been smiling and cheerful this morning. You're giving the best gift of all.

6th Boy: That's right! He's giving Good Will to everyone.

Skits

The Best Gift of All (Continued)

(With big smiles on their faces, they throw their packages down and leave stage saying:)

"WE'RE ALL GOING TO GIVE GOOD WILL."

The Gift of Goodwill

(A group of eight Cub Scouts are wrapping gifts and the Den Chief or Den Leader enters.)

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

1st Cub: Gloves for my dad.

2nd Cub: An owl plaque for my mom.

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

4th Cub: A doll for my sister.

5th Cub: Wind chimes for my mom.

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

7th Cub: A lamp for my mom.

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

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

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

Den Chief: Yes, but let me show you something that's quite unusual. *(He brings out a large piece of poster board and a marking pen.)* Now, I want each of you, in order, to give me the name of the gift that you are wrapping. Let's start with the first one. *(As each Cub names his gift, he writes the first letter of the name on the board...such as, G for gloves, etc. The result spells GOODWILL, which he holds up for the audience to see.)*

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

Skits

January *Pirate Waters*

The Landlubber

Characters: Narrator, Landlubber, Pirate Captain, and five Pirates.

Props: Cardboard ship backdrop, Pirate flag flying. Actors are in pirate costumes. Landlubber may be dressed differently.

Narrator:



Tonight, the Den ____ Players present a skit in which a novice sailor learns some of the language used by adventurous pirates. The Landlubber can't understand the commands given by the Captain; therefore, he has to get interpretations from the veteran crew members. The opening scene for our skit is the deck of a pirate ship. The crew is performing routine work such as coiling rope, tying knots, and those other mundane jobs needed to ready a ship for departure. The first words that we hear are those of the Captain.

Captain: Bosun, has the mains'l been repaired?

1st Pirate: Aye, Cap'n.

Landlubber: What did they say?

2nd Pirate: The Captain asked the Boat Swain if the main sail had been fixed and the Boat Swain said yes, Captain.

Captain: Avast, ye mateys. We sail at the next tide.

Landlubber: What did he say?

3rd Pirate: He says we're leaving.

Captain: The swill bucket is ready. Get below into the galley.

Landlubber: What did he say?

4th Pirate: Dinner is ready. *(They all sit down and pretend to eat.)*

Captain: Eat fast, me hearties. Soon we'll have the make ready.

Skits

The Landlubber (Continued)

Landlubber: What did he say?

5th Pirate: Hurry up or he'll find work for us to do.

Captain: *(Getting up)* Heave ho, me lads.

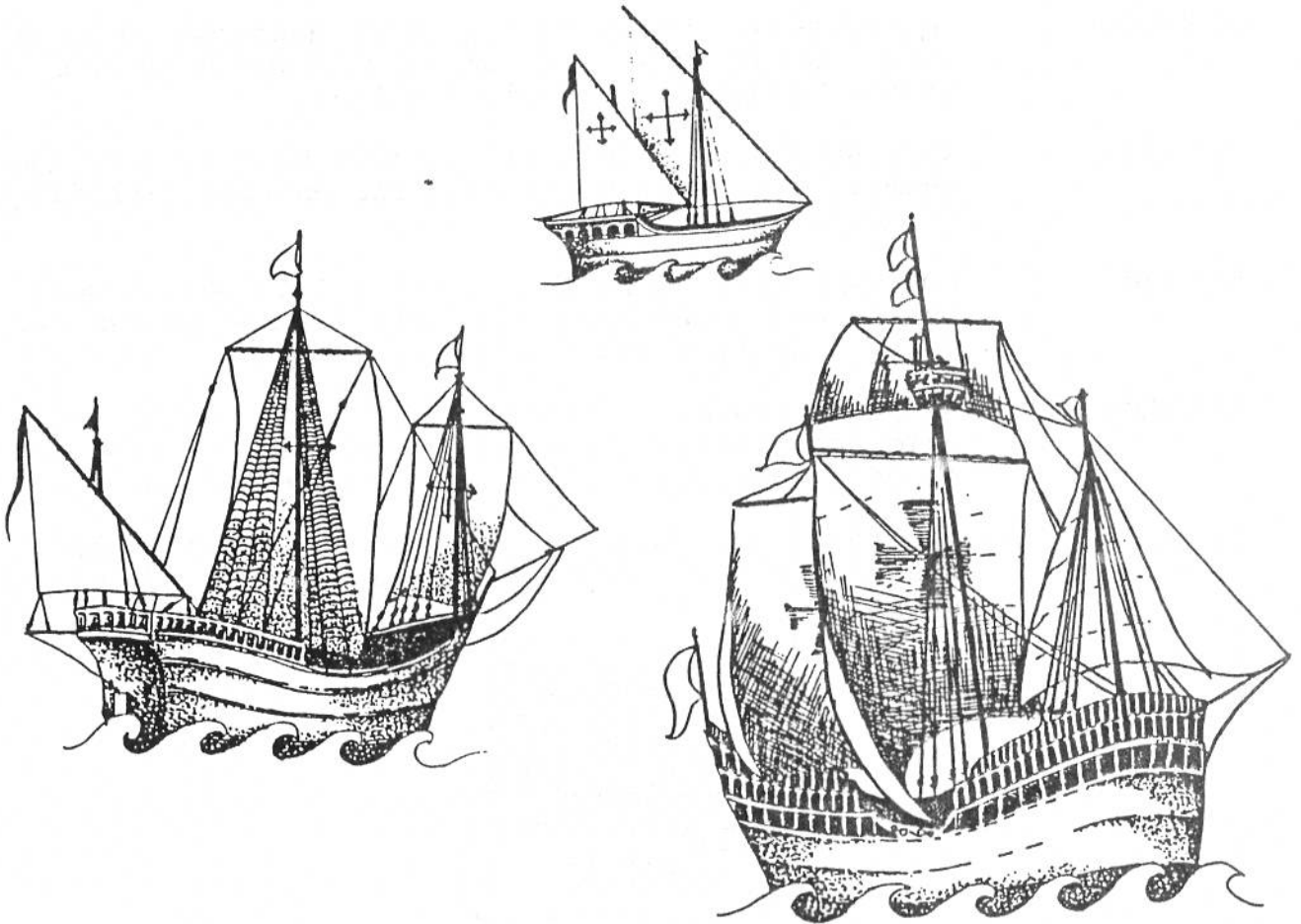
Landlubber: What did he say?

6th Pirate: It's time to sail. Take in the bow and stern lines. Man the wheel and weight anchor.

Landlubber: Did he say all that? *(Pirates give him disgusted looks and continue with their work as curtain closes. If there is no curtain, the pirates turn their backs to landlubber and walk away. He follows asking what he did wrong.)*

Buccaneer Yell

Ask the audience to give the buccaneer's yell: "YO-HO-HO, and a bottle of soda pop!"



Skits

The Six Ships of Scouting

Arrangements: 6 Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words: SCHOLAR-SHIP, FELLOW-SHIP, FRIEND-SHIP, SPORTSMAN-SHIP, WORKMAN-SHIP, AND STATESMAN-SHIP.

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 - since friendship, itself is golden.

4th Cub: SPORTSMAN-SHIP. This is the ship that is 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 post, 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.

Cubmaster: And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!



Skits

Beyond Mutiny

For this audience-participation stunt, select a capable narrator and have your Scouts come in costume or cardboard model of their part. Divide the audience into six groups and the Scouts will lead their sections.

Columbus:	"Sail on, sail on"	Nina:	\ Move body in
Sailor:	"Mutiny!"	Pinta:	} rocking motion
First Mate:	"Aye, aye"	Santa Maria:	/ back and forth.

Christopher **Columbus** began his famous ocean voyage on August 3, 1492, to prove to others that the earth was not flat. **Columbus** intended to take his small fleet, the **Nina**, the **Pinta**, and the **Santa Maria** to China and India, not realizing that the continents of North and South America separated him from Asia.

More than 80 **sailors** were aboard the three small ships. First they stopped at the Canary Islands to load food and water aboard. On September 9, the **Nina**, the **Pinta**, and the **Santa Maria** left the sight of land.

Columbus was a good **sailor**. His entire life had been filled with adventure. He had studied astronomy, mapmaking and navigation. **Columbus** had no money for his voyage, so he got help from Queen Isabella of Spain. His flagship, the **Santa Maria**, led the small fleet as they sailed out into the unknown.

After a month at sea, the **sailors** became desperately homesick. Many **sailors** were seasick. Supplies were running low and the wind had thrown the ships off course. The captains of the **Nina** and the **Pinta** kept urging **Columbus** to turn back. **Columbus** refused to order the ships to turn about. He had spent his whole life preparing for this voyage and he aimed to complete it.

One night **Columbus** and the **first mates** were talking. The **first mate** told **Columbus** that the **sailors** were restless. They had been talking about monsters in the sea. They were afraid that the **Nina**, the **Pinta**, and the **Santa Maria** would sail off the edge of the world. They were afraid the ships would become tangled in seaweed. The **first mate** told **Columbus** he was afraid the **sailors** would mutiny.

A **sailor** came running up and said, "The compass no longer works - it does not point to the North Star!" **Columbus** replied, "The compass still works. It is only that the North Star moves. All stars move. Didn't you know that?"

Early the next morning **Columbus** and the **sailors** aboard the **Santa Maria** heard a cry from the **Pinta's** lookout man. "Land Ho! Land Ho!" he cried. At the dawn the little fleet cast anchor and **Columbus** himself was the first to step ashore into the New World. It was many years after **Columbus** died that men discovered that **Columbus** and his crew had not landed in India, but on islands known today as the Bahamas.

Skits



February Old Glory

Explanation of the Pledge of Allegiance

We often recite the Pledge of the Allegiance without really listening to or understanding the words we are saying. If I may, may I recite it and try to explain the meaning of each word.

I	Me, 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	United...that means that we have all come together
STATES OF AMERICA	States...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 common purpose - love for country.
AND TO THE REPUBLIC	Republic...a state in which sovereign power is invested in representatives chosen by the people to govern...and the government is the people; and it's from the people to the leaders, not from the leaders to the people.
FOR WHICH IS STAND ONE NATION UNDER GOD	Meaning so blessed by God.
INDIVISIBLE	Incapable of being divided.
WITH LIBERTY	Which is freedom - the right to live one's own life without threats, fear of some sort of retaliation.
AND JUSTICE	The principle or qualities of dealing fairly with others.

FOR ALL

For all...which means, boys and girls,
ladies and gentlemen, it's your country
as much as it is mine.

Will you please stand and repeat with me the Pledge of Allegiance.
from Red Skelton's Recording
January 14, 1969



Flag Recipe

Ingredients:

6 Cub Scouts	1 cup red crepe paper bits
1 large pot	1 cup blue crepe paper bits
Stars (glitter)	1 cup white crepe paper bits
American Flag	Spotlight (Optional)

Arrangement: Cub Scouts form semi-circle around large pot. American Flag is folded and hidden in pot. Each Cub is holding the ingredients which he adds.

- 1st Cub: We are going to fix a treat that is really grand;
And make for you a receipt...the greatest in the land.
- 2nd Cub: First we'll put in a heaping cup of red for courage true,
(He adds red paper bits to the pot.)
- 3rd Cub: And then we will add for loyalty, a dash of heavenly
blue, (He adds blue paper bits to pot.)
- 4th Cub: For purity, we will now sift in a lay of snowy white,
(He sprinkles in white paper bits.)
- 5th Cub: We will sprinkle in a pinch of stars to make it come out
right. (He adds glitter.)
- 6th Cub: We will stir and stir and then you will see,
That what we have made is . . .
(He uses large spoon and pretends to stir, taking care
not to disturb flag.)
- All: Old Glory. (All boys reach in and pull out American
Flag.)
- 7th Cub: Our flag is the most beautiful flag in the world. Let us
always be loyal to it. (Two boys hold American Flag
high. Lights out, spotlight on the flag as curtain
closes.

Skits

Rumors

The following skit shows the fun in scouting and what you might miss.

Den Leader: (Dialing on a phone.) Hello, Randy, this is Mrs. Jones. Everything is ready for our trip Friday. Now listen carefully. I want you to call the other boys. We'll meet at 7:00 a.m. at the school yard at the 8th Street exit off I-10. Bring \$2.00, a sack lunch, a frozen drink, a change of socks, your sleeping bag and a canteen. Wear your uniform and hiking shoes. We'll hike to the ranch where there are horses waiting for our trailride. Have your parents plan to pick you up after the campfire at 8:00 p.m. See you then.

Cub #1 Okay Mrs. Jones -- I'll call Billy right now. (Hangs up phone and calls another number.) Hey Billy, it's all set for our trip Friday. We're to meet at the 7th Street exit by the school at I-10 at 8:00 a.m. You need a \$2.00 lunch, frozen socks, sleeping bag and canteen. Wear your uniform and tennis shoes. After we hike to the ranch, we'll throw horseshoes at our parents when they come to pick us up during the fireside chat at 10:00. Will you call Dan?

Cub #2 Sure -- but -- (hangs up phone and looks at phone with a questionable look.) Oh, well that's what Mrs. Jones said. (Dial phone number.) Hi Dan. It's a go for next Friday, the 7th. We'll all meet in the school yard by I-8 by 10:00 a.m. You'll need \$2.00 worth of frozen pizza in a paper bag, matching socks, uniform shoes and a canteen. We'll ride our bikes on the burro trail past the fire station to the tennis court. Have your parents meet us there at 9:00. Also, can you call Bill?

Cub #3 Huh (Hang up phone and dial new number.) May I speak to Bill please? Oh well, tell him the cub scouts are having an outing at the local cantina on the 17th at 8:00 p.m. with fireworks, pizza pie and a pinata. He should wear ten coats, shoes that match and bring \$2.00 to burn at the bonfire. No, I don't think parents are invited .. (Hangs up phone ... looks at audience.) Gee --- wonder why she's taking Bill out of cub scouts...it's really fun!!!!

Skits

May Show Biz

Roving Reporter

Reporter: Good evening ladies and gentlemen. Here's your roving reporter with another man-on-the-street interview. Tonight we are going to talk about mountains. Here's a man right here. How do you do, sir, can you tell me what is your impression of mountains?

First man: "High!"

Reporter: Hi, yourself! Now tell me, what is your impression of mountains?

First man: Just like I said, "High!"

Reporter: Oh! Ha, ha, ha. My mistake. When you said "high", I thought you said "Hi", get it? Oh well, let's talk to someone else. Here's a man. Tell me, sir, how do you feel about mountains.

Second man: Well, I've never been there, of course, but if I had to feel about mountains, I'd do like always, feel with my fingers.

Reporter: Ha, ha, ha, ha. Seems we have some jokesters about toady. Well now, let's try our question on this little boy here. Tell me, sonny, have you ever gone over the top of a mountain?

Small Boy: Yes, sir, lots of times.

Reporter: My, I'm surprised to hear that, must have been a hard trip for a youngster, actually to go clear over the top of mountain.

Small Boy: Oh! No, sir, we were in an airplane.

Reporter: (To himself.) This is getting ridiculous, but I'll try one more time. How do you do, sir, may I ask you a question!

Third Man: Why sure, what's your problem?

Reporter: Tell me, sir, what's your impression of life in the mountains?

Skits

Roving Reporter (Continued)

Third Man: Well, from what I hear, it's a lot like an umbrella.

Third Man: Why sure, what's your problem?

Reporter: Tell me, sir, what's your impression of life in the mountains?

Third Man: Well, from what I hear, it's a lot like an umbrella.

Reporter: An umbrella? I don't quite understand what you mean.

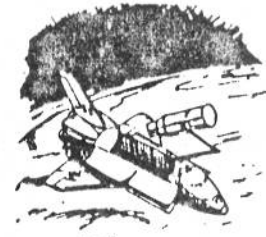
Third Man: Yup, like an umbrella. Life in the mountains is either up or down.

Reporter: Sorry, folks, some days you can't win.



Skits

June *Life on other Planets*



All Aboard for the Moon

Characters: Den Leader, six Cub Scouts, and two moon creatures.

SCENE ONE: ON EARTH

Den Leader: Can you imagine a den leader taking a group of Cub Scouts on a field trip to the moon? Well, I did and here's what happened.

All Cubs: Yeah, let's go. Let's pack our space gear.

1st Cub: We're taking our toothbrushes, toothpaste, vitamins, soap, raincoats, cheeseburgers, bicycles, roller skates, and surfboards. *(Cubs enter spaceship.)*

Den Leader: The tour permit has been approved by Council and Den ___ is off into outer space.

SCENE TWO: IN THE SPACESHIP

(Cubs looking out the spaceship windows.)

2nd Cub: The Earth sure looks small from outer space.

3rd Cub: Yeah, and look at the moon getting larger.

SCENE THREE: ON THE MOON

(Cubs leave the spaceship.)

4th Cub: Well, here we are on the moon and look, there's Neil Armstrong's giant step!

5th Cub: Do you think we'll see a moon creature?

6th Cub: Look, there's Mt. Spock's ears!

1st Moon Creature: Oh, no! There's another group of tourists!

2nd Moon Creature: Get the moon rocks ready to sell!

All Cubs: Let's split. It's a nice place to visit, but we wouldn't want to live here!

Skits

July Wild and Wooly West

Indian Council Fire

- Characters: Any number of Indians, including one Big Chief, in costume.
- Setting: Indians are grouped around an artificial campfire. All are very sad that the Whiteman and Indian do not understand each other better. They are passing a piece pipe.
- 1st Indian: I fear big trouble in making. (All nod.)
- 2nd Indian: Must do big magic to stop many wars.
- 3rd Indian: How?
- 4th Indian: Big worry makes ache with thinking. (All grunt.)
- Big Chief: Great Spirit give me wisdom to treat problem. I must go to white man. (He rises from campfire and goes to center state, and addresses audience.) We all wish for peaceful moons and plentiful corn. Maybe we need to know word from each other. Please help me and repeat the words I say: Oh Wah
- Audience: Oh Wah
- Big Chief: Tah Goo
- Audience: Tah Goo
- Big Chief: Si Am
- Audience: Si Am
- Big Chief: Very good, I think we are learning! Please repeat one more time to go faster into the land of knowledge. (Repeats chant as before, only fast enough so that audience combines syllables until they are saying, "Oh What a Goose I Am.")

Skits

August Campfire Yarns

Hiking With Bugs

Scene: A tent set up in the out of doors.

Enter: Four very tired and dirty boys. All are scratching and examining their bites.

Boy #1: Boy am I glad to be back from that hike. I'm tired.

Boy #2: All of the mosquitoes must have called up all of their relatives and told them we were coming. I've been eaten alive.

Boy #3: They said a day hike, not an all day hike. Not only were we out near the river, but we were out all day. Gave those critters too much of a chance to eat at me.

Boy #4: I eel the same way. I couldn't feel worse if I'd been run over by a semi-truck.

Boy #5: Bugs!!! Bugs everywhere. I wouldn't mind if they didn't itch so much.

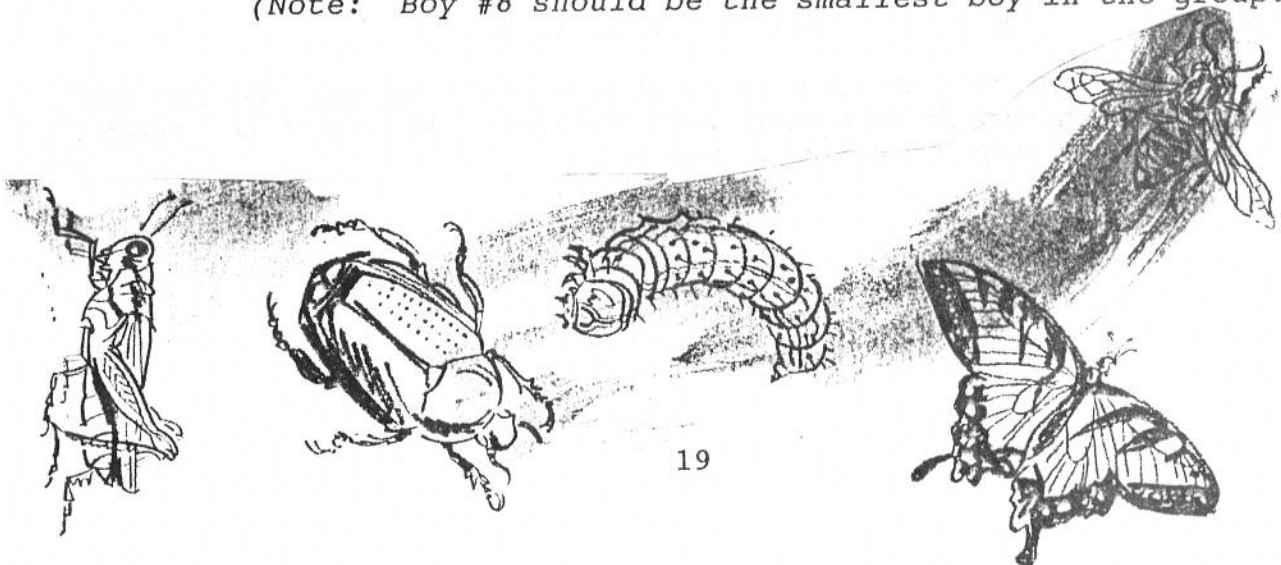
Boy #6: The blisters don't hurt as much as the itch itches.

Boy #7: Those insects hadn't seen human beings in years. Here put some of this on the spots.

(Boys pass around a first aid ointment. Little lights start flashing in the dark. Use 2 or 3 boys waving small flashlights.)

Boy #8: We'd better get inside our tent now!!!! The bugs are out looking for us with flashlights.

(Note: Boy #8 should be the smallest boy in the group.)



Skits

Den Mother's Bouquet

- Characters:* 6 Cub Scouts
- Scene:* A Nature Walk
- Props:* Cub fashioned bouquet of flowers with strands of ivy.
- Cub #1: Gee fellows, I don't think Mrs. Brown's having a very good time.
- Cub #2: Well, you didn't help things much, giving her that garter snake!!
- Cub #3: I was Just trying to help her collect stuff for our nature display at the pack meeting.
- Cub #4: Yeah ... and you heard what she said, "Nothing ever again that moves by itself."
- Cub #3: So ... Now I know better.
- Cub #5: Don't worry about a think you guys, I'm going to fix everything.
- Cub #6: Yeah? How?
- Cub #5: Well, you know how nutty women are about flowers. So I picker her a neat bunch of flowers. *(He holds up bouquet with trailing strands of ivy.)* See.
- Cub #6: Oh No!!! *(Wails.)* We'll never get to go on another hike.
- Cub #5: How come?
- Cub #6: Cause ... That's poison ivy!!!!

(All 5 cubs say "OH NO!!!!!! in loud disgusted voices and run off stage, leaving Cub #5 standing with bouquet. He drops it, starts to scratch and also runs off stage.)



Skits

September American Folklore

Good Scouts



SCENE ONE

Announcer: Davy Crockett and Mike Fink are walking through the forest.

Davy C.: Too quiet, Mike. *(Suddenly several Indian braves jump out of the forest and capture Davy and Mike.)*

1st Brave: Ugh! Me-um catch-um you.

2nd Brave: Ugh! You-um come to Chief Sitting Bull's camp. *(The braves drag Davy and Mike away.)*

SCENE TWO

Announcer: We are now at Chief Sitting Bull's camp. The chief and his braves are sitting around their campfire. *(The braves that captured Davy and Mike run up to the fire, dragging their captives with them.)*

1st Brave: Ugh! Me-um bring-um two white eyes to Chief Sitting Bull.

Chief: Ugh! You good-um brave. *(Looks at captives.)* Who-um are you-em?

Davy C.: I'm Davy Crockett, king of the wild frontier.

Mike Fink: I'm mike Fink, king of the river boats.

Chief: *(Jumping up and clapping his hands.)* Davy Crockett, Mike Fink. Wow! We hit-um bulls-eye.

Mike Fink: Now see here, Chief, we're just a couple of Scouts.

Davy C.: That's right Chief, we're just a couple of Scouts.

Chief: *(Jumping up again.)* Scouts? Me, Scout too? *(Leads all boys in giving Cub Scout sign and saying the Cub Scout promise.)*

Skits

The Adventures of Icky Crane

You can do a variety of things with this story. Read it and let the boys pantomime, divide into parts, or make into an audience participation.

"Twas a dark and gloomy Halloween in Sleepy Hollow Land.
The moon cast eerie shadows that fell across the sand.
This Cub Scout's name is Icky Crane, and he is not afraid
Of witches, ghosts, or goblins, whether live or dead.
Wait! What is that sound I hear? Hoofbeats drawing near--
Surely it is just a friend, there's not a thing to fear.
But since he's not so sure of that, it may or may not be.
He decides to hide behind a most convenient tree.
The thing is coming closer now, the hoofbeats louder still,
And Icky trembles in the dark, as even Cub Scouts will.
Then the horseman comes in view, a figure all in black,
And Icky wishes he were home, tucked safely in the sack.
But there is one thing very wrong; what kind of man is he?
For there is nothing on his neck where his head should be!
The mighty stallion rears up high, the horseman gives a shout,
"Who is the crook who stole my head? Where is the thieving lout?"
The rider spots our Cub Scout, crouching in the night.
And Icky knows he must be brave, he tries with all his might.
He stands up tall on shaking legs to meet this gruesome foe,
With a heart so full of courage, a Cub Scout from head to toe.
The horseman points his finger at him, and shouts, "Are you the
heel? And Icky answers strong and true, "A Cub Scout would not
steal!" The rider stomps and shakes his fist, acts like a spoiled
kid; Our Cub just cannot help but laugh at this nut who'd flipped
his lid. "Could be it was your temper, sir; good manners aren't a
bother." "And if some patience you could learn, perhaps you'd grow
another. He climbed back on his mighty steed, rode slowly through
the night. And Icky sighed with great relief, that he was still
all right. "Try to have good manners or you, too, may lose your
head."



Skits

October Family Hobbies

The Ants

Setting: 6 to 8 persons

Props: Paper sacks

Skit opens with boys standing together.

1st Boy: Gee, there's nothing to do.

2nd Boy: Yeah, I know.

3rd Boy: Why don't we have a backyard picnic?

All: Yeah!!!

4th Boy: But, it's going to rain.

1st Boy: I don't think so, I'll bring the potato chips.

2nd Boy: I'll bring the drinks.

3rd Boy: I'll bring the hot dogs.

4th Boy: I'll bring the hot dog buns.

5th Boy: I'll bring something real special.

All walk of stage and come back carrying sacks and put them down on the ground and each one in turn opens his sack and says:

1st Boy: Here's the chips.

2nd Boy: Here's the drinks.

3rd Boy: Here's the hot dogs.

4th Boy: Here's the buns.

5th Boy: (drops his sack) Oh, No!!

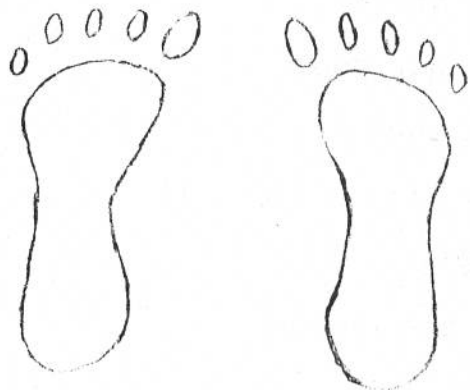
6th Boy: What's wrong?

5th Boy: I brought the ants!!



All By Myself

- Setting:** Classroom. The teacher has asked each boy to bring a sample of something he grew himself and tell about it. Each boy has an article except one boy.
- Teacher:** Since it's fall and we're studying communications, I asked each of you to bring something you grew by yourself to show the class. Johnny will you be first?
- Johnny:** I brought these carrots that I planted, watered and grew in my garden.
- Sam:** I brought some flowers I planted last spring that smell good and I can pick and give to my Mom.
- Jeff:** I planted some tomatoes, but this is as big as they got. (He holds up a cherry tomato.) But they still taste good.
- Teacher:** It looks like each of you grew some useful things. Roy what did you bring?
- Roy:** Well, I didn't plant anything, so I don't have anything to show. Mom said that if I had to I could always take off my shoes.
- Teacher:** What do you mean ... take off your shoes?
- Roy:** I mean I could show you my feet; they grew 13 inches in the past 8 years and I done it all by myself!!!



Skits

Boy With a Bright Idea

Characters: 3-4 boys (or you can add on to make more).

Scene: First boy is sitting on the chair. Toys and clothes are scattered around the room. He is in deep thought. Several of his friends have come over to see him.

They enter.

All Boys: Hi _____! What are you doing?

1st Boy: Just thinking about a bright idea.

2nd Boy: Thinking about what bright idea?

1st Boy: My invention.

3rd Boy: Are you inventing something?

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

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

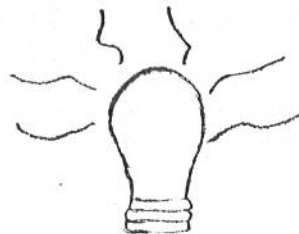
1st Boy: Really? Do you all want to help?

All Boys: Sure!

1st Boy: O. K. (getting up) thanks. First, of all, I need a big box, _____ there is one in the closet. _____, I need two toy airplanes. _____ then I'll need some kite string. Last I need some rags. You can use my clothes there for that. Great, now put everything in the box. (Looking around the room - then in the box.) Well that just about takes care of it.

4th Boy: Takes care of what?

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



Skits

November Under the Big Top

The Lion Tamer

- Characters: Ringmaster, Lion Tamer, 5 Lions
- Props: Hula hoop (wrapped with crepe paper flame), whip, cap pistol, water pistol, applause sign, 5 boxes or stools for lions...costumes or signs with Lion names.
- Ringmaster: Ladies and Gentlemen! I am proud to present "The Great Gonzales and his fierce man-eating lions, fresh from the jungles of Africa! (Holds up applause sign as Lion Tamer enters.)
- Lion Tamer: (Bowling) Thank you! Thank you! Now I will introduce my pets. (He cracks whip.) Nero! (Nero enters, roars and climbs onto box.) (Cracking whip.) Rex! (Rex enters, roars and mounts box.) (Cracking whip.) Killer! (Killer enters, roars and mounts box.) (Cracking whip.) And their pals! (Rest of lions enter, roar and mount boxes while Ringmaster holds up applause sign. Lion Tamer bows too close to lions. Nearest lion roars and nips at the seat of his pants as he jumps aside.)
- Lion Tamer: No the lions will build a pyramid! Nero! Rex! Killer! (He cracks whip and each lion as he is called, gets off box. Two stand on all fours while the third lion climbs on their backs. All do a lot of roaring. Remaining lions try doing the same thing "messing up of course", AND as Lion Tamer cracks his whip and lions break the pyramid and prowl, roaring....Lion Tamer cracks whip to drive them back to the boxes and shoots cap pistol. At shot, all lions return to boxes but roar fiercely. Ringmaster holds up applause sign, Lion Tamer bows, and lion nips him again.)
- Lion Tamer: (Moving to safe distance.) Now, Ladies and Gentlemen, to show you how fearless these lions are, they will jump through a burning hoop! (Holds up "ring of fire" but lions sit tight and paw the air with their front paws in a downward motion. Lion Tamer lowers hoop a little. Lions repeat the action and Lion Tamer lowers hoop a little more. Lions repeat the action a third time. Lion Tamer shrugs, rests hoop on the ground, and they scoot through, as Lion Tamer looks sheepishly at audience. Ringmaster holds up applause sign, Lion Tamer bows and gets nipped again. He cracks whip and shoots cap pistol to chase roaring lions back up on boxes.)

Skits

The Lion Tamer (Continued)

Lion Tamer: I shall now try a daring feat! I shall put my hand into the ferocious Killer's mouth! (Killer roars menacingly.) (Lion Tamer gingerly putting hand in lion's mouth.) Easy now, boy. (As he draws away, he hides hand in sleeve; he lifts arm shouting.) Look, no hand! (Ringmaster holds up applause sign. Lion Tamer bows and gets nipped again. Lions get out of hand, jumping off boxes, prowling and roaring. Lion Tamer cracks whip again and again.)

Lion Tamer: (Grabbing water pistol and shooting at lions.) Oops, wrong gun! (He turns to audience, spraying them. All lions roar and come after him, chasing him off stage as he drops gun and runs away.)

The Shrinking Clown

Cast: 8 Boys, one small brother
Props: One large box (appliance, T.V.) painted to look like a computer.

Clown #1: What you got there, Jojo?

Jojo: A homemade shrinking machine, that's what!

Clown #2: Never heard of such a thing.

Clown #3: Come on² Jojo, you're kidding.

Clown #4: Shrinking machine - baloney!

Jojo: (Annoyed) I'll show you! (Pulls a can of spray starch from his pocket and sprays himself.) That's to put starch in me so I can't come out wrinkled. Well guys, this is it. Farewell! Shakes hands all around and then gets into the box.)

Clown #5: Ho's it inside there, Jojo?

Jojo: Fine...fine...fine. (His voice trails off then a series of loud noises comes from inside the box.)

Clown #6: Hope he's OK. (Loud groan from carton.)

Clown #7: Here he comes out of the return slot. This really is a great shrinking machine! (Small brother climbs out of carton dressed like Jojo.)

Skits

December Holiday Magic

Christmas with the Right Family

(Everyone sits in a circle, holding the gift he brought for the grab bag. Someone reads the story below, reading slowly enough for gifts to be passed. Every time the word RIGHT is read, everybody passes the gift he's holding to the right. Every time the word LEFT is read, everybody passes the gift he's holding to the left. The Gift each person is holding when the story ends is the gift he keeps.)

Christmas was almost here, and Mother **Right** was finishing the Christmas baking. Father **Right**, Sue **Right**, and Billy **Right** returned from their last-minute Christmas errands. "There's not much **left** to be done," said Father **Right** as he comes into the kitchen. "Did you leave the basket of food at the church?" asked Mother **Right**. "I **left** it **right** where you told me to," said Father **Right**. "I'm glad my shopping is done," said Billy **Right**. "I don't have any money **left**." The hall telephone rang, and Susan **Right left** to answer it. She rushed **right** back and told the family, "Aunt Tillie **Right left** a package for us **right** on Grandma **Right's** porch. I'll go over there **right** now and get it," she said and she **left** in a rush. Father **Right left** the kitchen and brought in the Christmas tree. Billy **Right** had begun trimming the tree. The entire **Right** family sang carols as they finished the decorating. Then they **left** all the presents arranged under the tree and went to bed, hoping they had selected the **right** gifts for their family. Now I hope you have the **right** present for yourself, because that's all that's **left** of our story...except to wish you a Merry Christmas...Isn't that **right**?

SKITS

December: *Holiday Magic*

"'Twas Two Weeks Before Christmas and All Through the Pack"

PERSONNEL: One narrator and a Cub Scout den.

PROCEDURE: The narrator reads and the Cub Scouts make noise when they hear their name or other assigned word during the story. All make noise together when ST. NICHOLAS or SAINT NICK is heard. Noise can be made with homemade musical instruments, as Pack 457 in Kishwaukee District did, or you can think up your own way to make noise.

PREPARATION: The words and names in (parentheses) will have to be changed to match your den's names and the pack's meeting place.

HELPFUL HINT: This could easily become an audience participation skit. Have fun!

'Twas two weeks before Christmas and all through the pack,
Not a Cub Scout was stirring, not even our (Pack Rat).
The stockings were hung in the (gym) this year,
For we all knew that ST. NICHOLAS would be here.

The Cub Scouts were nestled all snug in their chairs,
While visions of (pinewood) danced for my (Bears).
And (name) in his neckerchief, and (name) in his cap
Had just settled their brains for a two-minute nap.

When out on the parking lot there arose such a clatter,
(name) sprang from his chair to see what was the matter.
The boys raced to the door with the speed of light,
And pushed it wide open with all of their might.

The moonlight that glittered on the new fallen snow
Gave a luster of beauty to the objects below;
When, what to (name) wondering eyes should appear,
But a miniature sleigh and eight tiny reindeer.

With a little old driver, so lively and quick,
The (Wolves) knew in a moment it must be SAINT NICK.
More rapid than (Webelos) his reindeer they came
And he whistled and shouted and called them by name.

Continued on next page...

SKITS

'Twas Two Weeks Before Christmas, cont.

"Now, Dasher! Now Dancer! Now, Prancer and Vixen!"
"On Comet! On Cupid! On Donder and Blitzen!"
To the top of the roof and through the (Jr. High) halls!
Now, dash away! Dash away! Dash away all!

As dry leaves that before the wild hurricane fly,
When they meet with an obstacle, mount to the sky.
So up to the (school) top the reindeer they flew,
With a sleigh full of (derbies)--and ST. NICHOLAS, too!

And, then, in a twinkling, (name) heard on the roof
The prancing and pawing of each little hoof.
As (name) drew in his head and was turning around
Through the (Jr. High) halls ST. NICHOLAS came with a bound!

He was dressed all in fur from his head to his foot,
And his clothes were all tarnished with ashes and soot.
A bundle of (racers) he had flung on his back
And he looked like a peddler just opening his pack.

His eyes, how they twinkled! His dimples, how merry!
His cheeks were like roses, his nose like a cherry!
His droll little mouth was drawn up like a bow,
And the beard of his chin was as white as the snow.

The stump of a pipe he held tight in his teeth,
And the smoke, it encircled his head like a wreath.
He had a broad face, and a little round belly
That shook when he laughed like a bowl full of jelly.

He was chubby and plump, a right jolly old elf,
And the (Tigers) they laughed when they saw him, in spite of
themselves.
A wink of his eye and a twist of his head,
Soon gave the Pack to know we had nothing to dread.

He spoke not a word, but went straight to his work,
And filled all the stockings, then turned with a jerk.
And with the jingle of his bell as he walked cross the floor,
Then he waved to us all as he walked out the door.

He sprang to his sleigh, to his team gave a whistle,
And away they all flew, like the down of a thistle.
But we heard him exclaim 'ere he drove out of sight,
"Merry Christmas to all! and to all a good night!"

Skits

January 1994 *Exploring Alaska*

Gold Is Where You Find It



Cast: 5 Cub Scouts

Props: Pan, gold rocks, bucket, hat, shovel

Setting: Prospector is panning for gold.

Son #1: Pa, what are you doing?

Pa: Panning for gold. (First son walks off flipping a golden rock.)

Son #2: Pa, what are you doing?

Pa: Panning for gold. (Second son walks off flipping a golden rock.)

Son #3: Pa, what are you doing?

Pa: Panning for gold. (Third son walks off flipping a golden rock.)

Son #4: Pa, what are you doing?

Pa: Panning for gold.

Son #4: What does it look like?

Pa: It's a shiny yellow stone.

Son #4: Oh! Like those that my brothers are using to build their dam downstream.

(Pa screams and swoons: 4th son walk off with shovel.)



Skits

Three Rivers Skit

Setting: Two prospectors meet. First prospector has camp set up and is busy cooking. Dog is sitting beside him. (Boy on all fours is dog.) Second prospector comes in pulling mule named Sunshine. (Two boys covered with blanket are mule.)

Props: Pick, pans, No. 10 cans for cooking, two beat-up hats, mask for dog if desired and blanket for mule.

Prospector 1: Howdy!
2: Howdy!
1: Any luck?
2: Nope!
1: Come fur?
2: Quite a piece.
1: Et lately?
2: This mornin'.
1: Hungry?
2: Yep.
1: Join me?
2: Don't mind iffen I do.
1: Have a plate.
2: (Holds up plate and looks at it.) Don't want to seem pickyunish, but ain't this plate amite dirty here in the corner?
1: (Looks scornfully at him.) Well now, it all depends on how you look at it. But I'll tell you, it's as clean as Three Rivers can get it.
2: (Shakes head looking at plate.) Clean as Three Rivers can get it? (Mule brays a loud "Hee-Haw".)
1: Shut your mouth, Sunshine. You heard what the man said. (Prospector 1 dishes out the stew and they eat.)
2: Mighty good vittles!
1: Thanks pardner. Mind handin' me the plates so we kin clean 'em up? (Prospector 2 hands him the plates.)
1: (Puts plates on floor and calls loudly over his shoulder,) Here Three Rivers. Here Three Rivers! (Dog comes up and starts licking the plates.)



Skits

These two fashion shows were used at the 1991 Tri-District Pow Wow.

The Fabulous Fashion Show

Welcome to our first annual Fashion Show presented by the Pack Leaders from Pack _____. We hope you'll see something you'll want to own, and when you do, your friends will be speechless at your style.

Our first model, _____, all set for an exciting sports weekend, wears a jumpsuit (jumps rope throughout entire description). the houndstooth fabric (teeth on suit) is sharply highlighted by the 3/4 sleeves (three quarters hang on each sleeve). How stunning! Thank you, _____.

_____ comes out next wearing a student classic; a turtleneck sweater (turtles around neckline). with a sweater like this, it'll be a snap to bring even the shyest boy out of his shell. To complement the sweater, _____ is wearing a trumpet flared skirt (toy trumpets dangle from front of skirt), and carries a practical handbag (purse in the shape of a hand).

_____ has the perfect outfit for a Spring Tea. She is wearing a grape blouse (bunches of grapes attached to blouse) and a flowered skirt (flowers all over skirt). The ensemble would not be complete without the orange belt (oranges are wrapped in plastic then tied around waist). The belt is a cinch to make this an outstanding outfit.

Now here's _____ ready for an evening out with the fellas. He's wearing herringbone slacks (cardboard fish skeletons) with a tank top. His oxford shoes (one has diploma taped to it, the other a mortarboard) complete his outfit.

_____ is all set for an evening of dining and dancing. She wears a popcorn sweater (strung popcorn in a chain) and a darling pale skirt (pails pinned to skirt). Notice _____'s makeup. It features a pancake base and a lovely lipstick (pancakes on cheeks, and stick covered with cardboard lips).

Here comes _____, ready for a day at the ballpark. check out those baggy pants (paper bags on pants) and that shirt with capped sleeves (baseball caps on sleeves). His outfit is complete with red tennies (red letter E on shoes).

_____ is modeling an A-Line skirt (skirt with line of cardboard A's attached) and a year-round blouse (blouse with months of the year from calendar attached). Her outfit is completed with little lace slippers (doilies attached to shoes).

Skits

The Fabulous Fashion Show (Continued)

Our last model, _____, is ready for a spring evening on the town. Notice the delightful bell-bottomed trousers (bells at cuffs) he's wearing. In case the night air gets a bit bristly, _____ carries a brushed denim jacket (hair or paint brushes hang from jacket). To top off this sporty outfit, _____ has a colorful choker (person in colorful outfit comes on stage, takes a bow, and chokes him).

And now all our enchanting models return to our stage (models enter and form line) to once again show you their lovely ensembles. Now you see that I wasn't exaggerating when I said these styles would leave you speechless... In fact, so am I!!!

This skit and the next were combined at the noon program.

Fashion For Our Leaders

Fashions for fun with the latest in leader's apparel.

A group of youngsters, either boys or girls, will delight in making these fashions to present to their leaders. Or, the leaders can do a turnabout and entertain the children by presenting the fashion show. The show is presented as a regular fashion show, with a commentator and as many models as are available. The staging can be as simple or elaborate (complete with runway) as desired. A minimal amount of rehearsal is needed - just be sure the models know how to pivot and show off their creations to full advantage. The models can either exit after their appearance or line up on the stage.

As we start the year, it seems only fitting that we present a few of the latest fashions, especially suited for our leaders. We're sorry that patterns for these fashions are not available. They were accidentally used in a paper mache project that - well, it never quite got off the ground. Well, now on to our show. Our first model is wearing the fashionable long skirt that is seen everywhere these days. This particular skirt buttons down the front and has added features especially for our leaders. (The model unbuttons the skirt to reveal the unusual underside.) As you can see, a woman wearing this skirt will be ready to set up a craft session at the drop of a stitch. (The model opens the long skirt. Sewn to or taped to the inside are many kinds of scrap materials, plus scissors, tape, glue bottles, rulers, etc.)

Skits

Fashions for our Leaders (Continued)

Our next model is wearing a specially designed "Leader's Stole." From the front, this stole has the regular appearance of any stole. But on the back, and always at hand (the model turns around), is a telephone-something a leader should never be very far away from. Added features of this stole are on the inside. (The model removes the stole and displays the inside.) Here we find all important phone numbers listed, as well as pads of note paper for jotting down any messages and reminders. The unusual fringe on this stole also assures the wearer of never being without a pencil. (*This stole is a long piece of material. Tied to the back is a telephone - use a toy plastic one, as they are lightweight. Tape phone numbers and pads of paper to the inside of the stole. Tie pencils to the ends of the stole for "fringe."*)

Popular on today's fashion scene is the fringed vest. This design, made with mop strings, will be an indispensable addition to a leader's wardrobe. At a moment's notice, she can ship off her vest and wipe up any spills of paint or soda pop. The marvelous feature of this is that the mopping up will give the best and overall abstract, spotted design which will guarantee that there will never be two-of-a-kind of this vest. (*Use an old pillowcase to make the vest. Cut out holes for arms and neck; slit up the front. Baste mop strings to the pillowcase, covering it solidly. Spill things, a random, over the vest, so it will have that abstract design.*)

Our next model is wearing the special "Leader's Apron." This apron is made especially full around the top. Why? Because, on some days, meetings run late and things begin to pile up. and no matter how busy she is, a leader must always remember to have dinner ready for her own family. With this apron, she will always have dinner at her fingertips! (*The apron is simply made, adding any decorations on the outside that you wish. On the inside of the waistband, tie several packages of "instant" foods, letting them hang down. The more packages you attach, the better the effect will be.*)

The next accessory we have to show you is one that any woman who works with children should have. This lovely scarf will keep your hair in place as you work, but it will also serve another important purpose. This scarf has built-in earmuffs, to help you get through the days when you can't stand the noise. But that's not all! Concealed inside one earmuff is a tiny, battery-operated tape recorder that plays a recording of "Self-Hypnosis Can Work for You!" (*The model wears the scarf and, at the proper time, removes it to show the audience the earmuffs which are sewn inside. For the tape recorder, simply attach a film reel to the inside of one earmuff.*)

Skits

Fashions for our Leaders (Continued)

And now, we have another skirt for you. Light and airy, this skirt will gracefully flutter as you walk. That's because it's made entirely of facial tissues. Each tissue is attached individually, so that they may be ripped off as they are needed. This skirt will save you countless steps when the children need a tissue for wiping hands and drying tears and noses. See how easily it works? A tearful eye appears and presto! - you have a tissue! (For the skirt, use a regular skirt, covering it with tiered rows of facial tissues. To attach the tissues to the skirt, use small pieces of tape.)

The next fashion note will save much wear and tear on a leader's voice as it takes care of 90% of the situations that arise with children. As the need arises, you simply turn your hat so the appropriate side faces the child. (The model wears a pyramid hat made of cardboard. To make the three sides of the hat, cut three large triangles the same size. Tape them together on the underside. On each side, print one of the following words: "Yes!" "No!" and "Quiet!" The model turns the hat on her head as the Commentator speaks, showing each side to the audience.)

As with all fashion shows, we have saved our pride and joy until last. This final creation is completely individual. You can make one of your own because the materials it is made from are those that only a woman working with children can collect. You can make it at the end of a rewarding year. We are proud to present the first "Leader Coat," made entirely of things we have left behind and never claimed! (The coat is indeed made of everything imaginable that a child might forget and leave behind - mittens, hats, scarves, tennis shoes, belts. You will probably be able to think of many other items children have been known to lose. Take them all and attach them to an existing coat. The more outlandish, the better. After this model has shown the coat to full advantage, the entire cast of models comes out, forms a line and bows to the audience!)



PUPPETS

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PUPPETS - 2

WELCOME TO THE WONDERFUL WORLD OF PUPPETS

Caution! Puppets are contagious!! They appeal to all ages, children and adults alike, probably more to boys of Cub Scout age than any other. Puppetry is used effectively in education, entertainment, speech development, drama, therapy, music and advertising. It helps develop self confidence, a positive self-image, social relationships, physical skills and, most of all, imagination. A shy boy is willing to participate in puppetry because the focus of attention is on the puppet rather than on himself.

Puppets can open the door to an exciting, enchanting world of make-believe. They are a means of self-expression. The puppeteer can improvise and act out his feelings of the moment, often sharing thoughts, ideas, and feelings he may be otherwise too shy or hesitant to express. Puppetry provides wonderful opportunities to develop and make use of skills.

What is the thing called a puppet? Simply explained, a puppet is a figure of a person, animal, or object that is made to move by the efforts of a human being -- child or adult. It gets its "life" and "personality" from that person's efforts and imagination.

Puppets belong in a child's world because they are --

- fun
- educational
- entertaining

Puppets have the potential to --

- stimulate a child's imagination
- provide ways in which a child can express his creativity
- assist a child in expressing his thoughts and feelings
- give a child opportunities to use and develop his small muscles
- provide opportunities for socialization in which children are constructively planning, working, and playing together.

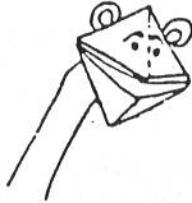
Puppets can be used specifically --

- as an art or craft project
- to tell or dramatize a story
- to teach facts or concepts
- to play musical instruments or sing songs
- to recite poems, facts



PUPPETS - 3

Puppets can be specifically use -- (continued)



- to ask or answer questions
- to impart information
- to make announcements
- to give directions and/or instructions
- for role playing
- etc...etc...etc...

And, puppets can be made and used at

- home
- school
- church
- social functions
- recreation programs



CUB SCOUT PROGRAM USE AND RESOURCES

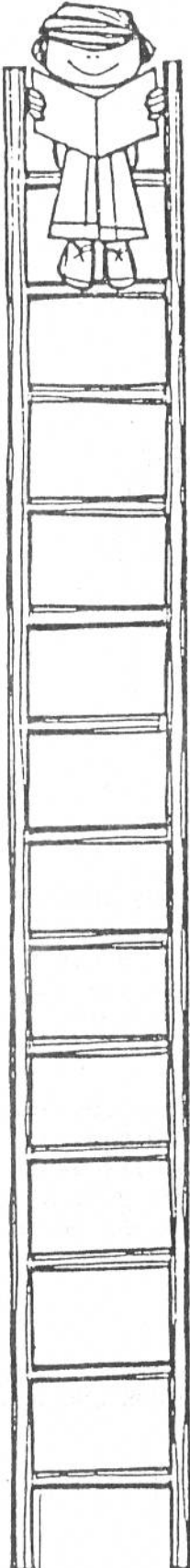
Themes during the next program year are adaptable to puppet plays and activities. Skits and puppets book published by the Boy Scout of America plus the Cub Scout Leader How-To Book, the Cub Scout Fun Book, and Pow Wow books are super resources for your fun with puppets. These books include how-to's and patterns that will help you and your Cub Scouts put on a successful show. (Also, remember to use the school and public libraries for additional resources plus the book stores.)

Budgets or limitations of materials or working space do not offer obstacles to creating puppets. Anything that can be made to move becomes a potential puppet. All that is needed is an idea. The puppet will take on its own personality as it is constructed, decorated, and developed. The following pages will be your springboard to a new and fascinating world - the world of puppets.

NOTE: THE "SKITS & PUPPETS BOOK" IS NO LONGER PRINTED BY B.S.A. PACKS HAVING THE BOOK IN THEIR LIBRARIES ARE ENCOURAGED TO USE AND SHARE THE BOOK BECAUSE IT IS STILL A GOOD RESOURCE.

PUPPETS ARE ALIVE AND WELL IN CUB SCOUTING!

PUPPETS - 4



CLIMBING THE LADDER OF SUCCESS

Develop a concern for those things which are important to puppetry:

MOVEMENT: There must be movement!! When the puppet speaks, it must move. The puppet speaks best through movement. It must relate to what the puppet is saying or doing. The audience should understand the movement even without words. Practice in front of a mirror!

SIMPLICITY: Puppetry can be very complex, but it is hoped that you will explore the use of simple puppets to tell simple stories.

HUMOR: There is humor in the puppet. The puppet is an exaggeration, and that is humorous in itself.

IDENTITY: The puppet has identity. It is a person, an animal, an object, a vice, a virtue. It projects this identity through its abstracted movement, its visual design, and voice (if one is necessary). If these three elements work together, the puppet is successful in its purpose.

FINALLY: The puppet tires easily. It likes to make short speeches (when it must talk). It likes to be on stage for only a short time. It likes to be in short plays. Consider its likes and dislikes - the puppet may "die" if its working hours are extended beyond its capabilities.

PUPPETS - 5

TEN MISTAKES TO AVOID AS YOU CLIMB THE LADDER

(There's probably more than ten, but it's a start)

1. **Sinking** - Be conscious of how high your puppet is at all times. Keep arm up.
2. **Breaking Character** - Be consistent, don't change voice or characterization half way through the show.
3. **Weak Voice Projection** - Speak up!
4. **Poor Diction** - Speak clearly!
5. **Out of Sync Movement** - Keep movement in sync with the action called for.
6. **Wordy Scripts** - More action, fewer words.
7. **Complicated Plot** - KISMIF
8. **Poor Eye Contact** - Control direction puppet looks. too many. B-o-r-i-n-g !
9. **Scene Changes - Too Long and Too Many** - Don't take a long time, or plan too many. B-o-r-i-n-g!
10. **Poor Finale** - Don't treat your audience to a lively, entertaining show and spoil it with a poor finale.



TIPS - PERSONALITY, PERFORMANCE, PRODUCTION

Keep in mind

Puppets will be more appealing if given a definite personality, his own special character which is unlike any other puppet on stage.

Make him an outstanding individual with his own mannerisms, with his special way of addressing, and with his own way of walking and talking.

Facial features of the puppet will help make him outstanding in appearance. Give him a face that will attract attention.

Facial features should be exaggerated. . . an extra big nose or a crooked mouth, so the audience can recognize him easily.

Let the puppet speak and act according to the kind of person that he represents.

When puppeting on a puppet show, keep actions clear and simple.



PUPPETS - 6

Be sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet a little as he talks, nod his head or move slightly forward. Other puppets on stage should remain still until their turn to speak.

Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.

Do not hide one puppet behind the other.

Puppet's feelings and actions should be exaggerated. An excited puppet would be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.

Often it is a good idea to have the puppet speak aloud to himself as he goes about his act. For example, he might say while looking, "I'll look under this tree for a rock."

Think of actions a puppet can do best and include them.

Be sure there is plenty of room behind the scenes for all puppeteers. Crowding will inhibit spontaneity.

Practice. . .Practice. . .Practice! Get comfortable with the puppet.

Look for ways to heighten suspense in the play.

Utilize opportunities for the puppets to exchange repartee (quick, witty conversation) with the audience.

Plan frequent entrances and exits - It holds the audience interest and avoids too many on stage.

Teach puppeteers to wait for laughs.

Have good prompters.

Enjoy what you are doing -- HAVE FUN!

PUPPETS - 7

WRITING THE SCRIPT

BSA's Skits and Puppets has a super page of guidelines for writing scripts for your productions. You are encouraged to read it and implement it in your den and pack programs. It is not a complicated process. The key is still KISMIF - "Keep it Simple, Make It Fun!"

CAUTION: Never make a puppet play too long - 5 or 10 minutes. If a longer time is needed, divide into two acts, have an intermission. Puppets cannot sustain long, talky material. They require brief appearances and lots of action.

IT'S SHOW TIME. . .

It is important that every boy in the den have a specific job in the production -- if not "on stage" he should have duties as part of the "technical crew" -- in charge of lighting, sound effects, or other duties necessary to the show.

An organization chart is an important item in "getting it all together" and in the right place, at the right time, with the right "stuff". This is an example of a simple chart that you may find helpful. Rehearsals are necessary of course, but so is knowing the who, what, when, where and why.

LET'S TALK PUPPETS

Puppets are categorized on the basis of how they move. Generally speaking, puppets are moved by a person's fingers or hands, or by strings or rods. Miscellaneous puppets that do not fit into the general categories are referred to as "novelty puppets" and are a great deal of fun too.

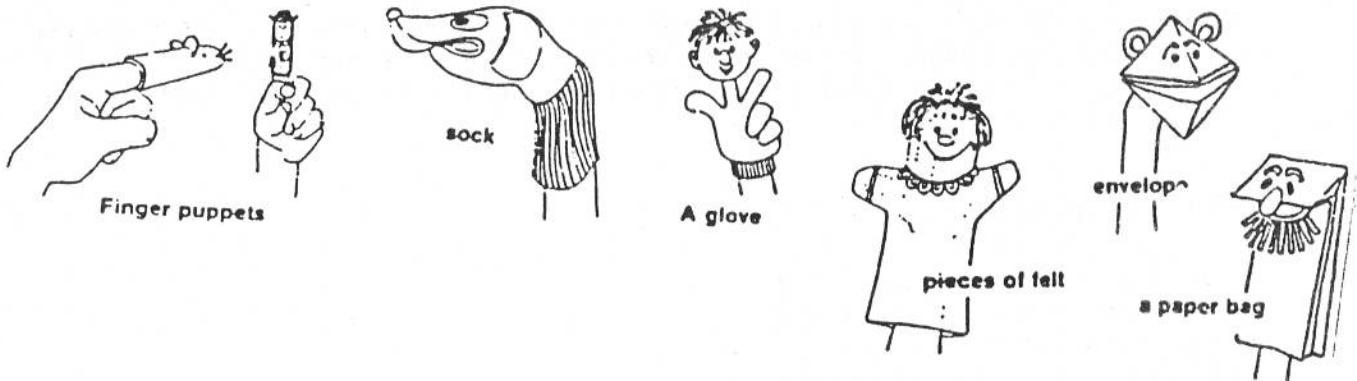
There are three criteria in making puppets:

1. Durability: basically the strength of the material used in construction.
2. Mobility: action of which it is capable.
3. Flexibility: the ease with which it may become more than one character.

PUPPETS - 8

HAND PUPPETS

The hand puppet is the most immediate of the puppets. There is no string or rod between the puppet and the puppeteer. It is also easily carried about and takes up little room. It is so simple, yet so capable of registering many emotions. There are many kinds of puppets made with different materials and techniques.

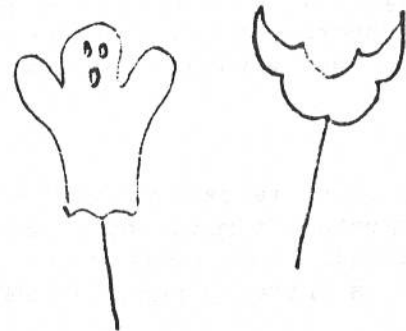


ROD PUPPETS

Any object you can attach a stick or rod to can become a rod puppet. It can be an ordinary object without adornment, or it can be an object personalized with features, costume, etc... It can be simple with no moving parts or can be very complicated.

SHADOW PUPPETS

Anyone who has ever cast a shadow on a wall and made their hands and fingers form a dog or rabbit will understand the fascination of the shadow puppet show. It differs from other puppet forms in that the audience does not see the puppet -- only its shadow cast on the screen.



PUPPETS - 9

LET'S GET STARTED

There are plays to be written, stages to be designed and built, costumes to be created and made, and lines to be spoken. Puppets can make your amazing ideas come true. With puppets, anything can happen. Houses can fly, elephants can disappear, and even cats and dogs can sing. Each performance calls on all creative efforts, not the least of these being the making of the puppets themselves.

The magic ingredients you need for making puppets are all around you. Get a big box or an old trunk and start to assemble an odds and ends collection. The boys in your den should be encouraged to bring items from home and add to the collection. Look in drawers, cupboards, and even wastebaskets for items like:

buttons, beads, balls (ping pong, rubber, tennis), baskets (wooden, plastic), bottle brushes, boxes, broom handles, curlers, coat hangers, containers, chop sticks, corks, caps, costume jewelry, cloth, cotton, dowels, fly swatters, fishing floats, felt, feathers, fur bits, fringe. Also, glitter, gloves, hats, kapok (other stuffing materials), lace, lids, leather, material, mittens, nails, net, newspaper, novelties, odds and ends, polyfoam, popsicle sticks, pom pom balls, sheets, sponges, spools. And maybe thread, trays, tacks, umbrella parts, wood, wire, weights, and yarn, to name only a few.

BUT...before you drop this all in the box, separate similar items into plastic bags or boxes. You will not regret the time you take to do this. (organize items for easier finding later)

You will also need things like:

- | | | |
|------------|----------------|-----------------------------|
| - pencils | - rubber bands | - pins (straight & safety) |
| - glue | - paint | - paper clips |
| - tape | - brushes | - patience |
| - scissors | - stapler | - other craft-type supplies |
| - crayons | - felt pens | - other markers |

You can make many different kinds of puppets from all sorts of material. You can put a lot of effort into making splendid puppets and very fine theater -- you can also make exciting puppets and a theater quickly with inexpensive materials.

PUPPETS - 10

MUSIC

Every puppet play can be improved with just the right music.

Music -- sets the mood
-- begins the play and ends the play
-- shows passage of time
-- should be simple

There are many ways in which music can become part of your show. Here are the areas you should consider when planning:

Music to be seated by - before the show starts. Should have some relevance to the show.

Overture - can be a special song or medley of songs that will be in the show.

Background Music - to provide atmosphere.

Show Tunes - when songs are part of the script.

Musical Bridges - between the end of one scene (or act) and the beginning of the next.

Intermission Music - use the same music used to seat the audience or the overture.

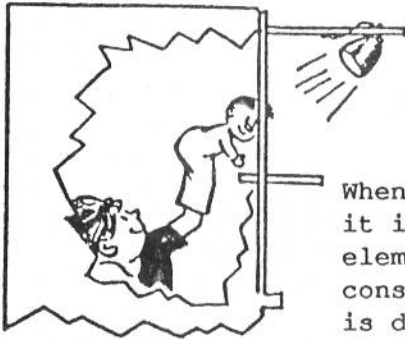
Finale - end with an exciting finale (unless it was a serious show and you want to maintain a special feeling).

Music To Exit By - Exit music should not start until the lights are fully on.

Your personal tastes will probably determine what you choose, but you should consider the audience and situation of the show. If you need help in selecting music, ask someone who is familiar with a variety of music.

The following music is suggested for use:

Carnival of Animals	Saint-Saens
Mother Goose Suite	Ravel
Surprise Symphony	Haydn
Waltzes	Brahms
Chopsticks	Folk Tune
76 Trombones	Wilson
Flight of the Bumble Bee	Rimsky-Korsakov
Syncopated Clock	Anderson
March of the Toys	Herbert
The Doll Dance	Poldini
Parade of the Wooden Soldiers	Jessel
Peter and the Wolf	Prokofiev



PRODUCTION POINTERS

When planning the production of a puppet show, it is important to always remember that no one element of the show can be planned without considering all the other elements. Each part is dependent on the other. If you keep this in mind, you will be well on your way to good planning.

The puppets and the puppet stage are the first two elements of a puppet production. The others are scenery, props, lighting, sound, music, and script. Give each equal consideration.

Production: **SCENERY**

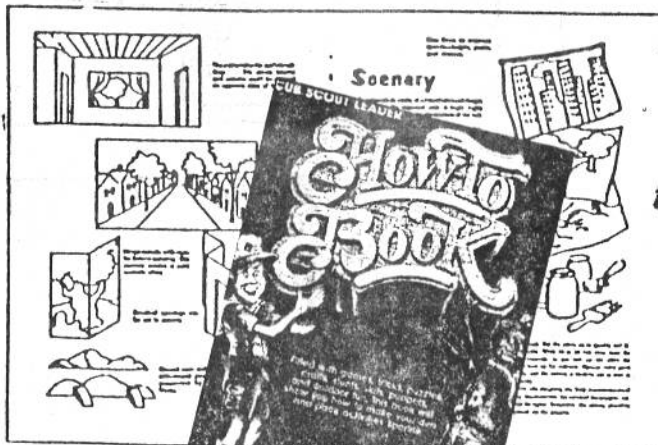


Scenery enhances the puppet production. Take care that the scenery is not distracting. It should assist and support the production. As a general rule, the shorter the script, the less scenery is necessary. In longer productions, the scenery will add visual interest and help hold the interest of the audience.

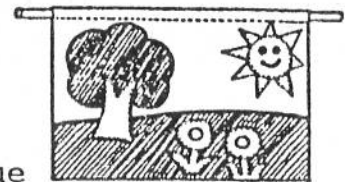
Here are some general guidelines:

- Plan for all background scenes to hang approximately one inch below the stage opening.
- Keep the number of scenes to a minimum. (Changing scenery slows down the pace of the show.)
- When the scenery is completed, hold puppets up to the scenery - do they stand out? If the answer is no, change scenery to provide contrast.

Refer to BSA publications



Cub Scout Leader How-To Book

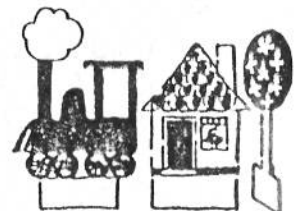


Paint
Glue
Applique



Flat Scenery

Hang on
Backdrop



PUPPETS - 12

Production Pointers (continued)



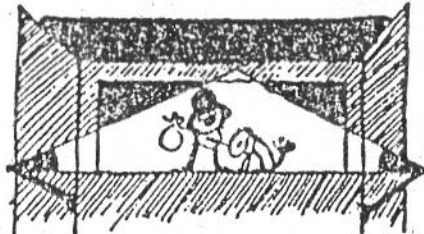
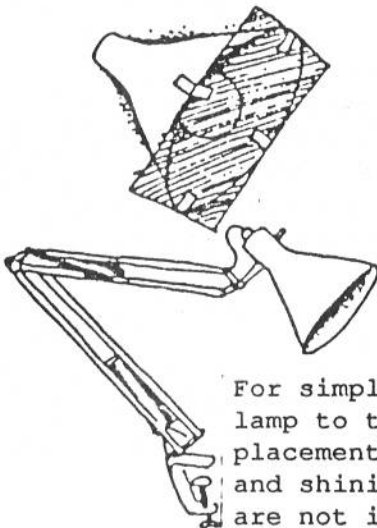
Production: **LIGHTING**

The chief function of lights is to illuminate the puppets so the audience can see them. Lighting is used to create moods, as well as to help the audience see the action taking place.

Colors, too, plays an important part in creating mood. Note the following:

- Blue light on white scenes ice and cold
- Red light on white scenes suggests warmth; mystery
- Yellow or green light spring or growing things
- Pink light fun and comedy

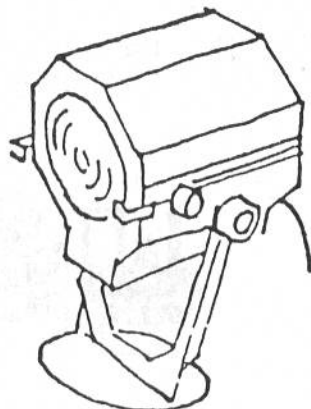
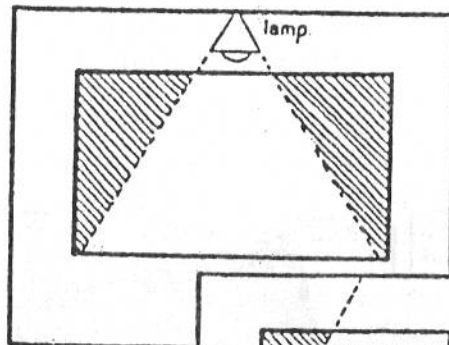
Colored cellophane taped to the front of a lamp produces exciting effects.



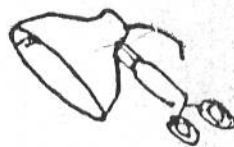
For simple, inexpensive stage light, attach a desk lamp or bed lamp to the top or side of stage opening. Experiment with lamp placement. Try attaching the lamp to the bottom of the stage and shining light up on stage opening. Make sure your lights are not in the eyes of the audience.

Lights should support the story and action.

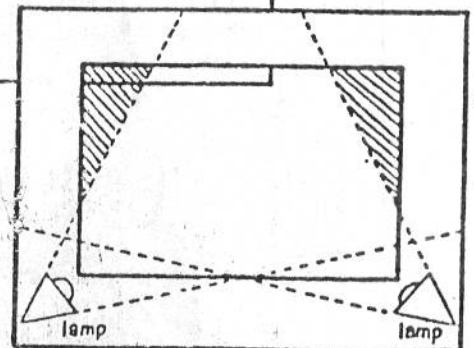
Peewee or
Pinspot



Flood



Reflector
Instrument



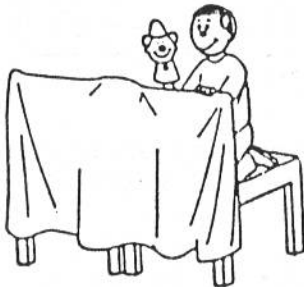
PUPPETS - 13

HOW TO MAKE INSTANT PUPPET STAGES

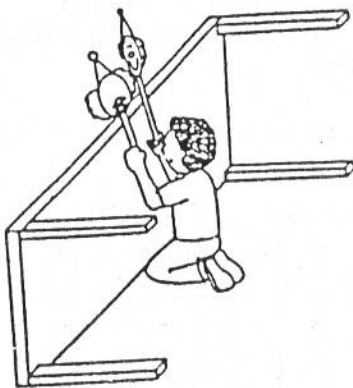


Place a child wearing a large open apron between two other children. The children on the ends can hold the edges of the apron and one puppet each. The child in the center can hold two puppets.

Tack a sheet across a doorway. Place the sheet high enough for the children to stand behind.



Hang a cloth over the back of one or more chairs. Children can kneel on the chair seats.



Tip a table on its side. Children can kneel behind the table.

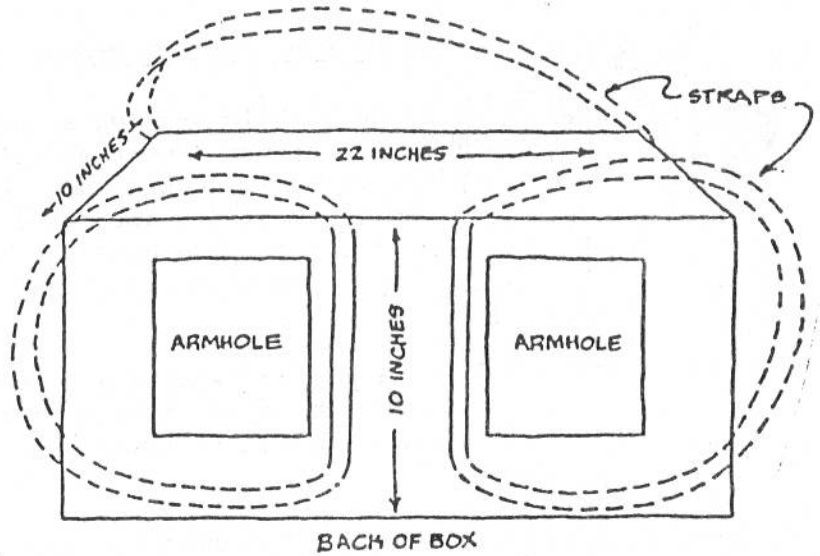
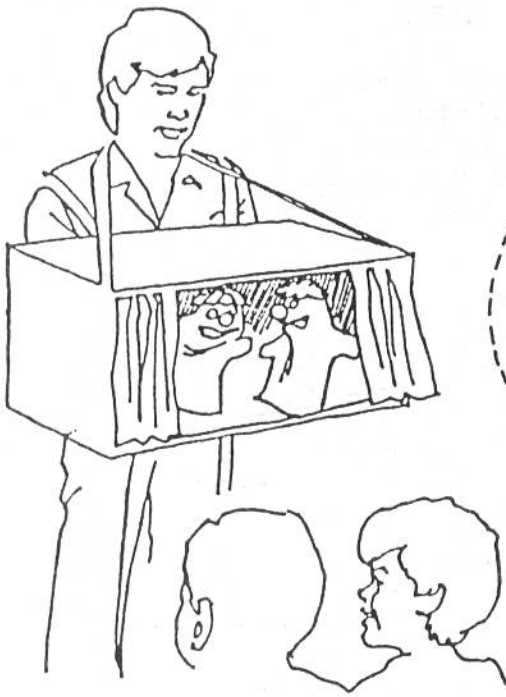


Place a cloth over a table. Children can kneel behind the cloth.

Balance a broomstick on top of two chairs. Drape a cloth over the broomstick. Children can kneel behind the cloth.

PUPPETS - 14

SHOULDER STRAP STAGE



MATERIALS: corrugated box, material or "contact" paper to cover box, material or webbing for straps.

Using the box at the size it is, or cutting to a more convenient size, cut holes in box for arms. Attach straps and adjust to fit. You may want to hang a curtain on the front.

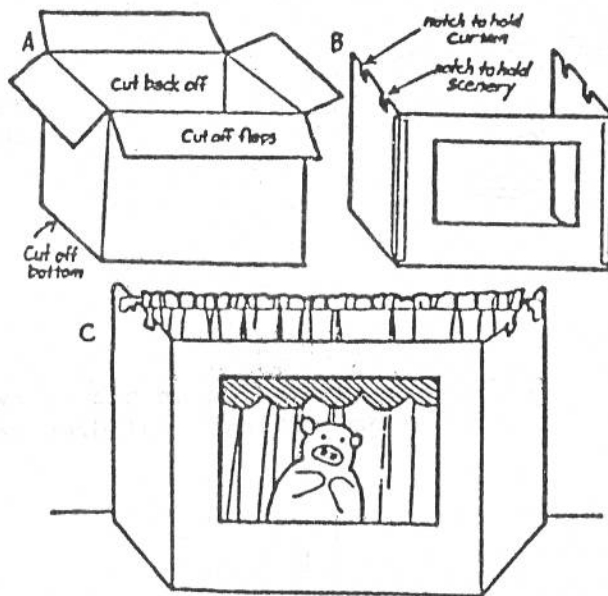
Puppets are manipulated through the holes.

TABLETOP CARDBOARD STAGE

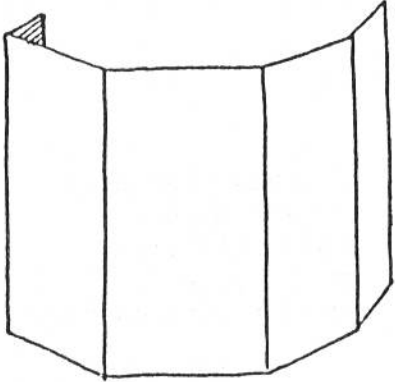
Using a corrugated box, cut off bottom, one side, and flaps -- three sides remain (A). Cut opening in front panel (B), should be nearer the top than bottom. Cut a notch on each side panel (B) to hold a curtain rod. Rod will keep sides stable and hold curtain. Other rods may be used to hold scenery.

Decorate stage, make curtain. The curtain should hang 2" below the opening.

Cover table with sheet to conceal puppeteers. Place stage on table (C).



PUPPETS - 15



REFRIGERATOR BOX STAGE

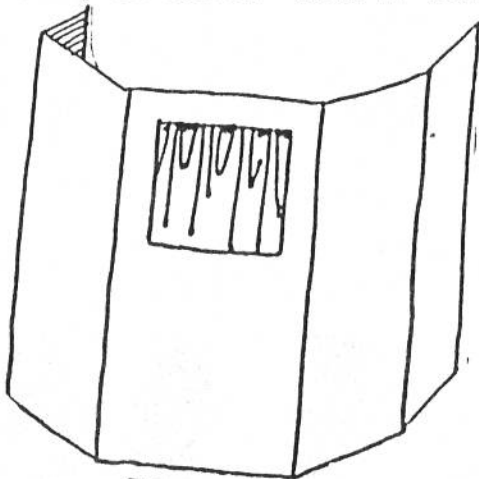
Using a refrigerator box, or other large appliance box, cut it down the center of one side, not the corner. This cut will make a large screen, with a narrow panel on each end and three wider panels between.

Turn the box inside out to conceal the printing.

In the center wide panel, elbow high, cut a window 2" from the top and 2" from the fold at the sides. On the inside (printed side), hang a curtain made from a yard of dark material, strung on a wire and fastened above the window with copper brads.

The puppet acts in front of the curtain.

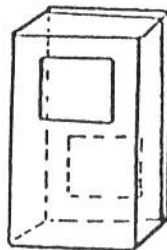
Decorate the box in any way you like. This simple stage may be folded to carry or store. When it wears out, remove the curtain to a new carton.



Cut window.
Hang curtain
inside.

FINGER PUPPET STAGE

CUT a 4" X 4" opening in the bottom of a shoe box. Turn the box over and cut the same size opening on the lid. Cover with most any scene.



A Glove



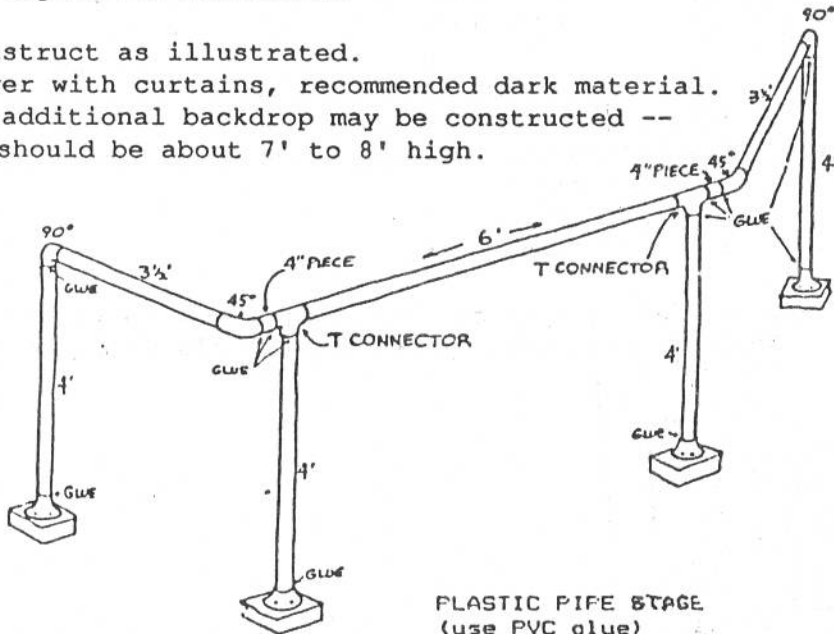
PUPPETS - 16

PLASTIC PIPE STAGE

Materials needed:

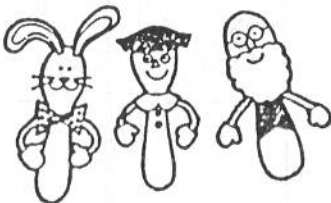
- | | |
|---------------------------------|-----------------------------|
| 4 - 4" wood blocks (stands) | 2 - 4" pieces PVC pipe |
| 4 - flanges (cast iron) | 1 - 10' PVC pipe |
| 4 - plastic connectors (stands) | 2 - 3 1/2' PVC pipe |
| 1 - 1 1/2" PVC pipe | 4 - 4" PVC pipe |
| 2 - 90 degree PVC connectors | 2 - "T" PVC pipe connectors |
| 2 - 45 degree PVC connectors | |

1. Construct as illustrated.
2. Cover with curtains, recommended dark material.
3. An additional backdrop may be constructed --
It should be about 7' to 8' high.



WOODEN SPOON PUPPETS

A variety of puppets can be made from wooden spoons. The spoon handle serves as the rod, and the back of the bowl is the puppet's face.



PUPPETS - 17

OUR FAT BLACK CAT GLOVES



One fist has five new kittens. Hold up fingers, other hand. Because she loves them, they fit around her like kittens. Fit fingers over fist. Ssh! Ssh! Ssh! They are all asleep. We'll have one quick look. Then away we'll creep.

STYROFOAM CUP PUPPETS

Styrofoam cups make quick and easy puppets. Put your hand in the cup and away you go. You can poke a hole in the side and put your index finger through the hole for a nose. Add a circle of material over your hand, and you have a body for your puppet.



DANCING STICK PUPPET



Cut parts from heavy cardboard or plastic. Decorate with marking pens. Punch holes as shown and assemble with brass paper fasteners. With a needle, run heavy thread between the right elbow and knee and tie each. Have one long loop of thread tied at the elbows and extending and tied to feet for operator to work puppet.

A stick to the puppet's back supports it. Long loop of thread enables operator to move puppet's limbs.

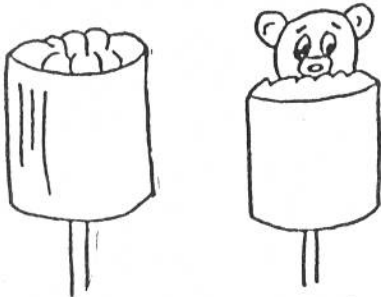
PUPPETS - 18

POP-UP PUPPETS

MATERIALS:

One stocking. . . size 11 or larger
 2 1/2" styrofoam ball, one dowel
 felt scraps, glue, thread
 Large fruit can 3" in diameter
 with both ends removed

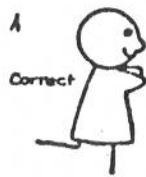
Operate puppet by moving it
 up and down inside the can.



GIVE YOUR PUPPETS LIFE

Keep the following information in mind when manipulating hand puppets:

1. Puppet should be kept straight. Do not lean the puppet.
 See sketches A and B.

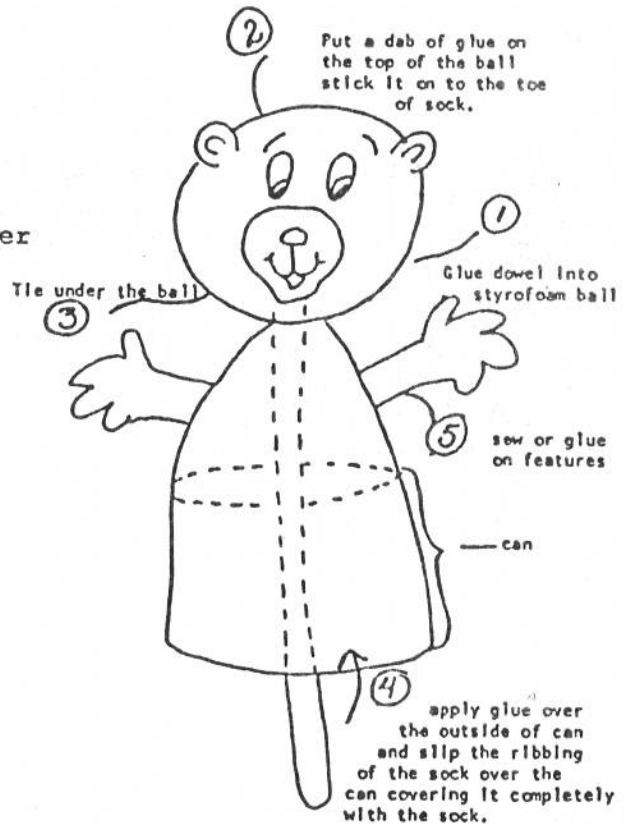


A - Correct



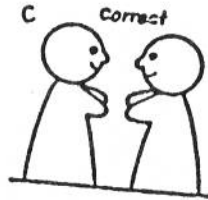
B - Incorrect

2. Each movement must have a meaning. Avoid bobbing the puppet up and down for no reason.
3. Puppets should enter the stage from one side. Unless done for a special effect, the puppet should not pop up in the middle of the stage.

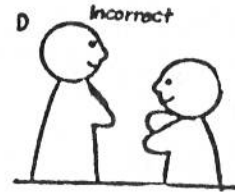


PUPPETS - 19

4. When two puppets are on stage at the same time, they should be held at each other's eye level. See sketches C and D.



C - Correct



D - Incorrect

Basic Movement Chart:



Clapping



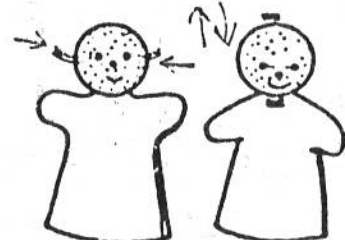
Looking



Hiding Eyes



Waving



No

Yes



Pointing



Crying or Sneezing



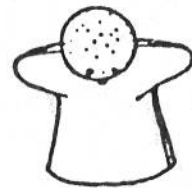
Holding Head



Rubbing Hands Together



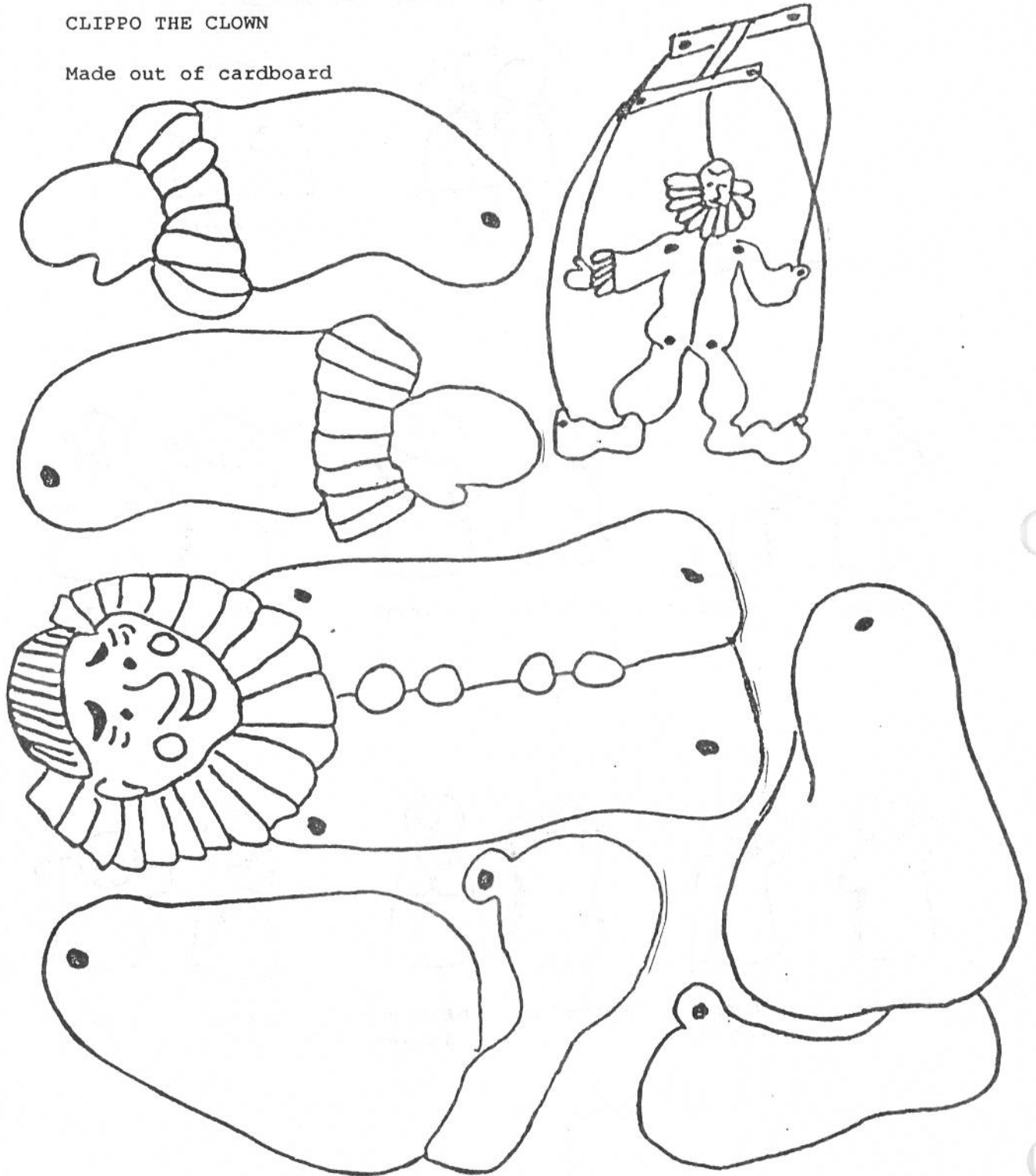
Thinking



Bowing

CLIPPO THE CLOWN

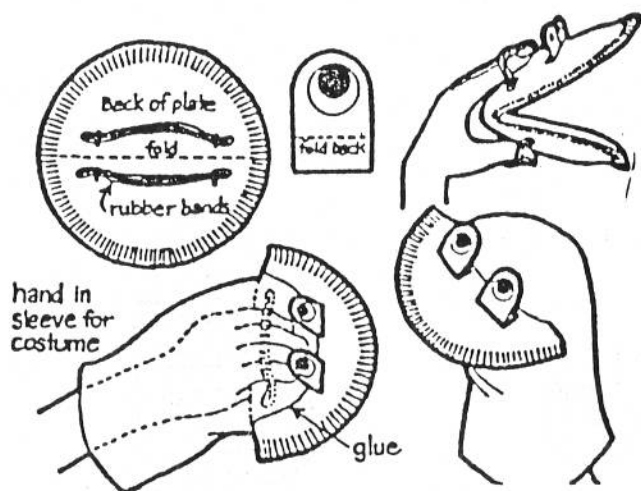
Made out of cardboard



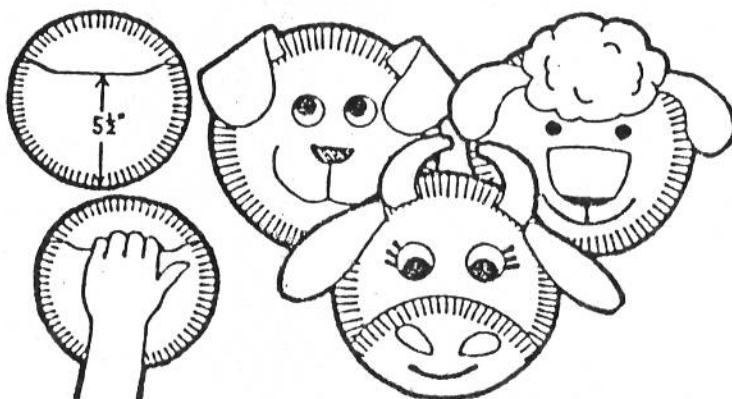
PUPPETS - 21

PAPER PLATE PUPPETS

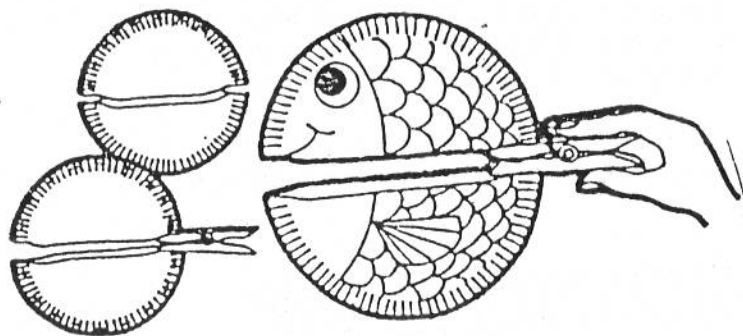
Folded Animal Plate Puppet



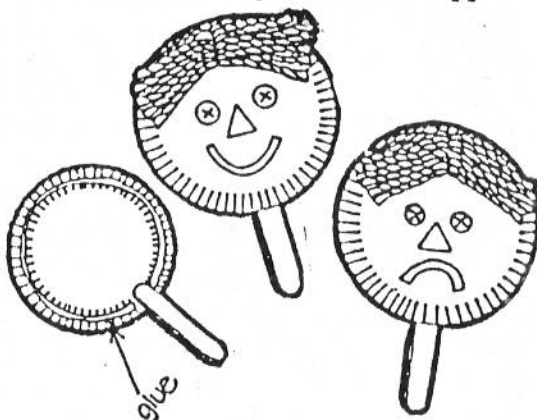
Animal Paper Plate Puppet



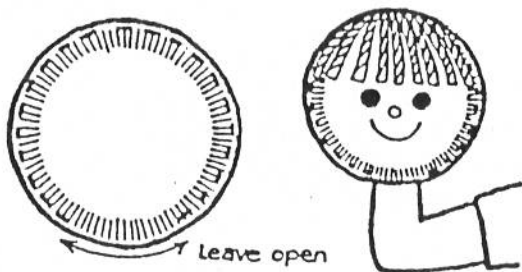
Fish Paper Plate Puppet



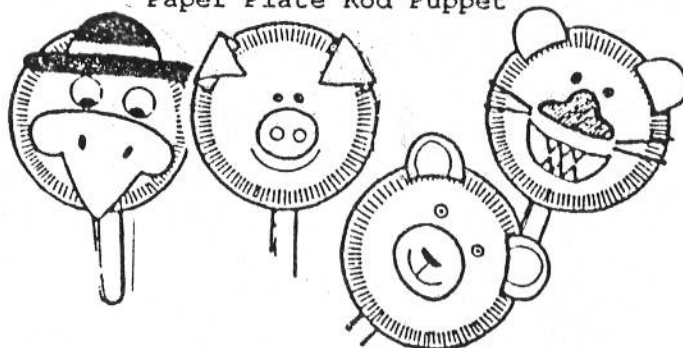
Sad/Glad Paper Plate Puppet



Paper Plate Puppet

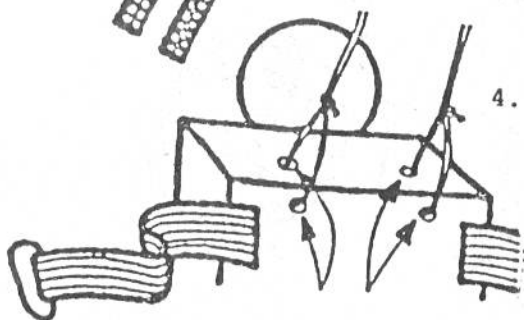
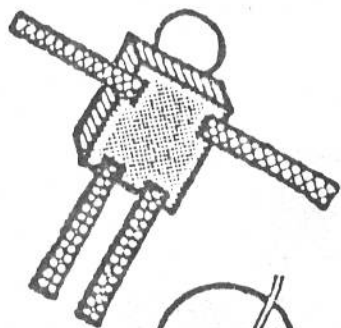
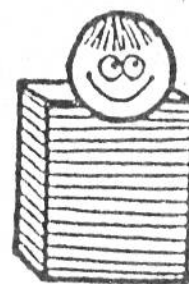


Paper Plate Rod Puppet



PUPPETS - 22

PUPPET PARTNERS - PUPPETS YOU CAN WEAR



1. Cover the front and sides of the box with cloth or paper.
2. Draw a face on a paper plate. Glue to box.
3. For the puppet's arms and legs, cut strips of cloth about 3 inches wide. You will need 2 strips 6 inches longer than your arms, and 2 strips 6 inches longer than your legs.
4. Glue the arms and legs to the back of the box. Staple rubber bands to the ends of the arms and legs.

5. Punch 4 holes in the back and top of the box. Tie a shoelace or sting through each set of holes. Leave enough to tie behind your neck.



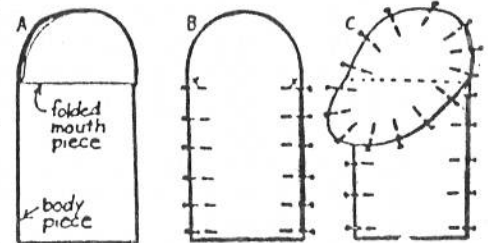
6. To wear the puppet, tie the shoelace or string behind your neck. Put the rubber bands around your wrists and ankles. Now see how you can make your puppet partner move!

PUPPETS - 23

MOVING MOUTH HAND PUPPET

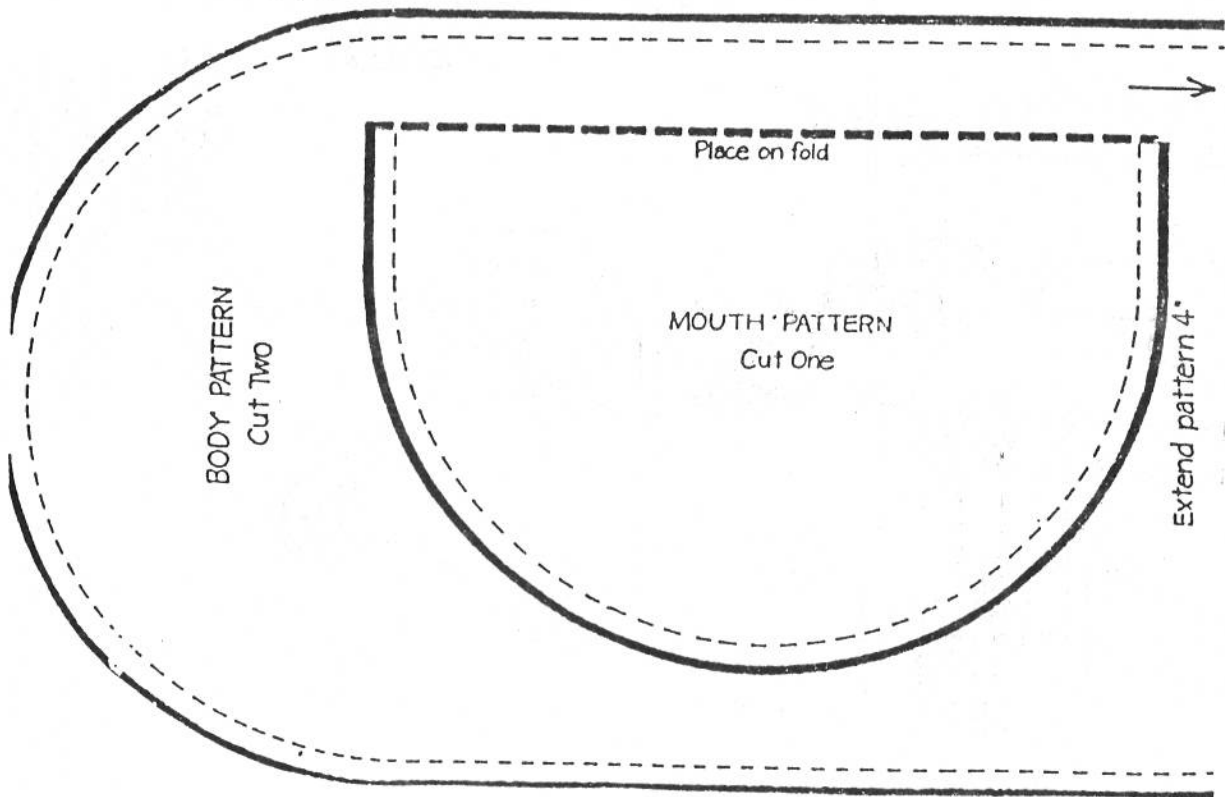
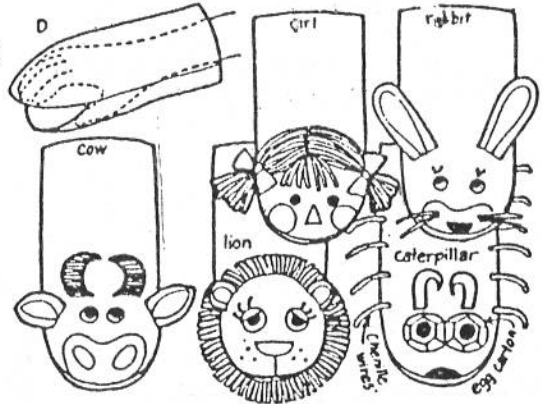
Materials: One 12 X 22-inch (30 X 55 cm) piece of felt; scraps of felt in contrasting colors; scissors, straight pins, glue, wax paper, sewing machine; optional - yarn, fringe balls, egg carton, chenille wires.

Procedure: Trace two body piece patterns onto 12 X 22 - inch (30 X 55 cm) felt, extending pattern as suggested; cut out. Cut one felt mouth. Place folded mouth piece on top of felt body, aligning edges. On body piece, mark the place to which fold of mouth piece extends (sketch A). Remove mouth piece and pin edges of body pieces together, stopping at "X" marks (sketch B). Open mouth section of body pieces and pin mouth piece to the inside (sketch C).



Close mouth section and sew sides of body pieces together on sewing machine. Stop at "X" marks and backstitch several times. Open mouth section and sew around mouth, stopping at fold of mouth each time and backstitch; fold body piece out of the way and continue sewing around mouth.

Cut facial features from scraps of felt. Place a piece of wax paper inside head of puppet; glue features to head. Wigs can be made from yarn and glued to puppet. Make eyes from fringe balls or from two egg sections cut from an egg carton. To make caterpillar, use 2-inch, (5 cm) pieces of chenille wire for legs.



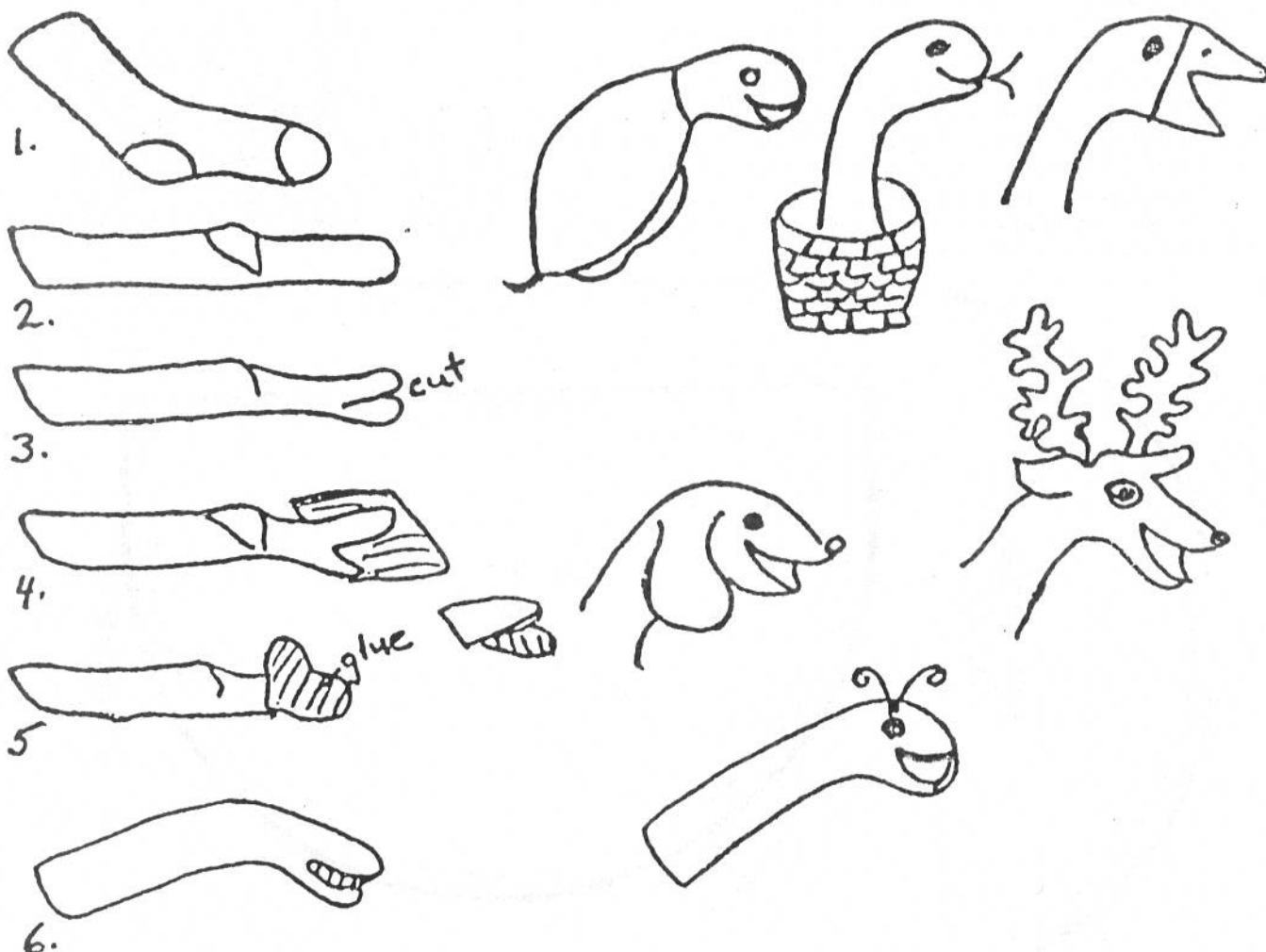
PUPPETS - 24

A TALKING PUPPET FROM A SOCK

(Taken from "Be a Puppeteer")

1. Use an old sock, wool or fleecy socks work best.
2. Spread the sock out flat so that the heel is on top.
3. Cut around the edge of the toe and back about 2".
4. You will need a small piece of red, pink or orange cloth folded in half as shown. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the end of the cut. Draw around the mouth as shown with pencil or chalk. Remove the cloth and cut out the mouthpiece.
5. Sew or glue it into the sock as in step 5.
6. Turn the sock right side out when the glue is dry or the seam has been ironed dry.
7. The thumb should work the bottom lip while all the fingers work the upper lip.
8. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.

You can be so creative with this easy-to-make puppet that you will think of many more animals and "creatures" to make.



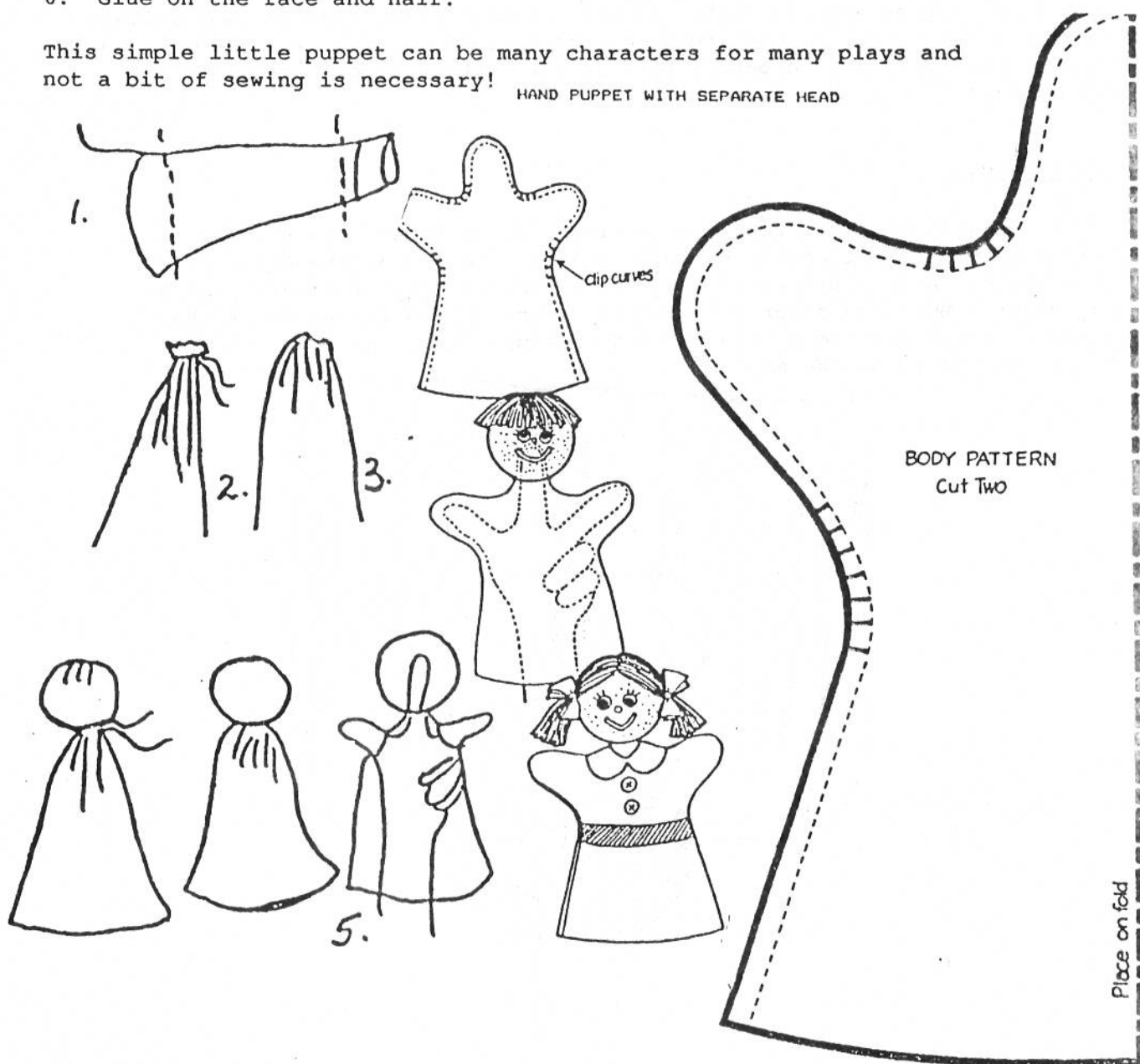
PUPPETS - 25

OLD SHIRT SLEEVES CAN BECOME A PUPPET

1. Use the sleeve of an old shirt or blouse. Cut the sleeve at the shoulder and cut off the cuff.
2. Tie a string very tightly around one, as shown in step 2.
3. Turn it right side out.
4. Stuff cotton, facial tissues, paper towels, etc... in the head and tie another string around the neck. Leave room for your finger to go up into the head, inside the stuffing.
5. Place your index finger way up into the head, then cut small holes for your thumb and second finger as shown in step 5.
6. Glue on the face and hair.

This simple little puppet can be many characters for many plays and not a bit of sewing is necessary!

HAND PUPPET WITH SEPARATE HEAD



PUPPETS - 26

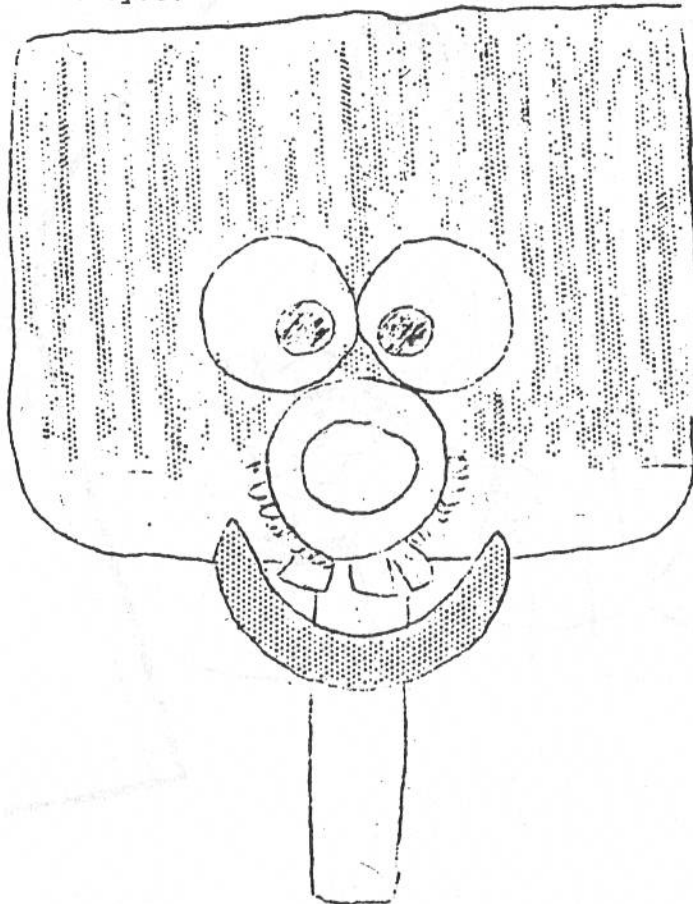
THERE'S A PUPPET IN MY HOUSE

Ever said, "I don't have a thing to make a puppet out of?" Look around. There's plenty there.

Paper plates, cups, bottle caps, old rubber balls, paper bags, material scraps, nuts and bolts, weeds and seeds, socks, boxes, egg cartons, milk cartons, paint, buttons, threads, yarns, beans, beads, macaroni strung on a string, cardboard tubes, glue, paper mach'e, cereal, ice cream sticks, felt, all kinds of brushes, ping pong balls, drawer pulls, acorns, scrap carpet, cotton, paper, twigs, shells, wood, old gloves, carved styrofoam, wooden spoons, wire, sponges, elastic cord, foam balls (hollowed out for finger), round containers, square containers, fake fur, if you don't have a dowel pin, a lead pencil will do for a stick puppet, plus a little imagination.

BRUSH PUPPET

NEED: wallpaper-paste brush (paint brush, scrub brush or a toothbrush will do), eyes (bottlecaps, buttons, plastic flowers or seashell) ping pong balls. Nose a drawer pull (a ball, empty spool, cardboard tube or an acorn). Mustache a scrap of carpet (yarn, cotton, paper or another brush). Paper for the mouth and teeth (yarn, twigs, shells or wood). Paint the pupils on the eyes.

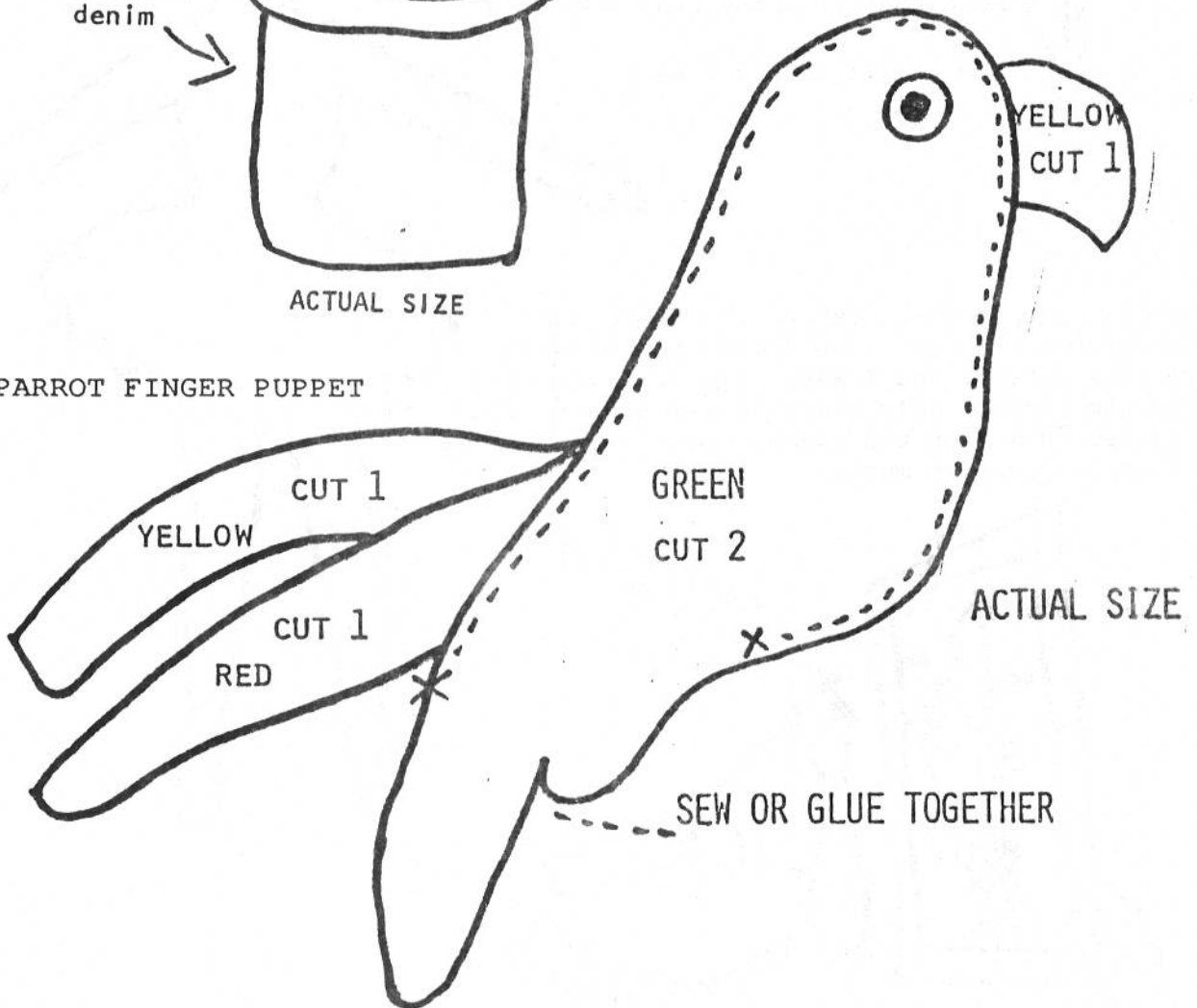


SMOKEY BEAR FINGER PUPPET



ACTUAL SIZE

PARROT FINGER PUPPET



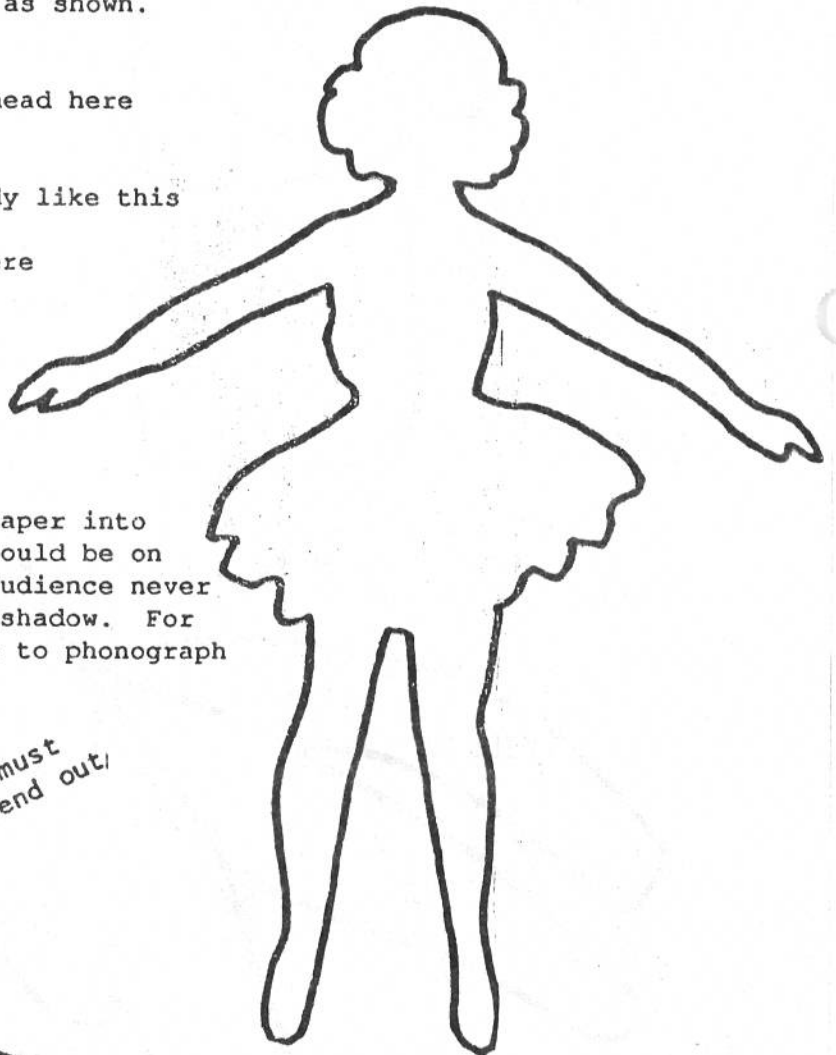
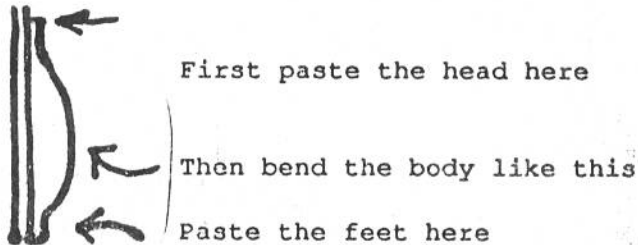
PUPPETS - 28

SHADOW PUPPET

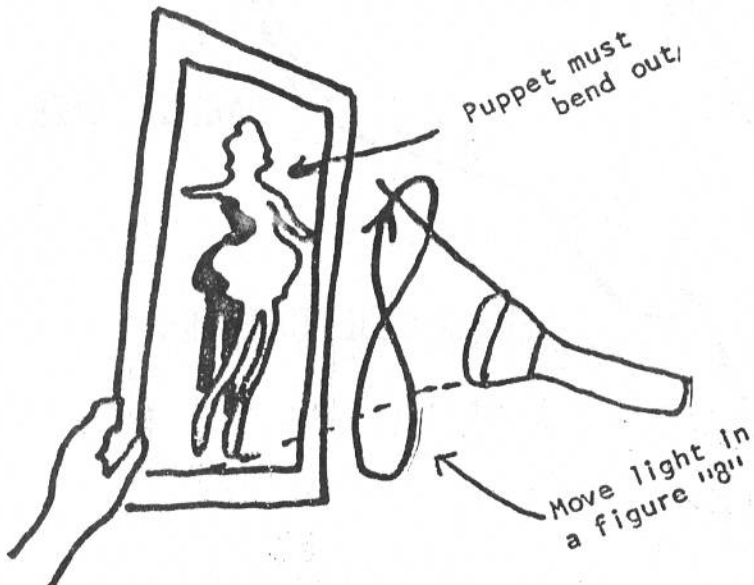
A shadow puppet always brings a laugh from your audience. It's a good stunt for a pack meeting or for a party, and it makes a clever gift for a sick-in-bed friend.

Trace the pattern of the dancer on a piece of heavy wrapping paper or construction paper and cut it out.

Make a frame of light cardboard about 9 inches high and 8 inches wide. Center opening in the cardboard is 7 inches high and 6 inches wide. Fasten the puppet to a sheet of thin paper so the dancer bends out from the paper. Paste or staple the puppet as shown.



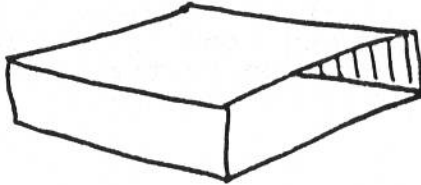
Paste or staple the sheet of thin paper into the cardboard frame. The dancer should be on the back side of the frame. Your audience never sees the puppet, only the puppet's shadow. For a puppet show, let the puppet dance to phonograph record or cassette music.



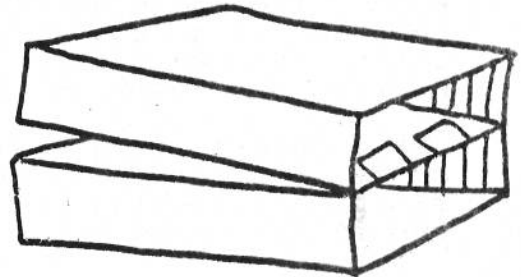
PUPPETS - 29

SIMPLE PUPPETS

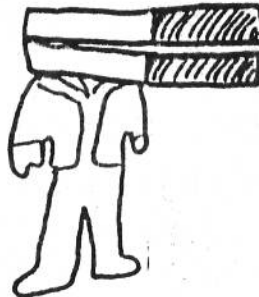
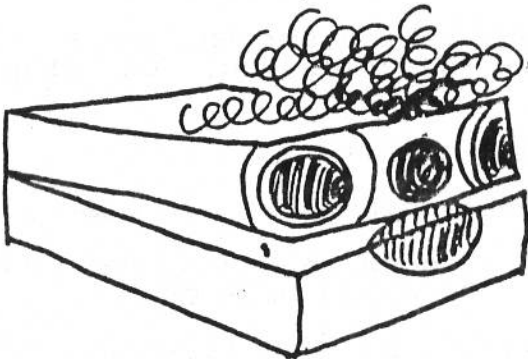
COVER TWO SMALL BOXES WITH FLESH-COLORED PAPER. KEEP ONE END OF EACH BOX OPEN.



TAPE THE TWO BOXES TOGETHER AT THE ENDS.



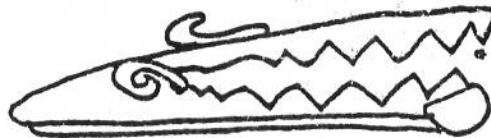
ADD FACIAL FEATURES AS DESIRED.



MAKE THE COSTUME OF PAPER OR CLOTH. "MOUTH" MOVES BY FINGERS INTO THE BOX ENDS.

You will need a green plastic clip or a wooden one with green felt stuck to the outside. Stick two red nostrils to the top of the open end. Cut and stick in place four sets of white zig-zag teeth. Sew a hook to the base, well out of the way of where the fingers will hold the ends of the peg to open and shut the jaws. The spring closely resembles an eye.

THE CROCODILE.



PUPPETS - 30

THE MAGIC MIRROR

Characters: Gregory Q. Genius, man, clown, horse, Monkey, Dog, 2 boys.

Setting: A screen is set up in the middle of puppet stage.

GREGORY GENIUS: Hello, my name is Gregory Q. Genius. I am a world-famous inventor. I have just invented a magic mirror. This magic mirror can instantly change a person into someone else. The magic mirror is behind this screen which I have set up on a busy sidewalk where lots of people pass by. Let's see what happens as people are changed by my magic mirror. (He steps aside)

(Man enters from side and passes on front of screen. He looks at screen curiously, peeks around the side and disappears behind it. He is quickly replaced by the horse puppet who comes out on the other side of the screen)

HORSE: Whinney, whinney. (Runs offstage)

(Boy enters from side, looks at screen, peeks around it and goes behind it out of sight. He is replaced by a dog puppet who comes out on other side of screen).

DOG: Arf. Arf. (Runs offstage)

(Second boy puppet enters and goes behind screen, where he is replaced by the clown puppet and comes out on other side.)

CLOWN: Ho! Ho! Ho! (bounces around and exits)

(Continue in this manner, using more puppets if you wish.)

GREGORY GENIUS: Isn't that amazing? (He goes behind screen and is replaced by the monkey puppet. He comes back out)

MONKEY: (shrugs) Well, all I can say is, be sure to watch out for that magic mirror. (Exits hopping like a monkey)

CURTAIN



PUPPETS - 31

ABE LINCOLN - CHAMP

(A Puppet Play)

Characters: (Hand Puppets) Mr. Carter, Abe Lincoln, Jack, Bill, Jim

Scene: Outside Mr. Carters's Store

MR. CARTER: (comes out of store as boys approach) Howdy boys, Come to buy something?

JACK: Naw. We came to see the giant folks say is working here.

MR. CARTER: (laughing) Oh, you mean Abe Lincoln. Well, he sure is a big one, and smart, too - smart enough to be president.

BILL: Who cares about being smart? It's being big that counts.

JIM: Yeah. Can he fight? How good is he?

MR. CARTER: I tell you boys, Abe Lincoln can run faster, jump higher, throw farther, and fight better than any man in the country.

JACK: Yeah? We gotta see that. Come on boys. (They start toward store)

MR. CARTER: Wait a minute boys. Don't go in. You'll wreck the place like you did the last time. I'll call him. Abe! Abe Lincoln, come on out!

ABE: (comes out of store) You called, Mr. Carter?

MR. CARTER: Yes, Abe. These are the Clay Grove boys. They want to meet you.

ABE: Howdy, boys.

BILL: So you're the great Abe Lincoln.

ABE: That's may name. Abe Lincoln, son of Tom Lincoln.

JACK: Old Carter's been braggin' about you.

ABE: He shouldn't have done that.

JIM: He says you can out run anyone in the country.

ABE: Maybe so. Look at these legs. They're so long, they just start and stretch - one after the other. It's really not running.

BILL: And out jump anybody?

ABE: Same long legs again.

JACK: And out throw anybody?

ABE: Well, the arms match the legs. Just born big, I guess. Glad to have met you boys. Excuse me, I work to do.

JIM: Hold on. We told you we're the Clay Grove boys.

ABE: Yes, I know.

JACK: Doesn't that mean anything to you?

ABE: I've heard tell you're the best fighters around here. I'm a store keeper.

BILL: Old Carter says you can out fight any man in the country. When you say that to a Clay Grove boy, you've got to prove it. There's nobody that can out fight Jack here. (points to Jack)

JACK: (stepping up) Yeah. You didn't figure on me when you started braggin'.

MR. CARTER: I - but - but

ABE: (calmly) I'm sorry boys, I don't know why you're angry. I have no desire to fight Jack.

JACK: (closing in) Well, Mr. Lincoln. Nobody refuses to fight me.

ABE: (dodges Jack's punch) Just a minute. If you're going to fight, I'll fight too. (They fight; other boys cheer. Jack falls down. Other boys start to close in.) Stand back! I'll take you sissies one at a time or two at a time.

JACK: (getting up) Stand back, boys. No use fightin' Abe Lincoln. He's the best guy that ever broke into the settlement - even if he is smart enough to be president! (Offers to shake hands with Abe. They shake.)

PUPPETS - 32

THE FEARLESS TOREADOR

Puppets: Bullfighter, Brave Bull, Spectators (any number - or omit if desired)

Setting: Bull fighting ring. Spectators are in rear in grandstand. Bullfighter is standing to one side, facing the Bull, who is on the opposite side of the stage.

BULLFIGHTER: (Raising arms in cheer) I am Don Sebastian Jose de Fernando. I am zee bravest and most fearless matador in all Mexico. (He struts around waving cape)

SPECTATORS: Ole! Ole! (They jump around. Cheers can come from offstage if no spectators are used)

BULLFIGHTER: Not only am I zee most fearless matador, I am also zee most handsome. (He nods his head and struts some more)

SPECTATORS: Ole! Ole!

BULLFIGHTER: Ah ha! You see? Zee bull, he is frightened of Don Sebastian! Oh, I am so brave! I am so brave, eet is a shame! Zee bull, he weel not fight. Poor scaredy bull!

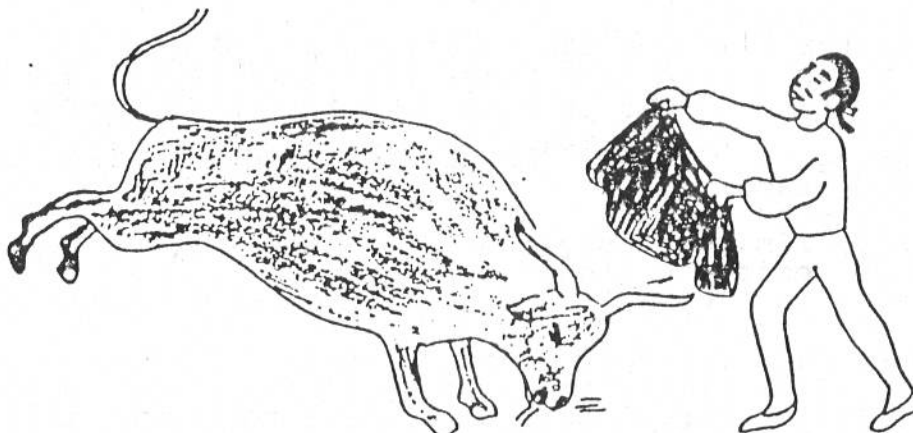
(He turns his back on the bull and struts some more. While his attention is distracted, the bull starts moving. He snorts and starts toward the bullfighter)

BULLFIGHTER: (turning towards bull) And now, Bull, watch out! (He sees the bull coming towards him. He drops his cape and runs offstage yelling) Help! Help! Zee ferocious bull! He weel keel me! Me, Don Sebastian, zee bravest matador in all Mexico. Help! Help!

(Bull chases him offstage.)

SPECTATORS: Boo! Boo!

CURTAIN



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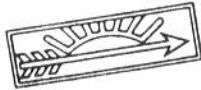
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Theme Presentations



These ideas for presenting awards are short descriptions of what to make and do; you have to provide the words. Use your creativity and imagination and change them to suit your pack.

Your pack's Advancement Chairman may be able to use these ideas for displaying the boys' badges of rank. Committee Chairmen may be able to use these for adult recognitions.

Directions may be given here for making the visual aids and props. Help may be found in the "Staging Den & Pack Ceremonies Book" or the "Cub Scout Leader's HOW-TO Book".

Your visual aid or prop could be almost any suitable item found around the house, or it could be a poster or something similar. The most basic prop is an alternative to placing the awards on a flat tabletop.

HELPFUL HINTS:

1. If you make a poster, display it in an upright position by attaching an easle to the back or attaching the poster to a wall. You could also use a human easle--recruit someone to hold the poster while the presentations are made.
2. If you make a banner (over-sized poster made of paper or fabric) make sure that it is securely hung before the meeting starts.
3. If awards are displayed on a poster, attach them with straight pins, Post-It Tape, or other items that will allow removal without delay.
4. If awards are put inside a container, first attach each to a card with the person's name on it to avoid confusion or delay.

Advancement Chairmen who wear costumes or costume parts will make the presentations even more interesting.

The following five pages offer two ideas per theme. You will probably think of others.

NOVEMBER 1992: "Turkey Day"

1. Awards may be placed around a large replica of a turkey or placed in a large cornucopia.
2. Election time: display a copy of the Declaration of Independence or other significant document and attach awards to a replica of the Liberty Bell. The Liberty Bell could simply be a cardboard cutout and painted with acrylic paint or covered with aluminum foil.

DECEMBER: "To Help Other People"

1. Present the awards in handmade greeting cards. Display the greeting cards by standing them upright or pin them onto a poster or display board.
2. Use a small evergreen tree on a table and decorate the tree with the awards.

JANUARY 1993: "Pirate Waters"

1. Make a boat from a cut out bleach bottle or milk carton. The cut away part (or a piece of white paper) attached to a dowel or soda straw makes the sail. Hoist the Jolly Roger and sail your awards boat on a sea of crushed blue tissue paper.
2. Make a treasure map by cutting a side section from a brown paper grocery bag, or use brown craft paper of similar size. Tear the edges to a slightly irregular shape. Optional: give it an antique look by charring the edges. Draw a map. The treasure chest is a shoe box or something similar decorated with buttons, sequins, and other "jewels".

Option A: Involvement/short game: Den Chiefs or selected Cub Scouts, such as the Denners, use the map to seek out the treasure chest which is holding the awards. They bring it forward to the Advancement Chairman.

Option B: The items are used for display only. If the lid of the treasure chest is left open to display the awards, they would be setting on a bed of crushed and crinkled, shiny, gold and silver paper.

FEBRUARY: "Old Glory"

1. Display replicas of early flags of the United States of America. Or use real flags. Attach awards to white posterboard cutouts of stars which are pinned onto a display board which has been covered with blue paper or fabric.
2. BLUE & GOLD BANQUET: Put the awards into a large, cardboard birthday cake. Make the cake any size or shape you wish and decorate for the the birthday of Cub Scouting.

MARCH: "Weather Observations"

1. Cut the edges of a large, white poster to resemble a fluffy cloud. Display the poster in an upright position and attach the awards.
2. Hang an open umbrella, right side up, from the ceiling. Use string to hang the awards from the umbrella and cut the string with scissors as the awards are presented. You may need more than one umbrella, depending on the number of people receiving awards.

APRIL: "Cub Scout Bird Watchers"

1. Construct a fake bird nest by shaping modeling clay around the outside of a shallow pan. Press grass or straw on the rim of the nest. Straw or grapevine wreath may be used instead. Draw the awards from inside the nest.
2. Make a birdhouse or bird feeder or nesting shelf. Hang the awards from the perch of the birdhouse or place them on the nesting shelf. These props could be made by the boys in their den meetings.



MAY: "Show Biz"

Make a stage by hanging fabric (old blanket or curtains) across the front of the room. Use strings of blinking white Christmas tree lights to decorate the entrance.

1. Make a puppet stage and have a puppet present the awards.
2. Make a replica of a theater ticket (about 4" x 6") and attach each award to a ticket.
3. SERVICE PROJECT: Present hand-made thank you cards to all who helped with a service project for the chartered partner. Stand the cards upright on the table or attach them to a poster or display board. (This may be done any time of the year.)



JUNE: "Life on Other Planets"

1. Make a mobile of the planets and the sun. Hang the mobile from the ceiling with a long cord. Tie the awards to the mobile so that they hang from it. Use scissors to cut each award off the mobile as needed.
2. Paint a large, circular poster to look like a generic planet. (Use imagination here!) Attach awards to the poster.

JULY: "Wild and Woolly West"

1. Make a cowboy hat out of a brown paper bag or borrow someone's cowboy hat. Attach the awards to it. If you have many boys receiving awards, you may use more than one hat. How about one for the Wolf badges, one for the Bear badges, etc.?
2. Make a covered wagon from a shoebox and put the awards inside.

AUGUST: "Campfire Yarns"

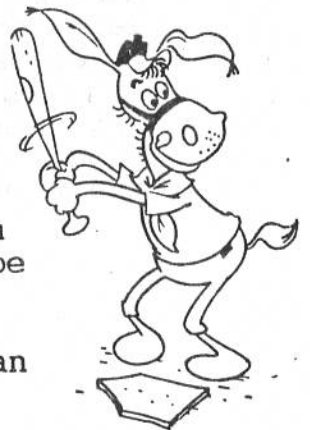
1. Pull awards from a cooking pot and make a fake campfire for display.
2. Set a log or two on the table and attach the awards to it.

SEPTEMBER: "American Folklore"

1. Draw awards from a hat that would remind everyone of a folklore character.
2. Attach awards to a canoe paddle (Lewis and Clark expedition), or some other prop that would remind people of a folklore character.

OCTOBER: "Family Hobbies"

1. Find out popular family hobbies from your pack's families and make up a big poster with a collage of all the ideas. You might even be able to borrow photographs to use. Pin the awards around the edges of the poster. Display the poster on an easle so everyone can see it.
2. HALLOWEEN: Carve a jack-o-lantern or use a hollowed-out pumpkin to put the awards in. Helpful hint: because the inside of a hollowed-out pumpkin is moist, place the awards in a bowl and set the bowl inside the pumpkin. Remove the awards as needed.



NOVEMBER: "Under the Big Top"

1. Put each award inside an inflated balloon. Tie a string onto each balloon and anchor all balloons to a heavy weight on the table top. Let each boy pop the balloon with a pin to get his award out.
2. Make a large poster of a circus character (like a clown). Attach the awards to it.

DECEMBER: "Holiday Magic"

Attach strings of tree lights around the awards table and other places in your pack meeting room.

1. Decorate a box with gift wrapping paper and put the awards inside or pin them all over the outside.
2. Ask an adult to make neckerchief slides as gifts for the boys. Attach the award and the slide to a card with each boy's name on it. Attach these to a display board for all to see. Make a slide for each boy, not just those receiving awards.

JANUARY 1994: "Exploring Alaska"

1. Duplicate the Alaska state flag on a dark blue or black poster with stick-on gold or silver stars. This could also be done on a large piece of fabric or sheet with large paper cut-outs of the stars; pin the stars in place. Each award recipient could be called a "star".
2. Use a large, flat pan and put into it some gold-painted stones (gold nuggets). The "prospector" pans for gold and finds awards to present.



Flag Board

Advancement Ceremony

EQUIPMENT: Make a large display board of cardboard or thin plywood. The size will depend on the number of boys in the pack and/or the number advancing. This board may be used for other ceremonies. Paint the board blue or cover it with blue paper or fabric.

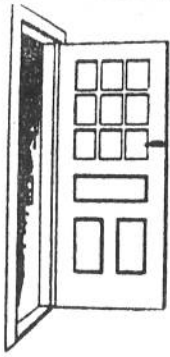
PREPARATION: Cut out stars from yellow posterboard or construction paper. The stars should be large enough so that individual awards placed in small plastic bags can be stapled to the back of the star without showing from the front of the star; probably about 6" or 7" across.

ARRANGEMENT: Fasten the stars to the blue board in any design you wish. Here are some ideas:

1. Depending on the number of awards, the stars may be arranged in the shape of your pack's number.
2. They could also be arranged in the shape of a large circle; tell the audience that the circle symbolizes the Living Circle of Cub Scouting.
3. They could be placed in groups of small circles, one circle for each den; the circles then placed in rows.

PROCEDURE: The Advancement Chairman presenting the awards could say that each boy who earned an award during the month is represented by a star on the special pack flag board. The stars are removed as the boys are called forward with their parent/guardian and the awards are presented.





"This Door" Closing Ceremony

PERSONNEL: A narrator.

EQUIPMENT: A door and a light.

SITUATION: Turn off room lights and shine the light on the door. Of course, the narrator will need enough light to read the script and may use a flashlight. The narrator should speak clearly, distinctly, and slowly.

As we close this time together, let's look at THIS DOOR.

THIS DOOR--can let people in, or it can keep people out.

THIS DOOR--could be a church, a school, a home, or it could be a dirty cellar, an abandoned building, or reform school.

THIS DOOR--could be opened to more boys in existing units, or could be slammed in their faces.

THIS DOOR--could carry a welcome sign, or say quarantined, full house, keep out.

THIS DOOR--can open into the warm light of a training session, or it can be kept locked and dark.

THIS DOOR--for a boy it could open to a great wide wonderful world, or it could open to a jail.

THIS DOOR--watch the boys 7, 8, 9, and 10 years of age as they come up to this door; the happy, the carefree, the troubled, the crippled, the lame, the blind, the deaf, the dumb, the black, the white, the red, the yellow--every single boy.

THIS DOOR--opens to only one of every three; two boys are turned away, away from the door that opens to adventure, to wholesome experiences, to an understanding of God, an appreciation of and love for their country.

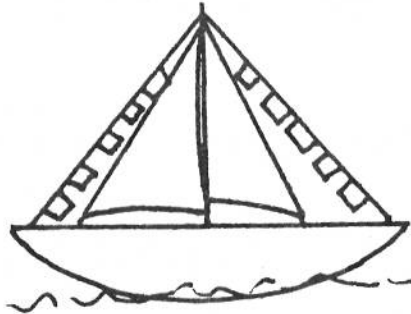
DOORS MUST BE OPENED FOR BOYS. Boys will seldom go up and knock on the door. They do hang around outside and wait to be invited in. What boys do and what they think cannot be left to chance.

OPEN THAT DOOR FOR JUST ONE MORE.

OPEN THAT DOOR FOR JUST ONE MORE.

OPEN THAT DOOR FOR JUST ONE MORE.

Sea Adventures
Advancement Ceremony



PROPS: Sailboat, toy or cardboard cutout; badges to be placed on the boat like pennants.

PERSONNEL: Cubmaster and/or Advancement Chairman.

CUBMASTER: Several of you may have done some sailing and found it a lot of fun. The amazing thing about sailing is that 2 sailboats in the same breeze can be going in different directions. I'm sure you've noticed that. This same thing can be true of Cub Scouts. Let me read a very short play to show what I mean.

ACT I: Curtain opens. Two fellows enter to join a Cub Scout pack. Curtain closes. Time passes. The curtain parts again.

ACT II: Same pack, two or three years later. Where are all those fellows who joined in Act I? Wait! There's one! Say, look at his badges and arrow points. And there's the other! But look, he's only wearing his Bobcat badge. Why?

Both had the same chance. One Cub Scout sails ahead, one limps along. Why? Must be the set of the sails.

As Ella Wheeler Wilcox said:

One ship drives east and another drives west
With the selfsame winds that blow.
'Tis the set of the sails and not the gales
Which 'tells us the way to go.

Tonight, we have some Cub Scouts who are really sailing along! Will the following boys and their parents please come forward. [Present awards to all boys and ask them to stay at the front of the room (facing audience) until all awards have been presented, then recognize with special applause.]



This is My Flag

Opening Ceremony

PROPS: One red light, one white light, and one blue light; one United States flag. A card or piece of paper for each person with his lines clearly printed on it.

PERSONNEL: See script. This can be done by all adults or all Cub/Webelos Scouts. The adults could be all leaders of dens, all members of the committee, or all parents/guardians who may not be registered with B.S.A.

HELPFUL HINT: If the room lights are dimmed, be sure that all participants have enough light to read their lines.

OPTIONAL: Do ceremony without the colored lights.

CUBMASTER: This is my flag, the flag of the United States of America, home of liberty, land of opportunity, where men of all races and creeds live in peace and friendship together.

LEADER 1: [Turns red light on flag.] The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country.

LEADER 2: [Turns white light on flag.] The white of my flag is for purity, cleanliness or purpose, thought, word, and deed.

LEADER 3: [Turns blue light on flag.] The blue of my flag is for faith and loyalty, like the eternal blue of the star-filled heavens.

DEN LEADER: The Cub Scout promises to "do his duty to his country". Ours is different in many ways from other countries. We would like to review for you some of the things which are different, but which make this the greatest country in the world.

CUB SCOUT 1: We call it the United States, and we're bound together by our Constitution and our language. Yet, in many ways, we are a group of separate kingdoms.

CUB SCOUT 2: We practice more than 250 different religions and observe thousands of different hunting laws, tax laws, and labor laws.

Continued on next page...

This is My Flag Opening Ceremony, cont.



- CUB SCOUT 3: Our land grows palm trees and pine, redwoods and beach plum; vanishing key deer and whooping cranes.
- CUB SCOUT 4: We catch shrimp and sell stocks, live in lean-to's, skyscrapers and stucco bungalows.
- CUB SCOUT 5: Our people say "you all" and "youse".
- CUB SCOUT 6: We are a very diverse land, but these are some of the things that make the United States great.
- CUB SCOUT 7: Please stand and join us in "The Pledge of Allegiance" to the United States flag.

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Do Your Best Closing Ceremony

PERSONNEL: A narrator who will speak clearly. Option: Four people could each say one paragraph.

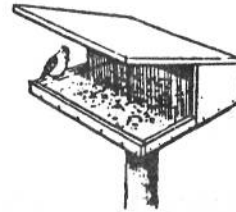
Some people think if you have muscles
You must win in every game.
But if they'd only stop to think,
Many a loss can also be a gain.

If we're always good sports when we lose,
And learn what to do better next time.
Then we really come out a winner
For experience is a teacher sublime.

It matters not that the top score we've won,
If only we all do our best.
For that's the mark of a champion
What ere may be the test.

If you can't do GREAT THINGS, my friend,
It matters not at all.
If only you try to do in a GREAT WAY,
Things that may seem so small!

Birdwatchers Advancement Ceremony



PROPS: Cardboard or wood feeding station, birdbath, birdhouse, trees, nests, birds. These may be items on display or pictures painted on a mural.

PERSONNEL: Advancement Chairman and Cubmaster or Assistant Cubmaster.

Tonight our boys have shared their knowledge about Cub Scout Birdwatchers. Some of these boys have earned awards to be presented. Behind me is a mural of this month's theme.

Our **Bobcats** remind me of this feeding station. They are stable, and still need to be fed more of Cub Scouting. Will the following boys and their parents please step forward _____ . [Present Bobcat badges.]

This birdbath reminds me of the **Wolf**. They are still thirsty for fun and growth in Cub Scouting. Will these boys and their parents please step forward _____. [Present Wolf badges.]

Now I point to the birdhouse. Notice how strong and well structured it is. The **Bear** Cub Scouts come to mind. The Scouting ideals are well structured and they, too, are now very strong. Will the following boys and their parents please come forward _____. [Present Bear badges.]

The trees hold many different types of birds. They remind me of the many **arrow points** these boys have earned under the Wolf and Bear badges. Would the following boys please step forward _____. [Present arrow points.]

Now in these trees are the nests neatly constructed to tend the young. At a point in their lives, they have grown and can leave their nests for more adventure. The **Webelos** Scouts come to mind for now it is time for these boys to **venture into the Webelos den**. Our new Webelos Scouts are: _____. [Call boys and parents forward. Present Webelos neckerchiefs and books--this arranged ahead of time, of course.] ,

The wings of a bird are strong and carry them to many high adventures. This reminds me of the **activity badges** that the Webelos Scouts have earned. Will the leader(s) of Webelos Den ___ please come forward and present the Webelos Scouts with their activity badges. [Webelos Den Leaders do so.]

CUBMASTER: [Congratulates all and leads special applause.]

Darkness and Light
(Leadership)
Closing Ceremony

PROPS: candles, one for each person in ceremony; matches and ashtray or lighter; small flashlight for narrator.

PERSONNEL: Narrator, Cubmaster, Committee Chairman, Den Leader, Den Leader Coach (expand this list if you like); someone to turn lights off and on.

PROCEDURE: Candles are light as lines are read. Each person should hold a candle.

[Lights out.]

NARRATOR: To a Cub Scout, it looks very black when there is no leader, no den, no pack. [Pause.] Wait! Here's a leader! A Cubmaster!

[Cubmaster lights a candle.]

NARRATOR: But the job is more than one person can handle. He also needs a den leader and a committee chairman because there is so much to do. Now, he has found another leader, a committee chairman!

[Committee Chairman lights candle.]

NARRATOR: Here's a den leader!

[Den Leader lights a candle.]

NARRATOR: Look here! We have a den leader coach!

[Den Leader Coach lights a candle.]

NARRATOR:

For our Cub Scout, it is now getting bright.
Our Cub Scout no will he grope
To find his way along the road
That millions like him often strode.
To wear the uniform of the blue and gold
The law of his country and god to uphold.
You also can now see your way, too.
So if all together we hold our candles high
Cub Scouting will never die.



Let's all stand and sing: [God Bless America, Good Night Cub Scouts, or song of your choice from the "Cub Scout Songbook".]

Four Winds

Webelos Graduation Ceremony

PERSONNEL: Four Cub Scouts who will speak clearly and loudly enough to be heard. Option: The Four Winds could be adults instead of Cub Scouts. Lights operator. Graduating Webelos Scouts and parents/guardians.

EQUIPMENT: Four candles. Boy Scout neckerchief and graduation certificate for each Webelos Scout and, if possible, original Cub Scout application for each.

ARRANGEMENT: Graduating Webelos Scouts and their parents are at front of room, which is in semi-darkness. Cub Scouts representing the Four Winds stand in each corner of the room. Each lights his own candle as he expresses his wish for the graduating Webelos Scouts. After expressing his wish, he comes to the front of the room. Helpful hint: ask adults to take care of lighting the candles.

NORTH WIND: I am the North Wind. People say that I am cold, but to you I will always bring the warmest of winds because you have been a true-blue Cub Scout and Webelos Scout, and have lived up the the Law of the Pack.

SOUTH WIND: I am the South Wind. I wish you good Scouting. Over hill and dale I have carried stories of you and your experiences. As a Cub Scout and Webelos Scout, you have been happy, game, and fair--a credit to your den and pack.

EAST WIND: I am the East Wind. I wish you well. I have spread the story of our fun and happiness in Cub Scouting with Pack _____ and of how you lived up to the Cub Scout Promise and were fair and helpful.

WEST WIND: I am the West Wind. I would like everyone present to know that these graduating Webelos Scouts did not walk the Cub Scout trail alone. Each had the wonderful help and guidance of his parents. Parents, continue to help your boys go and grow!

ALL WINDS: [in unison] We will be with you forever. We wish you the best of luck in your travels and experiences on the Boy Scout trail.

[Room lights come on.] The graduating Webelos Scouts and their families are introduced to their new Scoutmaster(s). Parents replace the Webelos Scout neckerchief with a new Boy Scout neckerchief. Cubmaster presents graduation certificates and original application. Rest of pack of Cub Scouts gives thundering cheer for graduating Webelos Scouts!



Space

Advancement Ceremony

EQUIPMENT: Make a ceremony board that resembles the chart of the sun and planets. Mark as in diagram on next page. A small, cardboard rocket should be made for each boy getting an award.

ARRANGEMENT: Mark each rocket with the boy's names, pin or tape the rockets to the ceremony board on or near the new rank. The badge should be able to be removed easily at time of presentation.

NARRATOR: Cubmaster, Assistant Cubmaster(s), and/or Advancement Chairman.

HELPFUL HINT: Ceremony will go more smoothly if someone does the talking and someone else removes badges from ceremony board. If there are no Den Chiefs in your pack, ask members of the committee to get involved.

Will the Den Chiefs please bring forward the Cub Scouts who are ready for advancement?

[Den Chiefs bring forward boys and give their names.]

Cub Scouts, we are happy to see that you have taken another flight forward in our Cub Scout galaxy! Please face your fellow Cub Scouts and Den Chief _____ will lead them in the Rocket Cheer.

[Den Chief leads the Rocket Cheer: "Z-Z-Z-O-O-O-O-O-M-M-M!"]

Den Chiefs, will you please bring the parents of these Cub Scouts forward.

[Den Chiefs bring parents forward, placing each Cub Scout between his parents.]

These Cub Scouts have done a fine job in our pack. They are progressing through our Cub Scout galaxy. This would not be possible if it were not for the interest and help from you. I am proud of the parents in our pack! As I move your rocket forward in our galaxy, your father (or mother) will present you with your badge. [Advancement Chairman should be ready to give proper badge to parent.]

[Cubmaster calls off names as he moves rockets to appropriate ranks on ceremony board while fathers present badges. Cubmaster congratulates boys and dads with Cub Scout handshake.]

Nature

Advancement Ceremony

MATERIALS NEEDED: A 3-foot high tree limb with several branches on it; green paper leaves, one for each advancement in the pack.

PREPARATION: Write the boy's names on the leaves--one name per leaf. Attach a wire loop or paper clip so that the leaf can be hung on the tree.

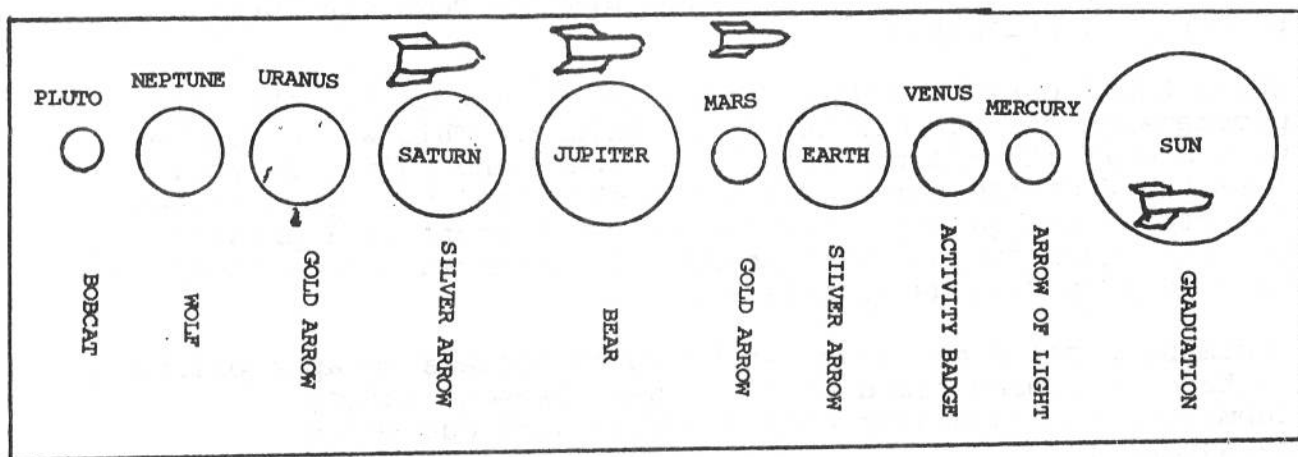
PERSONNEL: Cubmaster and/or Advancement Chairman.

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

[Call forward the boys and their parents who are receiving their awards. After all the awards are presented and the leaves have been added to the tree, the Cubmaster resumes speaking.]

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

DIAGRAM FOR MAKING CEREMONY BOARD FOR SPACE ADVANCEMENT CEREMONY:



Freedom

Opening or Closing Ceremony

PERSONNEL: a person to read the poem.

PROCEDURE: Opening: After the colors have been presented, read the following poem. The reader or someone from the color guard should then ask everyone to join in saying The Pledge of Allegiance. **Closing:** After the poem has been read, the reader says, "Good night, Scouts".

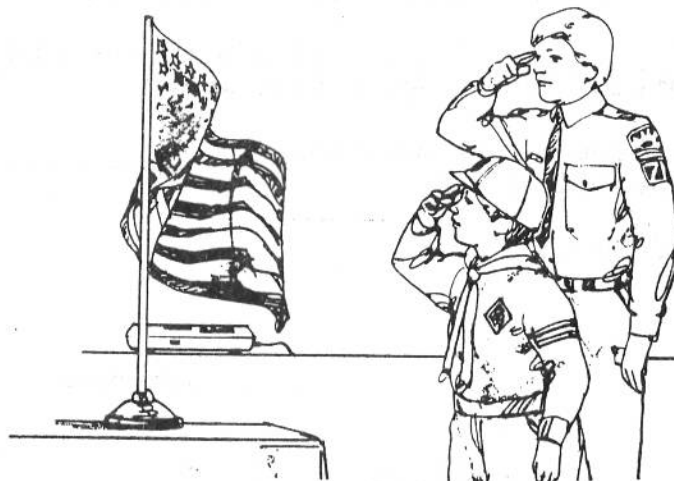
HELPFUL HINTS: 1. This may be a good time to get parents/guardians involved by asking them to read the poem. They could be chosen from the den that is presenting the colors. 2, More than one person could do the reading.

Freedom is a breath of air,
Pine-scented, or salty like the sea;
Freedom is a field new-plowed
With furrows of democracy.

Freedom is a forest,
Trees tall and straight as men!
Freedom is a printing press,
The power of the pen!

Freedom is a country church,
A cathedral's stately spire;
Freedom is a spirit
Than can set the heart on fire!

Freedom is a man's birthright,
A sacred, living part;
A pulsebeat of humanity,
The throb of a nation's heart!





Campfire



Advancement Ceremony

ROOM ARRANGEMENT: All Cub Scouts and parents sit in a large circle around the campfire.

PERSONNEL: Indian Chief (Cubmaster), Medicine Man, Old Fur Trader.

PROPS/EQUIPMENT: Artificial campfire. Old Fur Trader will need saddle bags.

COSTUMES: All personnel should wear costume parts like hats.

NOTE: This ceremony could be used for other themes, like Wild & Woolly West and American Folklore.

MEDICINE MAN: There are several braves here tonight who have worked hard since we last met and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened but they have not arrived. I fear we will have to wait until next month. Heap big sorry!

FUR TRADER: [Looking wild, wooly, and hurried, approaches campfire carrying saddle bags.]

Is this the Cub Scout Pack ____ campfire?

CUBMASTER: Yes, it is. Who are you?

FUR TRADER: I'm the rider from the trading post.

MEDICINE MAN: I'm heap glad to see you.

FUR TRADER: Well, I hope you're ready to trade.

MEDICINE MAN: Hmmm. I have 3 blue beads for _____ who has earned the Bobcat rank.

FUR TRADER: Good enough. Where is the varmit?

CUBMASTER: Will _____ and his parents please step forward? Congratulations on your hard work!

MEDICINE MAN: I have 3 red feathers for _____ who has earned the Wolf rank.

FUR TRADER: Good deal!

Continued on next page...

Campfire Advancement Ceremony, cont.

CUBMASTER: Will _____ and his parents please step forward?

[Continue presenting awards in similar manner.]

CUBMASTER: [to Fur Trader] Thanks for getting here on time with all our awards! The boys really appreciate it.

MEDICINE MAN: Ugh!

FUR TRADER: My pleasure, son. Now I gotta be gettin' along. So long! [He exits.]

- - -



Campfire

Closing Ceremony

EQUIPMENT/PROPS: Give each person a sprig of dried cedar, pine, juniper, etc. If using an artificial campfire indoors, use toothpicks.

PERSONNEL: Narrator/Cubmaster or Assistant Cubmaster.

The light from hundreds of campfires around the world have brightened the Cub Scout spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout pack family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared.

I ask that you now slowly walk past our campfire.....in silence.....throw your twig upon the embers.....and think of what Cub Scouting means to you. Then please leave our council ring, remaining silent. Good night.

American Folklore

Advancement Ceremony

PROPS: 4 candles in holders; each candle should be a different length (or use candles of same length and holders of different heights).

HELPFUL HINT: Advancement Chairman could light the candles as the Cubmaster speaks.

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

The Scouting trail is much like the trail these famous men followed. We will recognize those young men in our pack who have advanced along this trail. As I call your names, please come forward with your parents. [Calls names.]

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

And so, with the spirit of the great explorers, folklore heroes, and frontiersmen to guide you, may you continue to climb the Scouting trail.

[Presents awards by den and congratulates boys and parents with Cub Scout handshake.]



Spirit of Cub Scouting
(Fire Safety)
Opening Ceremony

This could be used in October in conjunction with National Fire Prevention Week.

PROPS: a candle held securely in a candle holder; match and ashtray.

PERSONNEL: Cubmaster or Assistant Cubmaster; someone to turn the room lights off and on.

PROCEDURE: With the room lights turned out, the Cubmaster lights a candle and reads the following story.

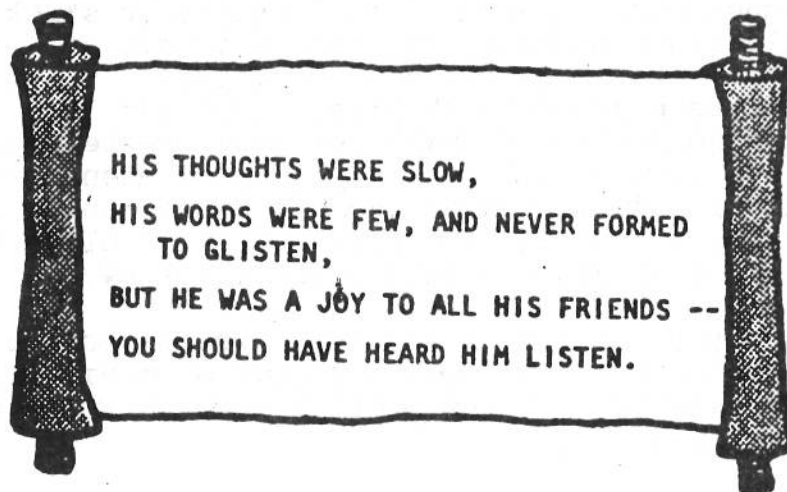
HELPFUL HINT: Cubmaster may want to use a small flashlight to read by.

This candlelight represents the spirit of Cub Scouting, lighting our way through life.

This flame also represents danger. You have learned about the danger of fire and how to prevent it. Let's remember what we have learned so we will always use fire wisely and safely, not only as boys but later on as men.

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

[Lights turned on. A den posts the colors and leads The Pledge of Allegiance.]



Halloween (Safety) Closing Ceremony

By Donna Runzel, Pack 457, Kishwaukee District

The idea for this ceremony came from a song called "Bless Our Cub Scouts". The words are spoken, not sung.

PERSONNEL: Six Cub Scouts.

PREPARATION: Make one pumpkin prop for each boy. See directions below.

Cub Scout #1: Bless our Cub Scouts, Lord we pray,
Keep them safe on Halloween Day.

Cub Scout #2: It's costume day for you and me,
So fix your mask so you can see.

Cub Scout #3: Let them know the time of day,
To trick or treat and when to play.

Cub Scout #4: Look both ways to cross the street,
May your treats be safe to eat.

Cub Scout #5: Share your treats, don't be greedy,
Give some candy to the needy.

Cub Scout #6: Hear our prayers, oh, Lord, today,
Guide our Scouts on Halloween Day.



TO MAKE PROPS:

NEED: orange construction paper, 6 craft/popsicle sticks, 6 ten-inch or twelve-inch diameter circles of fabric of appropriate color, glue or paste, scissors, pen.

DO: Using the pattern drawn on this page, cut out 12 pumpkins from orange paper. To make one prop, paste two pumpkins together with a craft stick placed between them. Make a small slit in the center of the circle of fabric and insert the stick up to the bottom of the pumpkin; place a small amount of glue around the slit to hold the fabric in place.

Type or neatly print each boy's lines on the back of a pumpkin (or print on separate paper and glue onto back of pumpkin). He can easily hold the pumpkin prop in front of him and read his lines.

Happy Holidays

Opening Ceremony

PERSONNEL: Six Cub Scouts or adults.

PROPS: Each Cub Scouts needs to carry a symbol of the holiday he talks about.

PREPARATION: Print each speaker's lines on a card. They will be prepared to read in case they don't want to memorize the lines.

1. I like holidays full of good cheer.
I like special days at the end of the year.
2. I like Halloween with ghosts big and small,
Even though a day from school we don't get at all.
3. I like Thanksgiving with lots of turkey good,
When we all eat more than we should!
4. I like the Festival of Hanukkah with candles so bright,
They seem to glow, what a beautiful sight!
5. Holidays, holidays, both great and small,
Holidays, holidays, I like them all!
6. But the one that I really enjoy,
Is when I can say Christmas greetings
to each girl and boy.



Give a Toy

Closing Ceremony



PREPARATION: Ask each family to bring a toy to give to the needy children of the area. Your committee should decide ahead of time whether the toy should be new or used, gift-wrapped or not. Your committee should also decide where the toys will be taken and who will deliver them.

PRODECURE: Everyone hums or sings a slow, popular song (like "Silent Night") as the families walk by a table or large box and leave their gifts on their way out of the pack meeting.

Which Bones are You?

Opening Ceremony

PERSONNEL: Cubmaster or Assistant Cubmaster, and 4 Cub Scouts.

PREPARATION: Make large posters and print the words clearly so that everyone in your audience can see what's on front of the cards. Print the boys' lines on the back of the cards.

HELPFUL HINT: If you have a den of 8 boys, they could work in pairs. One boy could hold the sign while the other reads the line. The sign-holders could be the boys who don't want to speak in front of a group.

CUBMASTER: "Which bones are you?"

CUB SCOUT 1:

[Carrying a sign with this written on front: WISH BONE.]
"Members who always wish someone else would do the job."

CUB SCOUT 2:

[Carrying sign with this written on front: JAW BONES.]
"Members who talk a lot and do nothing but criticize."

CUB SCOUT 3:

[Carrying a sign with this written on front: KNUCKLEBONES.]
"Members who are forever knocking the efforts of others."

CUB SCOUT 4:

[Carrying a sign with this written on front: BACK BONES.]
"Those old faithful members who are never too busy to undertake a job and complete it, and are ready to serve their families, organization, and community."

CUBMASTER: "So, which bones are you? Hope all of you will be the good old BACK BONES and really give Pack _____ the strength to go places, not only this month but in all the months to come."

First-to-Second Year

Webelos Den

Boys get recognized for earning the Bobcat award, the Wolf, and the Bear. Recognition for advancement happens often during a boy's first two years in Cub Scouting. Giving recognition to Webelos Scouts when they start their second year in the Webelos den may boost their incentive to continue.

PERSONNEL: Akela and a speaker.

PROPS: An "eagle" feather for each boy. Real eagle feathers should not be used. Instead, buy artificial eagle feathers from a craft store or make the feathers out of paper. Akela could wear an Indian headdress and wear a blanket over his shoulders. Use an artificial campfire, or a real campfire outdoors.

ARRANGEMENT: First year Webelos Scouts and their parents are asked to leave the room. Cubmaster escorts them in.

SPEAKER:

Would the Cubmaster please escort the first year Webelos Scouts forward? Please form a semicircle around the campfire with your parents standing behind you.

Akela, these boys have passed all the requirements of Bobcat, Wolf, Bear, and have earned their Webelos Badge.

As young braves they have learned to do their best, help other people, and to be loyal Scouts.

To signify that these Webelos Scouts are ready for their next year of Cub Scouting, Akela awards them the feather of an eagle. This will help them in their flight from Webelos Scouts to earning the Arrow of Light, the highest award a Cub Scout can earn.

It will help guide his way in Boy Scouting towards earning the highest award a Boy Scout can earn--the Eagle Scout award.

[Present feathers to Webelos Scouts.]

Present New Neckerchiefs and Neckerchief Slides

When Tiger Cubs join the pack, present them with the Wolf neckerchief and Cub Scout slide. The Cubmaster may put them on the boys as he/she welcomes the families into the pack. If a Tiger Cub group will become a den, the Den Leaders may want to help with the presentation and welcoming.

When Wolves become Bears, present them with the Bear neckerchief. Ask someone to make special neckerchief slides for the boys. The boys may move to another den and the Den Leaders may want to do the presentations.

When Bears move to a Webelos den, present them with the Webelos neckerchief and Webelos Scout slide. The Webelos Den Leaders may do the presenting and welcoming.

When first-year Webelos Scouts become second-year Webelos Scouts, present them with a special neckerchief slide.

When Webelos Scouts graduate into a Boy Scout troop, present them with a Boy Scout neckerchief and slide. The Scoutmaster may want to do the presenting and welcoming.

IDEAS FOR PRESENTATIONS:

1. Ask someone to roll the neckerchiefs ahead of time so that they will be ready to put on the boys. This may save time and the presentation may go more smoothly.
2. When presenting a new neckerchief, consider giving the appropriate new book. Your pack committee and the parents involved will have to decide who buys what.
3. Ask someone to make special slides for the boys' advancement recognition and for other occasions throughout the year.

GAMES

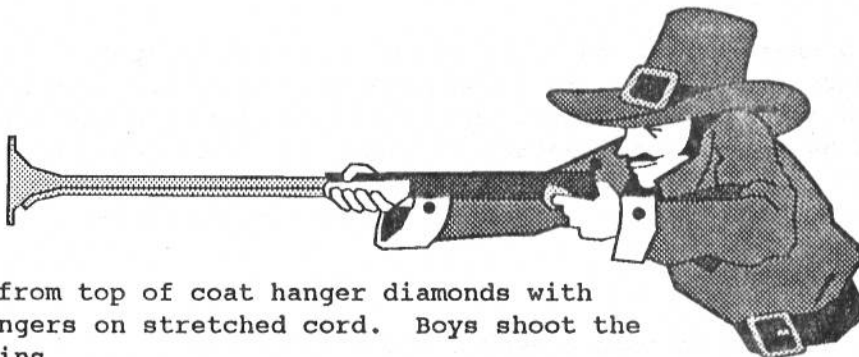
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SHOOT TURKEY

Stretch a wire coat hanger into a diamond shape. Cut turkeys from cardboard. Hang figures from top of coat hanger diamonds with string. Hang coat hangers on stretched cord. Boys shoot the turkeys with clothespins



RING THE TURKEY

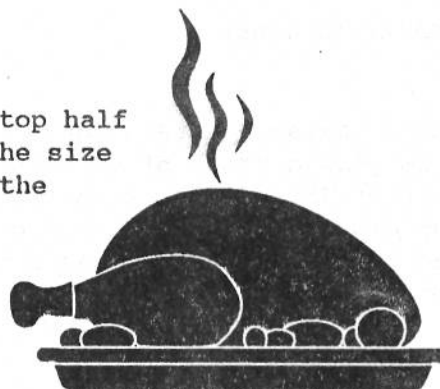
Cut out the shape of a turkey from cardboard or wood. Paint and decorate the cut out. Hammer nails onto the turkey at different places. This is the target. Place it 8 to 10 feet away. Have each player throw rubber jar rings at the turkey. The winner is determined by the number of rings which catch on the target. If you wish, you can mark each nail with a certain number of points.

HUNTERS AND TURKEYS

Make two teams, Hunters and Turkeys. The Turkeys line up near one wall but not touching it. They stand on one leg. The Hunters, about 15 feet away, roll soccer or basket balls (3) at the turkeys feet trying to make them put both feet down. Each Hunter rolls three balls before the teams change sides and the Hunters become the Turkeys. Turkeys may change the foot on which they are standing but they cannot put both feet down at the same time. The winning team is the one which puts the fewest feet down.

STUFF THE TURKEY

Make a turkey from a brown grocery bag. Turn the top half down inside and staple the folded edge to reduce the size of the opening. Push in the corners to round out the body. Stuff two small paper bags half-full with newspapers. Twist into drumsticks and add frilled paper booties- the kind a well-dressed Thanksgiving turkey wears. Glue the drumsticks upright to opposite sides of the body.



For "bread stuffing" balls, wad up half-sheets of newspaper and wrap them with white tissue. The players will take turns tossing the stuffing into the turkey from a distance of four to five feet.

X MARKS THE SPOT

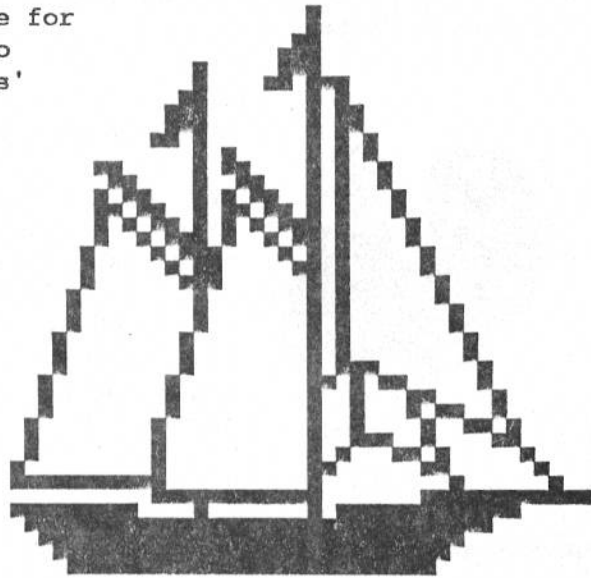
Make a treasure map on a big piece of wrapping Paper. Draw a circle where the treasure is located. Hang the paper on the wall. Each player is blindfolded, turned around three times, and given a crayon with which to make a big "X" where he thinks the treasure is located. Give each player a different color to use so he will know which "X" is his. The player who draws his "X" in the center of the circle, or nearest to it, is the winner.

SINK THE ENEMY

Tie a balloon to each player's right ankle for a ship. At a signal, each player tries to sink enemy ships by bursting other players' balloons with his left foot. The player whose ship is the last to remain "afloat" is the winner.

PIRATE JUSTICE

While your young "Pirates" are still in the mood, why not have them "walk the plank". In a different room, away from the Den meeting, or outdoors, if weather permits, appoint two Pirates (or your Den Chief and assistant) as custodians of "the plank" which consists of a one foot strip of white crepe paper or white cheesecloth. (cloth may be better as it can be handled more quietly.) One by one, the "victims" are led into the room and blindfolded while the "keepers of the plank" talk extravagantly about why he must walk the plank, how he must watch his step, etc. Then while one "Pirate" turns the victim around three times, the other noiselessly rolls up the plank. The "victim" proceeds to gingerly walk the plank which has disappeared. The blindfold is removed so he can see the joke, but he is rewarded by being allowed to gatch the other "victim" perform.



HIDDEN TREASURE

These treasures are hidden in old magazines. Divide into two teams. Each team gets a stack of discarded magazines, some scissors, a paper bag, and a list of 25 objects, such as a house, car, bed, toothpaste and so on. Allow ten minutes for each team to search for the items on the list, cut them out, and put them into the paper bag. The winning team is the one that has the most "treasure" in its bag at the end of the allotted time.

WINDJAMMER RACE

Give each player a peanut with his initials marked on the shell. The players line up on hands and knees and blow their peanuts across the floor to a set goal. First one to sail his windjammer over the goal line is the winner.

RED, WHITE AND BLUE

Divide the players into two teams. Print the words RED, WHITE and BLUE on two sets of cards. Cut out the letters and give a set to each team. Teams try to spell as many words as they can from the letters. Each team writes down its words. The team having the most words after five minutes wins.

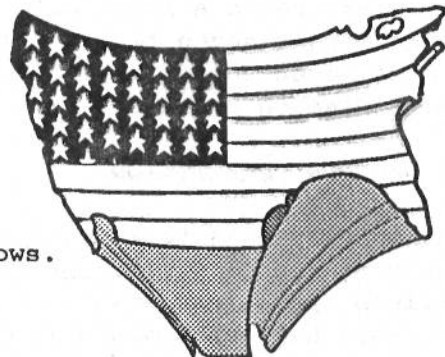
NAME THAT STATE

(The answers to Section A are abbreviations of states)

- | | | |
|----|---|----------------------------|
| A. | 1. What state is sick? | Ill. |
| | 2. What state is unmarried? | Miss. |
| | 3. What state is a number? | Tenn. |
| | 4. What state is the cleanest? | Wash. |
| | 5. What state is a doctor? | Md. |
| | 6. What state is a mineral? | Ore. |
| | 7. What state is important to you? | Me. |
| | 8. What state was used in the flood? | Ark. |
| | | |
| B | 1. Which state has a ton? | Washington |
| | 2. Which state has a pen? | Pennsylvania |
| | 3. Which state has ore in it? | Oregon |
| | 4. Which state has a tan? | Montana |
| | 5. Which state has a ham? | New Hampshire |
| | 6. Which state starts with ten? | Tennessee |
| | 7. Which state is "high in the middle"? | Ohio |
| | 8. Which state has tuck in it? | Kentucky |
| | 9. Which state has a cut in it? | Connecticut |
| | 10. Which state is "our" state? | Missouri |
| | 11. Which two states are islands? | Rhode Island and Hawaii |
| | 12. Which state is something to "ware"? | Delaware |
| | 13. Which two states have gin in them? | Virginia and West Virginia |
| | 14. Which state contains a ho? | Idaho |
| | 15. Which states have a line in them: | North and South Carolina |

RING THE LIBERTY BELL

A small dinner bell is suspended on a string between two chairs, or other objects if the party is held outdoors. The players take turns throwing a small ball, trying to "ring the Liberty Bell." The winner is the player who rings the bell the most times in six throws.



MIXED - UP WEATHER

To find out how mixed up it is, put the right letters in the blanks below. Then copy the words in their places in the puzzle.

ACROSS
3. H _ _ L
5. S _ N _ Y
6. W _ _ D _

DOWN
1. F _ GG _
2. _ L _ D _
4. R _ _ _

HAIL STORM

Each player is given, in turn, 5 ping pong balls (hail stones) to throw into a waste paper basket. Balls that bounce out of the basket do not count in that player's score. High score wins.

TWISTER

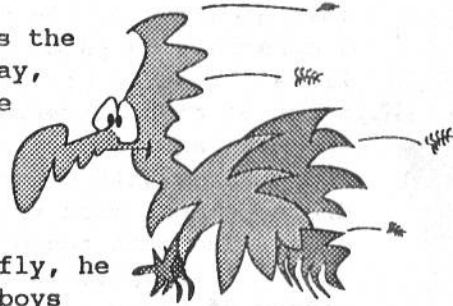
Teams line up in relay formation. On signal "GO" the first boy on each team runs forward to a line, puts one finger on the floor, and circles around the finger seven times. Finger must not leave the floor. When he has made seven turns, he staggers back and touches the next boy on his team and so on until all have run. First to finish wins.

WEATHER BALLOON COMPETITION

This may be played in teams or individual competition. To play, set a base, such as a book or rock on the ground. Each player in turn blows up a balloon and releases it to shoot squealing in the air. The distance each balloon travels is measured to see which went the greatest distance.

AFRICAN BIRDS FLY

Something like our "Simon Says", this game tests the boys to see how alert they are. A leader may say, "Birds Fly", and flap his arms. If the thing he names is a flying creature, the other boys also must make flapping motions with their arms. The leader may name many kinds of birds, flying insects, or even say "airplanes" or "clouds" fly. Anytime he names something that does not fly, he flaps his arms anyway and tries to trick other boys into doing the same. The game continues as long as more than one person has not been fooled.



BIRD AND BUG



The object of the game is for a bird who is IT to catch a bug. The bird has a can for catching the bug, which is tied to a spool tied on a string. Make a bug for each player. To do this, merely slip a spool on the middle of a piece of string, about two yards long, and tie ends together. To play the game, draw a circle with chalk or make with string, 3 to 4 feet across, for the bird to stand in. Then draw another circle, about two feet outside of this, for the bug's guideline. Boys, one at a time or all together, roll their bugs into the bird's circle. The bird tries to plop his can down on one of the bugs before the bug escapes by a pull on his string. When the bird catches a bug, that player becomes IT and changes places with the bird.

BIRD HUNT

While everyone stands in a circle, have several assistants pin on everyone's back a paper with the name of a bird. Give each Cub Scout a pencil and a card. The object is to find out the names of as many birds as possible. Each player avoids showing his own back while he tries to read the other names. No one may stand still with his back against a wall or tree. Note: This game is good for pre-opening at Pack meetings involving parents as well as boys.



STAR RACE



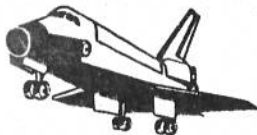
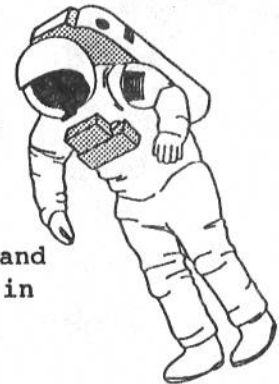
This game may be played by a den as individuals. Each player needs a construction paper star and a half straw. Set up start and finish lines. Line up players on start line. Place star on the floor in front of each player. Players must inhale on straws to lift stars and walk across room to deposit star at finish line. Player may touch straw with hands but may not touch star at all. If star drops, player must retrieve it by straw only and continue with the game. The game could also be a relay game with the first team to have all its players carry a star wins. Large beans and small pieces of paper can also be used.

SHUTTLE LANDINGS

Let each player take a turn trying to sail three plastic lids across the room into a box, dishpan, or similar container.

COUNTDOWN

Astronauts remove shoes and lie in a close circle in the center of the floor, feet toward the center with shoes piled in the center. When all are ready, leader covers bodies with rugs or blankets and stands near the light switch. Leader counts down from ten. On "ZERO" the lights are switched off and bewildered astronauts search out their shoes and put them on in the dark.



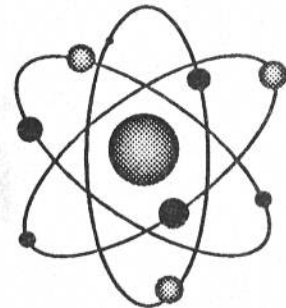
ORBIT

EQUIPMENT: 2 blindfolds, table.

The two players, designated as Earthman and Spaceman are blindfolded and led to opposite sides of a table facing each other. Neither knows for sure where the other is or in which direction he will move. Earthman must try to catch Spaceman and Spaceman elude Earthman, but each must keep one hand touching the "launching pad" or table at all times. At a signal Earthman stalks Spaceman, who in turn is listening intently, should try to keep as quiet as possible. If Earthman doesn't touch Spaceman within two minutes, Spaceman wins. If Earthman catches Spaceman he is winner and considers himself in orbit.

FLYING SAUCERS

Staple or glue two paper plates rim to rim. Make a hoop from a wire coat hanger and suspend it from a tree limb or a frame. Stand ten feet back and sail the "saucer" through the hoop.



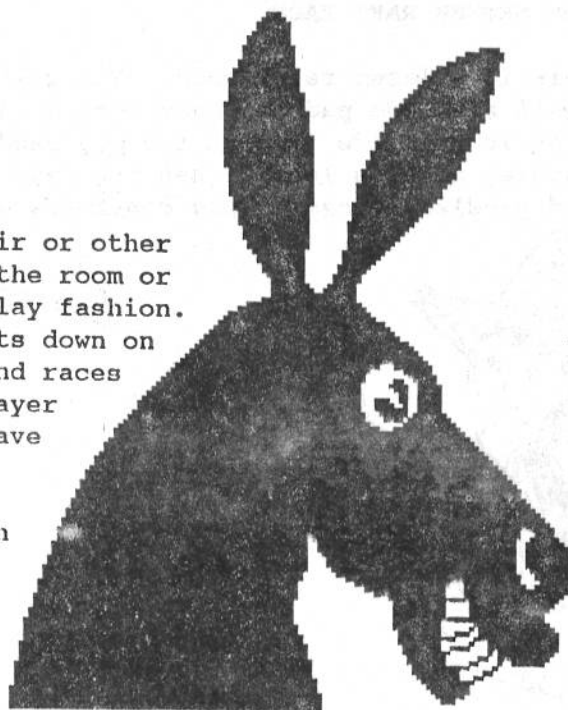
COWBOYS AND INDIANS



The players are divided into two even sides. The cowboys are supposed to be in the woods. They fall asleep with one cowboy to stand guard. The Indians are hidden in the bushes, behind trees etc. They come from their hiding places and approach the cowboys. If they can tag the cowboys before they get up, they are captured. However, they are not likely to be able to do this, for the watchman sounds the alarm. At his call the cowboys get up and rush after the Indians before they can get back to their "wigwams". Every Indian may then be allowed to go to sleep while the cowboys slip up on them.

BRONCO RELAY

Divide den into two teams. Place a chair or other object for turning point at one end of the room or outdoor playing area. Teams line up relay fashion. On signal, first player on each team gets down on all fours (hands and feet, not knees) and races to the turning point and back. Next player then goes: action continues until all have raced. If a player's knees touch the ground, he must go back to the starting line and start over. First team through wins.



TOM SAWYER'S FISHING GAME

Mark Twain, who wrote *The Adventures of Tom Sawyer*, described life along the Mississippi River in the mid-nineteenth century. Then, roads were only rutted cart tracks, but the river was a great highway for boats and barges carrying passengers and cargo. Tom Sawyer used to go fishing in the Mississippi with a long pole, a sport that took some skill. To try your own skill at home, you'll need six drinking straws and a sheet of paper.

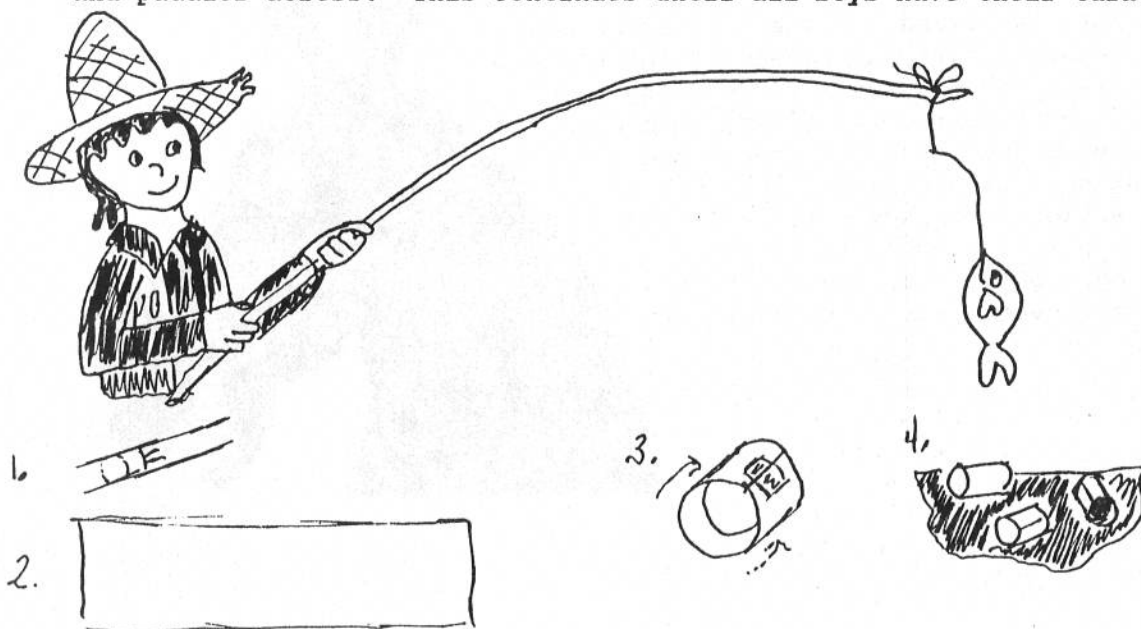
1. Insert the straws one into the other by pinching one end of each straw and gently squeezing it into the unpinched end of the next. You now have your fishing pole.
2. Cut your paper into ten strips approximately the size of 1" by 3"
3. Roll up the strips and tape, in a roll, to form "fish."
4. Set fish down on a table top.

HOW TO PLAY

Two or more can now "go fishing." Make a catch by aiming the top of the fishing pole at a paper fish inserting the pole through the fish, and then sliding it down the pole. If any fish slips off while you are trying to hook another, your turn ends and the next player tries his luck. Whoever has caught the most fish after five turns is the winner.

TOM SAWYER RAFT RACE

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





MINIATURE GOLF

Use an old doormat to tee off. Mark off fairway boundaries with sticks. Make obstacles using materials like cardboard boxes, pipes, cinder blocks, wood planks, or croquet wickets. Designate certain areas either as a sand trap or a water hazard. Empty tin cans turned on their sides can be used for holes. Write the number of each hole on a paper flag that you have attached to a stick. Find a putter and a golf ball or use a broom and rubber ball to play. As you go through the course count the number of times you hit the ball before getting it into the hole. If your balls enters one of the hazard areas, add two penalty points to your score. Remember, the lowest score wins.

FOOTBALL BOWLING

Bowl, using a football in place of a bowling ball, with milk cartons, tin cans or 2 liter bottles for bowling pins. Arrange "alley" on the ground (use heavy plastic approximately 2 feet wide) with the bowling line 20 - 30 feet from the "pins." Each bowler rolls two footballs per frame. Score as in bowling.



NEIGHBORHOOD STATISTICS

While on a neighborhood hike, have the boys 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 sign, bicycles, etc. Each boy could count one item.

FEEL THE SPONGE

Use sponges that can be cut easily with scissors. Cut into the shape of triangle, fish, star, doughnut and letters T and S or other shapes may be used. Fill a small wading pool or large dishpan or baby bathtub with water and place these sponge shapes in it. Blindfold your guests one at a time and let each kneel down and find as many sponges as possible.

LISTEN HARD

Tip a card table on its side or set up some other type of screen so one person can hide behind it. That person has an assortment of objects with which to make noises - tearing a piece of paper, pouring water into a glass, cutting fabric with scissors, opening a can of soda pop, and so on. All the other players have pencil and paper with which to list the sounds as they identify them. The player with the most correct answers wins.

LAUGH CLOWN LAUGH

Cut a clown from cardboard. Paint one side blue, one side gold. Divide group into two teams - the blue team and the gold team. Teams line up facing each other. Leader stands between two teams and tosses clown into air. If blue side lands up, the blue team must laugh, while the other team remains silent. If the gold side lands up the gold team must laugh, loud and hearty while the other team remains silent and sober faced. Score points for opposite team when a boy smiles or laughs at the wrong time.



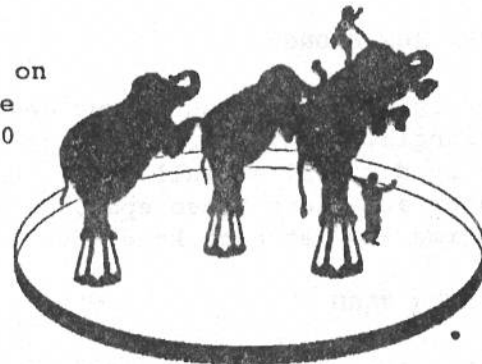
FOUR CLOWNS IN A ROW

This is a good pack meeting mixer for get-acquainted game. It is played similar to BINGO. Give each boy a sheet of paper which has been marked off in twenty squares. Give him a supply of circus stickers. The boys circulate around the room, getting a signature of some one in each of the twenty squares. Allow time for boys to get sheets filled. Then ask everyone present to sign their name on a small slip of paper. Slips are put in a hat for drawing. As a name is drawn, that person responds with 'here' and the boys with that name on their sheet put a sticker over it. When any boy gets four stickers in a row, either down or across, he shouts "Four Clowns in a Row" and is awarded a prize.



CLOWN HAT PITCH

Divide into two teams. Two clown hats are placed on the floor, open side up. Each boy is given three peanuts in the shell. From a distance of about 10 feet, each in turn, tries to toss his peanuts into the hat which belongs to his team. After all have played, the team with most peanuts in their clown hat wins.

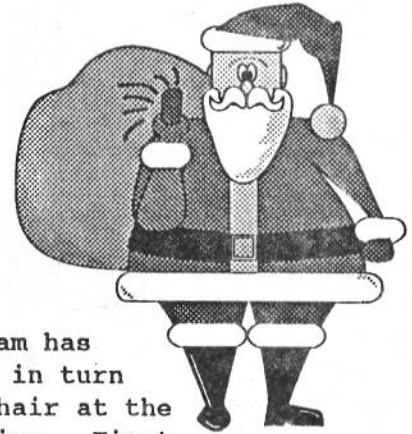


ACROBAT'S DELIGHT

Set up a course consisting of a series of obstacles, each with a sign attached telling the players what to do. For example, a pillow on the floor with the sign "Turn somersault here"; a straight chair tipped over to make a tunnel with a sign "crawl through." Every player who completes the course is a winner.

HUNGRY SANTA

Draw a colorful Santa Claus head on a paper plate. Cut a large hole for the mouth. Suspend the plate from a doorway and give each Cub Scout a supply of "snowballs" (table tennis balls or crumple paper napkins). Object is to toss the snowballs into Santa's mouth.



KRIS KRINGLE RELAY

Divide den into two teams for relay race. Each team has Kris Kringle's boots (two shoe boxes). Each player in turn puts his feet in the boxes and shuffles around a chair at the opposite end of the room and back to the starting line. First team through wins.

PIN THE CANDLE (Hanukkah Game)

Draw a menorah on a large piece of cardboard. Cut a shamus, or candle, from another piece of cardboard and put a pin through it. Tape the menorah on the wall. In turn, each Cub Scout is blindfolded, turned around three times and given a shamus. He then tries to pin the shamus on the menorah. Closest one wins.



EIGHT CANDLES GAME (Hanukkah Game)

To make a game set for four players, all you will need are four 8 inch square pieces of paper and a package of index cards or some thin cardboard. If there will be more than four players, make two or more sets. Use a ruler and a felt-tipped marker to divide the paper into three rows of three boxes each. Draw a Star of David in the center box. Write the numbers 1 through 8 in the remaining boxes. From the cardboard, cut 32 squares slightly smaller than the boxes on the papers. Draw a menorah on each card. On four cards, draw one candle lighted. On four cards draw two candles lighted, and so on through eight lighted candles. When you are ready to play, spread the cards, pictures side down, in the center of the table. Give each player one of the prepared papers. In turn each player chooses a card from the center. If it has one candle lit, he places it on his number 1 box; if it has four candles lit, he places it on the number 4 box, and so on. As the game continues, some player will pick up cards for boxes which are already filled on their papers. They must return these cards, facedown to the center of the table and wait until their next turn to choose another. The first player to fill all eight spaces on the paper is the winner.

Happy Hanukkah!



HANUKKAH PEANUT HUNT

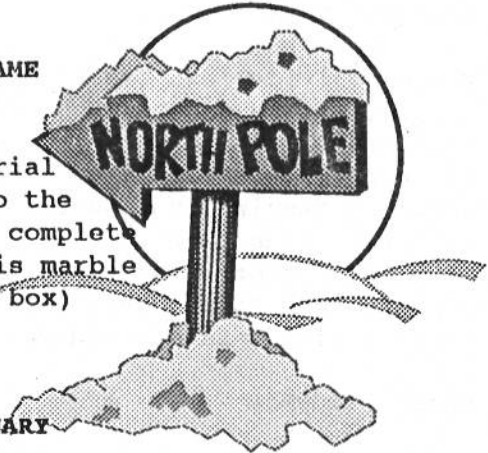
Use unshelled peanuts. Divide 20 of them into groups of four, marking on each with a marking pen one of these letters H. A. N. U. K. Hide the lettered peanuts together with some unlettered ones in the play area. On signal, the boys begin searching for the peanuts. End the game after 10 minutes. Score as follows: 10 points for the most peanuts: 5 for each lettered peanut: and 20 for anyone who can spell Hanukkah with his peanuts.



Exploring Alaska - January 1994

PRE-OPENING GAME

Follow the trails with the Eskimos, glue S-shaped pieces of plastic foam packing material into the top of a cardboard box (any size) so the will form a maze for a marble to go through, complete with dead ends. Each player tries to move his marble from the start to the finish (by tilting the box) in the shortest time.



ALASKA DICTIONARY

The following vocabulary is used by the eskimos in their songs, games and skits. See if you can translate some of their words to the language you use.

- | | | |
|----|-----------|--------------------------------|
| 1. | HUSKY | JAIL |
| 2. | KAYAK | THE UNITED STATES |
| 3. | MUSH | SOD HOUSE, ANY ESKIMO DWELLING |
| 4. | OUTSIDE | SLED DOG |
| 5. | PANHANDLE | A SINGLE PASSENGER SKIN BOAT |
| 6. | SKOOKUM | FUR BOOT |
| 7. | MUKLUK | SOUTHEASTERN ALASKA |
| 8. | IGLOO | "GET ON" COMMAND TO A DOG TEAM |

ANSWERS

- | | | | |
|----|---------------------|----|------------------------------|
| 1. | SLED DOG | 2. | A SINGLE PASSENGER SKIN BOAT |
| 3. | "GET ON" | 4. | THE UNITED STATES |
| 5. | SOUTHEASTERN ALASKA | 6. | JAIL |
| 7. | FUR BOOT | 8. | SOD HOUSE |



SNOWBALL RELAY

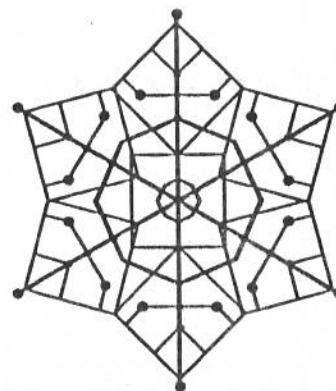
Players divide into two teams, and line up behind a starting line, at one end of the room. Each team is given a simulated snowball - cotton, styrofoam, balloon, etc. - and a piece of cardboard. On a signal, the first player on each team tries to move the ball across the floor and back, by fanning it with the cardboard. Player may not touch snowball with his hands or with the cardboard. Player then gives cardboard to next team member, who repeats action. Game continues until all team members have fanned the "SNOWBALL" to finish line and back. The first team to finish is the winner.

DRAW A SNOWMAN

Give each player a sheet of paper and a pencil or crayon. At a signal, each player begins to draw a snowman ... behind his back. Whoever does the funniest drawing is the winner.

SNOWBALLS

Number six plastic-foam balls from 1 to 6. Each player takes a turn at pitching them into a basket. Add up the numbers on the balls that land in the basket to obtain each score. The highest score is the winner.



ESKIMO CIRCLE PASS

Eskimo boys play this game with a 3-4 inch ball of sealskin filled with sand. Find a Ball of similar size. To play the game, boys kneel in a circle and pass the ball around from boy to boy with a flat, open hand (palm up). When first learning the game, use two flat hands side-by-side rather than one. The object of the game is to pass the ball around the circle as rapidly as possible without actually grasping it. It can also be attempted with more than one ball at a time.

SNOWBALL AND STRAWS

EQUIPMENT-Soda straw for each person. Two bowls and cotton balls.

Form a line of teams. On given signal first team member runs to bowls and transfers the cotton balls from one bowl to the other by sucking on his straw. Any dropped on the floor are lost and can not be retrieved. When player has transferred cotton balls from one bowl to the other he runs back and tags the next player in line who runs up and transfers the cotton balls back to the other bowl. Team who finishes first is winner unless they have lost more of their cotton balls out of the bowl than the next palce team.

Games

TEAM BUILDING

Team Building is one name given to a **series of challenges** for a group of people. Sometimes it is called cooperative games because of the goal of developing cooperation. It is more than games. It has a **goal of developing positive growth in an atmosphere of fun**. To develop this goal of group cooperation, participants will be **challenged physically, mentally, emotionally and socially**. Sometimes the challenges will frustrate individuals and even the group. Team Building is designed this way because it **encourages the group to work together** (team building) to develop strategies. Each person in a group is capable of contributing ideas and the purpose behind the goal is to pull each person into the process of trying and contributing. Because this is such a strong part of Team Building, the facilitator only steps in to make sure individuals are not stepped on and occasionally to stop the group, to think again, if it is going off on a wild tangent. Each person needs to develop the confidence to risk expressing ideas. Some people are natural born leaders and this is good when they include everyone rather than dominating. That is the challenge of the **facilitator**, the person who offers the challenges and stands back, stepping forward only when needed. Patience, understanding, and being able to review what has happened and how it happened is the name of the game for the facilitator. The key words for Team Building are: **COMMUNICATION, TRUST AND COOPERATION**. Does it sound like everyday life? Learning from Team Building helps participants deal with all parts of life. There are no more important ideas than these three.

Besides achieving the goals, all events should be safe! None of the events we are doing here pose safety problems, but please be aware. Most of all, the participants need to be encouraged in **Positive ways**. The facilitator guides and manipulates the participants into learning.

General Spotting Techniques Applicable to All Events

1. Spot for head, neck and shoulders.
2. Do **not** try to catch individual. Merely break the fall.
3. Move towards fall.
4. Do not grasp clothing - it can tear.
5. Spot as soon as feet leave the ground.
6. Spot with hands in the "ready" position for the event.
7. If not directly involved with immediate action, all participants must spot.
8. Continue spotting until the person is in a secure position with their feet on the ground.
9. No objects, natural or man-made, may be used in the accomplishment of any task.

Team Building

Last year's Pow Wow book has these events explained:

- 1 Bean Bag Toss Name Game
- 2 Snail Wrap
- 3 Trust Falls
- 4 Trolley
- 5 Nuclear Diaster
- 6 People Platform
- 7 Peanut Butter River Crossing with Boards
- 8 Bean Bag Touch

If you have not seen these challenges, we encourage you to read about them.

The challenges may need help to be more challenging, or help equal situations. This can be done with **obstacle modifications**. These can either be for the whole group or individually.

Group challenges:

- 1 Make blind.
- 2 Mute. Mix these up, some blind, some mute.
- 3 Carry cargo which will make the obstacle more challenging and require mor planning.
- 4 Allergies make it so someone cannot touch something or anything.

It is ideal to run these challenges without time limits because each group will go at its own pace. When it is not possible, you should choose something appropriate to the time frame. Other games can be added as fillers.

1 Height Alignment Object

Each member is blind folded and the group is instructed to align themselves according to height.

Rules: No one in the group may talk.
Blindfolds must remain in place throughout the activity.

Extra activity: Lost in Space activity found in Ethics in Action.

2 Traffic Jam

Groups of 4 boys each exchange places on a line of squares. Have one square more than the number of persons in both groups. All members to the left of center are to end up on the right and all members to the right of center are to end up on the left. Set up in a straight line, mark one place more that the total number of participants. Places can be marked with chalk, masking tape, picnic plates, or anything handy. They should be placed one step from each other.

Rules: One group stands on places to the left of the middle place; the other group stands to the right. Both groups face the unoccupied middle place.

Team Building

Using the following moves, the two groups must change sides.

Legal moves: A person may move to an empty space in front of him. A person may move around a person who is facing him into an empty space.

Illegal moves: Any move around someone facing the same way the mover is facing. Any move backward. Any move that involves two persons moving at once.

Are you confused? Try working it out on paper so at least you can understand it. Try it with 8 boys, four on a side.

X	X	X	X		O	O	O	O
X	X	X		X	O	O	O	O
X	X	X	O	X		O	O	O
X	X	X	O	X	O		O	O
X	X	X	O		O	X	O	O
X	X		O	X	O	X	O	O
X		X	O	X	O	X	O	O
X	O	X		X	O	X	O	O
X	O	X	O	X		X	O	O
X	O	X	O	X	O	X		O
X	O	X	O	X	O	X	O	
X	O	X	O	X	O		O	X
X	O	X	O		O	X	O	X
X	O		O	X	O	X	O	X
	O	X	O	X	O	X	O	X
O		X	O	X	O	X	O	X
O	O	X		X	O	X	O	X
O	O	X	O	X		X	O	X
O	O	X	O	X	O	X		X
O	O	X	O		O	X	X	X
O	O		O	X	O	X	X	X
O	O	O		X	O	X	X	X
O	O	O	O	X		X	X	X

Team Building

3 The Blind Square

While blindfolded, a group of any size is to form a perfect square, triangle, pentagon, etc., using a 75-150 foot length of rope.

Rules: Each participant must have at least one hand on the rope at all times.

Procedure: Using a large, relatively flat, cleared area for this activity. Ask participants to form a circle and put on blindfolds. Ask each person to grasp the rope and then, as a group, form a perfect square. When they believe the task is accomplished they are to stand in place and remove their blindfolds.

4 Tunnel of Love

Divide the group into two smaller groups that start at opposite ends of the tube, so that participants pass in the tube going opposite directions.

Safety: 1. The tube should be at least 30" in diameter.

2. Do not allow two obese participants to pass in the tube.

3: Be alert and sensitive to participants who may be claustrophobic. A very short alternate tunnel could be provided.



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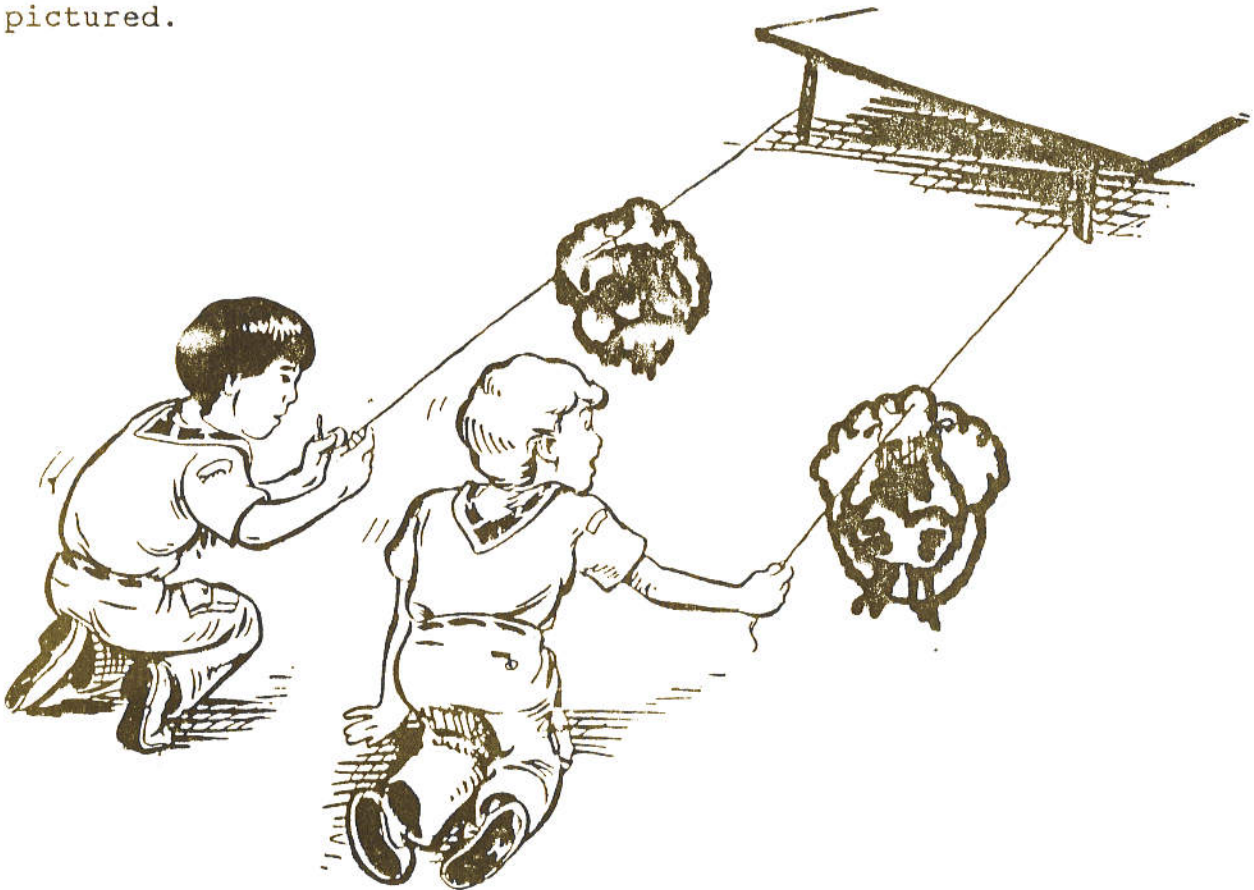
DERBIES

When you think of derbies, do you think of Pinewood Derby and the great amount of effort to build the cars and present the race for your Pack? You can do fun, quick derbies all year round. You can have controlled races with score keeping and prizes. OR why not try these fun fast races which your Scouts will have a great time just racing them over and over.

November Turkey Days THE FLEWUMP TURKEY

Each Cub Scout makes his own turkey (or any other bird), painting it to suit his fancy.

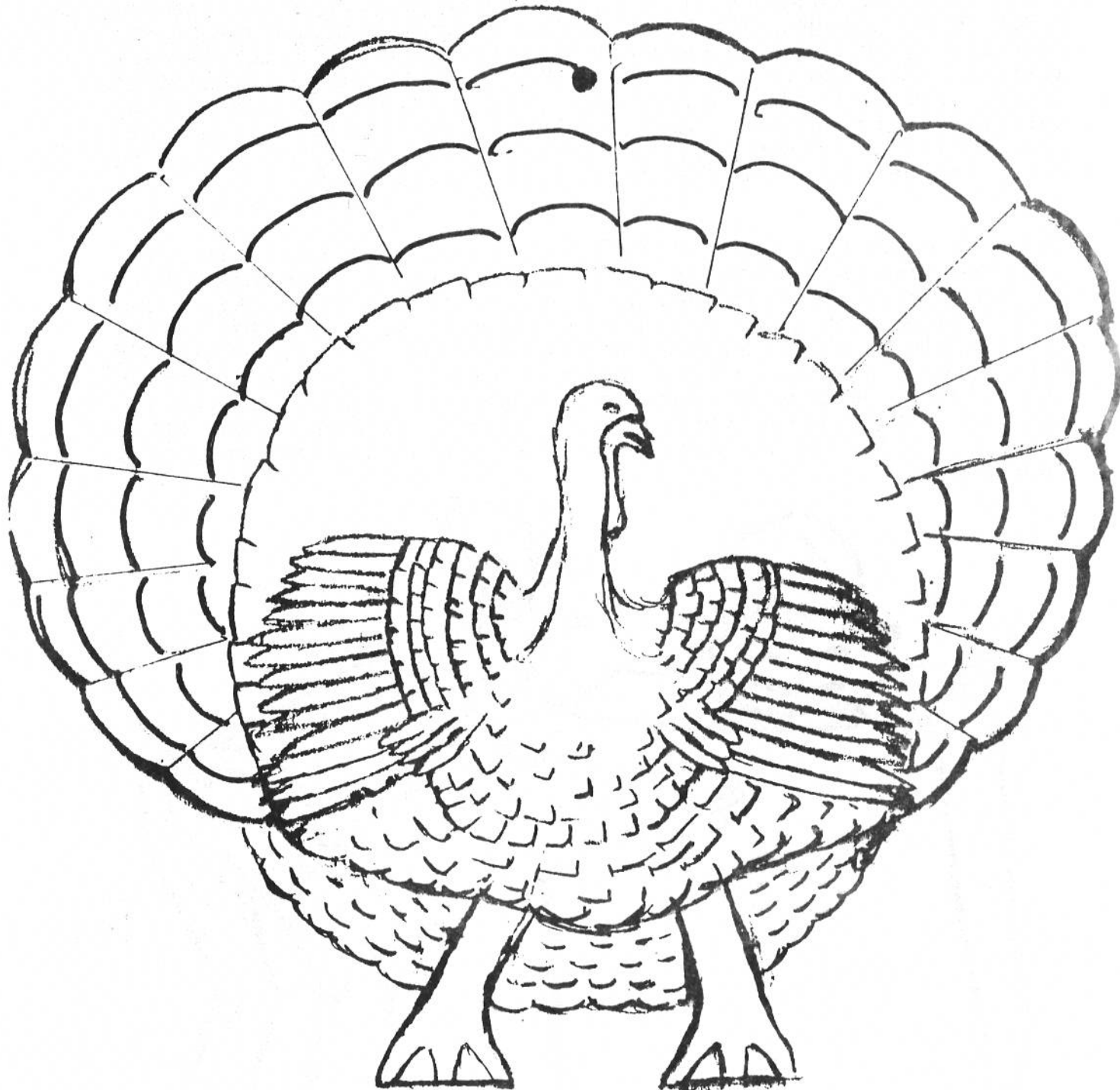
Thread 2 12" cords through holes in bird. Tie buttons on one end of the cord - tie the other end to a dowel as pictured.



Race the bird by tightening and loosening the cords. Hold one end of Cords. Keep lower string level and work top string to make the bird go.

Derbies

The Flewump Turkey (Continued)



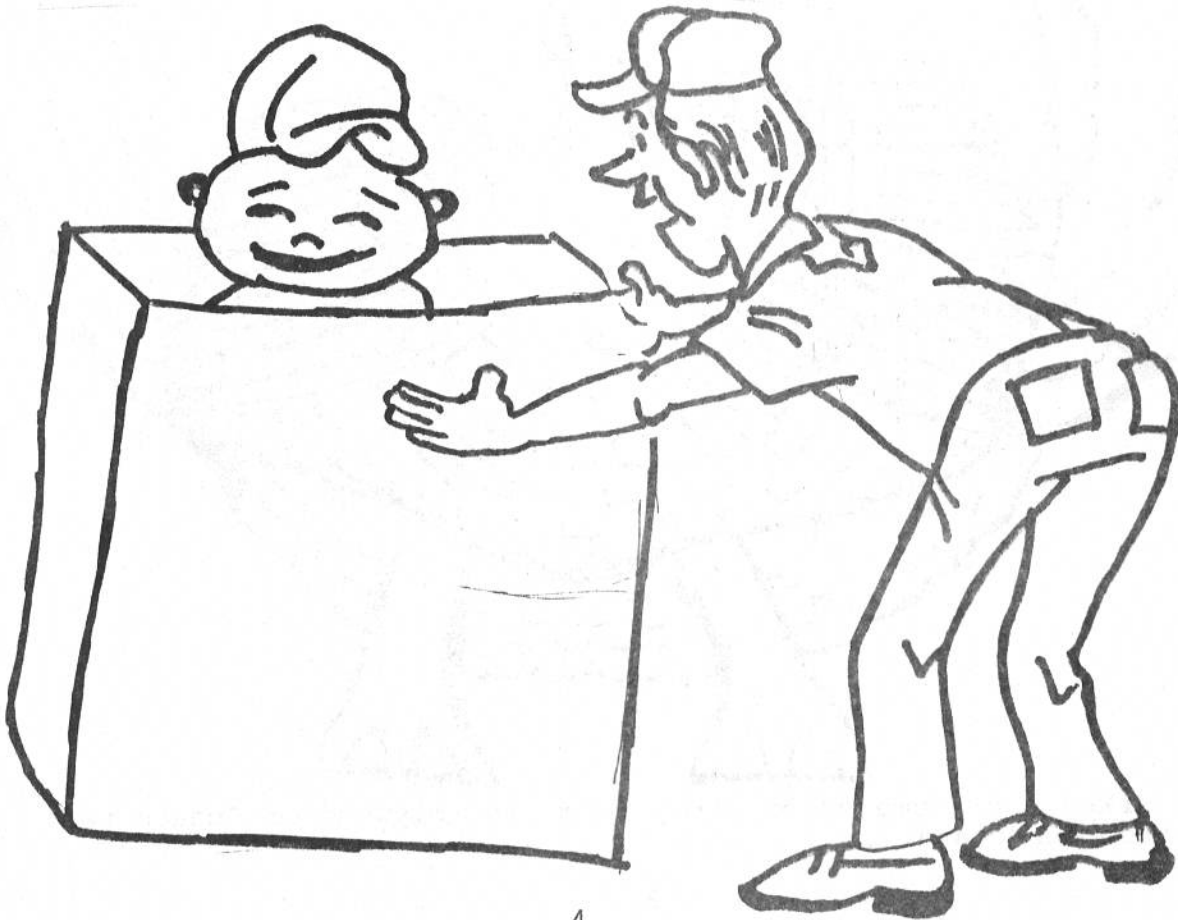
Cut Turkey (or some other bird) from 1/4" plywood or Scouts can cut from cardboard.

Derbies

December To Help Other People THE BROWN BOX DERBY

The Brown Box Derby is a car race the Cub Scout can literally get into. The car consists of a sturdy box large enough for the cub scout to sit inside. The Scout and his partner decorate the box to resemble their favorite race car or to fit the theme of the pack meeting. The race itself is run pretty much the same as a Pinewood Derby. The Scout sits in his box-car at the starting line and his partner is the engine. When the racing gun sounds, the partner pushes the box and Cub down the track to the finish line. First to cross is the winner of that heat. Pusher and driver can reverse roles.

The race track can be any surface marked with dividing lines based upon how many race lanes you desire (parking lot, lawn, gym, etc.) If the race is held indoors in a school cafeteria or recreation hall, check with your facility management as to whether it is permissible to slide the boxes across the floor surface, marked off with tape or string. If you desire a reusable race track, carpet strips about 30 feet or longer are wonderful. Each race lane has its own carpet strip which can be rolled up and stored after racing. Prizes can be awarded for both racing and car design and appearance.

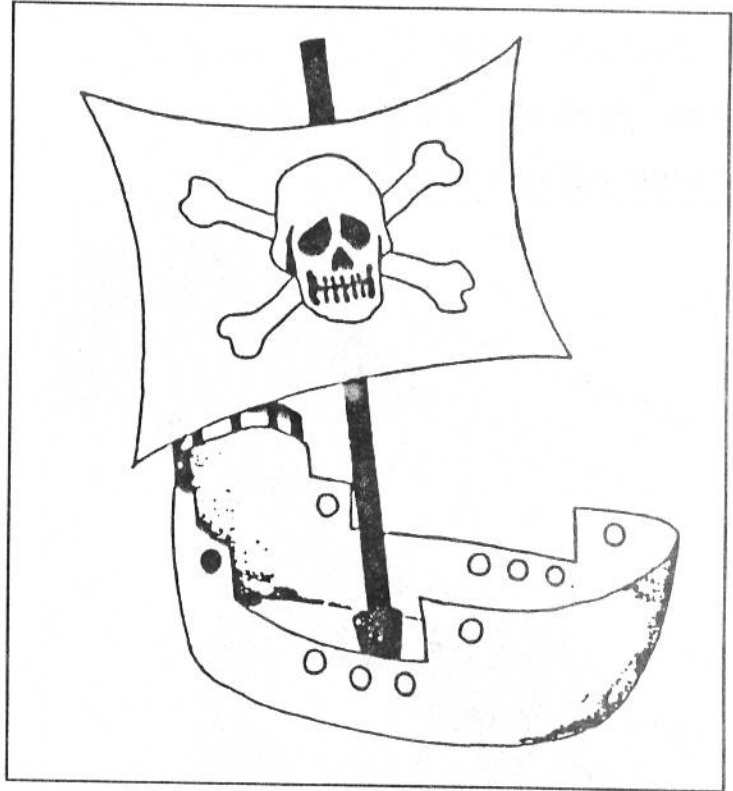


Derbies

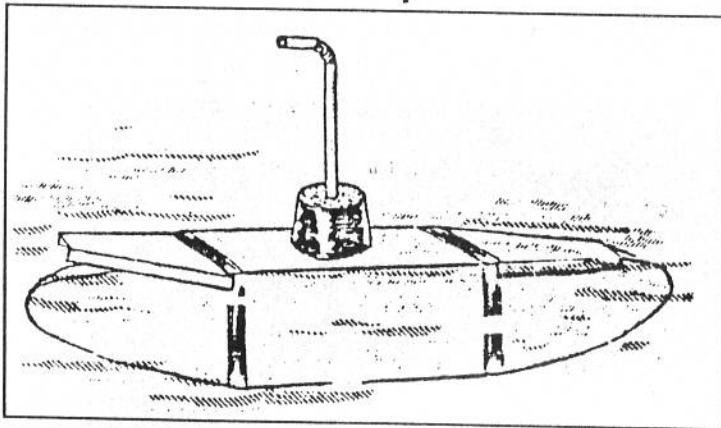
January *PIRATE'S WATERS*

PIRATE'S SHIP

Cut the bottom of a plastic dishwashing liquid bottle to look like a ship. Make the sail from a leftover piece of the bottle. Glue the cap from a tube of toothpaste inside the ship. Blue the sail to a stick and then into the cap. Add a paper railing to the back of the ship and decoration on the sail. Use a paper punch to make portholes.



February *Old Glory* **MERIMAC AND MONITOR**



Make the first submarines yourself using a 1/4 gallon milk carton for the body of the submarine. Lay it on its side with the open pouring spout for the top front of the submarine.

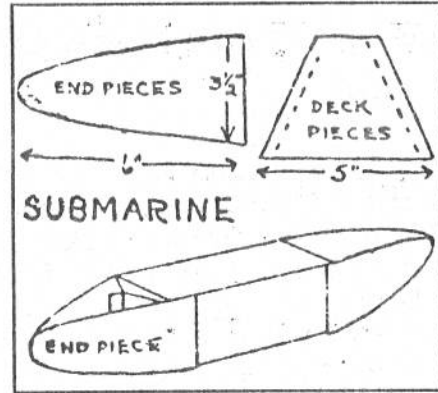
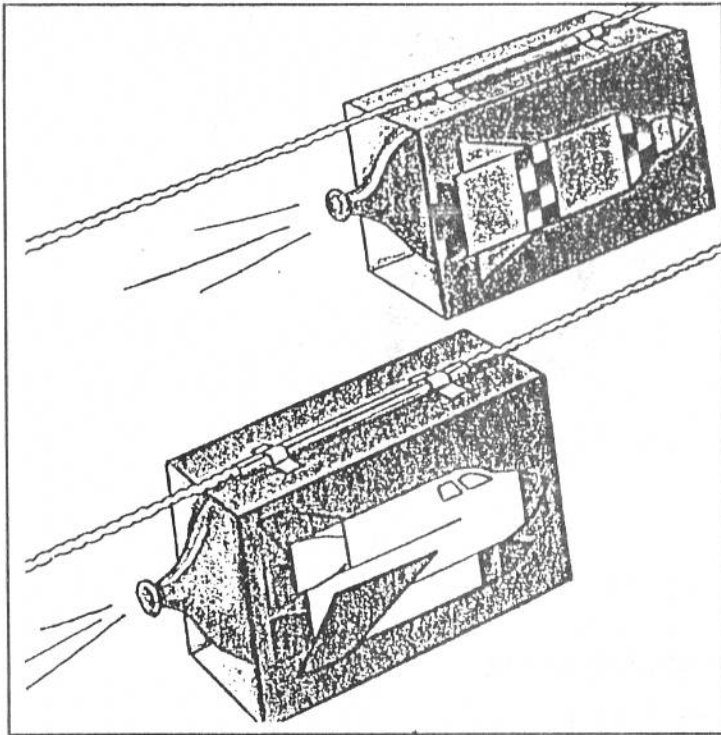
From another carton cut four end pieces. Tape to sides at each end of the submarine, stapling rounded ends together at front and back. To extend the deck of the submarine, cut two deck pieces. Score and bend down on dotted lines. Tape or glue wide ends to end of main deck, so pieces just about cover the openings. The front piece can be lifted to fill and empty the submarine through the pouring spout. For the conning tower use a waxed paper drinking cup; cut off the cup so it is 1" high. Invert and glue to center of deck. Cut cross slits in the top of the conning tower; insert and glue a flexible soda straw periscope.

Derbies

Merimac and Monitor (Continued)

March Weather Observations

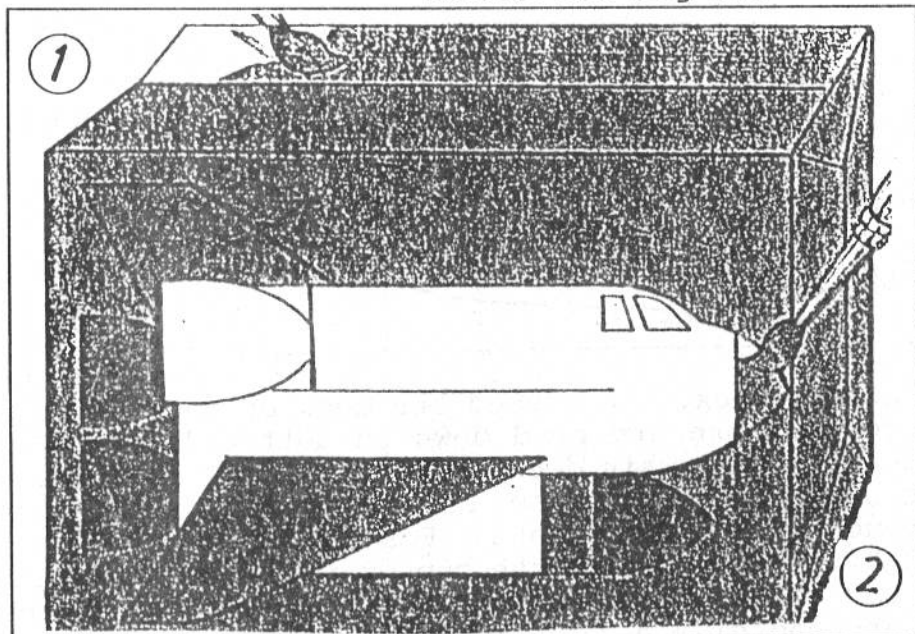
BALLOON ROCKET RACE



Make your weather observations from a rocket or shuttle.

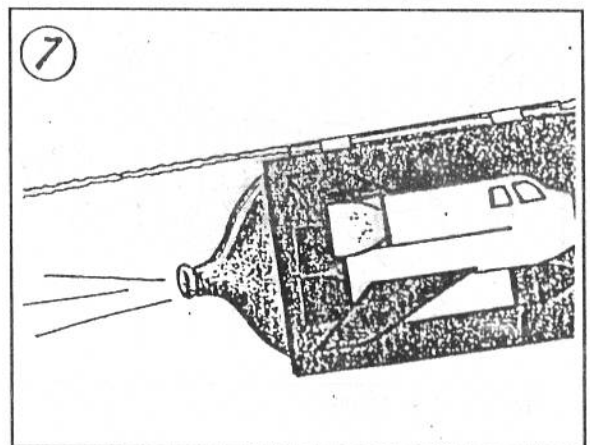
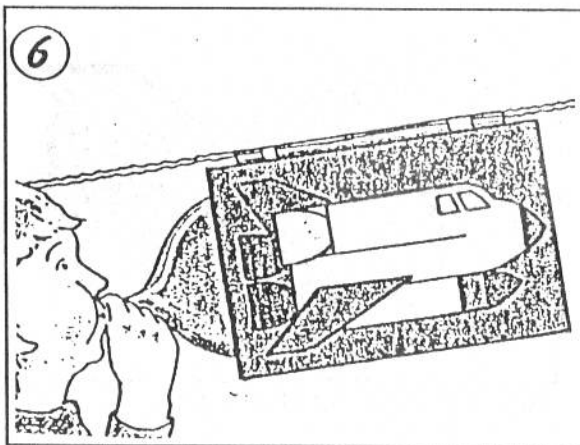
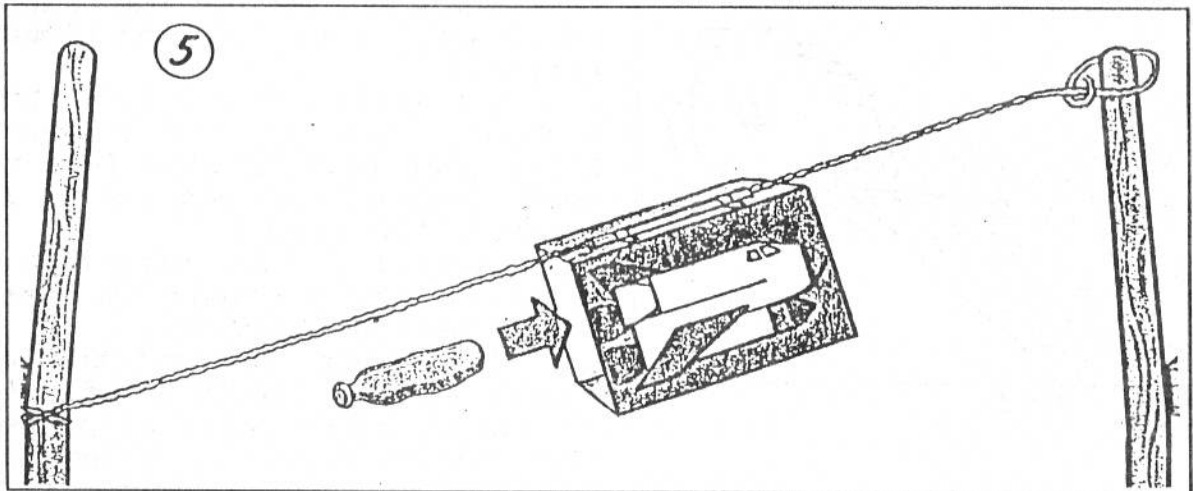
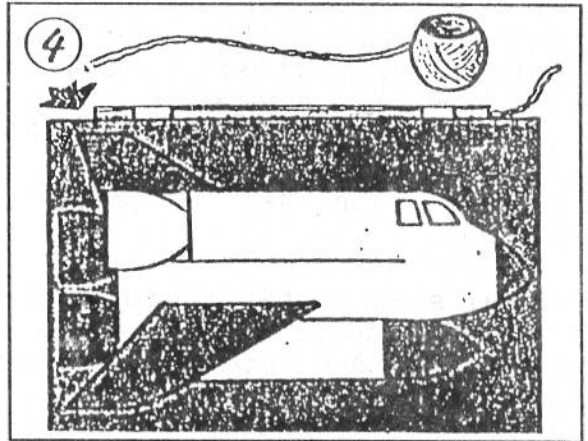
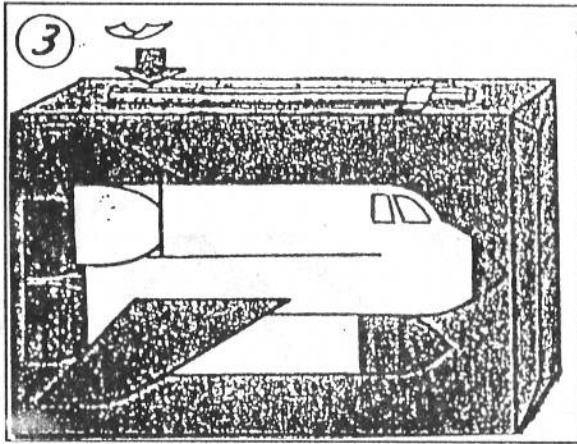
1. Any strong paper bag will do for this game.
2. The balloon must be big enough, when it is blown up, to touch the sides of the bag.
3. Fasten a straw onto one side of the bag.
4. Pull enough string or thread through it.
5. Suspend the string or thread at an angle between two chairs.
6. Blow up the balloon inside the bag and

7. the space rocket blasts off up the string.



Derbies

Balloon Rocket Race (Continued)



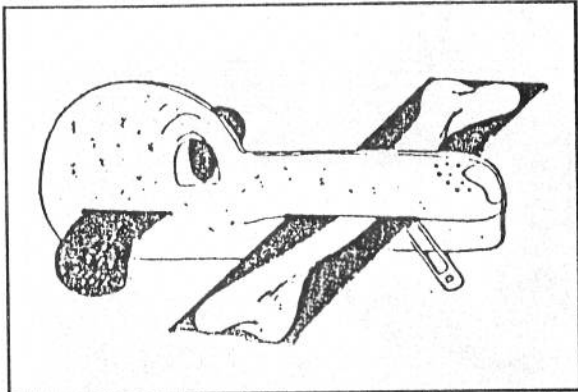
Derbies

April Cub Scout Bird

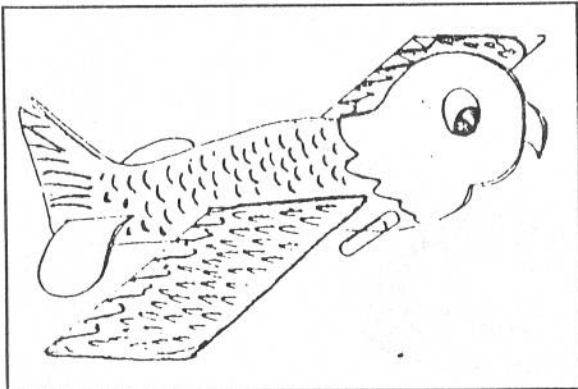
FLYING CRITTERS

You may use either the plastic foam or pulp trays. Foam trays work better, because they are lighter in weight. Use foam trays to make the crocodile and dog, because each has a large tail section.

Actual size patterns are given for the fuselage or body and the tail elevator. One fuselage pattern is for the bird and man. The other is for the crocodile and dog. The elevator and wing patterns are the same for all.



Hungry Dog



Tweety Bird

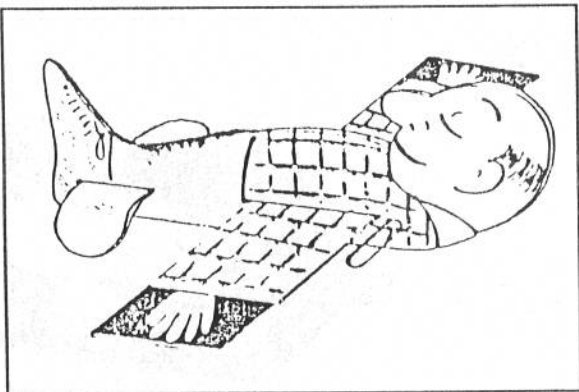
Trace and cut out the critter you want, with his particular features.

Cut wings, 2" X 7-1/2", from a tray. Cut out the elevator. Color your critter with felt tip pens, crayons or pencils. The brighter the better.

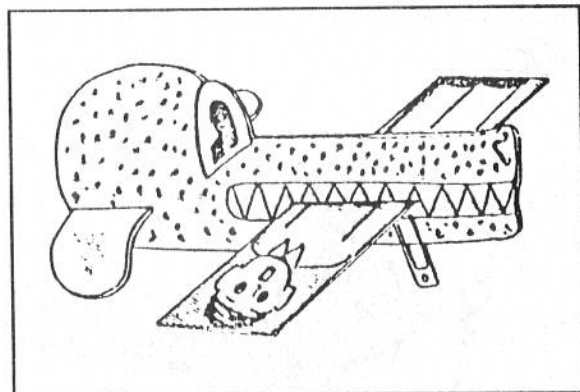
Carefully cut snug-fitting slots in the fuselage to insert the wings and elevator.

To weight the critter for smooth flying, attach a hair clip or two of three paper clips near the bottom front. Adjust the

weight until you are satisfied with your critter's flight.

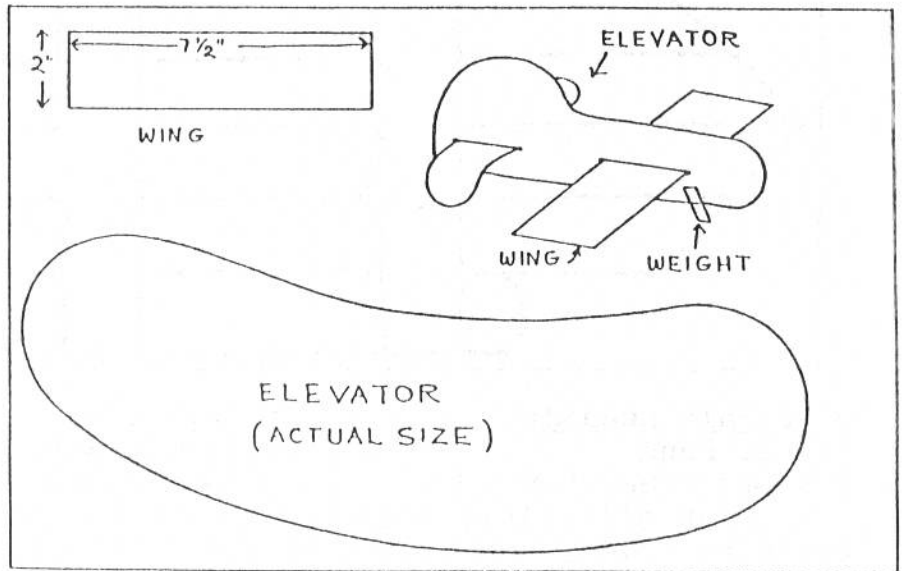
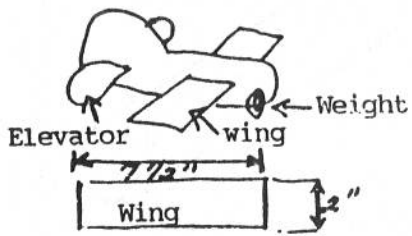
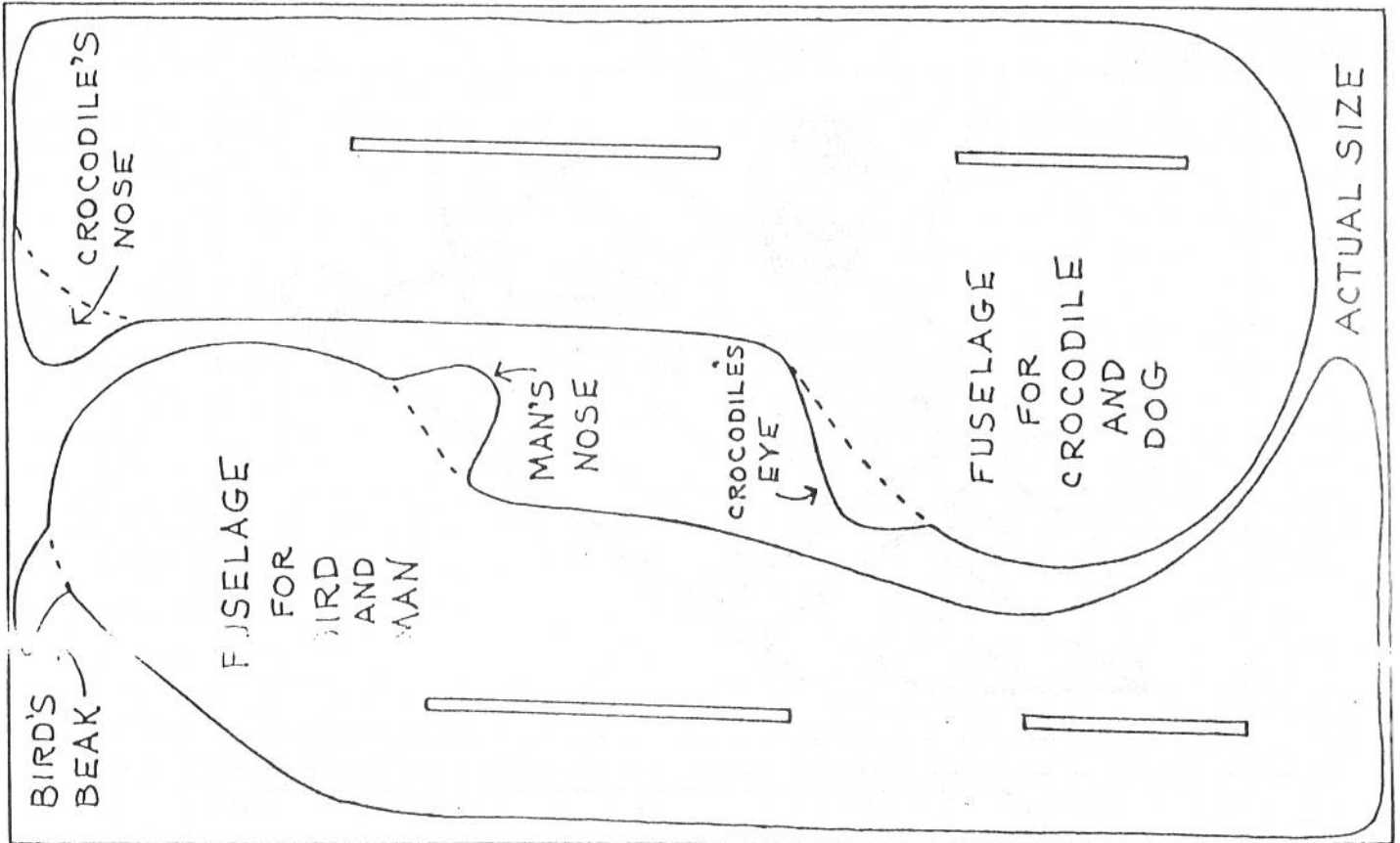


Snooz 'N Sam



Man-eating Crocodile

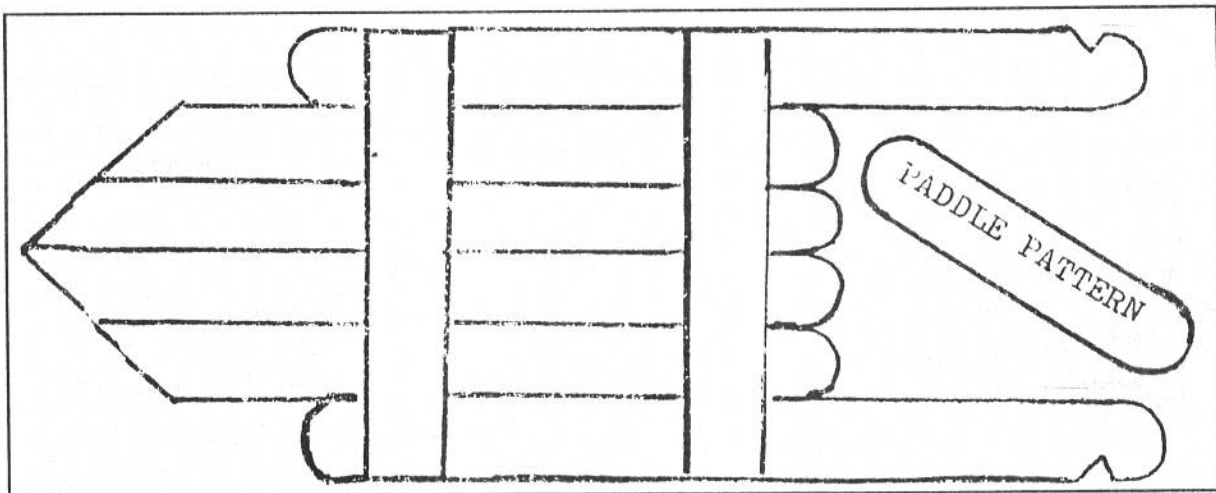
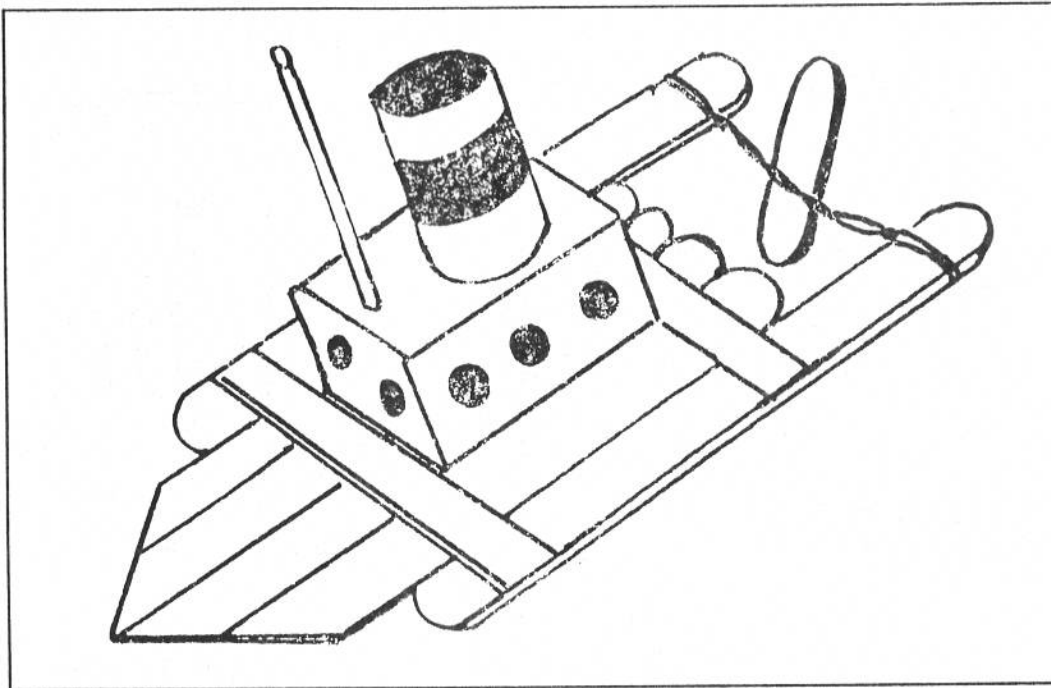
Derbies



Derbies

May Show Biz

PADDLE BOAT



Materials needed:

- | | | |
|------------------------|-------------------|-------------|
| rubber band | 9 popsicle sticks | 1 |
| 1 paper tube 1" X 1.5" | 1 penny match box | 1 toothpick |
| | scissors and glue | |

Glue all sticks together as shown. when dry, shape bow to pattern. Also, notch side sticks. Cut paddle to size and use a small rubber band to hold it suspended between the side sticks. Use match box as a cabin, toothpick for a mast, and a paper tube for a funnel. Glue all these in place and decorate with enamels.

To operate boat - wind rubber band tightly by turning paddle. Hold from slipping with fingers and set into water. Release paddle and watch boat go!

Derbies

June Life on Other Planets

Mercury
5 pts.
Sun
10 pts.
Big Dipper
20 pts.

SPACE RACE

Galaxies
25 pts.
Constellations
20 pts.
Stars
15 pts.
Solar System
10 pts.

Materials: Make playing field such as shown above. Can be on a very long piece of paper like computer paper connected, newsprint, etc. Or make the planets, stars, etc. to cover different areas of a gym (large room) or backyard.

Make rockets, shuttles, or other type aircraft.

Fly aircraft to different places and add up points. To add excitement for more points, have the Scouts name where it lands for 10 extra points. Example:

.

Answer:
Big Dipper
10 extra points

And if they call out where they want to land and land there, 50 extra points. See aircraft on page 12.

July Wild & Wooly West

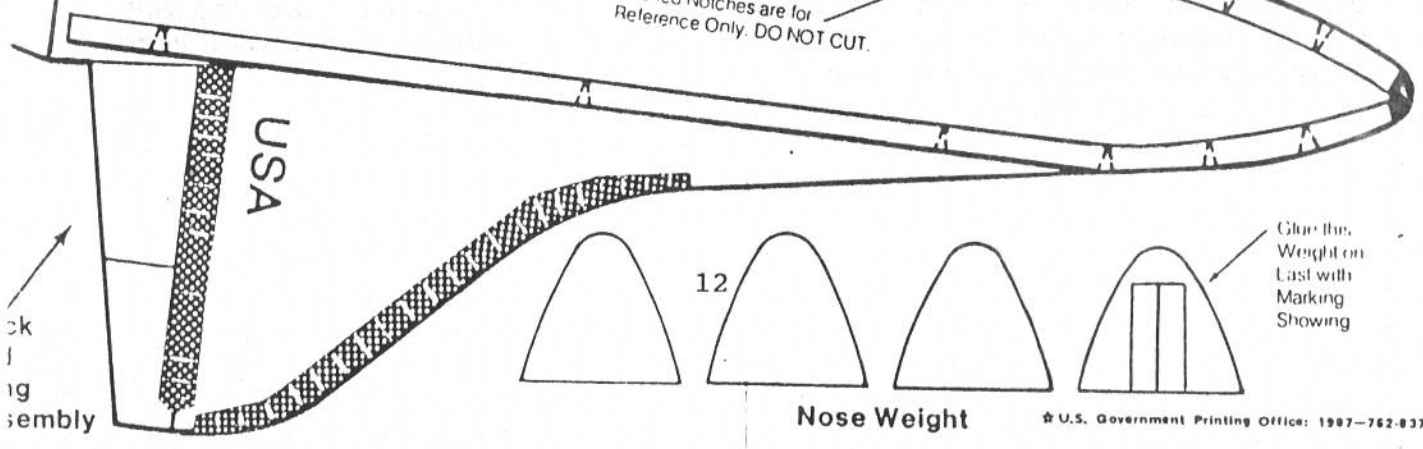
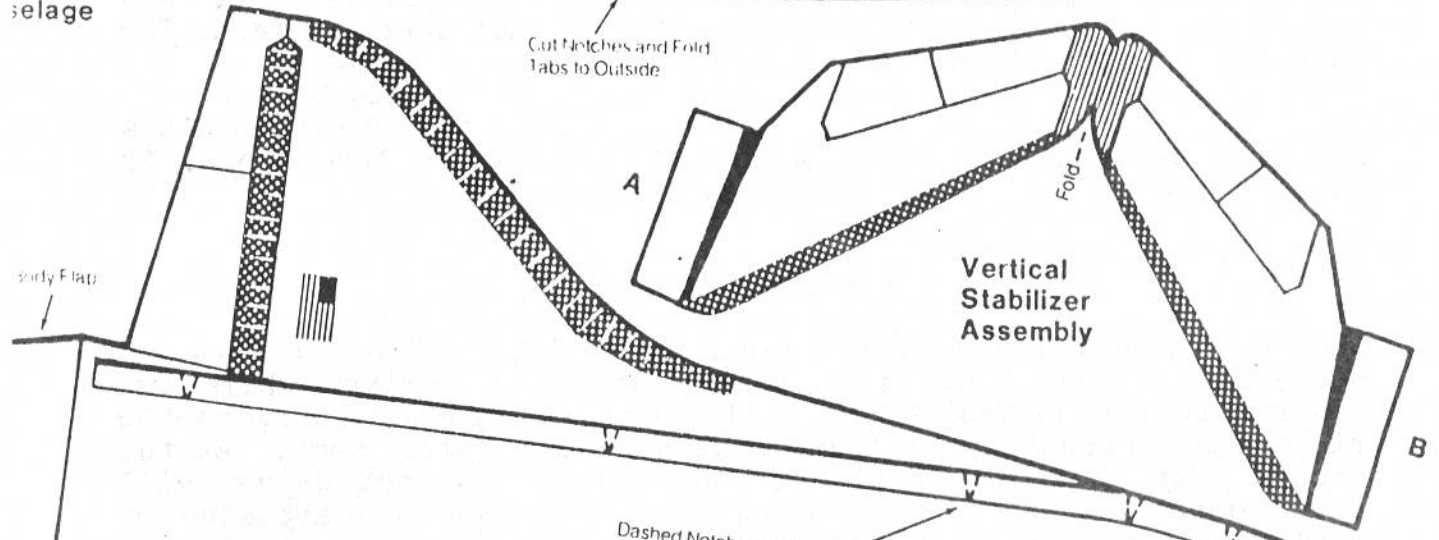
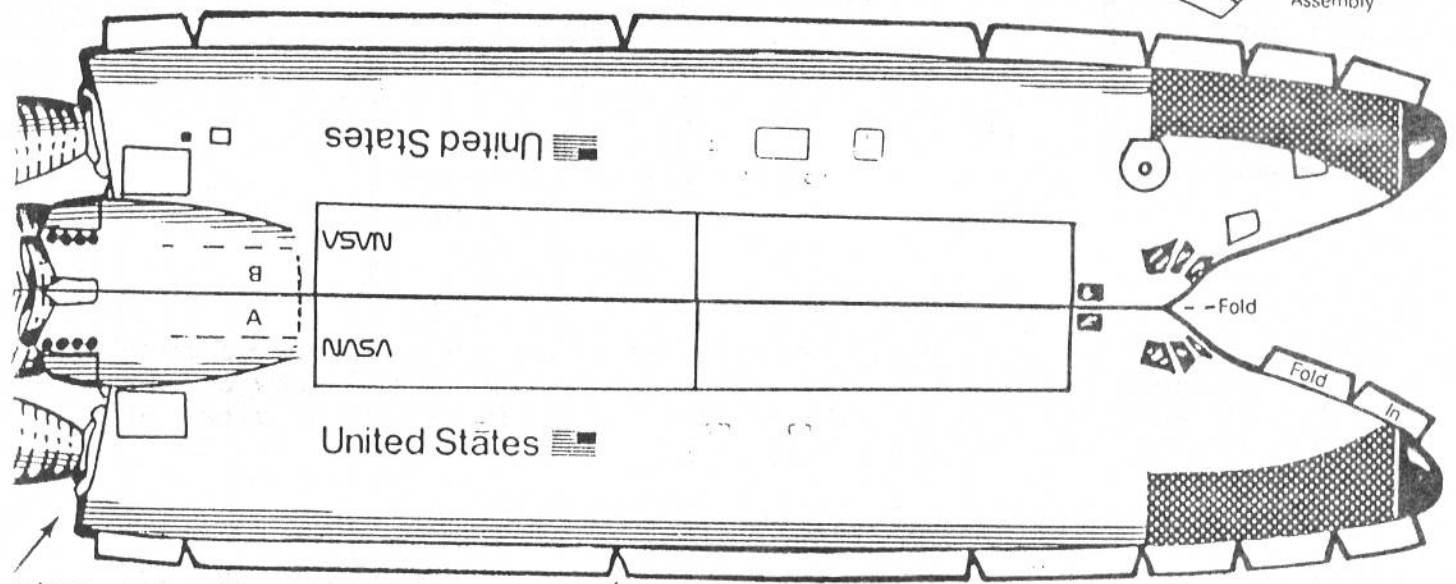
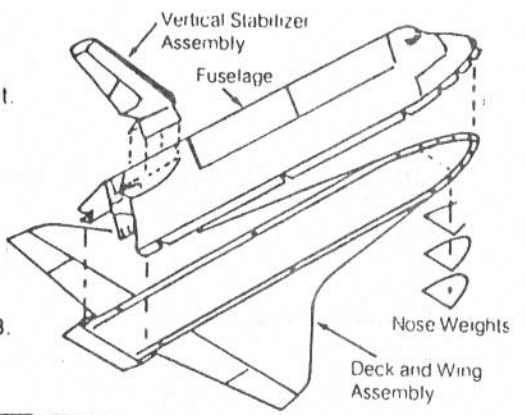
STAGE COACH RACE

Have your Scouts fix up their wagons for a trip across the Wild and Wooly West. One Scout will start out as the driver while two others are the horses. They will start out cross country to the first stop where they will exchange horses and mail bags. At the second stop they will again exchange horses and the driver will have something to eat. At the third stop they are ambushed by outlaws and have to shoot a target with a water pistol. At the end of the race they deliver the mail. Use your imaginations and make many variations on these ideas.

Assembly Instructions: Read carefully before assembly.

- Cut out all parts using scissors.
- Cut out V-shaped notches on Fuselage to create tabs along outside edge. Fold tabs out.
- Glue or tape three Nose Weights to underside of nose of your glider.
- Use the fourth weight provided if needed for extra trim after assembly.
- Fold Fuselage along middle line.
- Starting at the nose, glue or tape fuselage to Deck and Wing Assembly.
- Match tabs on Fuselage exactly to those printed on Deck and Wing Assembly.
- To close the nose, glue or tape the two halves together using tabs provided.
- Fold Vertical Stabilizer Assembly. Fold out tabs A and B. Except for tabs A and B, glue or tape Vertical Stabilizer Assembly to make one solid piece.
- Attach Vertical Stabilizer to Fuselage, matching tab A with point A and tab B with point B.

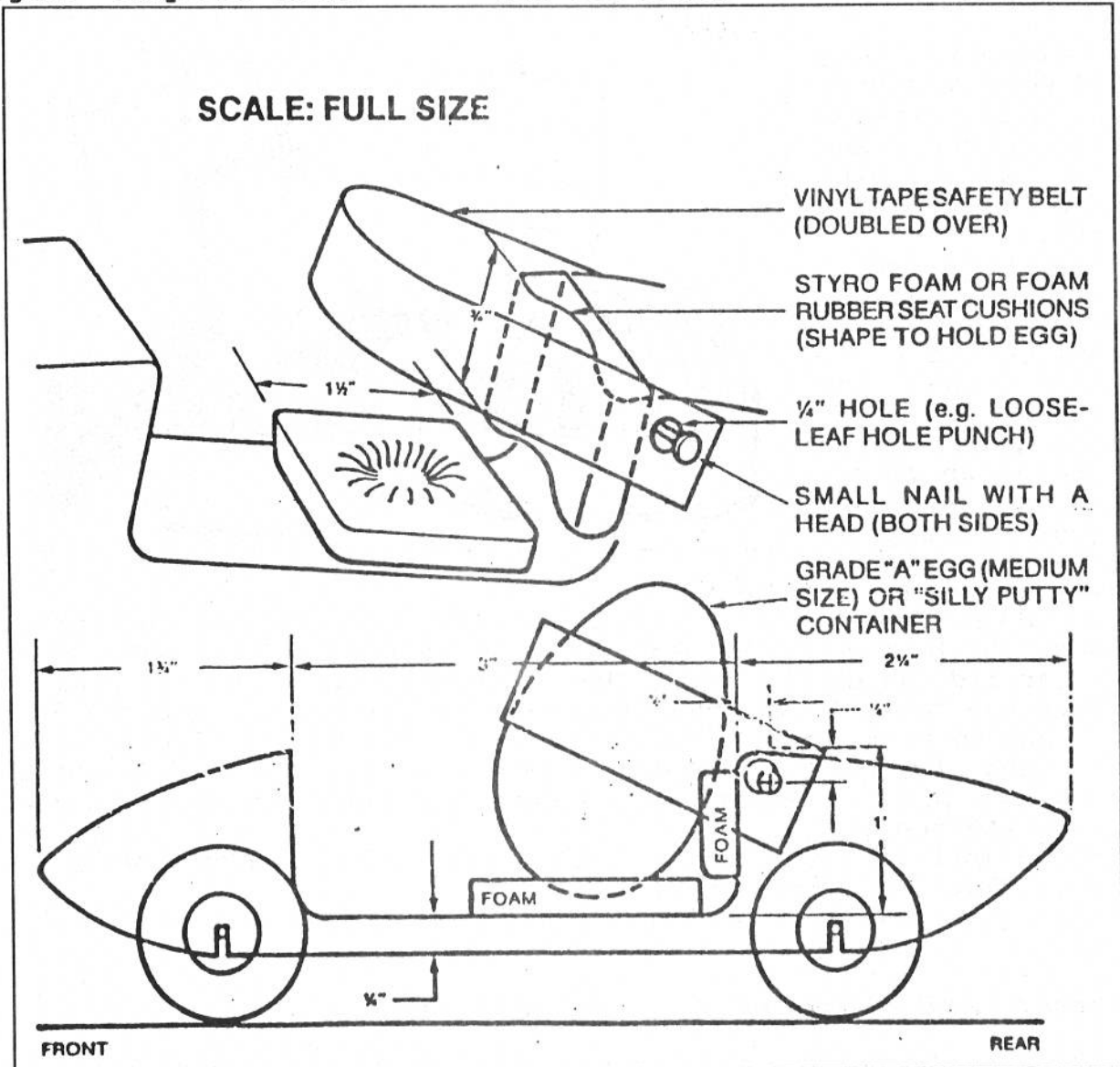
Flight Instructions: For best results, launch your Shuttle glider with a gentle, level toss. Bend the Body Flap up slightly for greater lift.



Derbies

August Campfire Yarns

RAW EGG DERBY



This simple Cub Scout Pack or Den demonstration using a modified Pinewood Derby Grand Prix Car can show in concept how safety belts work. The focus of attention is a raw egg which rides down a one meter incline in the Pinewood Car, crashing into a wall at the bottom. Without the vinyl tape safety belt, the egg flies into the air. This demonstrates "inertia," "momentum" and how in an automobile crash or sudden stop we keep moving forward into the windshield. When the egg flies up and forward it also demonstrates the concept of "ejection" (a person being thrown out of an open door or window), which can happen if safety belts are neglected. Now, repeat the experiment with the egg restrained using the vinyl tape safety belt.

Derbies

September American Folklore

KEEL BOAT RACE

Celebrate the Keel Boat race down the Ohio between Davy Crocket and Mike Fink with these Ham Can Boats.

Use 3, 5, or 7 pound ham cans (or baked potato aluminum tins).

Tape the cut edges. The cans can be painted with enamel or acrylics.

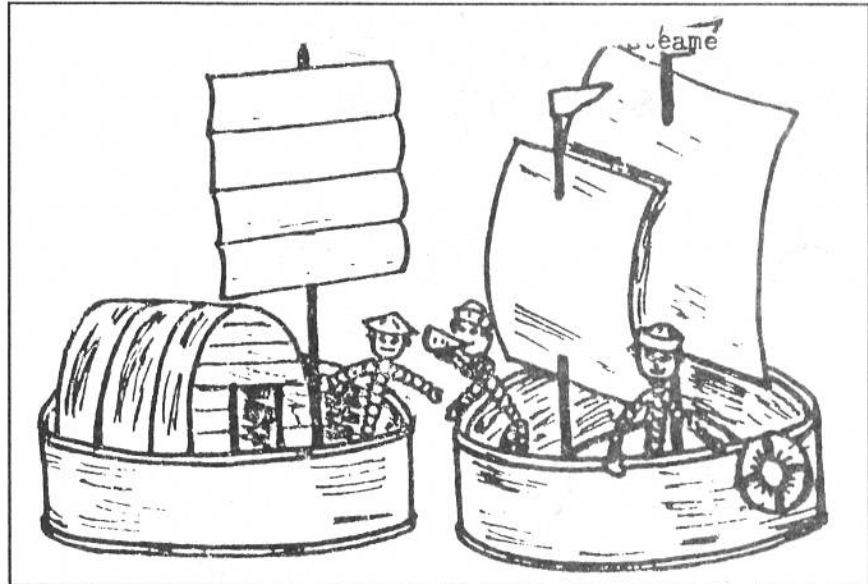
Paint cardboard pieces with several coats of enamel to make them water-resistant.

To attach each mast, fill a jar lid with plaster of Paris. Insert the bottom of the mast into the plaster and let set. Glue the jar lid inside the boat. Use household cement for all gluing.

Make the cabin inside the sampan out of cardboard. A piece 5" X 14" bent to form an arch, makes the roof. Cut pieces of cardboard, with tabs, for the front and back of the cabin. Cut our a door on the front piece. Paint both pieces and bend the tabs to glue inside the roof.

For a mast in front of the cabin, use a thin wooden dowel, 14" long. Glue inside the hull.

From plastic-coated shelving paper, cut a sail and glue to the mast.



October Family Hobbies

EGG ROLL RACE

The Annual Easter Egg Roll at the White House originated with the administration of President Rutherford B. Hayes. The game can be played inside or out.

Object: Try to be the first to get the egg over the finish line. Use plastic panty hose eggs taped together. Push the eggs in front of you by using ordinary plastic drinking straws.

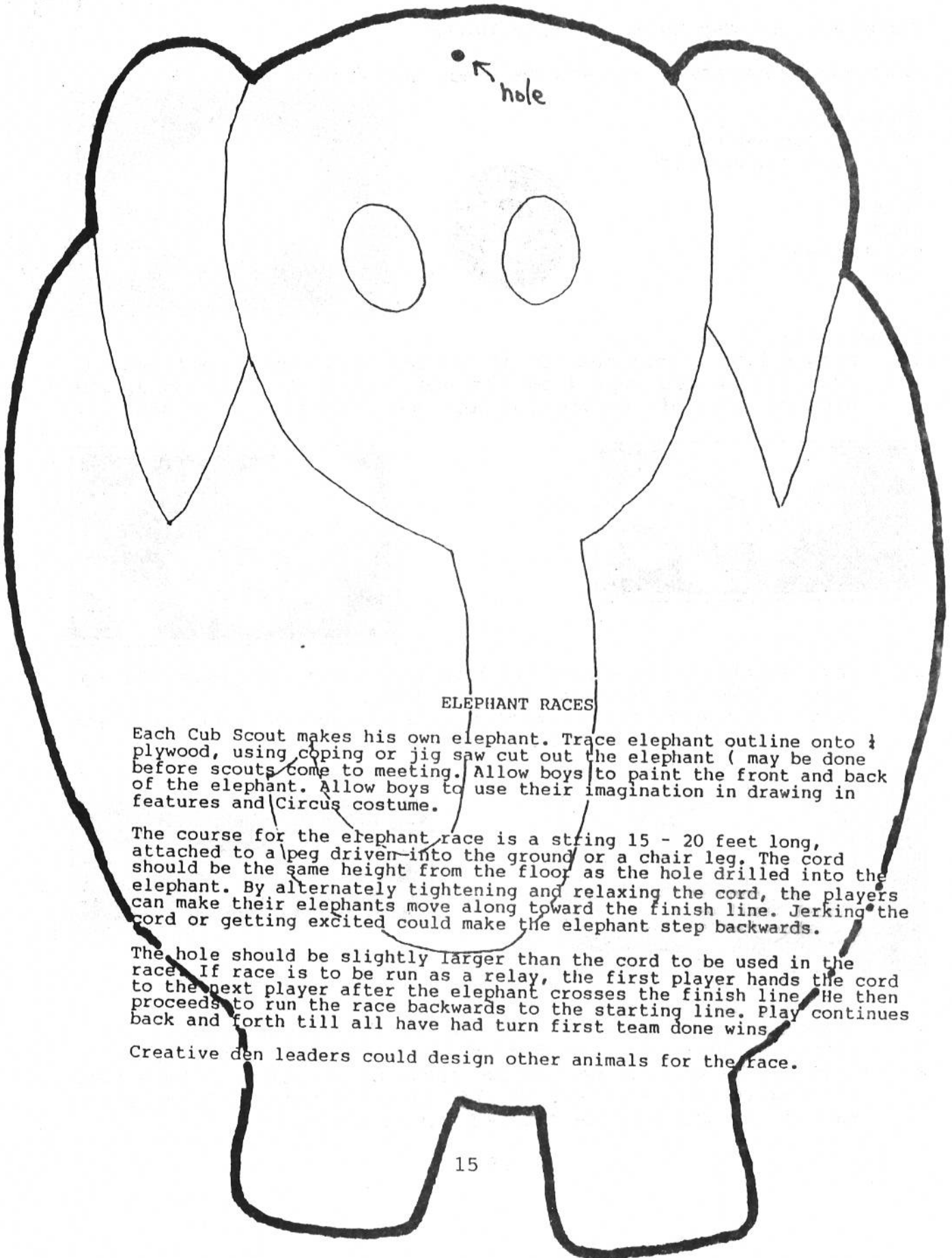
You could have Scout race a parent or other family member.

November Under the Big Top

ELEPHANT RACE

See page 2-20 Games of the How To Book for directions in the Turtle Race. The Elephant pattern is on page 15.

Derbies



ELEPHANT RACES

Each Cub Scout makes his own elephant. Trace elephant outline onto 1/2 plywood, using coping or jig saw cut out the elephant (may be done before scouts come to meeting. Allow boys to paint the front and back of the elephant. Allow boys to use their imagination in drawing in features and Circus costume.

The course for the elephant race is a string 15 - 20 feet long, attached to a peg driven into the ground or a chair leg. The cord should be the same height from the floor as the hole drilled into the elephant. By alternately tightening and relaxing the cord, the players can make their elephants move along toward the finish line. Jerking the cord or getting excited could make the elephant step backwards.

The hole should be slightly larger than the cord to be used in the race. If race is to be run as a relay, the first player hands the cord to the next player after the elephant crosses the finish line. He then proceeds to run the race backwards to the starting line. Play continues back and forth till all have had turn first team done wins.

Creative den leaders could design other animals for the race.

Derbies

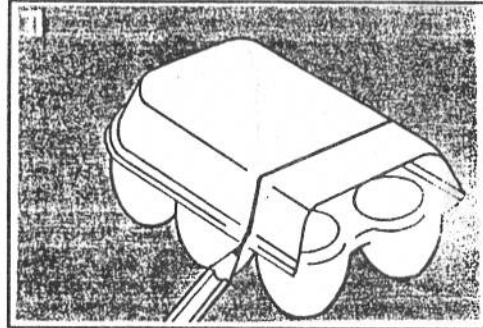
December Holiday Magic

SNOWMOBILE

Make your snowmobile now and be ready for winter fun.

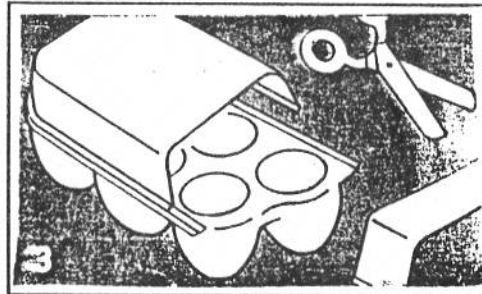
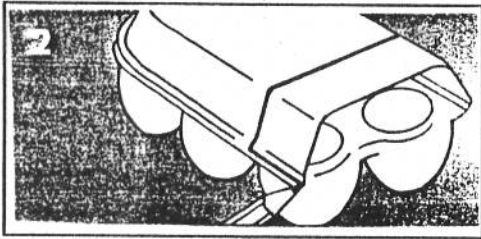
Supplies:

half an egg carton
whole egg carton lid
pencil
scissors
paint
paintbrush
glue

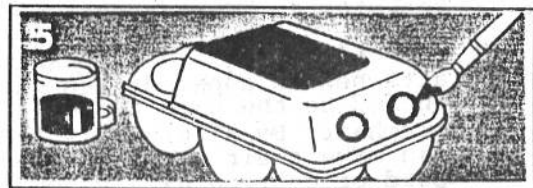
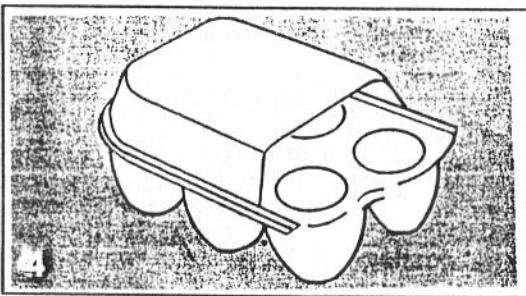


Directions:

1. Draw a line across the lid of the half egg carton with pencil. Draw it two egg cups from the end. Make the line go up one side of the lid, across the top, and down the other side.



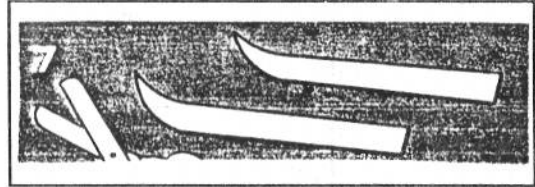
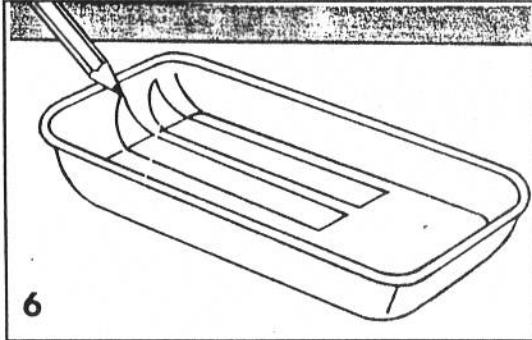
2. Draw another line along the fold where the lid joins the egg cups. Make the line one egg cup long.
3. Open up the egg carton. With your scissors, cut off one piece of lid. Cut along the lines you drew.



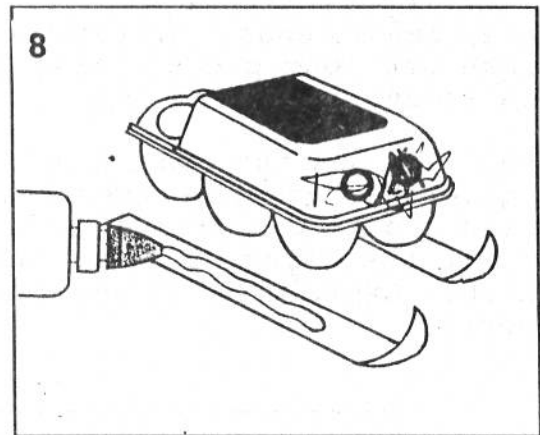
4. Close the carton, it is the body of the snowmobile.
5. Paint the snowmobile including such detail as headlights.
6. Draw on the egg carton lid two snowmobile runners. Draw them as long as two hands and as wide as two fingers. Draw up one end of the lid for the tips of the runners.

Derbies

Snowmobile (Continued)



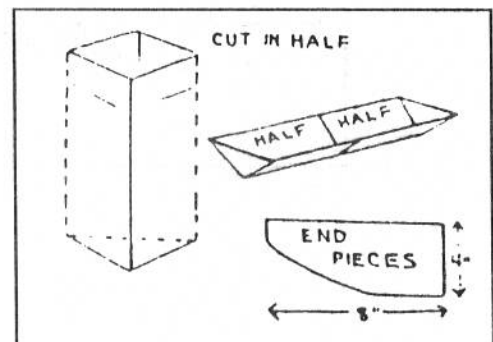
7. Cut the runners out of the carton.
8. Put a line of glue on each runner. Put the snowmobile on the glue and let it dry. Your snowmobile is finished and waiting for the snow.



January Exploring Alaska KAYAK

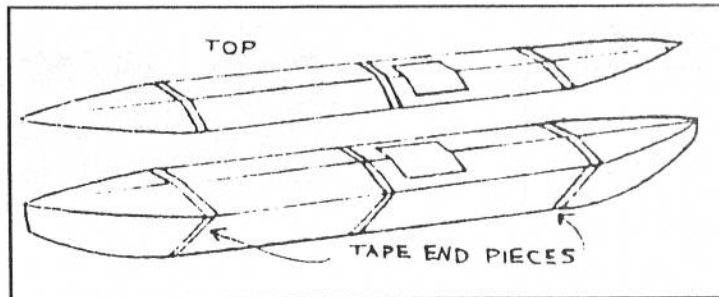
For the bottom of the kayak, open out the flaps on a 1 quart milk carton. Starting at top corner, cut the carton in half, lengthwise, on a diagonal (dotted line). Tape or glue the open ends of the two halves together.

Cut four end pieces from another carton; tape two to each end, stapling narrow ends of pieces together.



Derbies

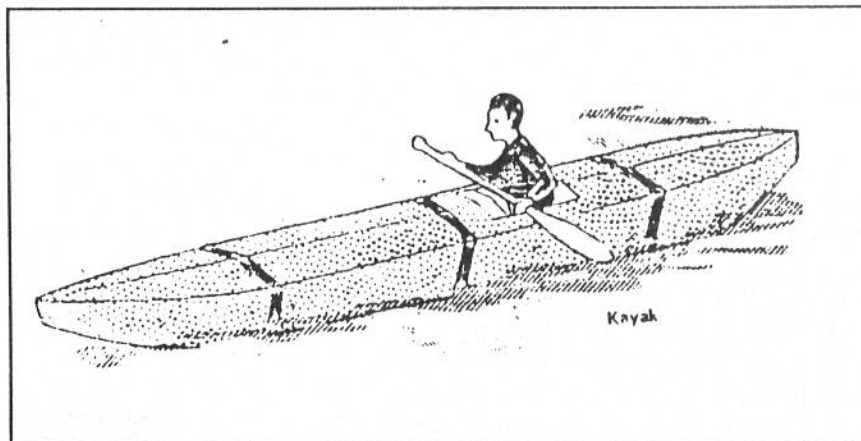
Kayak (Continued)



For the top of the kayak, cut two quart milk cartons in half as before; remove ends. Spread the four pieces flat and tape together to make one long piece. Now, invert the bottom of the kayak and trace around it on the top

piece. Cut out the top piece. Cut out an opening for an oarsman and glue the top piece over the bottom. Cut the silhouette of an oarsman and an oar from a milk carton; glue both in place.

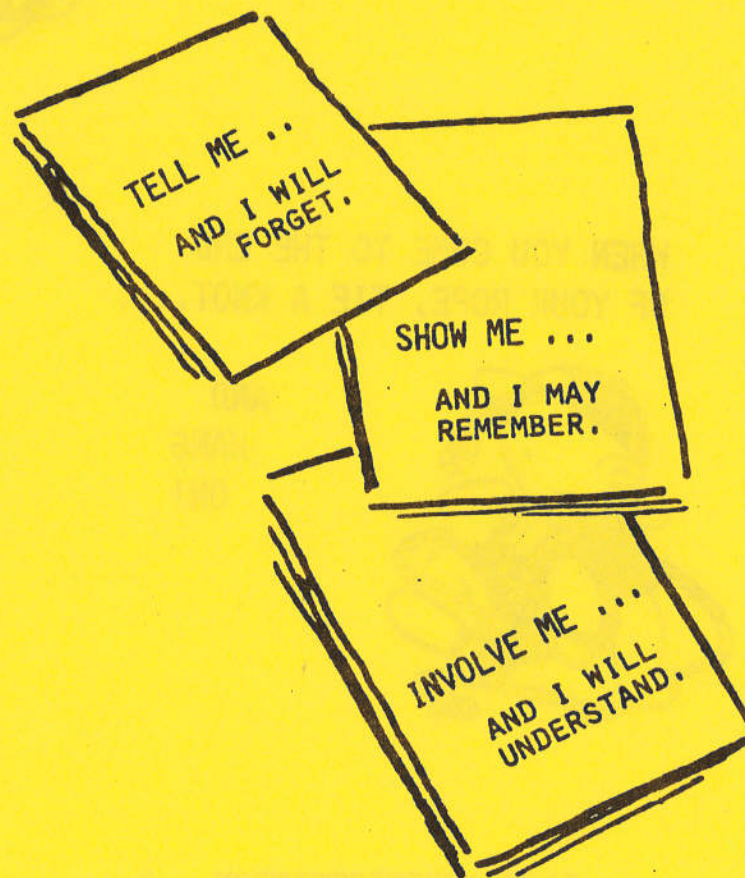
To float the kayak, fill it partially with water through the top opening. Experiment to see just how much water it needs to float properly.



PACK ADMINISTRATION

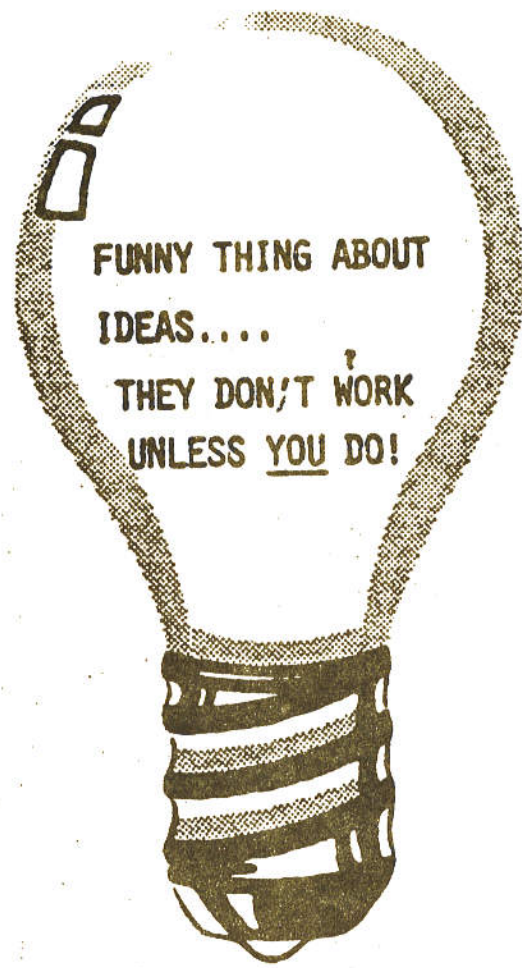
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Words of Wisdom
12 Laws for Pack Leaders
Recognition

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NO MAN STANDS SO TALL
AS WHEN HE STOOPS TO
HELP A BOY.



FUNNY THING ABOUT
IDEAS.....
THEY DON'T WORK
UNLESS YOU DO!

WHEN YOU COME TO THE END
OF YOUR ROPE, TIE A KNOT.....



AND
HANG
ON!

12 Laws for Pack Leaders

A Committee Chairman used each of these laws as a closing to each of twelve committee meetings.

1. A Cub Scout Leader is RESOURCEFUL.
He is a leader with imagination, initiative, and fresh ideas. Because of his many plans, projects, and creative imagination, he feels a kinship with Victor Hugo who said, "I need a thousand years to do what I have in mind." A Cub Scout leader is ever conscious of the Biblical warning, "Where there is no vision, the people perish." Likewise, he is fully confident that there is vision, originality, and resourcefulness on the part of Cub Scout leaders. The pack will surely prosper and progress.

2. A Cub Scout Leader is PERSISTENT.
He takes pride in the words of Thomas Buxton, "With ordinary talent and extraordinary perseverance, all things are attainable." He knows that persistence is the forerunner of success, the father of victory, and the ancestor of accomplishment. A Cub Scout Leader is constantly aware of the truth, that "failure comes from following the line of least persistence". When he is tempted to give up, a Cub Scout Leader gets his second wind; he "keeps on keeping on".

3. A Cub Scout Leader is DEPENDABLE.
His word is his bond; his duty is sacred trust, and his acceptance of a position is always a forerunner of a job well done. When he accepts a Scouting job, he is more concerned with shouldering responsibility than with receiving honors, more interested in serving than in seeking. He can always be counted on, never counted out. He is consistently a man of his word.

4. A Cub Scout Leader is PATIENT.
He reflects the sage advice of William James, "The art of being wise is the art of knowing what to overlook". He realizes that "a reaper is never hitched onto a plow", that patience is not only a virtue but a daily necessity, not an elective but a required course in the school of Scouting. He is patient with others because he is first patient with himself. He remembers that the mushroom appears overnight; the giant redwood required the strength and patience of centuries.

5. A Cub Scout Leader is MATURE.
He takes his Scouting job seriously, but he is able to laugh at himself, his mistakes, and his shortcomings. A Cub Scout Leader knows that a sense of humor is the pole that adds balance to his steps as he walks the tightrope of life. He has learned to react maturely to the immature actions of others. He measures up favorably to Dr. Menninger's six criteria for the emotionally mature person. He...

- a. finds greater satisfaction in giving than receiving,
- b. finds satisfying and permanent loyalties in give-and-take relationships,
- c. uses his leisure time creatively,
- d. contributes to the improvement of home life and to community activities like church, school, and other organizations;
- e. learns to profit from his mistakes and successes,
- f. is relatively free from fears, tensions, and anxieties.

6. A Cub Scout Leader is ENCOURAGING.
He is generous with well-deserved praise, prompt with well-earned commendation, and ever alert to recognize and appreciate the best efforts of everyone. He knows that an ounce of sincere praise is worth a pound of fault-finding. He remembers the advise of Goeth: "Correction does much, but encouragement does more. Encouragement after censure is as the sun after the shower". He inspires others to rise to new heights of achievement, to outdo themselves, to stretch, to stand on tiptoe, to break new records of advancement.

7. A Cub Scout Leader is ADAPTABLE.
He has a plan and works his plan, but he is always wise enough to change or adjust his sights when necessary. He is unafraid of difficulties and detours that may delay him. He frequently uses blueprints and booklets as guideposts, but he never lets them use him. He is guided by the lessons of experience. He knows that compromise can often be the first step towards understanding and cooperation.



8. A Cub Scout Leader is GRATEFUL.

He never takes for granted the responsibilities and opportunities that have been given to him; rather, he is grateful for the privilege of influencing the personality and character of those who will be the citizens of tomorrow. Like Cicero, a Cub Scout leader recognizes the fact that "a thankful heart is not only the greatest virtue, but the parent of all other virtues". He is grateful to his God for the gift of life; to the boys for the challenge and joys of leadership.

9. A Cub Scout Leader is OPTIMISTIC.

He has a reason for every success, not an excuse for every failure. He goes out and rings the bell, never gives up and wrings his hands. He turns the impossible into the possible, never the possible into the impossible. He pleasantly ponders how high his kite will fly, and never wonders how soon his kite will fall. He is confident that opportunity is now here, not afraid that opportunity is nowhere.

10. A Cub Scout Leader is DEDICATED.

He throws himself wholeheartedly and unreservedly into his Cub Scouting responsibilities, and can say with Nicholas Murray Butler, "The 40 hour week has no charm for me. I'm for a 40 hour day". He is conscientious but never contentious, determined but not dictatorial, dedicated but not demanding.

11. A Cub Scout Leader is ENTHUSIASTIC.

He employs the magic of enthusiasm to inspire others to believe in him, to work with him, and to follow him. He walks with spring in his step, he works with a sparkle in his eyes, and he speaks with a note of confidence in his voice. He knows that Cub Scouts and Cub Scouters are in the same boat, as Emerson, who wrote, "What I need most is something to make me do what I can". The "something" that can cause boys to do what they can and ought to do is a Cub Scout Leader with the most contagious quality in the world.....enthusiasm!

12. A Cub Scout Leader is COURAGOUS.

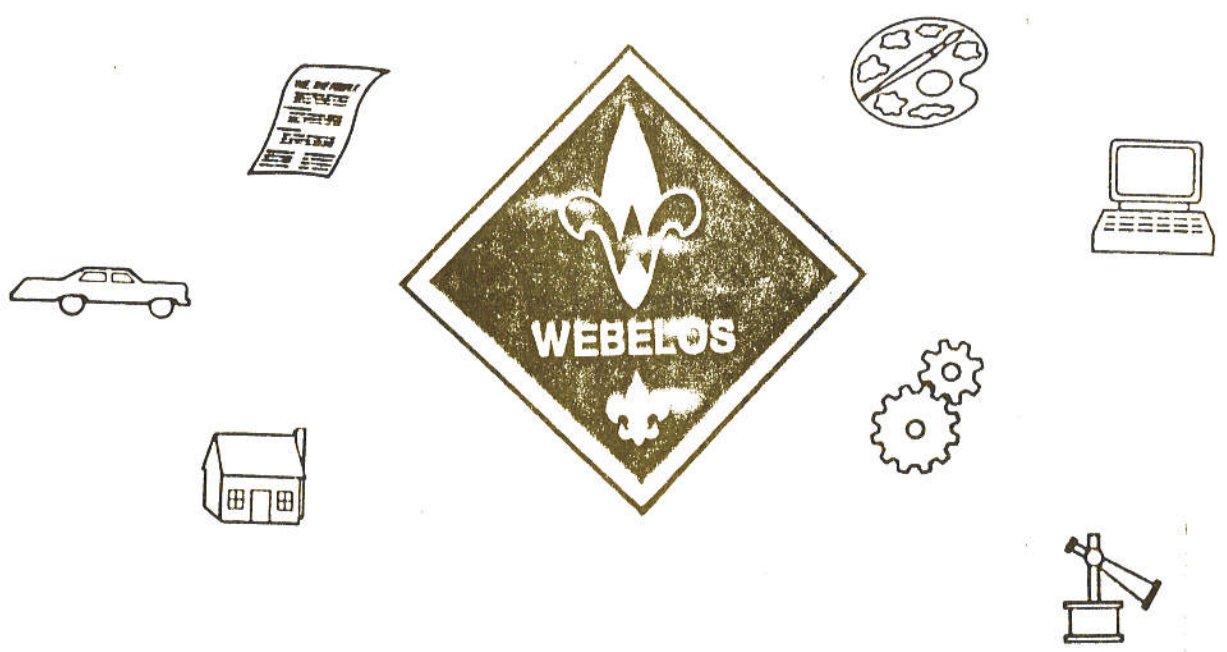
He stands for what he believes to be right, even in the midst of conflict and criticism. His physical, mental, and moral courage is contagious. He dares to be an individual whose honor and integrity are respected and admired by all who know him. He represents strength to the weak, faith to the faint of heart, and confidence to the fearful. He believes in and personifies the words of Andrew Jackson, "One man with courage makes a majority".

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WEBELOS SCIENTIST ACTIVITY BADGE

TECHNOLOGY GROUP

As a Scientist, you will learn in these hand-on experiments how things behave and why. As you do each of these activities, try to apply them to things you know about. These experiments deal with the Science called Physics. There will be several activities with each of the different principles. Each section is labeled with the principle. Since Scientists learn by experimenting, that is what you will be doing. To make sure an idea is true, you will try doing it several times. When you finish here, go home and try them out again or try new ways of testing an idea. Refer to the Webelos Book for other explanations.

Bernoulli's Principle



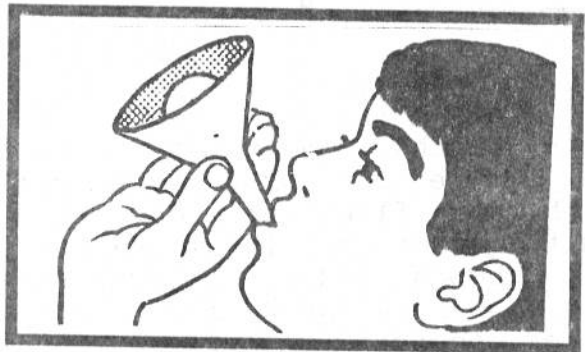
1. Curious Air Currents

If you stand behind a tree trunk or a round pillar on a windy day, you will notice that it offers no protection and a lighted match will be extinguished. A small experiment at home will confirm this: blow hard against a bottle which has a burning candle standing behind it, and the flame goes out at once. The air current divides on hitting the bottle,

clings to the sides, and joins up again behind the bottle with its strength hardly reduced. It forms an eddy which hits the flame. You can put out a lighted candle placed behind two bottles in this way, if you have a good blow. *Hold card up with fingers and blow around it in same way as bottle. Air swirls around and comes back towards candle.*

2. Trapped Ball

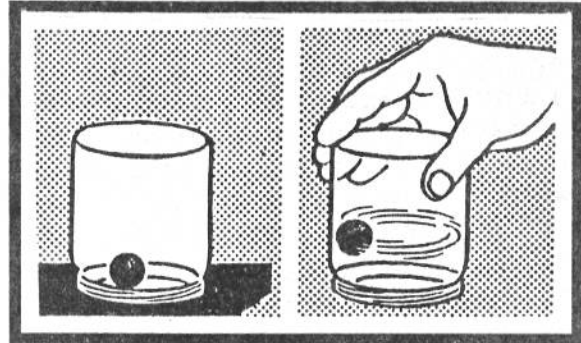
Place a table tennis ball in a funnel, hold it with the mouth sloping upwards, and blow as hard as you can through the spout. You would hardly believe it, but nobody can manage to glow the ball out. The air current does not hit the ball, as one would assume, with its full force. It separates and pushes through the places where the ball rests on the funnel. At these points the air pressure is lowered according to Bernoulli's law, and the external air pressure pushes the ball firmly into the mouth of the funnel.



WEBELOS SCIENTIST ACTIVITY BADGE
Inertia

1. Spinning Ball

Place a marble on the table, with a jam jar upside down over it. You can carry the ball in the jar as far as you like, without turning it the right way up. It is made possible by a little physical trick; make turning movements with the jar and thus set the ball rotating too. The ball is pressed against the inner wall of the jar by the centrifugal force. The narrowing of the glass vessel at its mouth stops the ball flying out when you lift the jar from the table.

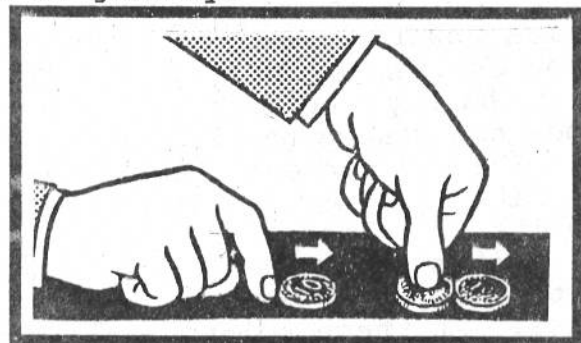


2. David and Goliath

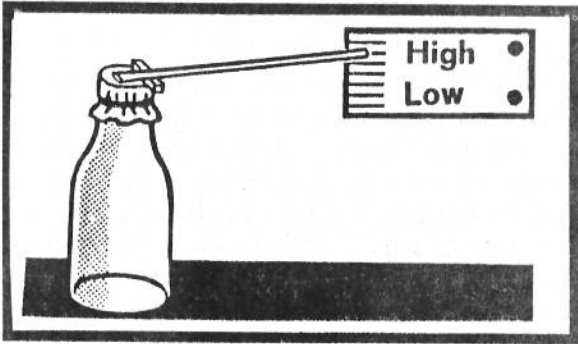
Thread the string through the spool so that about $\frac{2}{3}$ of the string is above the spool. Then tie the button to one end of the string and the stone to the other. With the button toward the top and the stone toward the bottom, hold the contraption above your head. To do this, hold the spool with one hand and, with the other hand, hold the string just above the stone. Start whirling the spool around so that both weights move as fast as possible. Gradually let go of the string below the spool. The heavy weight seems to be lifted up by the small one. When you whirl the weights fast enough, centrifugal force - the force created by the whirling motion - is greater than the force of gravity. And so the stone moves up - against the pull of gravity.

3. Coin Bumping

Lay three coins in a row on the table so that two touch. Press the middle one hard with your thumb and flip the coin lying apart against it. The neighboring coin shoots away, although the middle one is held firm. Solid bodies possess a more or less large elasticity, that is shown, for example, in a steel when it is made into a spring. In our experiment the coins are imperceptibly compressed when they collide but spring back at once to their original shape and transfer the impact to the neighboring coin in this way.



WEBELOS SCIENTIST ACTIVITY BADGE
Atmospheric pressure



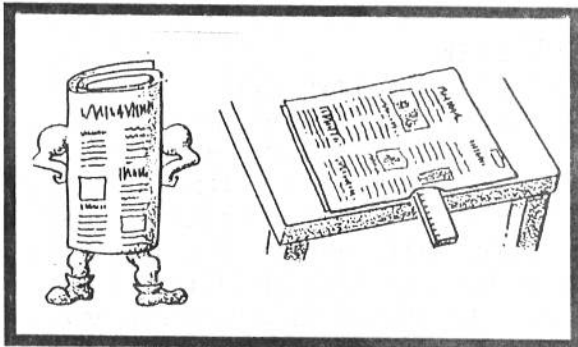
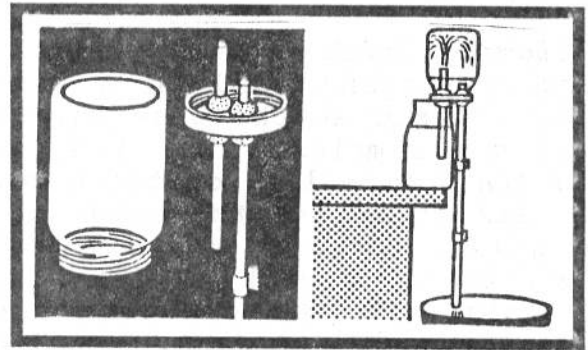
1. Bottle Barometer

Stretch a piece of balloon rubber over the mouth of a glass bottle, stick a straw on top of it and put a matchstick between straw and rim of the bottle. As the air pressure varies daily according to the state of the weather, the end of the straw moves up and down. When the air pressure is higher in fine weather, the rubber is pressed inward, and the

the pointer rises. When the air pressure falls, the pressure on the rubber is reduced, and the pointer falls. Because the air in the bottle will expand if it is heated, the barometer should be placed in a spot where the temperature will remain constant.

2. Fountain

Punch two holes in the lid of a jam jar and push a plastic straw a distance of two inches through one. Fix three more straws together with adhesive tape and push through the other hole. Seal the joints with warm plasticine. Screw the lid to the jar, which should contain some water, turn it upside down and let the short straw dip into a bottle full of water; a fountain of water rises into the upper jar until the bottle is empty. The water pours out through the long tube, and the air pressure in the jar becomes less. The air outside tries to get in and pushes the water from the bottle.

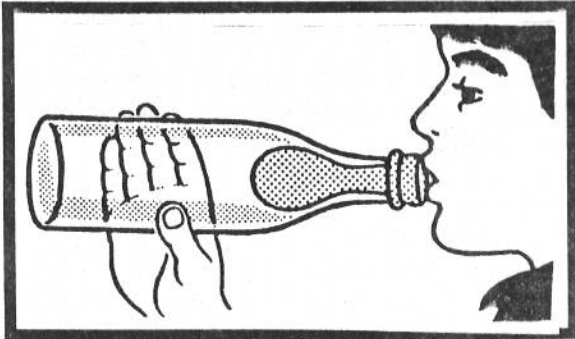


3. Tough Newspaper

Place a ruler on a table so that an inch or two projects over the edge. Spread a double sheet of newspaper over the ruler so that the paper lies flat along the table edge. Strike the projecting edge of the ruler as hard as you can. The paper doesn't budge. It is air pressure on the paper that prevents it from moving. Air

pushes down with almost 15 pounds of pressure on every square inch of surface. For an average sheet of newspaper, the total resistance is about two tons.

WEBELOS SCIENTIST ACTIVITY BADGE
Air Pressure



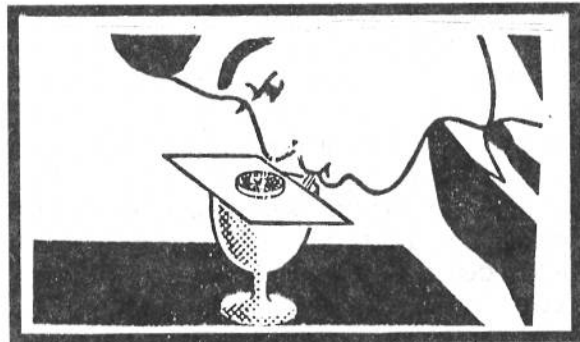
1. Balloon in the Bottle

Do you believe that it is always possible to blow an ordinary balloon right up? You will be surprised: push a balloon into a bottle and stretch its mouth-piece over the opening. Blow hard into the balloon. It is only possible to stretch the rubber before you breath runs out. As the pressure of the air in the balloon increases, so does the counter-

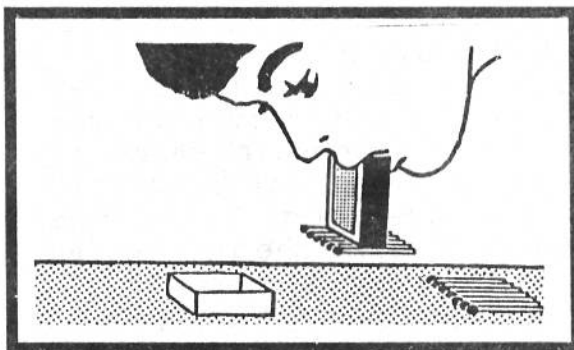
pressure of the air enclosed in the bottle. It is soon so great that the breathing muscles in your thorax are not strong enough to overcome it. *Hole in the side of one bottle will help demonstrate better, especially if the hole can be blocked off.*

2. Blowing Trick

Place a playing card on a wine glass so that at the side only a small gap remains. Lay a large coin (half a dollar) on the card. The task is to get the coin into the glass. Anybody who does not know the trick will try to blow the coin into the cup from the side without success. The experiment only works if you blow once quickly into the mouth of the glass.



The air is trapped inside and compressed. The increased pressure lifts the card and the coin slides over it and into the glass.



3. Match Lift

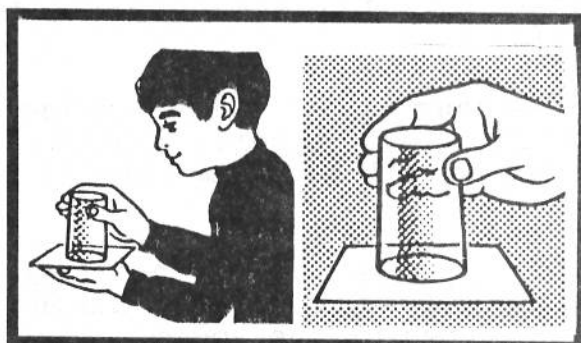
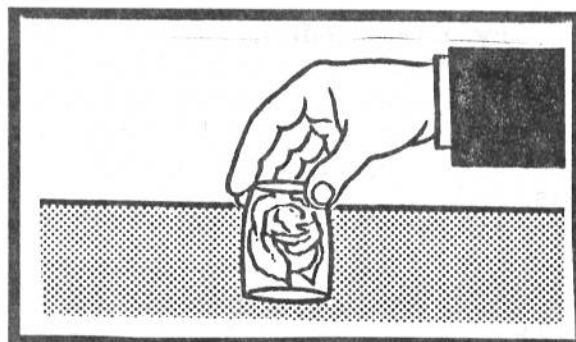
It is simple, using air, to lift matches from the table into their box. Hold the case between your lips and lower it over the matches. Draw a deep breath, and the matches hang on to the bottom of the case as though they were stuck on. By drawing a breath you produce a dilution of the air in the case. Air pressure pushes the

matches from underneath towards the opening. Even a single match can be raised in this way, if the air is drawn in sharply.

WEBELOS SCIENTIST ACTIVITY BADGE
Air and Water Pressure

1. Air Diving Bell

You can immerse a pocket handkerchief in water, without it getting wet: stuff the handkerchief firmly into a tumbler and immerse it upside down in the water. Air is certainly invisible, but it nevertheless consists of minute particles which fill the available space. So air is also enclosed in the upturned glass, and it stops the water entering. If, however, you push the glass deeper, you will see that some water does enter, due to the increasing water pressure, which compresses the air slightly. Diving bells and caissons, used under water, work on the same principle.



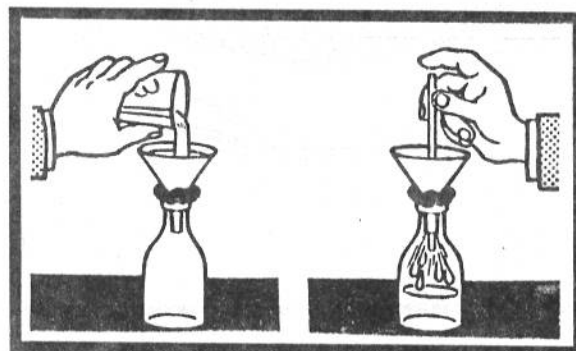
2. Hanging Water

Fill a glass to overflowing with water and lay a postcard on it. Support the card with one hand, turn the glass upside down and remove your hand from the card. It remains on the glass, and allows no water to escape. With a glass of normal height, a weight of water of about 2 ounces presses on each square inch of card. On the other hand the pressure of air

from below is about one-hundred times as great on each square inch, and presses the card so firmly against the glass that no air can enter at the side and so no water can flow out.

3. Air Lock

Place a funnel with not too wide a spout into the mouth of a bottle and seal it with plasticine so that it is airtight. If you pour some water into the funnel, it will not flow into the bottle. The air enclosed in the bottle prevents the water entering. On the other hand, the water particles at the mouth of the funnel, compressed like a skin by surface tension, do not allow any air to escape. Close one end of a straw, push the other end through the funnel, lift your finger, and the water flows at once into the bottle. The air can now escape through the straw.



WEBELOS SCIENTIST ACTIVITY BADGE
Crystals

1. Crystal Gardens

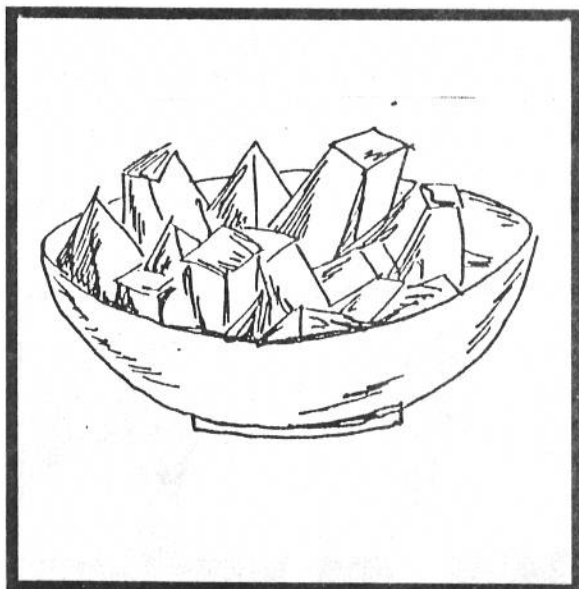
People used to call this a "coal garden," but it has been found that chunks of broken brick (about the size of a large egg), and pieces of synthetic foam rubber or cellulose sponge are even better. Sponge is great because it can be cut in any shape desired.

Materials you can use: Chunks of broken brick, porous rocks, synthetic foam rubber, or cellulose sponge; shallow glass bowl; glass fruit jar; water; laundry bluing; ammonia, food coloring; salt.

a. Soak the pieces of brick in plain water until they are thoroughly wet. If using a sponge, wet it and wring it out.

b. Place in a shallow glass bowl (do not use metal of any kind), and arrange the damp pieces placing some on top of others. Don't throw away any little pieces or granules; just damp them on top and wonder what's coming. *Expect a miracle!*

c. Into a glass fruit jar, put 4 tablespoons water, 4 tablespoons ammonia, and 4 tablespoons laundry bluing (liquid type). Pour this over the wet rocks, being sure to dampen all of them with the mixture.



d. Put a few drops of food coloring and a few drops of bluing on one or two of the rocks.

e. Take 4 tablespoons of salt and sprinkle this evenly over all the broken chunks of brick, rocks, or sponges. In less than 6 hours, it will start to build. The second day they grow even faster. Soon it will look like Mt. Fuji in technicolor.

f. After two days, add 2 more tablespoons of water and 2 more tablespoons of ammonia. Be very careful not to pour it over the pretty crystallites. Pout it in the edge of the bowl. Every time

water and ammonia are added, crystals will grow. Stop the process at any time by letting it dry and not adding any more.

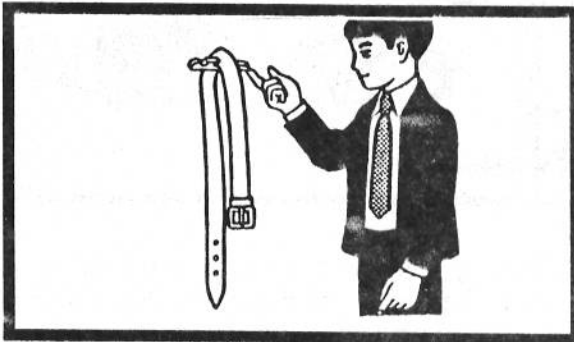
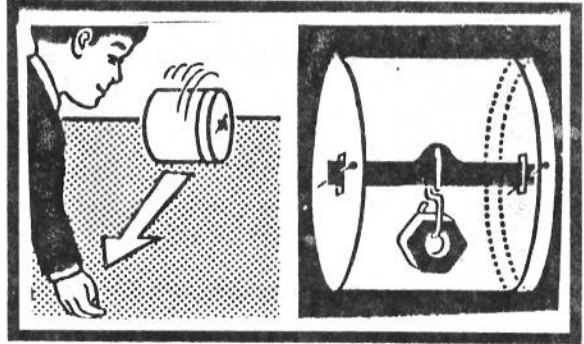
CAUTION: Don't let any of the crystals grow beyond the bowl as it might damage furniture. It will damage marble. Don't use metal of any kind for garden.

WEBELOS SCIENTIST ACTIVITY BADGE
Balance

1. Boomerang Tin

Make slits half an inch wide in the middle of the bottom and lid of a round biscuit tin. Push a piece of thick rubber the same length as the tin through the slits, and tighten it from the outside with pins. Hang a nut of about two ounces on to the center of the rubber with a paper clip. If you roll the tin several yards forwards, it will return at once.

The force of gravity prevents the nut from joining in the rolling movement of the tin. It hangs upright under the rubber and winds it up at each rotation. A force is produced in the rubber by the tension and this causes the backward movement.



2. Floating Beam

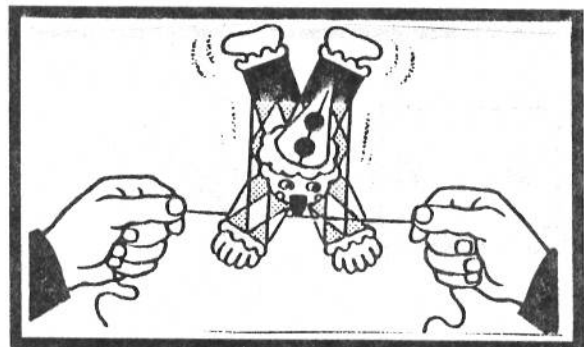
It would seem possible to balance a clothes peg with one end of the tip of your finger if a leather belt is hung over half the peg. But the force of gravity can apparently be overcome. The whole secret is a small nick which you cut slantwise in the piece of wood. The belt, which you squeeze firmly into the nick, leans so far sideways because of its slanting

fixing that the center of gravity of wood and belt together is shifted under the tip of the finger and balance is obtained.

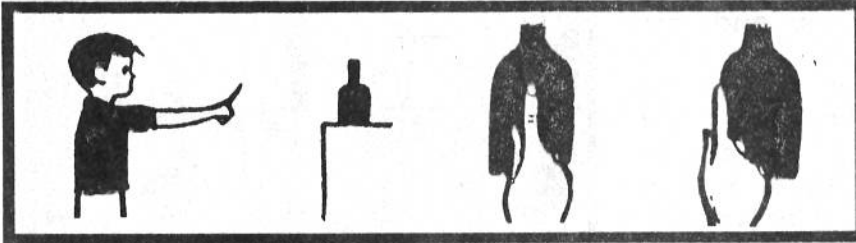
3. Balancing Acrobat

Trace the clown below on to writing paper, cut out two figures and glue both pieces together. Stick two small coins into the hands so that they are invisible, and color the figure brightly. The little paper clown will balance everywhere, on a pencil point, on your finger or as a tight-rope walker on a thread.

This trick baffles everybody. It would seem that the figure should fall because its top half is apparently heavier. The weight of the coins cause the center of gravity of the figure to shift under the nose, so that it remains balanced.



WEBELOS SCIENTIST ACTIVITY BADGE
How The Eye Works



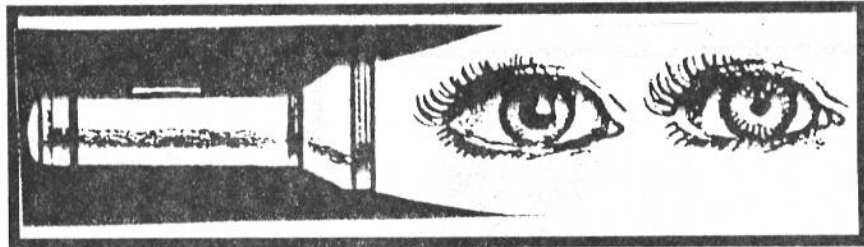
1. Discovering Functions of the eyes

Are you right-eyed or left-eyed? Hold your finger in front of you. Line it up with some object across the

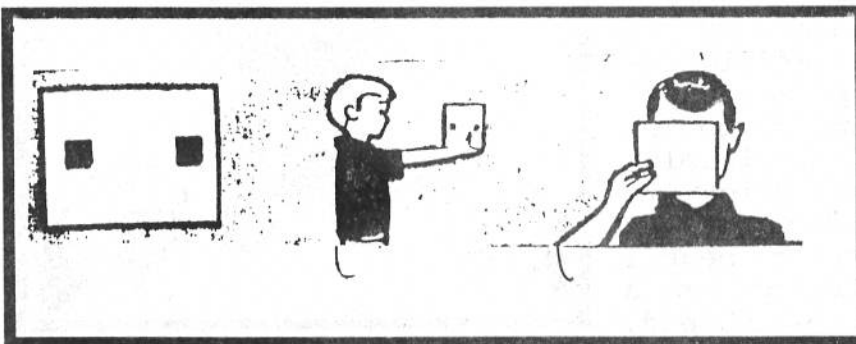
room. Close your left eye. Now open your left eye and close your right eye. At which time did it appear that your finger jumped to the side? If the finger stays lined up with the object when your right eye is open, you are right-eyed.

2. Parts of the eye

If you have blue eyes it means the iris is blue. The iris is the covering in front of the eye. The size of the opening in it is regulated



by muscles. The amount of light entering causes the muscles to constrict or relax involuntarily. Look into a mirror. Note the size of the pupils. They are the black circles in the center. Now have someone shine a flashlight into your face. Watch the size of your pupils. Did the iris close down the opening? How does this help you to see better?



3. Blind spot of the retina

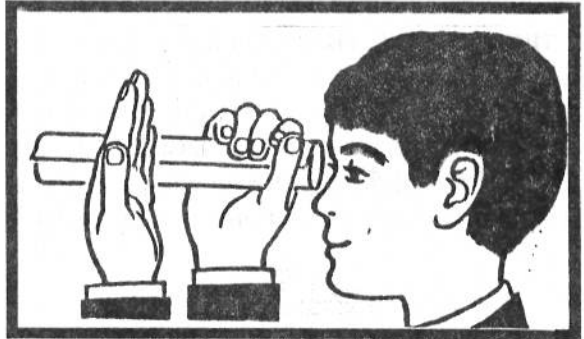
The point on the retina where the optic nerve enters is called the blind spot since it lacks nerve endings. When the light rays from an object hit his spot the impulse is not

received. Put two small (1/8 inch) dark shapes on a sheet of light-colored paper. Hold this sheet at arm's length in front of your face. Close the right eye and stare at the right square. Bring the paper slowly toward your eyes. At what point did the left square disappear?

WEBELOS SCIENTIST ACTIVITY BADGE

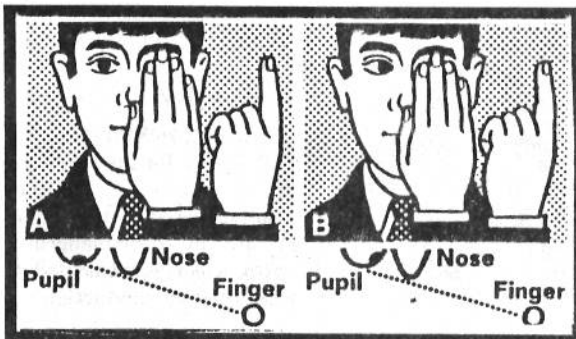
4. Hole in the Hand

Roll a piece of writing paper into a tube and look through it with your right eye. Hold your left hand open on the left next to the paper. To your surprise you will discover a hole, which apparently goes through the middle of the palm of your hand. Can you think what causes this illusion? The right eye sees the inside of the tube and the left the open hand.



As in normal vision, the impressions which are received by each eye are combined to give a composite image in the brain. It works particularly well because the image from inside the tube, which is transferred to the palm of the hand, is in perspective

Illusions



1. The Disappearing Finger

Cover your left eye with your right hand and look straight ahead with your right eye. Raise your left forefinger to your left ear and move it until the tip of the finger is just visible (A). If you now move your eye to look directly at the finger (B), strangely enough it disappears. This interesting experiment has a geometrical explanation: when you

are looking straight ahead (A) the light rays from the finger pass over the bridge of your nose into the pupil of the eye. But if the pupil is moved to the left (B) the light rays from the finger go past it.

2. Crazy Letters

In the picture, letters are embroidered on check material with yarn which is twisted from a black and white thread. Do you have any doubt that the letters are sloping? A ruler will show that the letters are straight. Because of the sloping bars in the background and the twisted threads, our eyes experience a confusing shift in the outlines of the letters.



WEBELOS ENGINEER ACTIVITY BADGE

WITHIN THE LAST 200 YEARS engineers have produced a host of machines, techniques and concepts that are the bases of our present technological civilization. Some of these engineers have been originators like the Wright brothers, who developed the first powered airplane. But most of them have

been men like James Watt or Henry Ford, who possessed the vision and skill to refine an existing invention to the point where it became practical. The brief sketches that follow outline the major contributions made to the world by 28 great engineers—from the Industrial Revolution to World War II.

JAMES BRINDLEY

(English, 1716-1772)

Brindley, a self-educated engineer, designed a network of shipping canals which served as England's major industrial transportation system until the advent of railroads in the early 19th Century.



JOHN SMEATON

(English, 1724-1792)

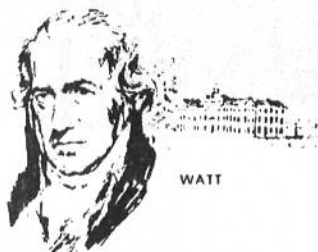
Smeaton is recognized for his pioneer work in the field of civil engineering. He planned harbors, dams, canals, drainage works and bridges, and won fame for building a lighthouse which for 120 years survived the storms that sweep England's Eddystone Rock.



SIR RICHARD ARKWRIGHT

(English, 1732-1792)

Arkwright developed a water-powered spinning machine which revolutionized the cotton industry. So great was its influence in bringing workers out of their homes and into factories that Arkwright is credited with fathering the modern factory system.



JAMES WATT

(Scottish, 1736-1819)

Although Watt is commonly believed to have invented the steam engine, his principal contribution was developing a condenser which made existing engines more efficient. Later, in partnership with a manufacturer, Matthew Boulton, Watt opened a factory where he continued to build and improve steam engines.



THOMAS TELFORD

(Scottish, 1757-1834)

An extraordinarily versatile civil engineer, Telford is renowned for his bridges and for the highways with which he laced Scotland, England and Wales. A pioneer in iron bridge construction, he built the first successful long-span suspension bridge, across the Menai Strait in Wales.

ELI WHITNEY

(American, 1765-1825)

Best known for his invention of the cotton gin, Whitney also pioneered in the manufacture of interchangeable parts, a concept that led to modern mass production.

HENRY MAUDSLAY

(English, 1771-1831)

Industrialization in the late 18th Century created a pressing need for accurate machine tools. Maudslay developed many of the tools which met this demand, including a metal-working lathe and a micrometer accurate to an unprecedented 0.0001 inch.



GEORGE STEPHENSON

(English, 1781-1848)

Stephenson is generally credited with establishing the steam railway, which dominated inland transportation for almost a century. He built the first practical steam locomotives, the first general freight and passenger railroad and, with his son, designed many tracks and bridges for his trains.

WEBELOS ENGINEER ACTIVITY BADGE



BRUNEL

ISAMBARD K. BRUNEL

(English, 1806-1859)

Brunel designed the *Great Western*, the first steamship that made regular Atlantic crossings, and the *Great Eastern*, the vessel which laid the Atlantic telegraph cable of 1866. Earlier in his career Brunel worked on tunnels, railroads and bridges.



ROEBLING

JOHN ROEBLING

(German-American, 1806-1869)

One of the world's greatest geniuses at bridge building, Roebling developed and also manufactured the steel-wire cable that has made it possible to build safe, long-span suspension bridges. His outstanding projects included the Niagara Falls suspension bridge and the Brooklyn Bridge crossing New York City's East River; the latter, also a suspension bridge, was his last work, for he was fatally injured while supervising its construction. His son finished the project.



MCCORMICK

CYRUS McCORMICK

(American, 1809-1884)

McCormick set off the mechanization of agriculture by developing and manufacturing a successful reaping machine. The horse-drawn device was widely used and was soon followed by a host of mechanical harvesters.

JAMES B. EADS

(American, 1820-1887)

Eads made many contributions to bridge engineering, but perhaps the most important was the development of pneumatic caissons. These were submersible chambers filled with compressed air which enabled workmen to sink the foundations of a bridge below the river bottom to supporting bedrock.

FREDERICK SIEMENS

(German, 1826-1904)

Siemens and his brothers developed the regenerative furnace still widely used today in refining steel by the economical open-hearth process. The furnace uses hot waste



OTTO

gases to preheat incoming fuel and air, thus conserving heat and melting impurities so that they rise and can be separated from the steel.

NIKOLAUS A. OTTO

(German, 1832-1891)

In 1876 Otto built the first entirely successful internal-combustion gas engine and thereby made possible the development of the automobile. The machines gained immediate popularity, and Otto opened a factory which turned out 50,000 engines within 17 years.



JENNEY

WILLIAM LE BARON JENNEY

(American, 1832-1907)

An architect as well as engineer, Jenney developed the steel and iron frames that made skyscrapers a reality. Previously, the height of a building was limited because its weight had to be supported by heavy masonry walls. But Jenney's frames, prototypes of those used in modern skyscrapers, were light yet strong enough to support buildings of great height.

ERNEST SOLVAY

(Belgian, 1838-1922)

A pioneer chemical engineer, Solvay devised a new way to produce soda ash (sodium carbonate) from brine, limestone and ammonia. Still in use today, the Solvay process is extremely economical because most of the materials it employs are recovered for reuse.

THOMAS A. EDISON

(American, 1847-1931)

Best known for inventing the incandescent light bulb, Edison was also one of the first to apply the techniques of systems engineering. His career marks the transition between trial-and-error engineering and present-day scientific team efforts.



EDISON

FREDERICK W. TAYLOR

(American, 1856-1915)

Taylor is the man who introduced efficiency, or "scien-

WEBELOS ENGINEER ACTIVITY BADGE

tific management" methods, to industry. While working in a Philadelphia steel plant, he performed the first time-and-motion studies of factory workers, improved steel-making techniques, developed new tools, and suggested the incentive pay system.



SPRAGUE

FRANK SPRAGUE

(American, 1857-1934)

Sprague probably contributed more to the growth of electric rapid transit systems than any other man. He developed electric trolley cars and built the first successful trolley line in 1888. Sprague worked out the system of motors that permits either unified control of an entire train from the lead car or independent operation of individual cars. He was also instrumental in developing the electric elevator.

LEO H. BAEKELAND

(Belgian-American, 1863-1944)

In 1907 Baekeland initiated the modern age of plastics when he heated phenol and formaldehyde under pressure to produce Bakelite, the first truly synthetic plastic. The material has proved so versatile that it has been used for everything from lacquer to automobile parts.

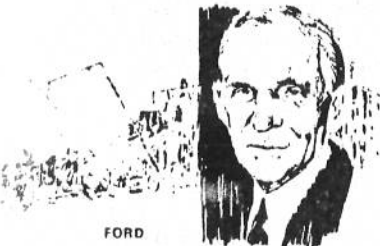


BAEKELAND

HENRY FORD

(American, 1863-1947)

Ford put a whole nation on wheels by showing how to manufacture durable, practical and inexpensive automobiles. He developed simple designs that made repairs easy, sought materials that would stand up on rutted wagon trails, and pioneered assembly-line production of standardized units.



FORD

WRIGHT BROTHERS

(American, Wilbur 1867-1912; Orville 1871-1948)

The Wrights were among the first to use scientific experiments to solve an engineering problem. Before they flew the first powered airplane, they spent years working out laws of aerodynamics.



MARCONI

GUGLIELMO MARCONI

(Italian, 1874-1937)

In 1901 Marconi astounded the world by sending the first transatlantic wireless message. Applying the theory of radio waves which had been established a few years earlier, he developed the apparatus to make wireless telegraphy practical. He spent the rest of his life promoting and improving radio telegraphy.



ZWORYKIN

CHARLES F. KETTERING

(American, 1876-1958)

Kettering was among the outstanding figures in the development of the automobile. Perhaps his most important invention was the self-starter, which ended the reliance on muscles to start a heavy engine and thus opened driving to women.

VLADIMIR ZWORYKIN

(Russian-American, 1889-)

Zworykin is largely responsible for making television a practical reality. Among his many contributions was the iconoscope, an electronic scanner similar to those now used in television cameras.

EDWIN H. ARMSTRONG

(American, 1890-1954)

Armstrong made many contributions to radio engineering, the most important of which was the invention of FM radio. He also worked out the superheterodyne circuit, the basic circuit used in AM radios today.



DOUGLAS

DONALD W. DOUGLAS SR.

(American, 1892-)

In 1935 Douglas and a small group of engineers designed and built the DC-3, the first airplane to earn a profit flying passengers. Setting new standards of safety and dependability, it made commercial air travel practical.



FARNSWORTH

PHILO T. FARNSWORTH

(American 1906-)

When he was 15 years old, Farnsworth invented a revolutionary electronic scanning device for TV cameras.

WEBELOS ENGINEER ACTIVITY BADGE

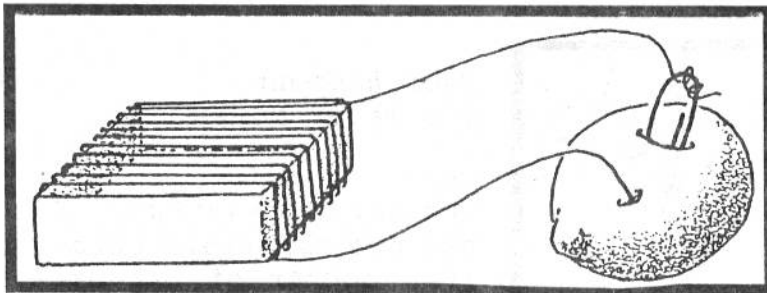
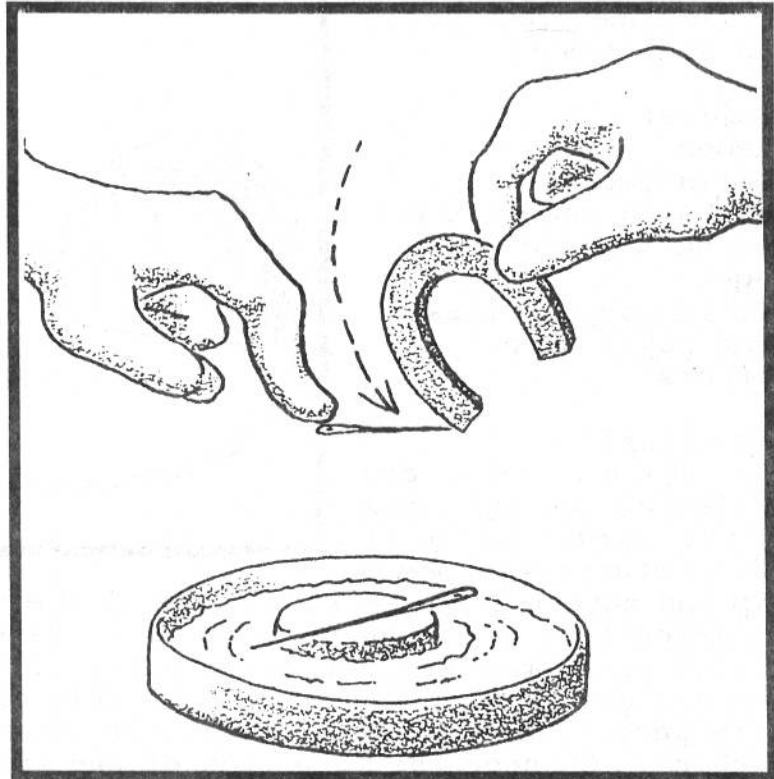
How to Make a Compass

Supplies:

a needle
a magnet
a dish of water
a cork 1/4' to 1/2"
thick (6 mm -12 mm)

Directions:

Magnetize the needle by stroking it at least 50 times in one direction with either pole of the magnet. Float the cork in the dish of water. Carefully center the needle on the cork.



Making a Galvanometer

A galvanometer is an instrument designed to detect electric currents. You can make one with a few simple materials.

Supplies:

a compass 9 from a store or make the one above)
15 feet (4.5 m) of (bell) wire (from the hardware store)
small rectangular cardboard box

Directions:

Place the compass in the center of a small cardboard box. Scrape off about a half inch of insulation (1.25 cm) from each end of the bell wire. Starting about 6" (15 cm) from one end, wind the wire tightly around the box, circling it about two dozen times. Leave another 6" of wire free on the other side of the box. Rest your galvanometer on the table so that it is horizontal and turn it until the compass needle is parallel to the coil of wire. Attach the bell wire ends to the wires of the lemon cell.

WEBELOS ENGINEER ACTIVITY BADGE

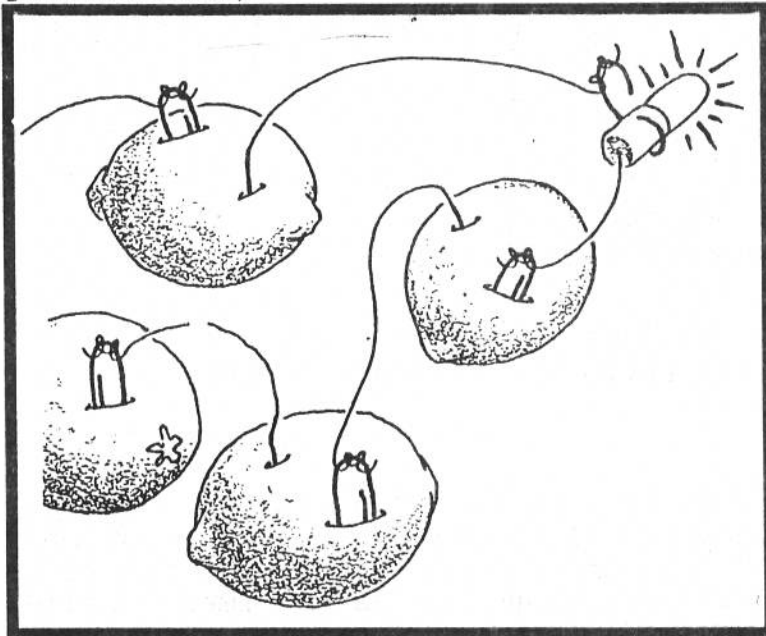
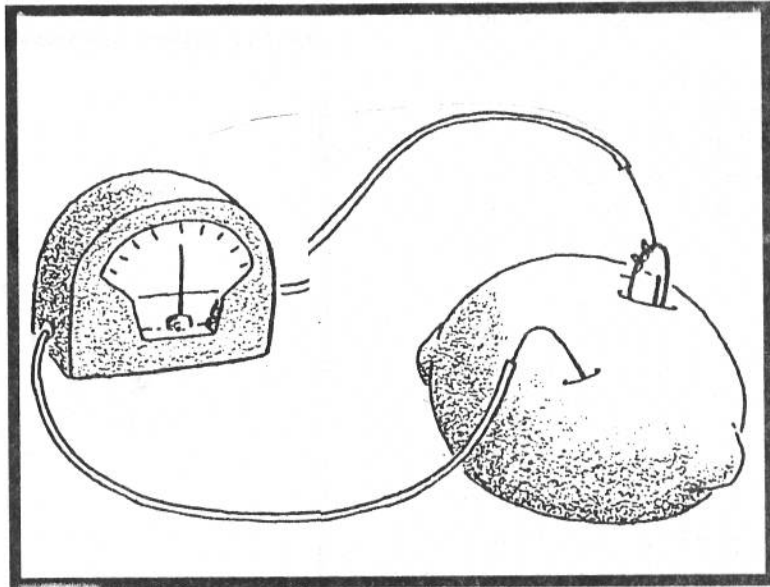
Turn That Lemon On
You can make electricity
with your lemon!

Supplies:

a lemon
a galvanometer (a
purchased one or the
one on the previous
page)
2 stiff copper wires
large paper clip
scissors

Directions:

If there is any
insulation on the ends
of the wire, strip it
off. Untwist the paper
clip and attach it to an end of one of the wires. Squeeze and roll
the lemon to loosen the pulp inside. Make two small cuts in the
skin of the lemon an inch or so apart (2.5 cm). Insert the bare
wire and the paper clip through the skin of the lemon and into the
juicy part. The two wires should be close to each other but not
touching. Connect the free ends of the two wires to the terminals
of the meter (or to the free ends of the wires of the homemade
galvanometer).



What happens:
The meter moves.

Why:
Chemical reactions of
the two different metals
(the copper of the wire
and the iron of the
clip) in the acid (lemon
juice) draw electrons
away from one wire
towards the other. They
flow out of the lemon
through one wire, go
through the meter and
then enter the lemon by
the other wire. If your
hardware or electrical
supply store can provide
a bulb of less than 1.5

volts, try connecting several lemons and see how many lemon wet
cells it will take to light the bulb. Line up the lemons so that

WEBELOS ENGINEER ACTIVITY BADGE

you can link them to one another, with a bare copper wire and a clip on each, as in the illustration. You should wind up with two free wire ends, one attached to a clip. Connect these wire ends to the bulb.

Shock Them All!

Want to shock your friends? You can do it by repeating an experiment first done by the Italian physicist Alessandro Volta 200 years ago.

Supplies:

lemon juice

9 - 1" X 1" strips of paper towel (2.5 cm X 2.5 cm)

5 pennies or other copper coins

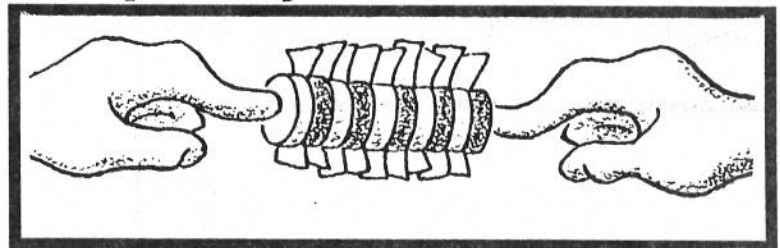
5 dimes (or any other coin that is not copper)

Directions:

Soak the paper towel strips in the lemon juice. Make a pile of coins, alternating dimes and pennies. Separate each one with a lemon-soaked strip of paper towel. Moisten one finger tip on each hand and hold the pile between your fingers.

What happens:

You get a small shock or tingle.

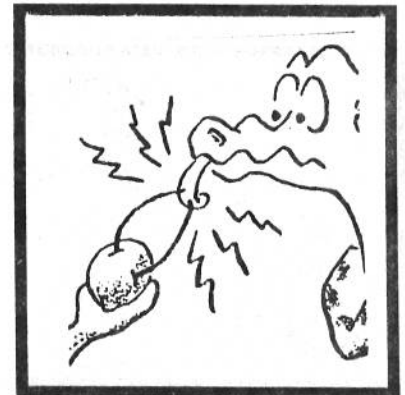


Why:

You have made a wet cell, the forerunner of the battery we buy at the store. The lemon juice, an acid solution, conducts the electricity created by the separated metals of the two coins. What we call a battery is actually two or more dry cells. In each dry cell, 2 metals (a zinc metal container and a carbon rod) are separated by blotting paper soaked in a strong acid.

A Taste of Electricity

If you touch the two wires that you've inserted in the lemon to your tongue at the same time, you will taste something metallic and feel a slight tingling sensation. You are tasting and feeling electricity!

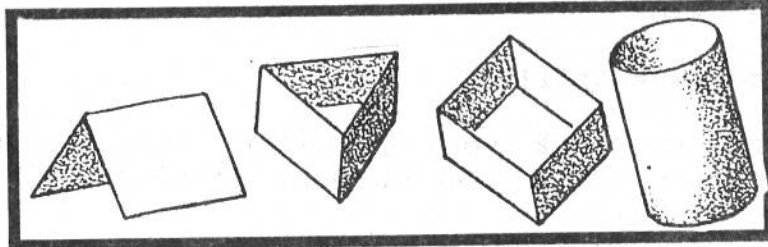


WEBELOS ENGINEER ACTIVITY BADGE

Learning about bridges? Try these experiments to learn about structure and strength.

Shaping Up

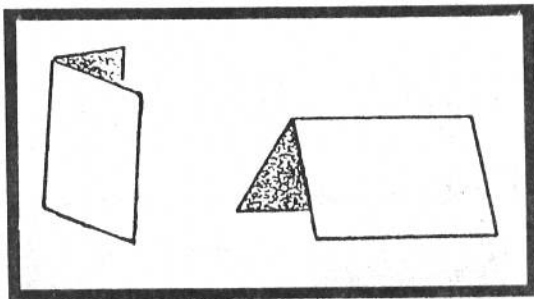
Which of these shapes do you think is the strongest? No matter what materials you are working with, you can make a structure stronger by simply changing its shape.



Supplies:

4 sheets of writing paper
a can

transparent tape
books

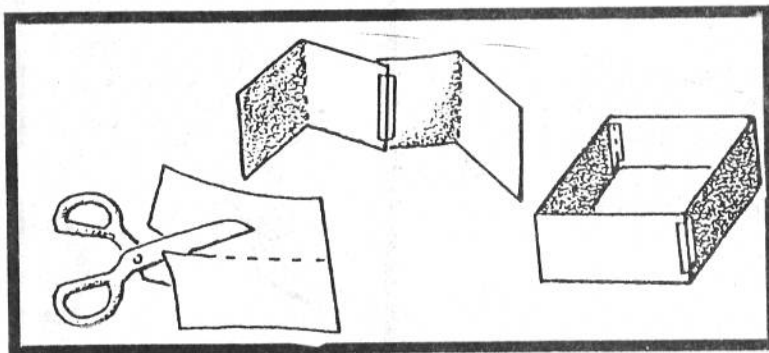
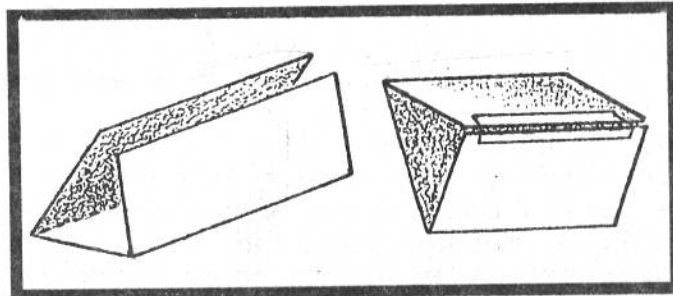


Directions:

Fold the sheets of paper into various shapes, such as those shown in the illustrations.

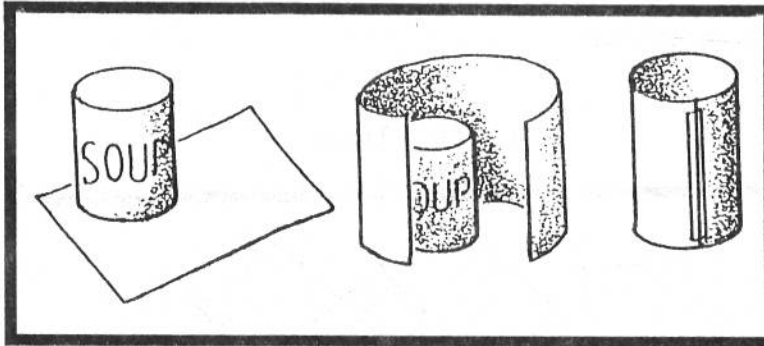
1. Fold a sheet in half and stand it on its edges.

2. Fold a sheet in thirds and tape the ends together.



3. Fold a sheet in half lengthwise, cut on the fold, and tape the two halves together at the top and bottom. Then fold the attached halves in half again from the top to the bottom. spread the sheets to form the cube.

WEBELOS ENGINEER ACTIVITY BADGE



4. Roll sheet of paper around a can, secure the paper with tape, and remove the can. Set a light book on top of each shape. Some will collapse immediately. Keep piling books on the others until they collapse.

What happens:

The round paper pillar holds a surprising number of books.

Why:

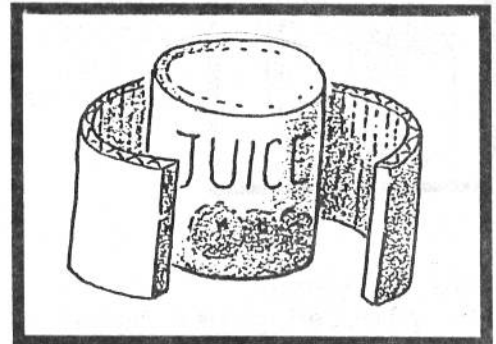
A hollow tube is the strongest because the weight is distributed evenly over it.

Powerful Paper

Just how strong can paper get?

Supplies:

- a corrugated carton
- a quart-sized fruit juice can (1 litre)
- scissors
- rubber bands or tape
- a small board (a cutting board will do)



Directions:

Cut a strip about 4" X 12" (10 X 30 cm) from a corrugated box. Wrap the strip around a large can and secure it with rubber bands or masking tape. Then remove the can. Place a small board on top of the cardboard circle. Stand on it.

What happens:

The cardboard circle will hold your weight.

Why:

That strength comes from the combination of circular shape and corrugated paper.

WEBELOS ENGINEER ACTIVITY BADGE

Corrugated Paper

What makes a corrugated box strong?

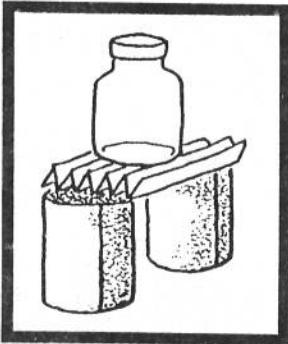
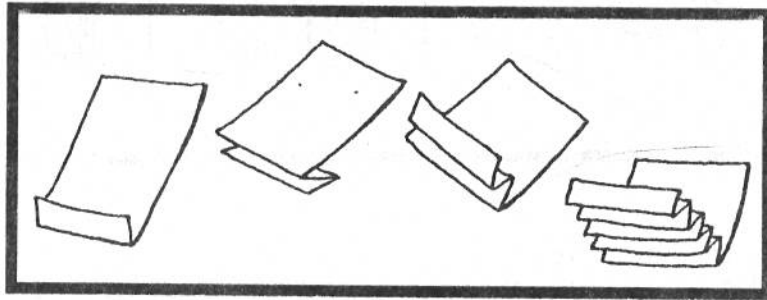
Supplies:

3 sheets of typing paper

1 jar or glass

Directions:

Make a crease about 1/4" (6mm) from the edge of one sheet of paper, fold it down, and press down on the fold. Using the first fold as a guide, fold a second crease back. Alternate folding back and forth until the entire sheet is pleated, as in the illustrations.



Roll the second sheet of paper around a can and tape the ends together. Remove the can. Do the same thing with the third. Line up the two circles of paper 4" (10 cm) from one another on a table. Then place the pleated sheet on them. Rest the jar on top of the pleated sheet.

What happens:

The pleated paper holds the jar.

Why:

You have added strength by using corrugated paper, which you created by folding the sheet back and forth. An engineer devised this way of making paper stiffer - and stronger.

About Paper

Paper is believed to have been invented by Ts'ai Lun almost 2000 years ago in China. Chinese paper was a mixture of rags and plant fiber. The craft of paper making didn't spread to Europe until 1200 years later. Until 1700, paper was made from cotton and linen fibers. Paper was made by hand, one sheet at a time. In 1798, Nicholas Robert of France invented the first machine to make paper, which he sold to Henry and Sealy Fourdrinier of England. Papermaking machines are still known as Fourdriniers. Now paper is thin flat sheets of tissue made usually from wood pulp.

WEBELOS ENGINEER ACTIVITY BADGE

Cantilever Bridge

Cantilever bridges are built with two beams that project toward each other to join and form a span. How do they stay up?

Supplies:

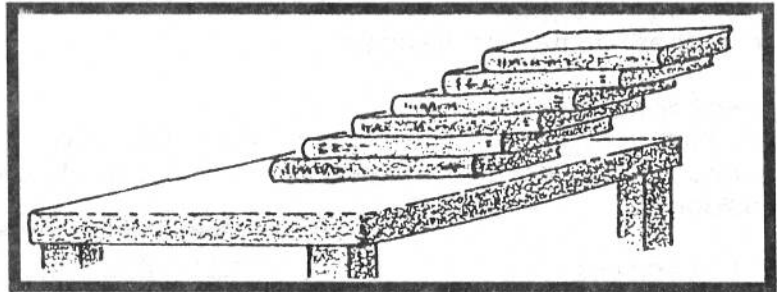
5 or 6 notebooks or thin books
table

Directions:

Stack the notebooks on the edge of a table. Slide the top one halfway out from the stack and over the table's edge. When it balances, slide it back a little. Move out the next notebook along with the top one until they balance, and then slide them back a little. Add another notebook and move the top 3 out and slide them back a little after they balance. Continue in the same way until all the 5 or 6 notebooks are staggered.

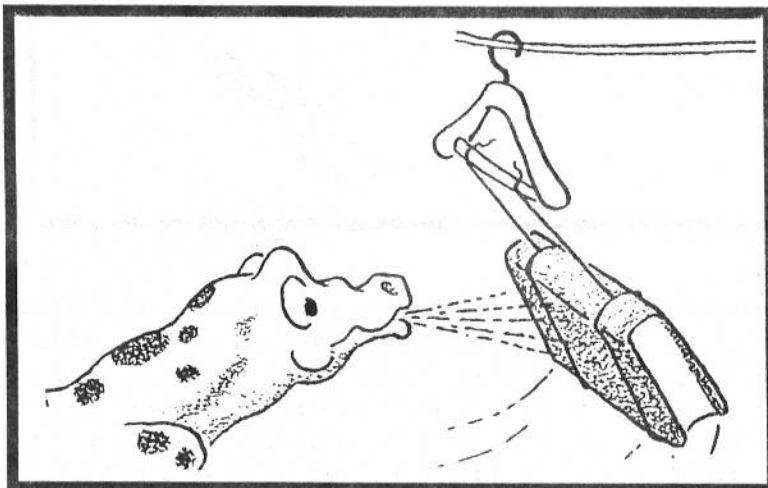
What happens:

The top notebook seems to be suspended in air, but the notebooks do not fall.



Why:

You have found the center of gravity, the point at which all the weight of an object seems to be concentrated. Though the top book appears to be suspended in air, more than half the weight of the stack of notebooks is resting on the table.



Blow the Book Away

Move a book back and forth by blowing on it? Try it!

Supplies:

2 long pieces of string
or rope
a book
a wooden hanger

Directions:

Loop the two strings around the book and knot them. then tie the loose ends of the

strings to the rod of the wooden hanger so that the book swings freely, as in the illustration. Blow on the book. Continue

blowing on it every time it swings back toward you.

What happens:

Even gentle blowing seems to make the book swing vigorously.

Why:

It's not only a question of force but also one of timing. Even though you may not be blowing very hard, regular blowing at the right moment sends the book flying.

Swing Time

Galileo first performed this amazing experiment with strings in 1583!

Supplies:

4 strings of different lengths
2 strings of the same length
a clothes line or hanger

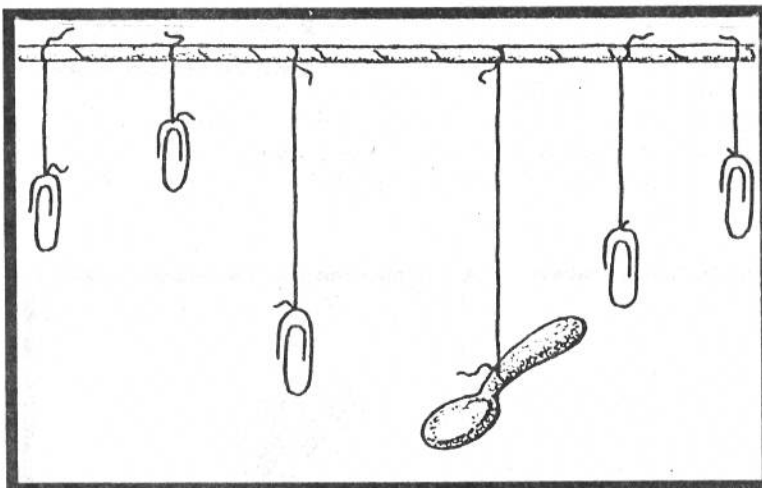
5 paper clips or metal nuts
a teaspoon

Directions:

Tie the clips to 5 of the strings and attach a teaspoon to the sixth. Tie each string to a clothesline or hanger. Swing the teaspoon.

What happens:

All the strings with the clips on them start to swing. But the clip on the string that's the same length as the teaspoon swings with more energy than the others - and the string with the teaspoon winds down! Then the spoon string picks up vigor and the same-length clip slows down!



Why:

The swing of the teaspoon moves along the hanger and gives all the strings and the clips a push, starting them all moving. But each string, depending on its length, swings back and forth at a different time. Only one clip - the one that swings at the same time as the teaspoon - gets pushed at the right moment to build up its swing. It swings with more vigor than the others - until it loses energy to the teaspoon string, which builds up its swing again. The teaspoon and the same-length clip continue taking turns speeding up and slowing down.

WEBELOS ENGINEER ACTIVITY BADGE

Lazy Bones

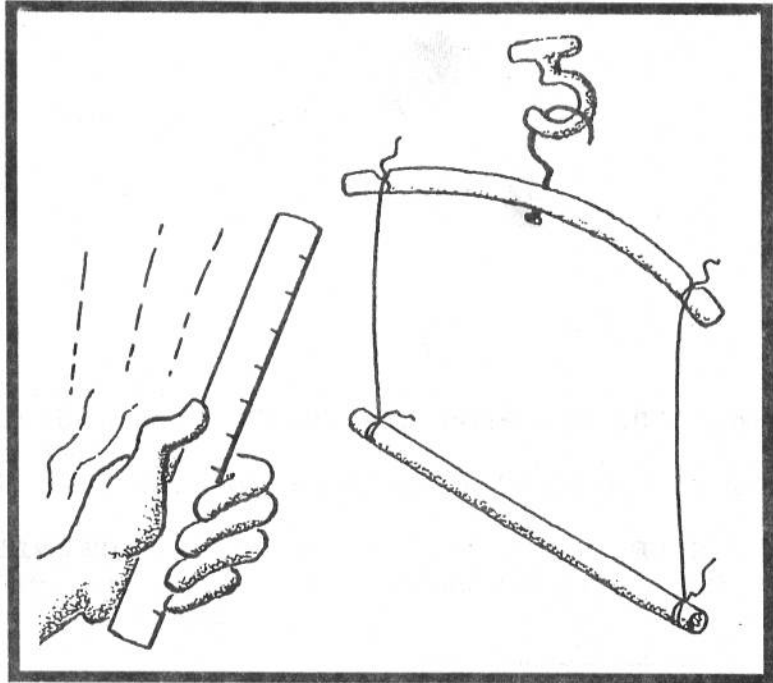
You might expect the thin threads that support the stick in this experiment to break, but instead ...

Supplies:

2 long pieces of thread
a metal-edged wooden ruler
a thin wooden stick
a wooden hanger

Directions:

Tie a piece of thread to each end of the stick. Then tie the other end of each thread to the hanger so that the stick is suspended underneath. Use clove hitch knots if you like. Strike the stick with the metal edge of the ruler.



What happens:

The threads do not break! If you strike hard enough, the piece of wood breaks!

Why:

You are applying force not to the threads but to the stick. The stick resists moving - so much that it would rather break than move. It's the law of inertia; bodies at rest tend to stay at rest.

After trying these experiments, use the principles learned to make bridges using these same materials.

Most of these experiments are from Simple Science Experiments with Everyday Materials by Muriel Mandell published by Sterling Publishing Co., Inc. New York. The experiments are fun, easy to do, and because they explain interesting scientific principles, you can use them to understand some of the Webelos Engineer Activity Badge requirements.

WEBELOS COMMUNICATOR ACTIVITY BADGE

Since the day we were born, we have been communicating or sharing information. This sharing of our wants, needs, emotions and ideas has insured our development. Speech writing, art, acting, body motions, facial expressions, using the telephone, computers, radio, and so much more, are all forms of communication.

Game: "Do You Know the Word?" (an individual thinking game)

Fill in the blank with the word that fits the clue and definitions.

- | CLUE | = | DEFINITIONS |
|--|---|---|
| 1. OFF + frozen water
_____ | = | A room for the transaction of a business. |
| 2. River barrier + Age
_____ | = | Injury or harm. |
| 3. To pull or haul heavily + on
_____ | = | A mythical monster. |
| 4. A rodent + Her
_____ | = | Somewhat or to some degree. |
| 5. Leg + finish
_____ | = | A nonhistorical story. |
| 6. Car + a domesticated animal
_____ | = | A floor covering. |

WEBELOS COMMUNICATOR ACTIVITY BADGE

7. What you have = Very good looking.
at the end of your hand

8. In + short = To put money to use.
sleeveless garment

9. No + very angry = A person who wanders from place to place.

10. To breath = Leopard
heavily + Her

11. Equal + Rot = A talking bird.

12. A male sheep + = Violent or excited behavior.
Page

13. A male child + = A poem
Net

14. For + A melody = Great wealth.

15. A smoked pork = A small village.
+ let

Answers:

[carpet, handsome, invest, nomad, panther, parrot, rampage, sonnet, fortune, hamlet]

WEBELOS COMMUNICATOR ACTIVITY BADGE

Learn some words in another language and then present an Opening or Closing ceremony for a Pack Meeting.

"International Closing" created by Ken Whitmore and Dan Halverson, Pack 157.

The den of boys get in a straight line and say:
"We're glad you joined our Pack tonight.
We've all had fun together.
But now it's time to say good-bye
To you and all our brothers."

One at a time, each Scout says goodbye in a different language. They can use any language, but here are a few suggestions.

<i>Language</i>	<i>Word</i>	<i>Pronunciation</i>
Italian	Ciao	Chow
German	Auf Wiedersehn	Auf Verdersane
Japanese	Sia'nara	Sigh a nara
Spanish	Adios	Au dee ose
French	Au Vior	Aw Vwa

Other words could be added. Check translation dictionaries. Conclude by having all the boys say "Goodnight" together.

No Words Skit

Perform a skit for a Pack Meeting with no words. Silent Communications.

Learn some codes, symbols, ancient writing, and signs. Create sentences for boys to decode and encourage them to create their own. Examples: Indian symbols, hieroglyphic, Braille System, semaphore flags, Morse code, silent Scout signals, trail markers, and traffic signs.

Make a map for boys to decode and follow using signs, ancient writing and trail markers. Have a surprise if they complete the map reading correctly.

Advertisement

Have your Scouts write an advertisement. It can be to sell something or looking for something such as a job. Example: "Want to sell car". Advertisement should include, description, how much, and where to call.

WEBELOS COMMUNICATOR ACTIVITY BADGE

Phone Communication Line

Make a phone communication line having the Den Leader start the call line with a message. the next day call the last Scouts and see if the message was sent correctly.

Game: "Hear - Hear"

The Den Leader or Den Chief produces sounds from behind a screen or in another room while the Webelos Scouts listen. As each sound is produced, have the boys write down what they think it is.

Examples:

- Sandpaper rubbed on a glass
- Deck of cards dropped on table
- Eggbeater whipping cream
- Table tennis ball bouncing on a bare floor
- Bursting a paper bag or balloon
- Hammering a nail
- Sawing wood
- Shutting a book
- Baby rattle
- Putting coins in ceramic bank

Game: "Who or What is it"

Supplies:

15 slips of paper for each player
pencils shoe box egg timer coin

Make two teams. Each player is given 15 slips of paper and a pencil. Players are asked to write down a famous person, place or event - fold in half and put in shoe box. Shake Box to mix folded slips of paper. Flip coin to see which team goes first.

How to Play:

One member of the team going first chooses a slip of paper. One member of the other team is the timer and will time the first boy for 3 minutes. The first person gives clues for other team members to guess. He can continue to pick another slip when his team guesses correctly until his time is up.

The other team then does the guessing while the first team is the timer. Each boy should get a turn.

Example:

Fourth of July

Clues given could be: Picnics, parades, holiday, freedom, fireworks, etc.

WEBELOS COMMUNICATOR ACTIVITY BADGE

Game: "Who's Talking"

Fill in blanks with correct person.

"You have to move along. You are holding up traffic." _____

"Should I check the oil?" _____

"Wash your hands. Dinner is just about ready." _____

"Mrs. Tully is not in today. May I take a message." _____

"Warm up Kelly. I want you to pitch next inning." _____

"How short should I cut the front?" _____

"It will cost \$3.00 to mail the package." _____

"Put your paper on my desk when you leave." _____

Answers:

(traffic cop, auto mechanic, Mom or Dad, secretary or receptionist, baseball coach, barber, postman, and teacher)

Game: "Name Two More"

Give a clue to something and one answer. This can be done in teams.

Example: Clue One Answer

Something you sleep on. Bed

The next two things could be cot and sleeping bag.

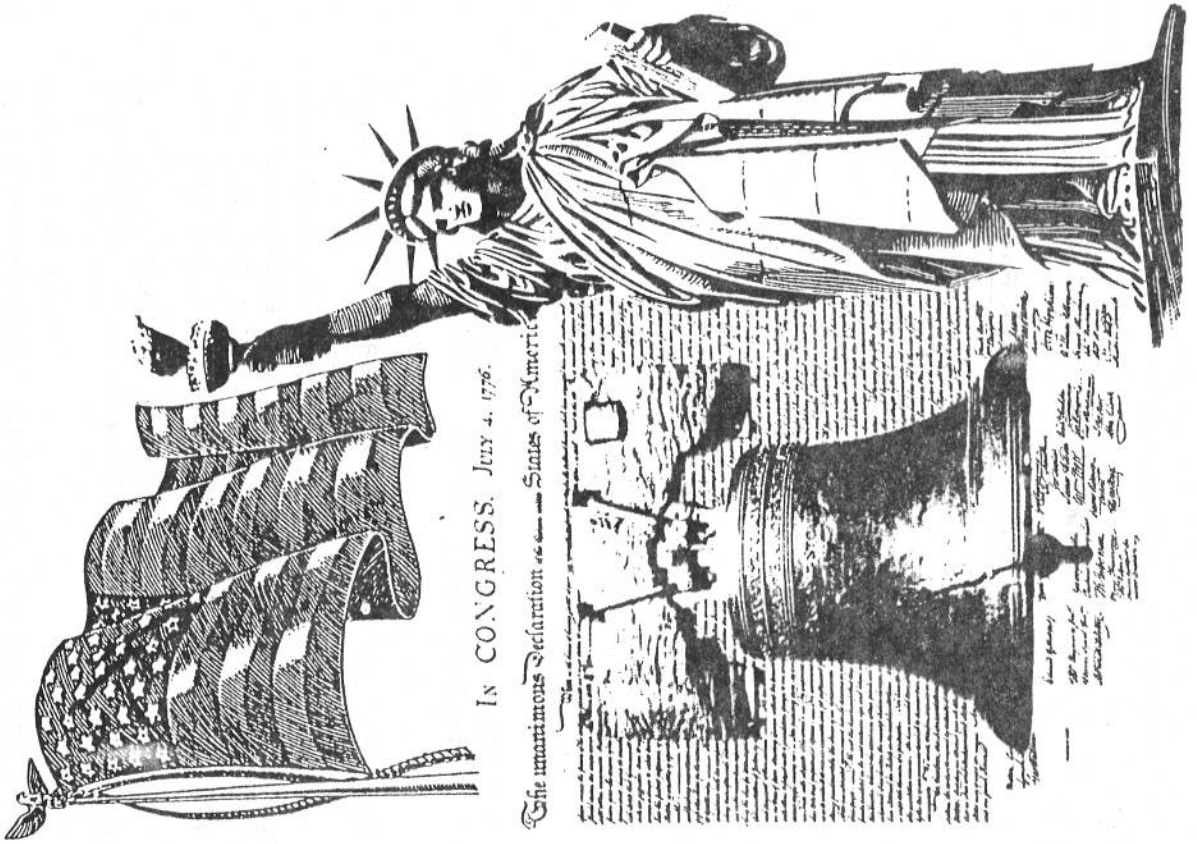
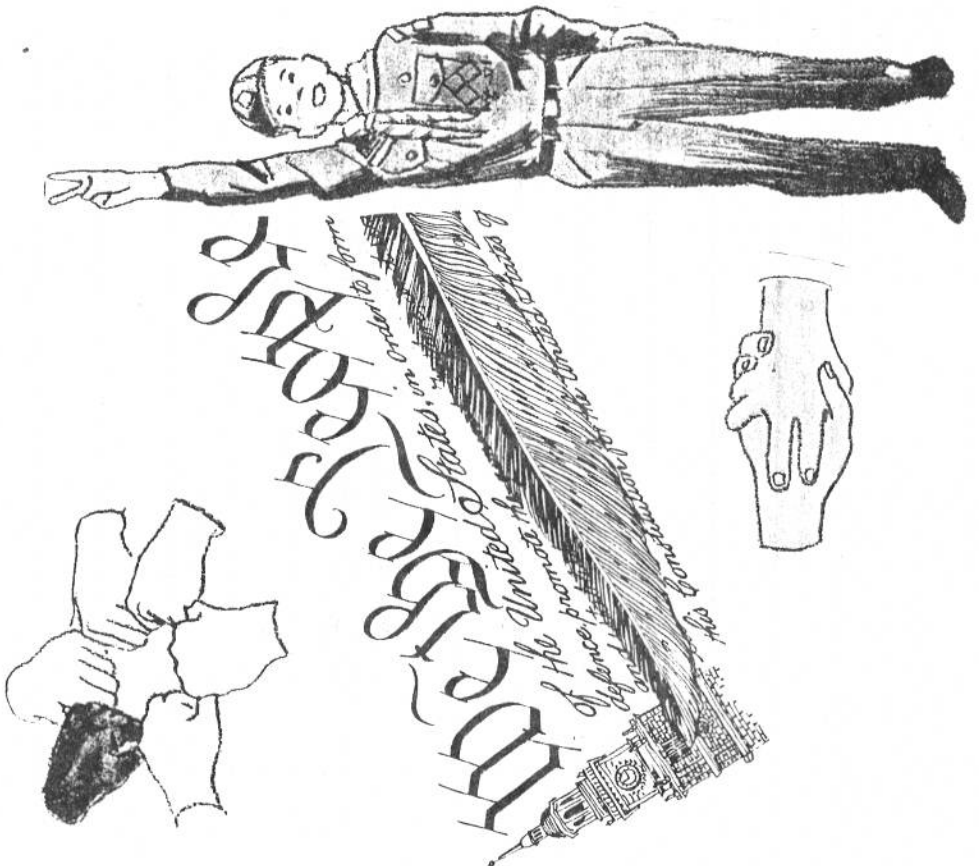
It is important to have player tell Den Leader answers before he starts.

<i>Clue</i>	<i>One Answer</i>
1. Something with wheels.	Skate Board
2. Something with keys	Typewriter
3. Something you turn.	Door knob
4. Something that has a face.	Watch
5. Something people sit on.	Wheelchair
6. Something purple.	Violet
7. Something that gives milk.	Cow

WEBELOS CITIZEN ACTIVITY BADGE BOOKLET

_____ has completed the first six requirements and _____ of options 7 through 16.

_____ (signed and recorded by Webelos Leader)



To earn the Citizen Badge you must fill out this workbooklet. You are also urged to do a service project, either alone or with your den.

Complete all of the questions 1- 6 and do at least two of 7 through 16.

You may do some of the work in your Den, some of it at home with your parent(s), and you may also copy from schoolwork you have done on these subjects.

Look over pages 83 through 101 in your Webelos Scout book.

Upon completion, give this booklet to your Webelos Den Leader to be recorded.

LET'S START:

(Fill in the blanks below:)

1. a. The President of the United States is:

b. _____
is our Vice President.

c. _____
is the Governor of Illinois.

d. The Mayor of our town is _____

15. a. List three volunteer organizations in my area that help people. See pages 100 and 101 or your Webelos handbook.

1) _____

2) _____

3) _____

b. Describe what one of them does.

16. Describe your special Good Turn Project. Who helped with it?

14. Read pages 99 and 100. Then tell how our country helps or works with other nations.

- a. _____

- b. _____

- c. _____

- d. _____

- e. _____

- f. _____

14

2. Read pages 87 through 89 or your Webelos handbook, then answer the following questions.

- a. What does the flag of the United States look like?

- b. Give a short history of it.

- c. (Name of Scout) _____ and I hoisted and lowered the flag properly.
(Initials of Den Leader) _____
- d. We know how to hang it horizontally and vertically on a wall.
(Initials of Den Leader) _____
- e. We folded it correctly.
(Initials of Den Leader) _____

3

3. Read page 88 of Webelos handbook, then answer the following questions.

a. Why should you respect your country's flag?

b. Which days should you fly your flag?

c. When do you salute the flag?

d. I have shown my Den Leader how I salute the flag.

(Den Leader's signature)

4

13. Read page 97 of your Webelos handbook, then write your answers to the questions below.

a. Why do we have a government? _____

b. How does your family help pay for government?

1) For federal government? _____

2) For state government? _____

3) For local government? _____

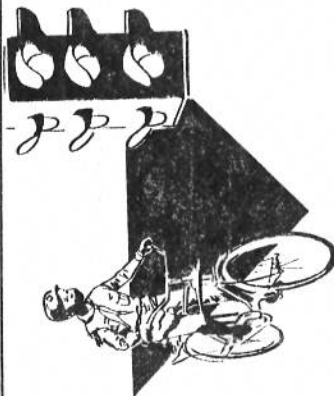
12. Read pages 97 and 98 in your Webelos handbook. Then write your answers to the questions below.

a. Why do we have laws? _____

b. Why is it important to obey "the law" ? _____

c. Which laws did you obey during the past seven days? (List at least three.)

- 1) _____
- 2) _____
- 3) _____
- 4) _____



4. Read about the PLEDGE OF ALLEGIANCE on page 90 in your Webelos handbook.

a. I can repeat the Pledge of Allegiance from memory. (your signature)

b. This is what the Pledge of Allegiance means to me:

I pledge allegiance _____

to the flag _____

of the United States of America _____

and to the Republic _____

for which it stands _____

one Nation under God _____

indivisible _____

with liberty and justice _____

for all. _____

5. Do you know the historical background of the poem "The Star Spangled Banner"? Read page 91 of your Webelos handbook, then write about this event on the lines below.



11. Do you know any good citizens or have you read about any? Read pages 99 through 101 in your Webelos handbook. Then list five people who you think are, or have been, good citizens. Describe why you chose each of them.

NAME WHY CHOSEN

1) _____

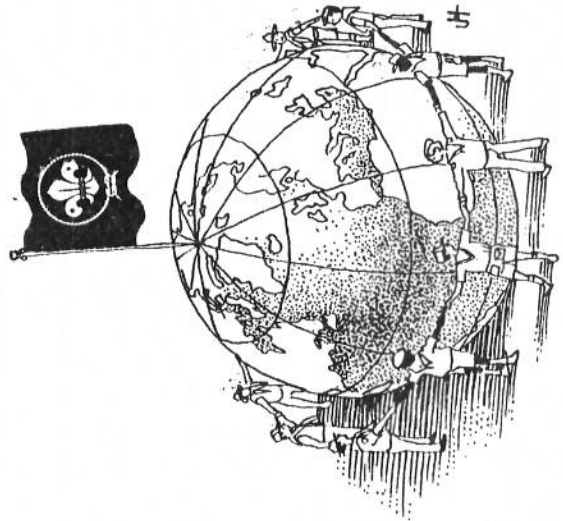
2) _____

3) _____

4) _____

5) _____

10. I think _____
(name of another boy)
is a good citizen because: _____



6. Read pages 92 and 93 in your Webelos handbook, then write your answers for the items below.

a. What are your rights and duties as a citizen of the United States?

1) *Rights*: _____

2. *Duties*: _____

b. What I should do to help save our resources.

Webelos Citizen Activity Badge

Citizenship and It's Rights and Privileges

"I hereby declare, on oath, that I absolutely and entirely renounce and abjure all allegiance and fidelity to any foreign prince, potentate, state or sovereignty, of whom or which I have heretofore been a subject or citizen; that I will support and defend the Constitution and laws of the United State os America."

This is the oath that is given to everyone becoming a United States citizen through the naturalization process. This is the last step of a process that begins with the person entering the United States of America.

A person entering the U.S. for residency is given a "green card" which is the alien registration card with the person's picture and number identifying them. This is similar to the Social Security card that we as citizens carry. But to legal alien, this is their proof of legal entry and must be carried by them at all times.

Once this card is issued, the alien must reside in the United States for five years, three if married to a citizen before applying for citizenship. Once this time period has lapsed, the alien can fill out an application for citizenship which includes biographical information, fingerprints, and three passport size pictures.

This application is then investigated by Immigration and Naturalization as to the integrity of the individual. The F.B.I. processes the fingerprints to make sure that the individual is not wanted for a felony. Once the investigation is complete, the alien is sent a letter for them to come for an interview.

At the interview conducted by the Immigration and Naturalization Service, the applicant is asked questions about the federal and state government. They are required to be able to read and write. All papers such as birth, marriage and death certificates are presented at this time for proof of the applicant's status.

If the person meets all the above requirements with the proper documentation, passing both the reading and writing and the government tests, the person is then ready to be sworn in before a judge.

The final hearing is the day that the person becomes naturalized. The "green card" is given to Immigration and Naturalization. A certificate of Naturalization is given to the new citizen. This is their proof of naturalization, just as birth certificate is the proof of citizenship to people born in the country to citizens. This is a day of joy for many people who have conquered hardship,

poverty, religious, and racial persecution in their own countries and want to enjoy the freedoms that we as Americans have.

The rights of Citizenship does not give us the right to do nothing, but rather it gives us the right to be responsible citizens. Some of the rights that citizens do have are the right to vote, to be a juror, and to run for office on any level, local, state and federal.

Citizenship Cross Word Puzzle About Our Flag

Answers found in Webelos Book

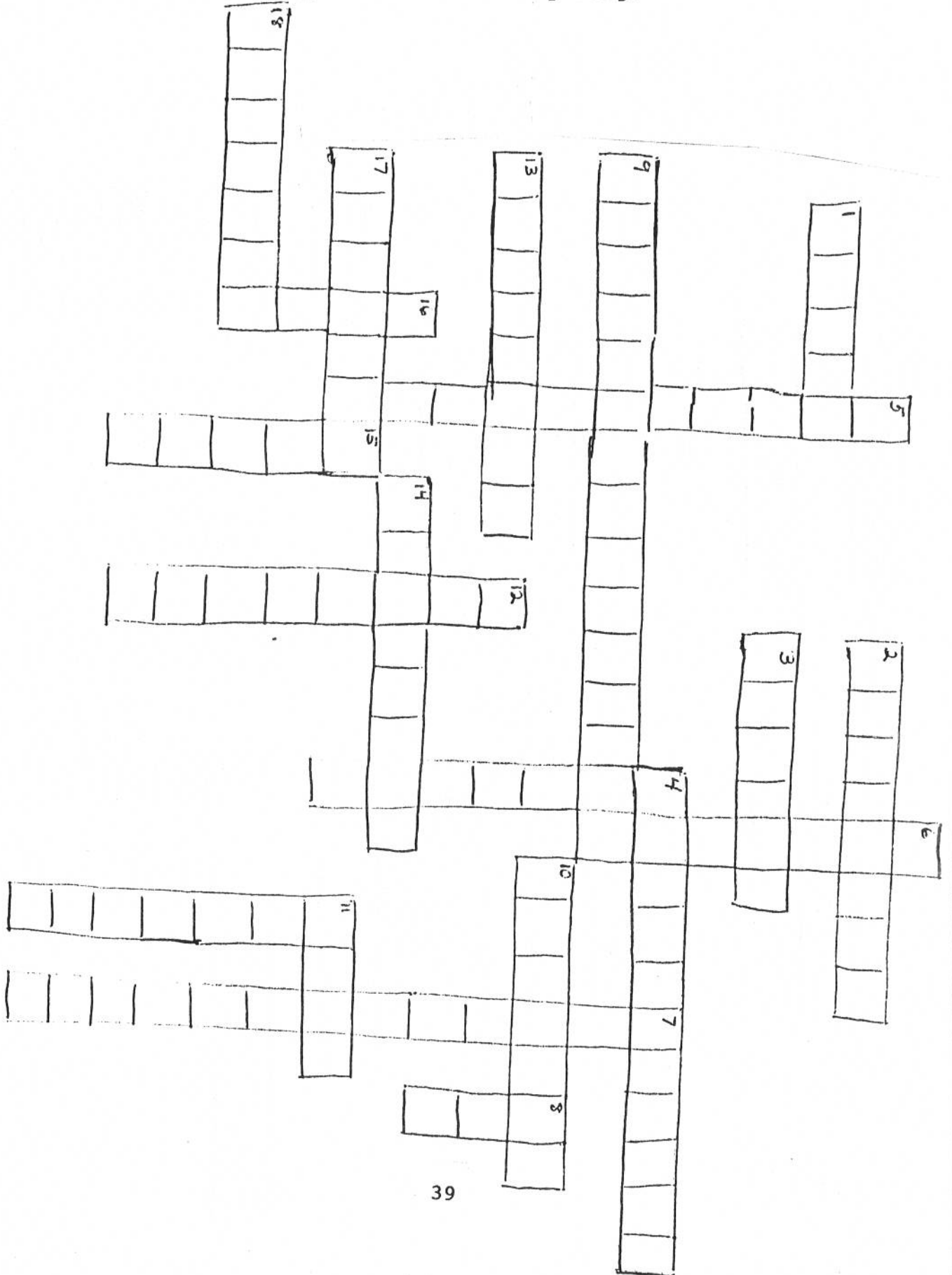
Across

- 1 The flag has _____ red strips.
- 2 _____ was the first official flag of the United States.
- 3 I _____ allegiance...
- 4 The "Grand Union Flag" was flown over _____ army headquarters.
- 9 Who wrote 7 down?
- 10 Who were we fighting in 1812?
- 11 The Star-Spangled Banner is our _____ (clue - also called Old Glory).
- 13 The thirteen strips represent the thirteen original _____.
- 14 How many stars were on the first flag? _____
- 17 One _____ the flag as it passes by in a parade.
- 18 What was the name of the Fort that #2 across flew over during the War of 1812? _____

Down

- 4 The flag is flown on public buildings every day when _____ permits.
- 5 In the Pledge of Allegiance, what word means "the country cannot be split into parts?"
- 6 June 14 is celebrated as _____.
- 7 What is another name for the "Star-Spangled Banner"? _____ (clue - you are asked to sing our _____)
- 8 The flag has _____ white stripes.
- 11 How many stars did the flag named the Star Spangled Banner have?
- 12 The Flag is folded into what shape?
- 15 Each star represents each _____.
- 16 In what month did Hawaii become the fiftieth state?

Webelos Citizen Activity Badge



Webelos Citizen Activity Badge

62

10 G L O R Y

3 P L E D G E

7 W A S H I N G T O N S

10 B R I T I S H

11 I O N

14 F L A T T H E M

15 F I F T E E N

5 S E V E N

11 D I V

7 F R A N C I S S C O T T K E Y

10 A T H

14 T R I A N G L E

17 T H I R T E E N

18 S I B L E

14 S T A T E

13 C O L O N I E S

15 S A L U T E

18 M C H E N R Y

Webelos Citizen Activity Badge

About Illinois

Information can be found in the handbook of Illinois Government 1991-1992.

1. In what year did Illinois become a state?
 - a. April 10, 1808
 - b. September 12, 1901
 - c. December 3, 1818
2. How many State Capitol Buildings has the state of Illinois had?
 - a. one
 - b. four
 - c. six
3. Who was the first person recorded to use the Illinois State Library?
 - a. George Washington
 - b. Abraham Lincoln
 - c. Ulysses Grant
4. How many presidents have come from Illinois?
 - a. two
 - b. three
 - c. four
5. The violet is the state flower or symbol of Illinois. How many symbols are there total?
 - a. ten
 - b. fourteen
 - c. twenty
6. Can you name seven symbols?
7. What is the state capitol?
 - a. Chicago
 - b. Springfield
 - c. St. Louis
8. Which city is the largest city in Illinois?
 - a. Chicago
 - b. Rockford
 - c. Peoria
9. What city and county do you live in?
10. Can you name the three Presidents that came from Illinois?

Answers:

- | | | | | |
|------|------|------|------|------|
| 1. c | 2. c | 3. b | 4. b | 5. b |
|------|------|------|------|------|
6. State flag
state song "Illinois"
state seal
state song "Land of Lincoln"
state tree white oak
state insect Monarch Butterfly
state flower violet
state animal white tailed deer
state fish bluegill
state mineral fluorite
state dance square dance
state grass Big Bluestem
state bird cardinal
state fossil Tully Monster
7. b 8. a 9. Where Scout lives
10. Abraham Lincoln, Ulysses Grant, Ronald Reagan

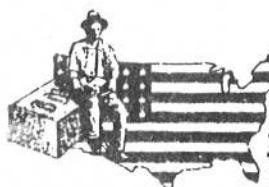
America's History is

1776 Delegates from the American colonies meet in Philadelphia to vote for independence from Great Britain. Thomas Jefferson writes the Declaration of Independence.



1788 The Constitution of The United States is ratified by the required majority of states, and the "great experiment" in American democracy is begun.

1812
The young republic successfully defends itself against a series of British invasions, thereby gaining freedom of the seas and establishing credibility as an enduring nation.



1848 Discovery of gold in California highlights a western expansion by the United States. By the middle of the nineteenth century, the

American flag flies over states and territories from the Atlantic Ocean to the Pacific.



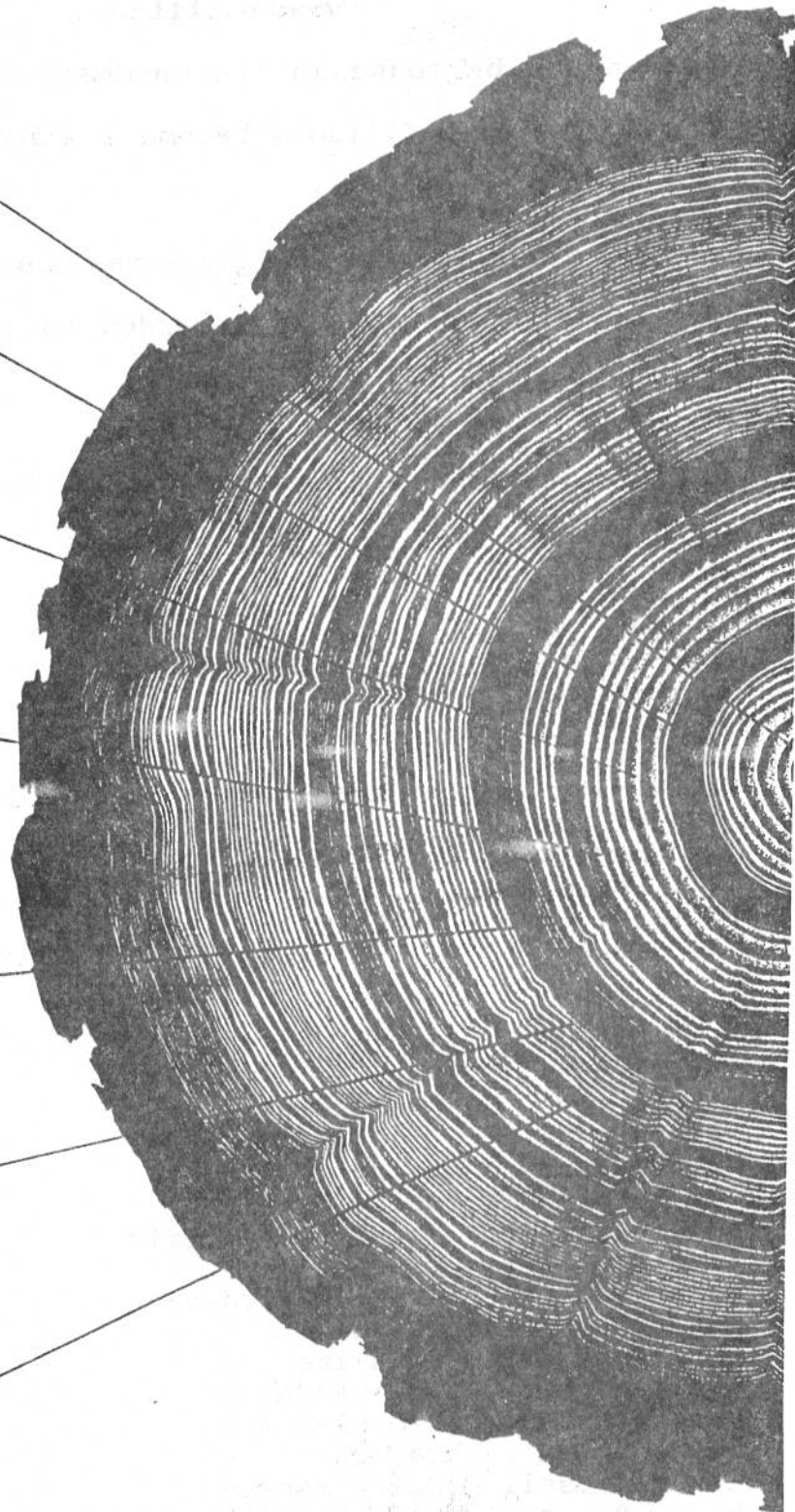
1861 Eleven southern states create the Confederate States of America and secede from the Union. Four years of tragic war ensue, resulting in a stronger new nation.

1869

At Promontory Point in Utah, the Union Pacific Railroad, building westward from Iowa, meets the Central Pacific Railroad, building eastward from California, thereby completing the first railroad across the nation.



1876 The beginning of forestry by the United States government. Congress authorizes the appointment of the first forestry agent.



y is written in her trees.



1903
Orville and Wilbur Wright begin America's tradition of aviation by successfully completing the first manned airplane flight at Kittyhawk, North Carolina.



WWI
1914 World War I erupts in Europe, and the United States comes to the aid of its allies.



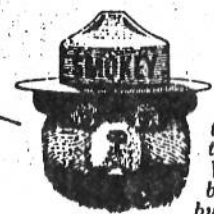
1929
The Great Depression begins with the collapse of the stock market. The massive unemployment and economical disorder that result give rise to the reforms of the New Deal.



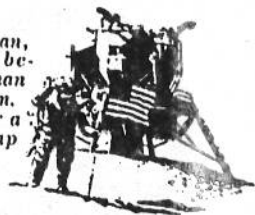
1941
Japan's attack on Pearl Harbor in the Hawaiian Islands propels America into World War II.



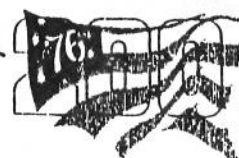
1945 Smokey Bear is created as a symbol for the nationwide forest fire prevention campaign of the State Foresters and the U.S. Forest Service. Within 30 years, the number of forest fires caused by human error would be cut in half.



1969 An American, Neil Armstrong, becomes the first human to walk on the moon. "One small step for a man, one giant leap for Mankind."



176
1976 The United States of America celebrates two hundred years of existence as an independent nation.



Be careful with fire.

Webelos Artist Activity Badge

Color Wheel

Supplies:

- lightweight cardboard
- yellow, red, blue cellophane
- double stick tape
- 1/2" paper fastener

1. Using compass draw 8", or larger circle (4" radius), on lightweight cardboard. Divide circle in sixths. Fig. 1
2. Move compass 5/8" and divide again. Fig. 2
3. Draw straight lines to connect points directly across. Fig. 3
4. Adjust compass to draw inner circle (radius 5/8" smaller) to form six spoke wheel. Fig. 4
5. Cut out large circle; use x-acto type knife to remove inner sections to make three spoke wheel. Fig. 5
6. Repeat 1-5 to make second identical wheel.
7. Use double stick tape to attach one color of cellophane in each section of the wheel. Repeat for second wheel. Fig. 6
8. Make small holes in center of both wheels. Place on top of each other, matching colors. Assemble with paper fastener.
9. Rotate one wheel to observe color mixing. Fig. 7

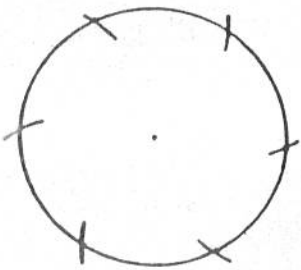


Fig. 1

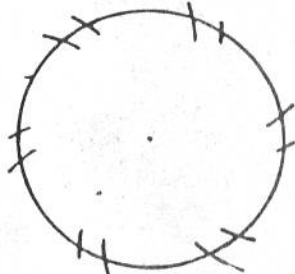


Fig. 2

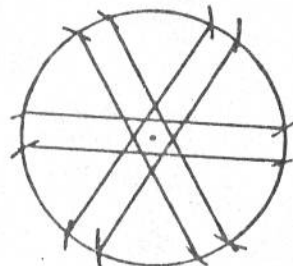


Fig. 3



Fig. 4



Fig. 5

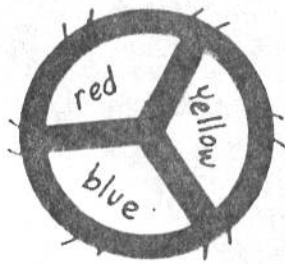


Fig. 6

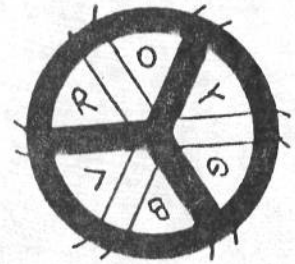


Fig. 7

Webelos Artist Activity Badge

Benham Disk

The hand is quicker than the eye. Well, is it really? Is it magic, illusion, or trickery?

Supplies:

a cardboard disk
white paper
scissors
a black ink pen
or marker

a screw with a nut
(or a pin attached
to the eraser of a
pencil)

Directions:

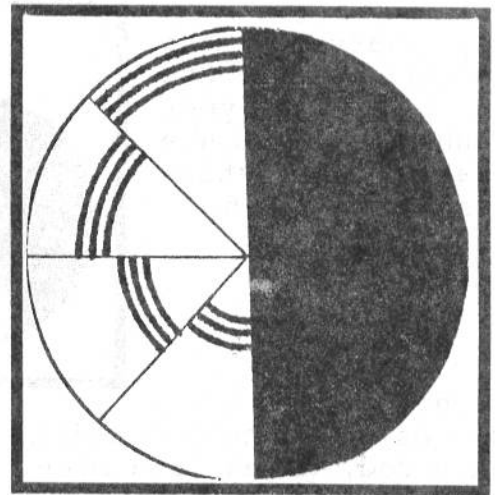
Cut a circle from 4 to 5 inches in diameter (10-12 cm) out of white paper. Color one half black. Divide the white half into 4 equal parts. In each segment draw 3 black arcs about 1/4" thick (6 mm), as in the illustration.



Cut out a similar cardboard circle, from 4 to 5 inches in diameter.

Place the sheet of paper on the cardboard disk.

Mount the two on a pin attached to a pencil eraser, or push a screw through the center and secure it with a nut.



Spin the cardboard disk at various speeds, clockwise and counterclockwise.

What Happens?

The arcs seem to close up to form six rings. At a slow speed, spinning clockwise, the outer rings look blue and inner rings look red. when you spin them counterclockwise, the colors reverse.

Why?

The arcs seem to close to form rings, because the eye continues to see each arc for a short time after it has disappeared.

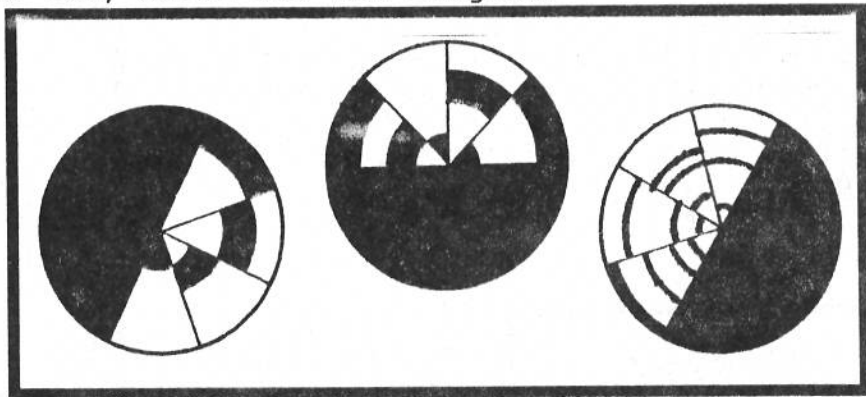
Webelos Artist Activity Badge

Benham Disk (Continued)

Why do we see red and blue when the only colors on the disk are black and white? The entire color spectrum is present in white light, but our eyes register the different colors at different lengths of time.

When we spin the disk, light from the colors that make up white reach the eye, but are visible for only an instant before being followed by the black portions of the disk. Our eye is only able to register a part of that color spectrum - the blue, which has the shortest rays and the red, which has the longest.

Try varying the patterns on the white half of your Benham Disk and see what interesting results you get.



Blending Colors

We can blend colors using this same disk. Color a paper disk $\frac{1}{3}$ each red, green, and blue. When this disk is spun, light reflected from the three colored sectors appears to blend together. The disk looks white.

Make another disk with red and green. This time, divide the disk into four sectors by drawing lines through the center at right angles to each other. Color any two red and any two green. When spun, the red and green should appear to be yellow.

Continue with another disk which is red and blue. These colors should form magenta (reddish purple).

Almost any color can be produced by mixing red, green, and blue in various proportions. For example, try spinning a disk with two large red sectors and two small green sectors. The colors should combine to form orange. The shade of orange you get depends on the proportions of red and green that were used.

Spin a disk with four sectors colored red, blue, red, and green. We have already seen that equal proportions of red, blue and green combine to form white. But in this case there is twice as much red as green or blue. The result is pink -- in effect, a combination of white and red. Pink and other pale colors formed from white plus a color are usually called pastel colors.

Webelos Artist Activity Badge

When American Indians made jugs, bowls, and other pottery, they had no high-temperature kilns or ovens for firing them. Instead they often depended on heat from the sun to dry and harden the containers they made.

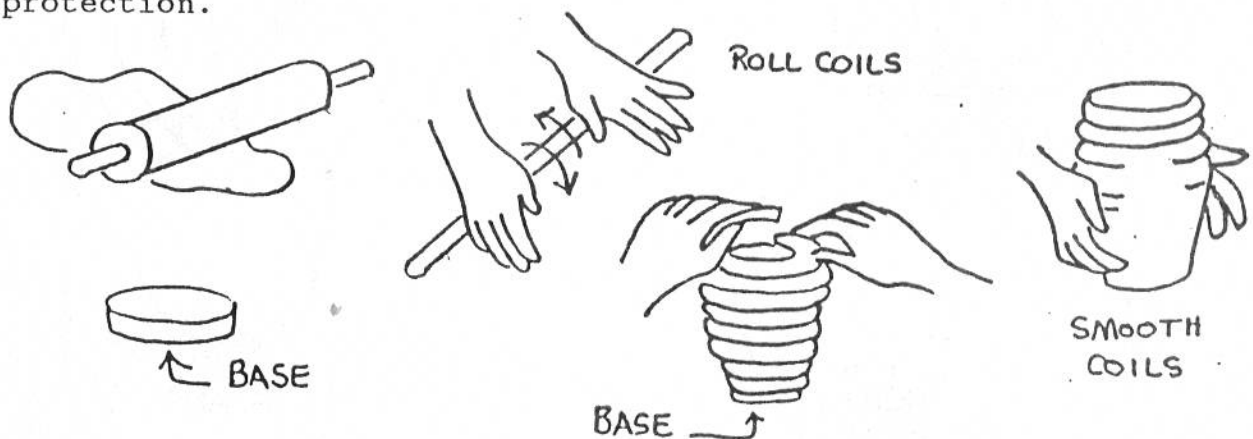
Today you can use a similar technique with powdered clay made especially for sun and air drying. You can make small dishes, ashtrays, vases, bowls and even small figures. The powdered clay is available in art and hobby shops. Read instructions on package for how-to-mix.

After you have mixed the clay, let it set for about 24 hours. It will be easier to work then. Knead it as though it were bread dough. This will work out air bubbles that otherwise would make flaws in the finished product during the drying. You can roll the clay with a rolling pin, but it into a specific shape or mold it by hand. You will need to experiment with it and find the method best suited for what you want to make. If the clay seems to sticky, a few hours of exposure to the air will dry out excess moisture. If it seems too dry, dampen your hands as you work.

To get the feel of working with the clay, start with the coil method, used by many artists for pieces that are to be kiln-fired. Using a small lump of clay, roll out a long "snake". Coil it on a base cut out of a flat piece of clay. Continue adding coils until you have the size and shape container you want. With your fingers, dampen the coils as you add each additional row. Work on both the inside and outside with your fingers and a flat stick, smoothing the clay until you no longer can see the individual coils. You can make a design on your container with an orange stick.

Lay the formed container outside on a flat surface to dry in the sun. One day in the sun should dry it completely but indoors it will take several days. The drying time will be longer for a thicker piece.

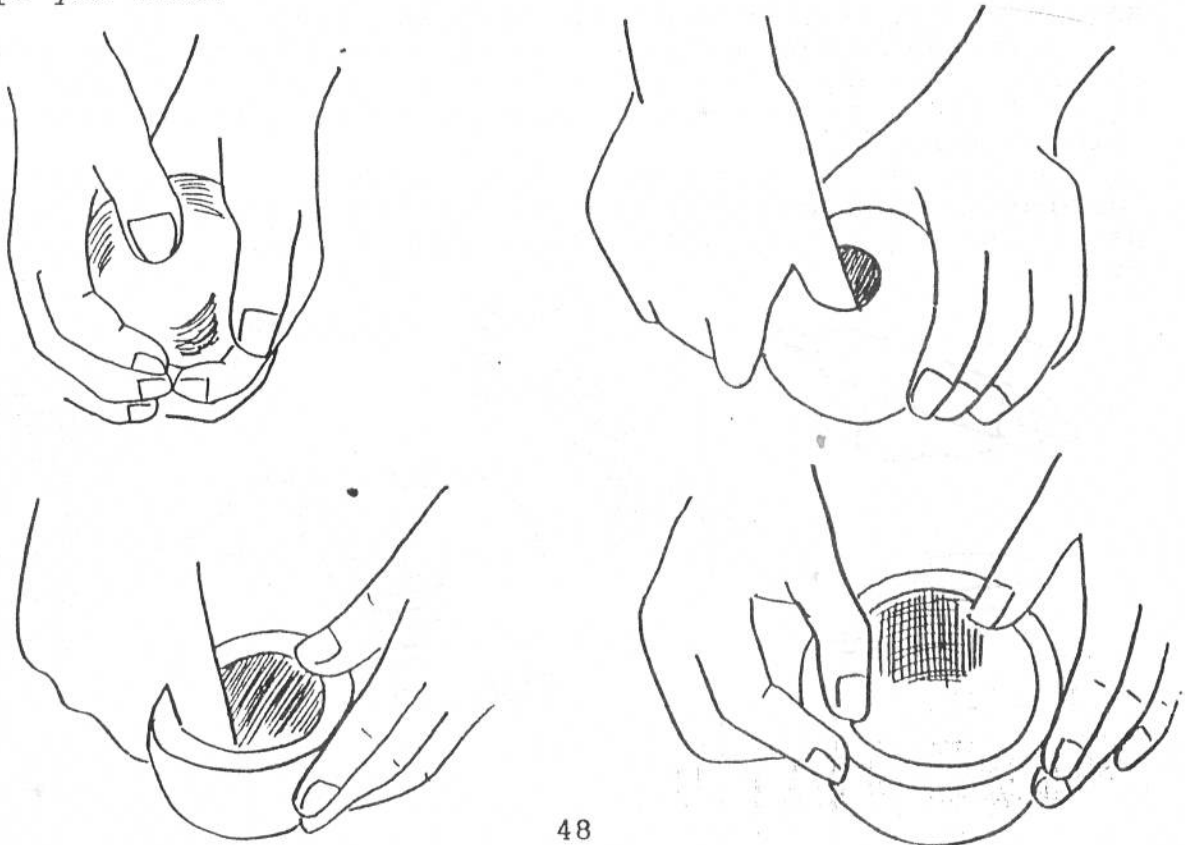
After it is thoroughly dry, sand it lightly with fine sandpaper, and then apply designs with a tempera paint. when the paint is dry, spray with clear plastic spray or varnish for protection.



Webelos Artist Activity Badge

Pinch Pot

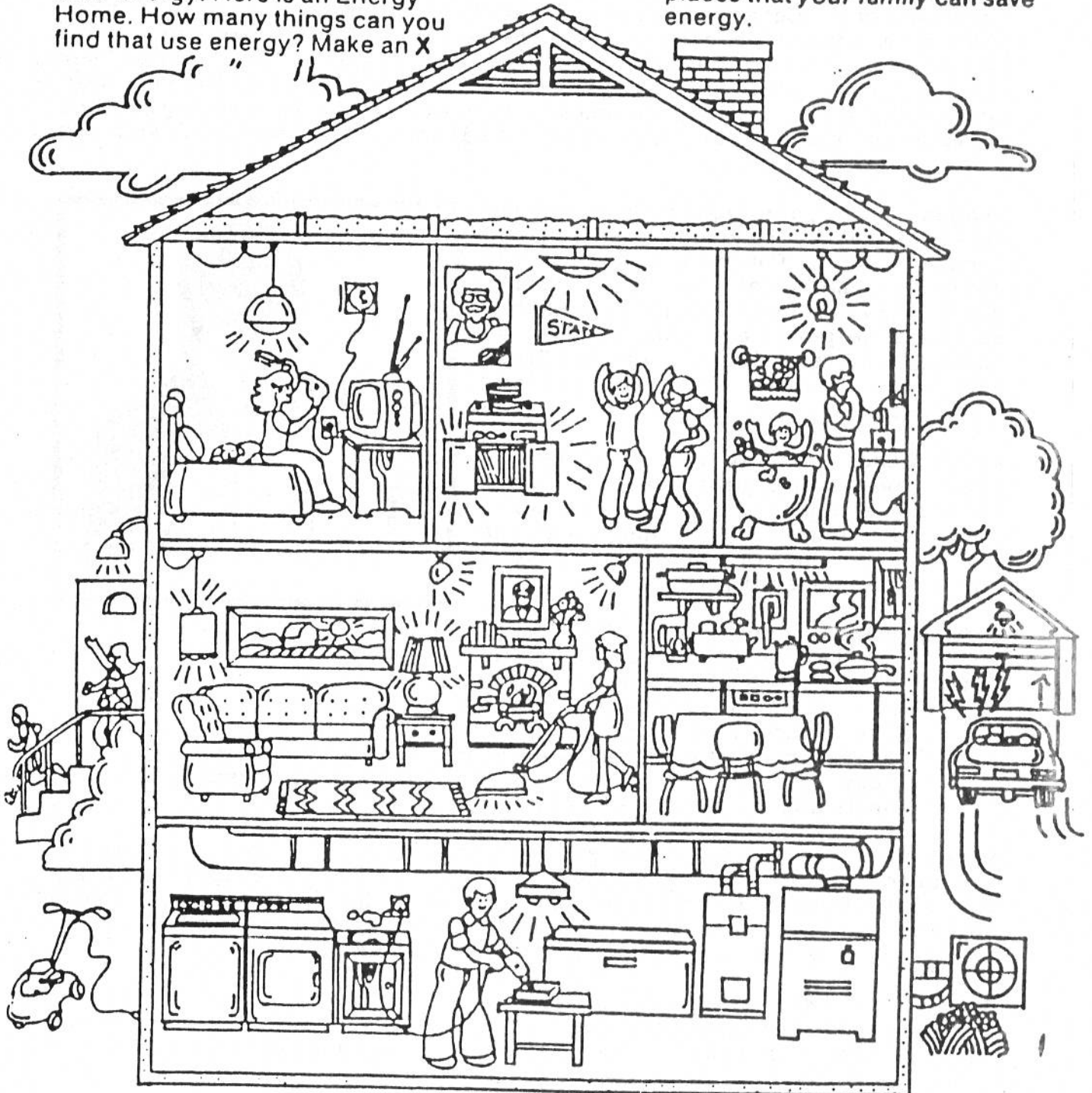
1. Take a ball of pottery clay, about 1-1/2" in diameter. Roll the clay into a good solid ball...one that can be held easily in the hands.
2. After shaping the ball, place it in your left palm and slowly push your right thumb into the center to 1/4" thickness at the bottom.
3. With both thumbs in the center and the remaining fingers on the outside, the bottom side up, press slowly, revolving the piece constantly. Keep the base small...about 1" across.
4. When the sides are 3/8" thick, place the piece on a firm foundation. Work around the edge in a pinching motion with thumbs and fingers until the entire wall is about 1/4" thick. The danger at this point is where the base merges with the side wall. Take care not to strain the pot by forcing or pinching this area too much.
5. Be sure to work from the bottom, keeping the top thick until the very last.
6. The bowl should be even in shape and thickness and approximately round. After this has been achieved, the shape can be varied by pushing the edges inward or outward, according to the shape you wish.



Webelos Family Member Activity Badge

Stores, factories, cars, offices, schools, trucks and planes use most of the energy in our country. But a lot of energy is also used in our homes. And that is the one place that all of us can help to save energy. Here is an Energy Home. How many things can you find that use energy? Make an X

with a red crayon on the things that you think use more energy than others. Use a blue crayon to draw a line under places that you can save energy. Use a green crayon to draw a line under the places that *your family* can save energy.



Webelos Traveler Activity Badge

Earning the Webelos Traveler Activity Badge will not only help the boys prepare for travel experiences but will also enable them to get the most out of a trip and to learn more about this great country.

Trip Tips

Make a Trip Plan: Write state capitals for official touring information; contact a touring service; request a complete trip plan from your auto club. From these sources work out your route to cover all the places you want to visit. But allow for flexibility - time for unplanned side trips that can be the most memorable parts of your journey. How far to go in one day? This depends on the driver, the road conditions, the weather, and how often you stop.

Budget: In your budget you should consider meals, lodging, gas, oil and incidentals. Camping out can cut daily expenditures by about half, especially if you picnic frequently at roadside parks and take it easy on unnecessary expenses. Do estimate expenses. Enjoy the trip without money worries.

Check List: A week or so before you start, begin making a list of things to take along. Use the list as a checkoff when you pack and load the car; it's the only way to avoid forgetting something essential.

Safety check your car: Tell your serviceman you're going to take a trip. Ask him to make a complete safety check of the following items:

Tires (including spare), steering, brakes, hoses and belts, exhaust system, windshield wipers and washers, all lights, front-end alignment and fluid levels (water, oil, master brake cylinder, power steering reservoir, transmission, differential, battery.)

Packing Pointers: Load the car so that you don't block rear-corner vision or the rear-view mirror. A top carrier or a small trailer may distribute a heavy load better. Keep hard, pointed or heavy objects off the rear shelf. Proper tire inflation and adequate tire size are all-important when carrying extra cargo.

Buckle Up: While you are on the road, have every member of your family put on their safety belt - buckle up. The life you save may be your own. In case of an accident it would save your life.



Webelos Traveler Activity Badge

Games for the Road

Different Animals

Set a limit of 100 miles and see how many different animals you can observe in the distance. Make it a group project or keep score individually.

Alphabet Town Objects:

This is a touring game, and can be played by the entire family. When you reach a town or city, start looking for objects starting with the first letter of the town name. For example, if the town name is Rockford, then objects like; railing, rake, restaurant, rock, robe, etc. would be possible objects.

License Plates:

This is a contest to see who can spot the largest number of license plates from different states. This is especially good contest when on a long trip. Set a time limit or keep the game going for the duration of the trip and see if you can find plates from every state.

Careless Drivers:

Keep a list of the careless drivers you see on a trip. This will not only help pass the time, but will educate the young ones against careless driving so that when they are of age to start driving perhaps they will be safer drivers.

Jalopies:

Keep a list of the number of old automobiles you see along the highway. Set an age limit on newness, and then have some one who is acquainted with automobile models serve as referee.

Seen Along the Roadside:

Before starting on your trip, make a list of objects which may be seen from the highway, although they are not on the highway. Then as you travel, see how long it takes you to find each of these objects. Examples might be; a wild rose, a haystack, a tractor at work in the field, a historical sign, a flock of geese, a broken windmill, etc.

Design your own Games:

Many games like jokes can be changed with only a few modifications. The idea or theme remains the same, but some of the actions are changed. Using the games listed above, can you produce a different game using the same basic idea?

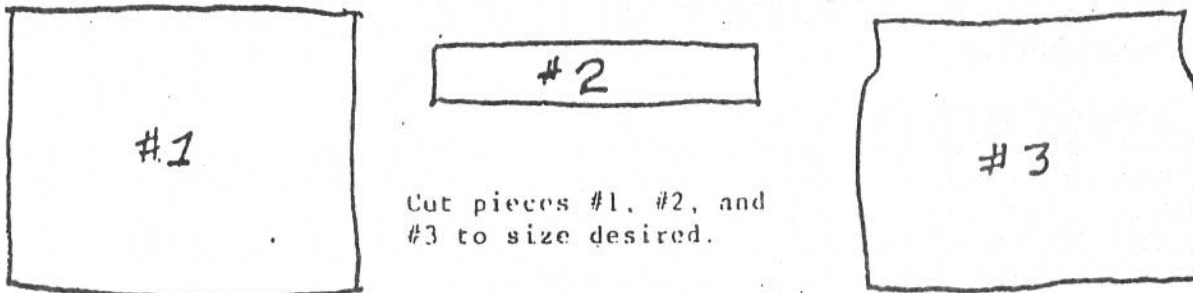
Game Kit:

For the younger passengers in the car, several easy to play games including cards. A pad of paper and pencil can be used for several types of car games.

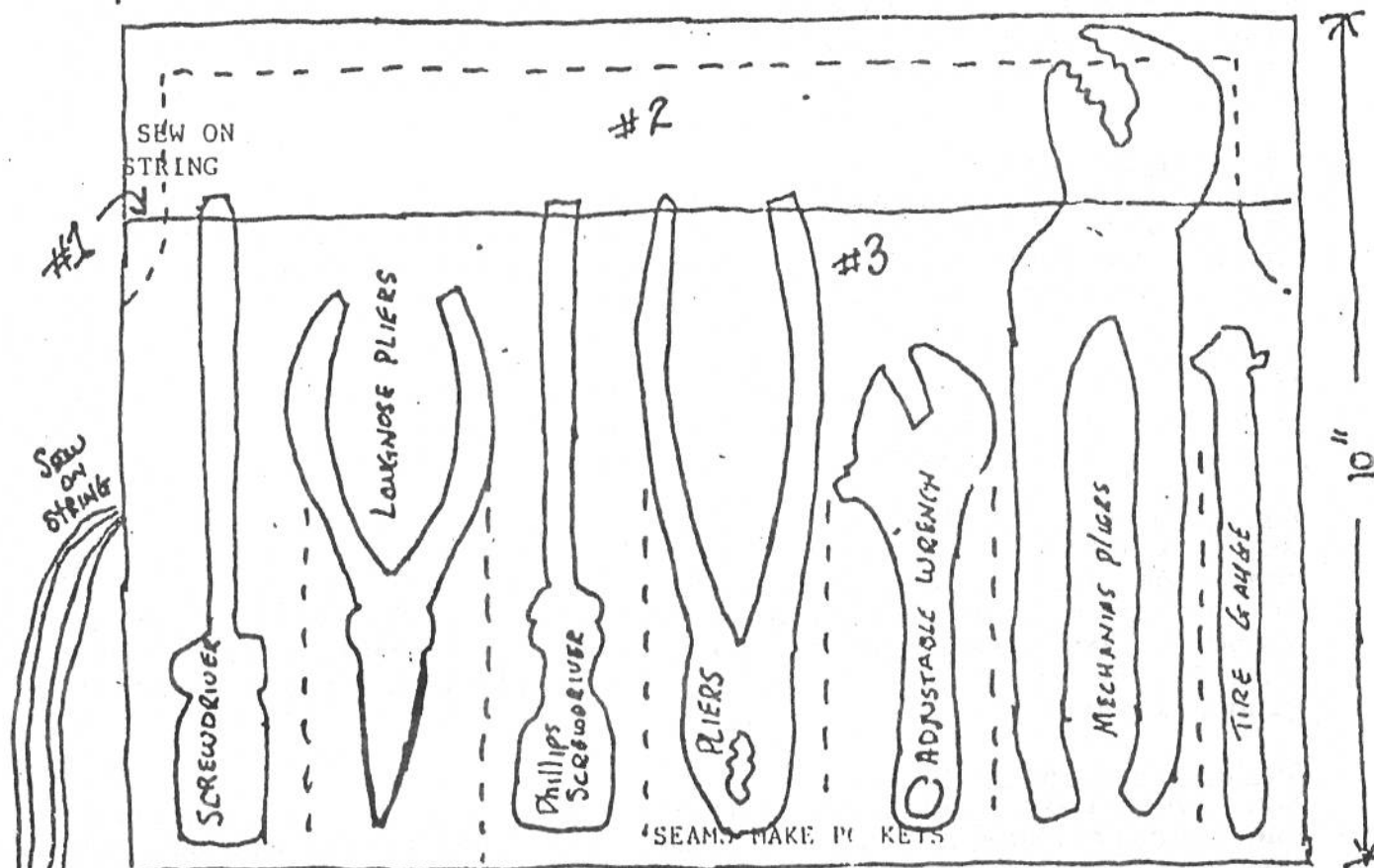
Webelos Traveler Activity Badge

Travel Tool Kit

This handy carrier will fold up small but still carry a great many things useful for any kind of trip. This is an auto repair tool kit, but you can change the tools to make a bicycle kit or a boat kit. Make from denim or canvas.



12"



1. Sew #2 to #1
2. Sew #3 to #1
3. Make seams as desired.



This is to certify that

has completed all of the requirements

for his Webelos badge

Webelos Den Leader

Submaster

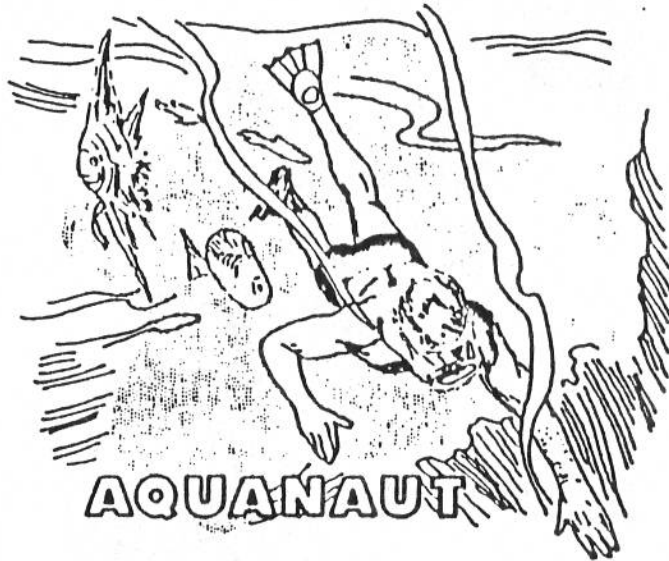
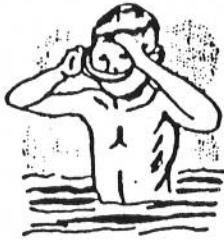


*This is to show to all that the following
named Webelos Scout*

*has earned this highest award
and is qualified to wear
The Arrow Of Light*

_____ *Submaster*

_____ *Webelos Den Leader*



AQUANAUT

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



ARTIST

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



ATHLETE



This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



Citizen

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



COMMUNICATOR

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



CRAFTSMAN

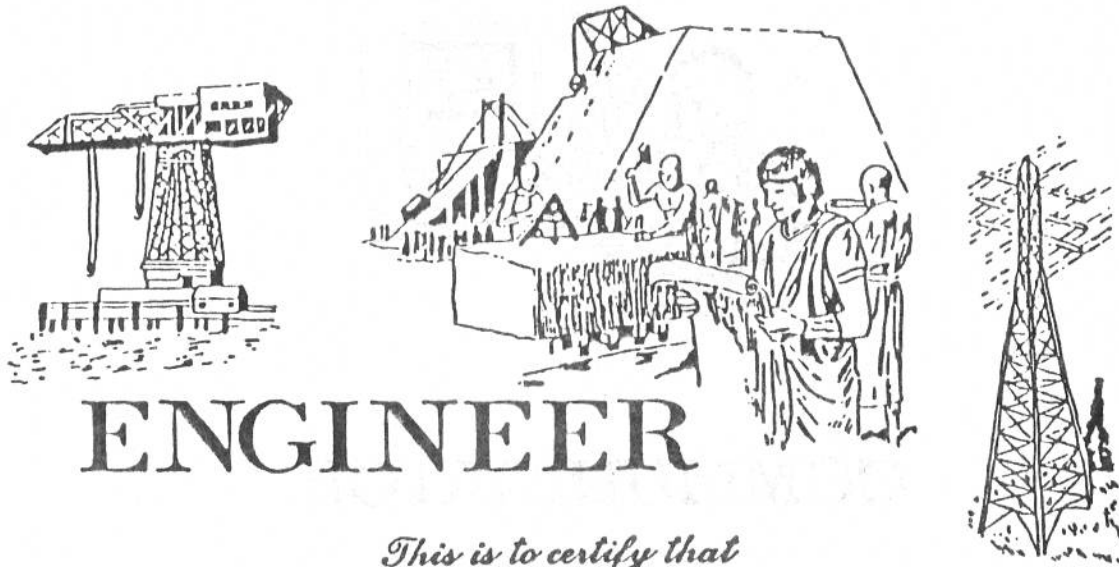
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



ENGINEER

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



FAMILY MEMBER

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



FITNESS

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



FORESTER

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



GEOLOGIST

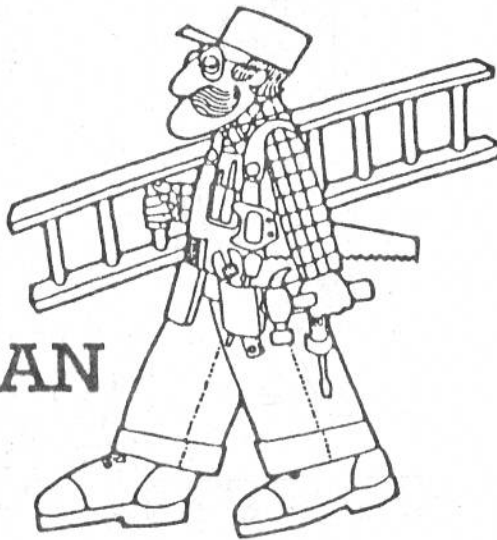
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



HANDYMAN

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



NATURALIST

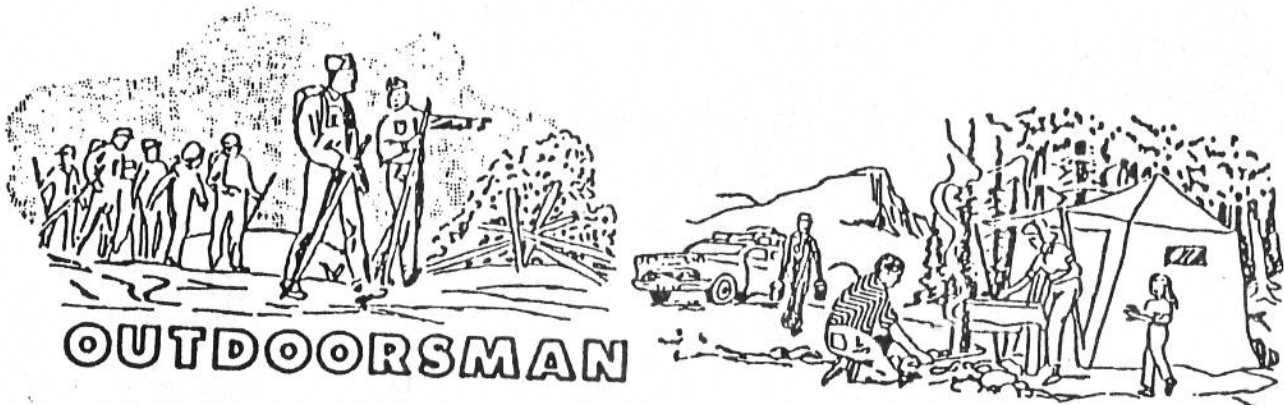
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



OUTDOORSMAN

This is to certify that

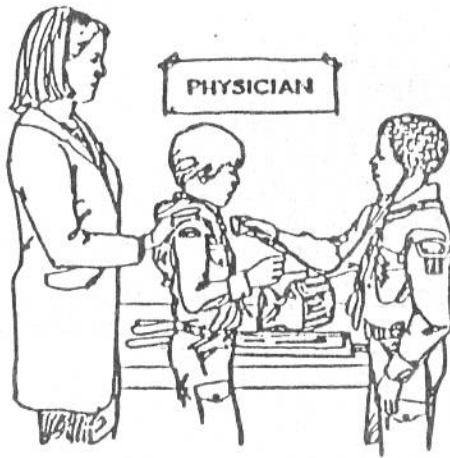
on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

61

Submaster



READYMAN

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



SCHOLAR

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

62

Submaster



SCIENTIST

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



SHOWMAN

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

63

Submaster



SPORTSMAN

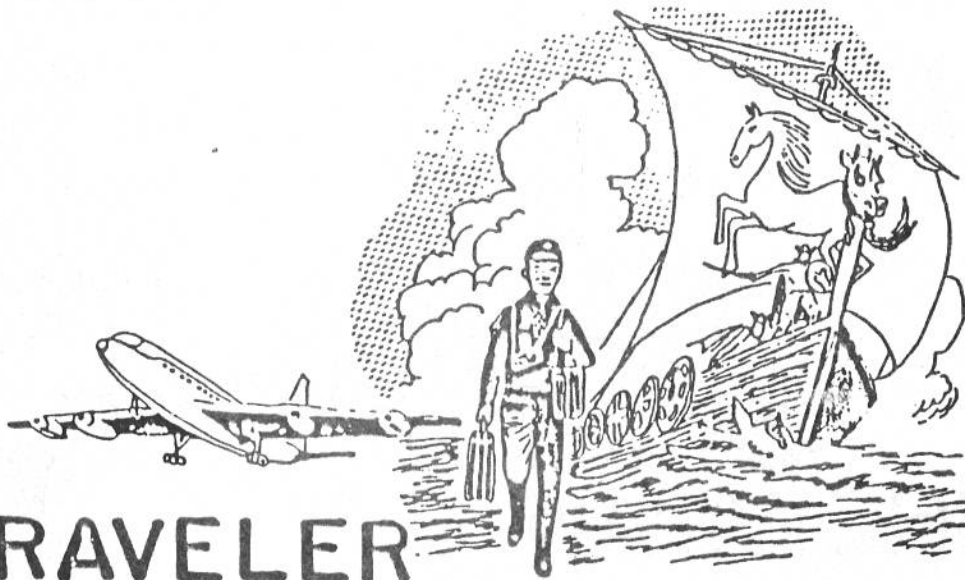
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



TRAVELER

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

64

Submaster

Presented to



Thanks for
helping us earn
OUR
AQUANAUT BADGE





Thanks for helping
us earn our
ARTIST badge!

SIGNATURE _____

DATE _____

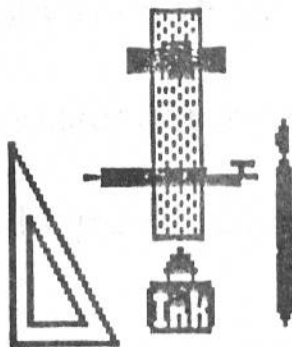




Thanks for helping
us earn our
COMMUNICATOR

SIGNATURE

DATE



Thanks for helping
us earn our
ENGINEER badge!

SIGNATURE

DATE





Thanks for teaching us about
leather crafting and woodcrafts.
Thanks for helping us earn our
CRAFTSMAN activity badge for Webelos.

SIGNATURE _____

DATE _____



Thanks for helping us learn about
duty to family, family expenditures and
security. Thanks for helping us earn our
Family Member activity badge for Webelos.

SIGNATURE _____

DATE _____



Presented to



Thank you
for helping us
earn our
FITNESS BADGE





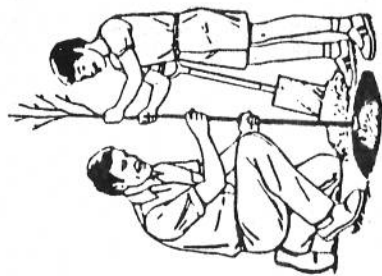
Presented to



Thanks for
helping us
earn our
HANDYMAN BADGE

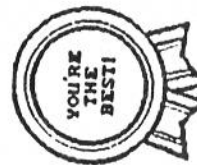






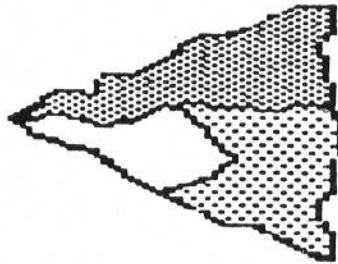
Thanks for helping us learn about
tree identification and usage.

Thanks for helping us earn our
FORESTER activity badge for Webelos.



SIGNATURE _____

DATE _____



Thanks for teaching us about
rocks, minerals, and the world around
us. Thanks for helping us earn our
GEOLOGIST activity badge for Webelos.

SIGNATURE _____

DATE _____



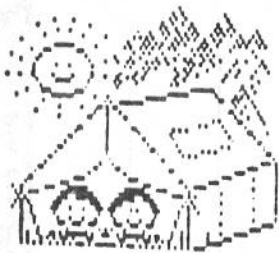
Presented to

Thanks for
helping us
earn our
NATURALIST BADGE



Presented to

Thanks for
helping us with
our
OUTDOORSMAN BADGE

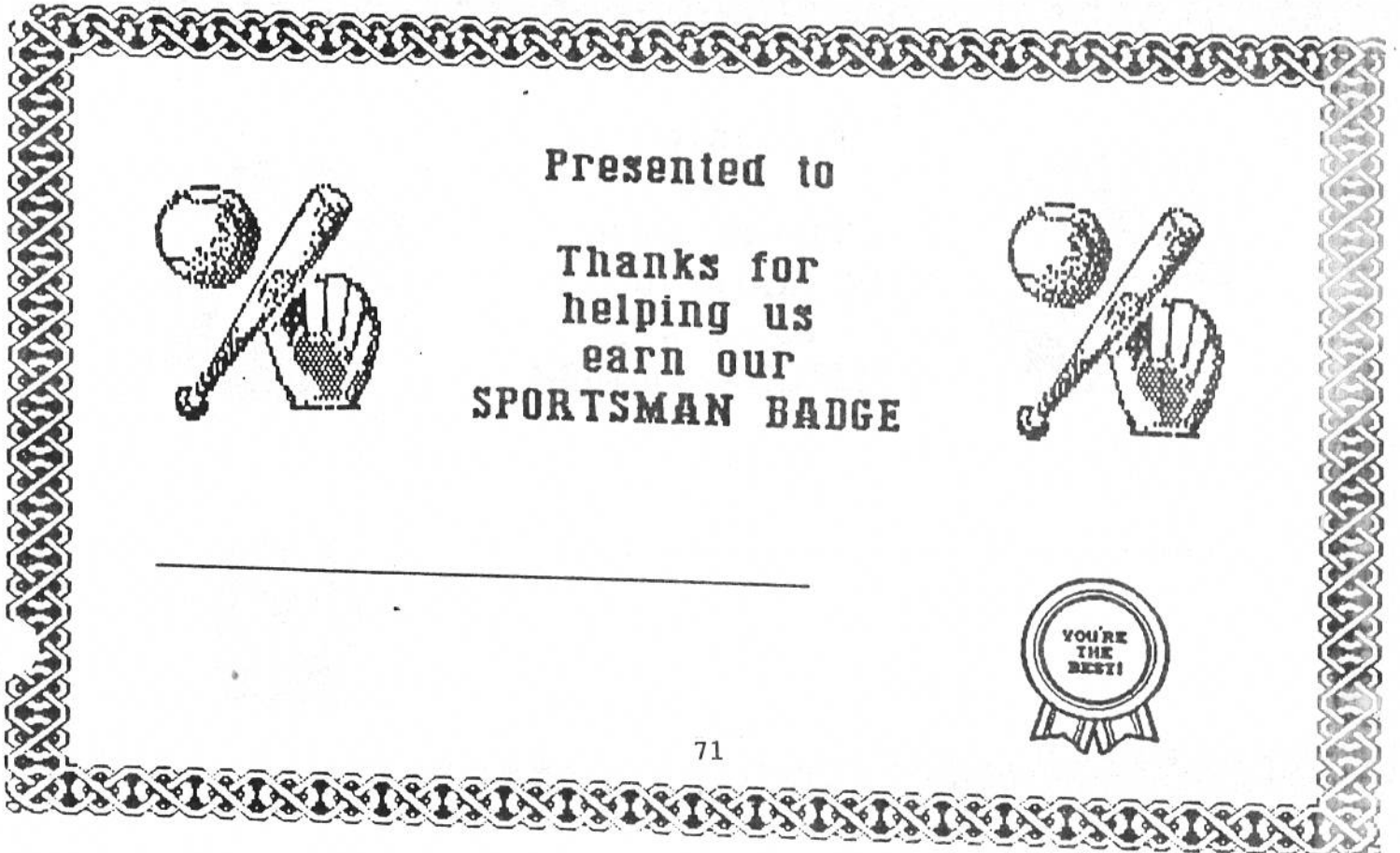




Thanks for helping
us earn our
TRAVELER badge!

SIGNATURE _____

DATE _____



Presented to
Thanks for
helping us
earn our
SPORTSMAN BADGE



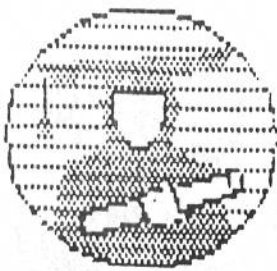




Presented to

Thanks for
helping us earn
our
READYMAN BADGE





Presented to

Thank you
for helping us
earn our
SCHOLAR BADGE

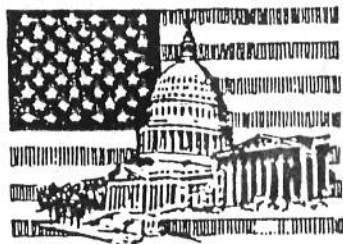




Presented to



Thanks for
helping us earn
our
ATHLETE BADGE



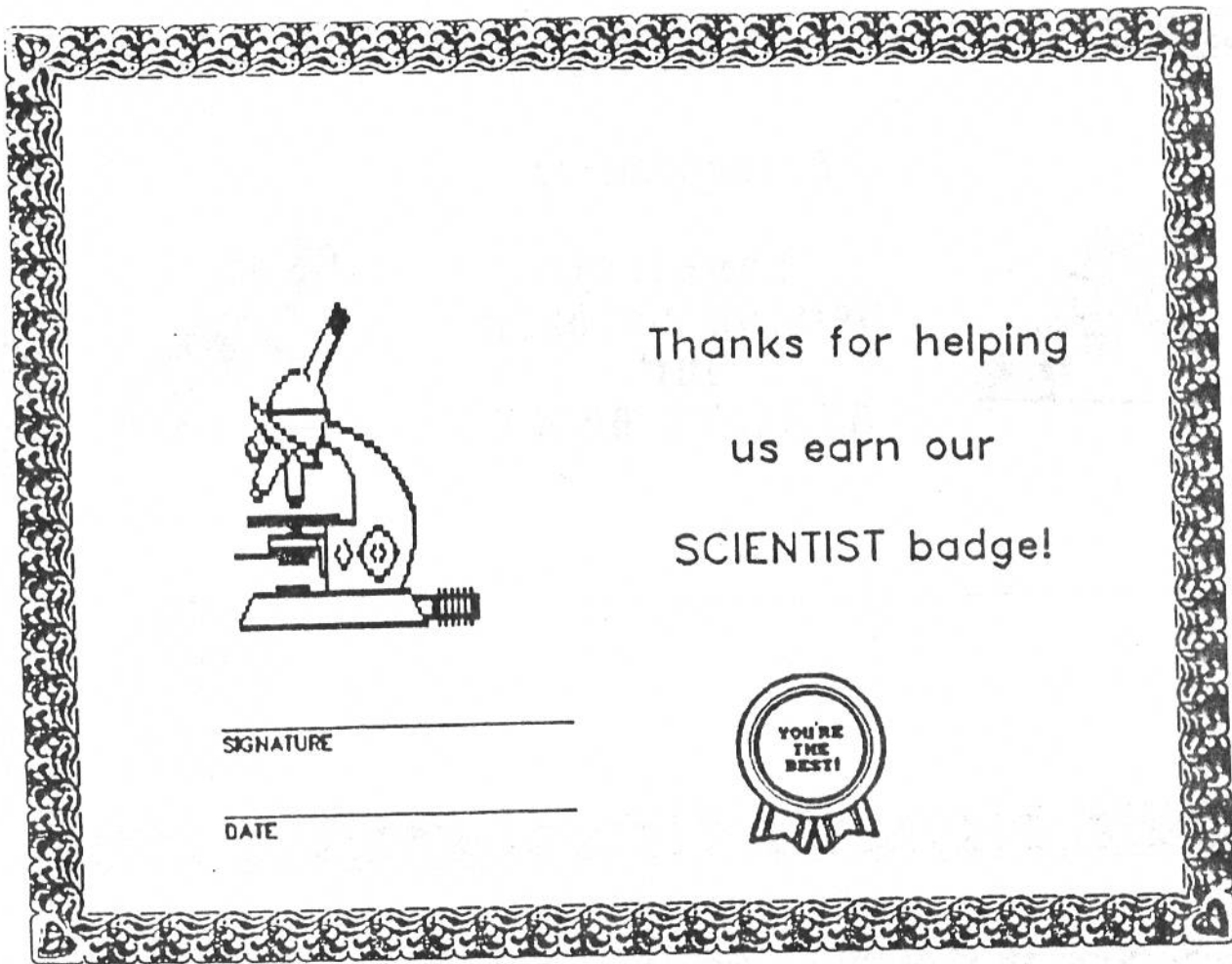
Thanks for helping
us earn our
CITIZEN badge!

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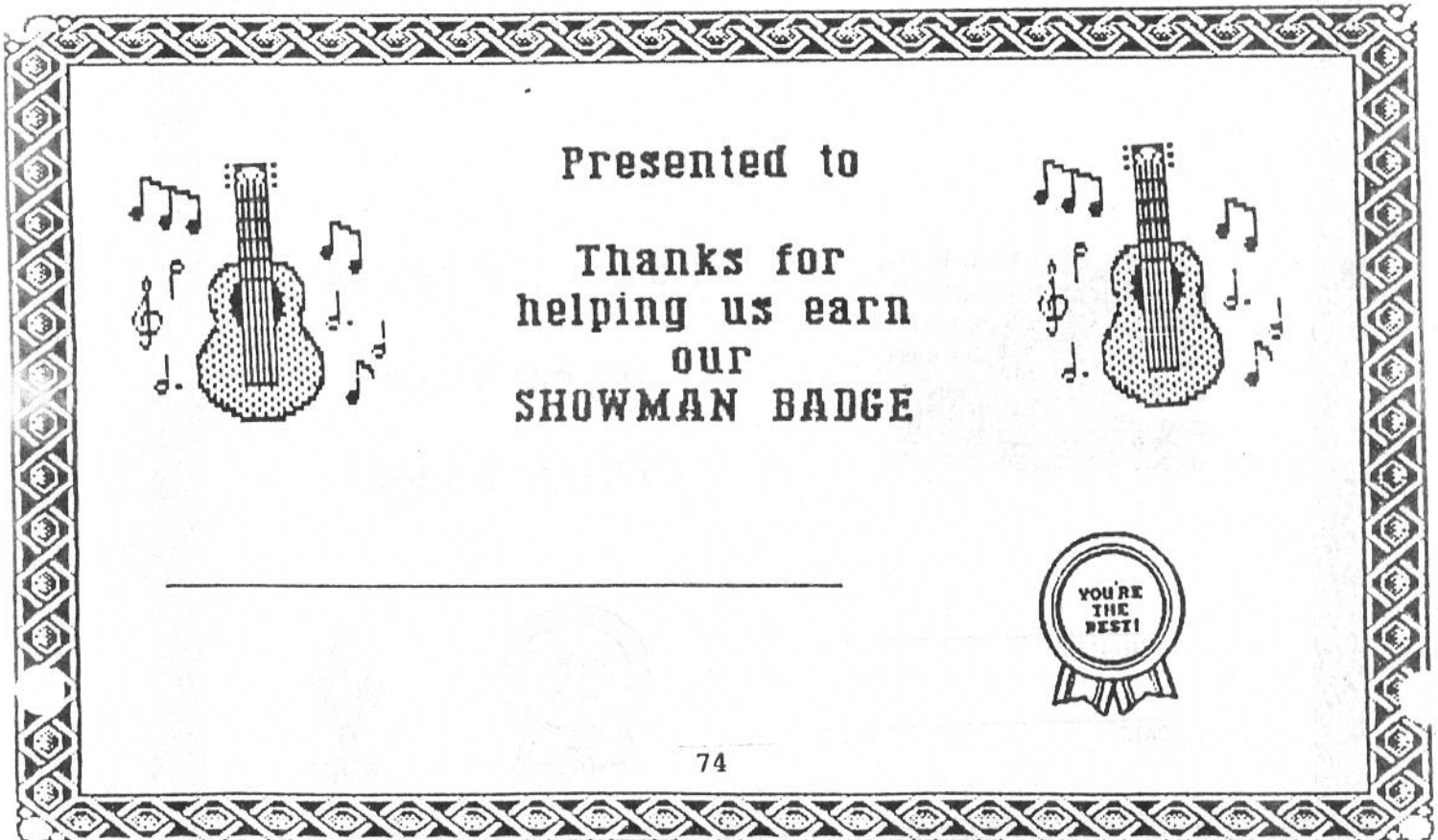
WHEELS



Thanks for helping
us earn our
SCIENTIST badge!

SIGNATURE _____

DATE _____



Presented to

Thanks for
helping us earn
OUR
SHOWMAN BADGE





MISCELLANEOUS

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Handicapable Scouts

Flowers Are Not in Your IEP, Young Man

Teacher, the young man said. I found this flower over the weekend and I want to know what made it grow.

Look, young man, you're in special education. You must have an IEP, it's the law you see. And flowers are not in your IEP, young man! You have short term objectives in math and reading, young man;. You have long range goals in self help and getting along with others. But flowers are not in your IEP, young man!

But teacher, the young man said. I really want to know what makes the flowers grow.

Look, young man, your mother and father and the principal and I wrote your IEP and then we signed it. That's the law, you see. And flowers are not in your IEP, young man! Your IEP has an evaluation component young man. It's the law, you see. And I want you to reach your objectives and attain your goals. There's not time for anything else and besides, flowers are not in your IEP, young man!

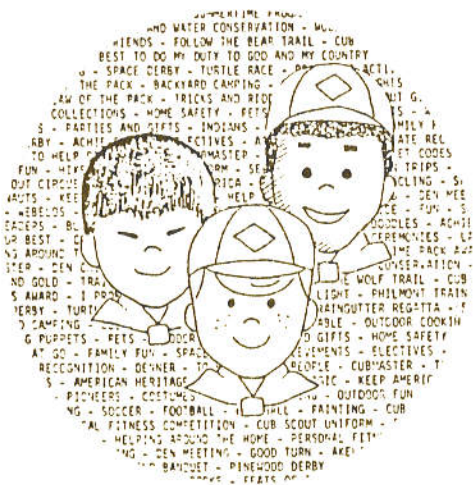
Please, teacher, the young man said. I'd rather learn about flowers than math or reading.

OK, young man if you insist, but this will be a significant change in your IEP and your parents will have to agree. It's the law you see.

A month has passed; a conference was held; the IEP was revised; procedural safeguards were observed and all the necessary paperwork completed. It's the law you see.

But teacher, the young man said, my flower is dead and I found a frog over the weekend and now I want to know what made it grow.

Look young man, your mother and father and the principal and I revised your IEP and then we signed it. That's the law, you see. And flowers are now in your IEP. You have short term objectives in math, reading and flowers young man. You have long range goals in self help and getting along with others. But frogs are not in your IEP, young man!



Handicapable Scouts

Special Needs Scouting

Scouting is great for boys with special needs. These boys love to be awarded for their achievements and that's what Scouting is all about. It may take them longer, they may have to do it differently, in their own way but they can achieve. Scouting can play an instrumental role in their lives.

The biggest obstacle for these boys are the adult's fears. "I've never worked with anyone who has special needs before and I don't know what to do." "What if I do the wrong thing?" "They can't keep up with the other boys." "I can't do it, I'm scared." What these leaders need is support and encouragement. After the boy has earned his first award, the leader will think, that wasn't so hard and he accomplished it. Look at the SMILE on his face.

The Cub Scout Motto: DO YOUR BEST, says it all. You may substitute electives for achievements in the Cub program. You need to get with your committee and decide what you need to substitute. Never make it too easy on the boy. He will know that you will be just giving it to him and he has not had to work for it. Give him something that is challenging but attainable. You do not want to frustrate him and yourself. Encourage! Encourage! And encourage some more! He can do very well through Cub Scouting and even go into Boy Scouts. There is a **Special Needs Eagle** that he can work towards.

You'll be surprised at how the other boys will help the special need Scout. How they will encourage him, think of ways that the boy can accomplish his task, and be happy when he does.

Boy Scouts of America has many resources for you and don't forget your community. There are many knowledgeable people out there.

BSA material available:

LH 3008 A	Scouting for the Emotionally Disturbed
LH 3039 B	Scouting for the Physically Handicapped
LH 3063 A	Scouting for the Blind and Visually Impaired
LH 3065	Scouting for the Learning Disabled
LH 6557 A	Unit Training Scouting for the Handicapped
LH 6675 A	Exploring for the Handicapped
	Understanding Cub Scouts with Handicapped

So take charge and receive lots of JOY.

Handicapable Scouts

Scouting Programs Provide What Handicapped Youth Desperately Need
SCOUTING HELPS
THEM DEVELOP
THEIR:



SCOUTING PROVIDES
THEM WITH:



SCOUTING TEACHES
TO:

Social Relationships and Acceptance: By belonging to a group of Scouts, they develop feelings of being needed, independence, confidence, and friendships with peers and adults. They feel acceptance, and even more important, they learn that they can be accepted as they are! This is often a new experience for them.

Mental Skills: Scouting activities help them to develop creativity, attention span, increased verbal abilities, motivation, learning and understanding! Every person has a deep need for achievement.

Personal Attributes: Scouting just naturally brings out a sense of humor, feelings of self worth, leadership and followership abilities, feelings of self confidence, pride in appearance, dependability and responsibility, desirable behavior, and good manners.

Challenges: They have many opportunities to make application of learning to real life situation, opportunities to demonstrate competence, and knowledge to others, and yet a chance to progress at their own rate!

Opportunities: To work with and help other handicapped and non-handicapped youth, to explore their own attitudes and feelings, to achieve and to make friends in a relaxed atmosphere where adjustment comes more easily!

Guidelines: For behavior and learning situations which are fun and provide success and desirable peer and adult models!

Compete to the best of their ability, THEM plan, start and finish a project, develop leadership and follower skills, recognize others' achievements, try new things, respect differences in others, play fair and have fun, and to develop and maintain friendships.

AND THESE LISTS OF BENEFITS GO ON AND ON!!!!!!
Think what even a few of these benefits could do for the body, mind and personality of a handicapped youth.

Handicapable Scouts

Reading Disabilities

Read the statements below and correctly re-write each word between the lines.

This is what a
learning disabled
person frequently
has to contend with.
When attempting to
read a book:

Handicapable Scouts

Activities in Handicap Awareness

Activity 1

Participants: All

Equipment Needed: Large Marshmallows

Procedure: Give each boy a marshmallow and have them try and talk clearly. Say their names or the Scout Motto.

Discussion: Have the boys relate feelings. Point out for some people this is how they would try and talk. How much effort was needed to be understood by each other.

Activity 2

Participants: 5 volunteers from the group

Equipment Needed: Goggles or blindfold, adhesive tape or masking tape, ear plugs or ear muffs, newspaper, rolls to use as splints, a ball and a box of bandaids. Note: swimming goggles with the eye shields painted over or stuffed with cotton work very well.

Procedure: Have 5 boys come forward. One boy will not have a handicap. One boy will wear the goggles or the blindfold to simulate blindness. One boy will have his thumbs taped down and his little finger and ring finger taped together to simulate Cerebral Palsy. One boy will wear the ear plugs or muffs to simulate deafness. One boy will have splints taped around front and back of knees to prevent bending. This will simulate a physical handicap.

Activity: Have the boys take turns catching a ball, opening a bandaid, telling the group their name, stepping up on an object, jumping over an object on the ground.

Discussion: How did their handicap interfere with these activities. How would you be able to do the activity with the handicap?

Review: Being different is only another way of being you. We are all different. A handicap is a difference which makes harder but not impossible for a person to do something that is easy for you to do like waking, seeing, speaking, or hearing. People with handicaps are not dumb or stupid, they are just different and need to learn to do things in a different way. All of us know how it feels to be handicapped in some way, if even for a short time. Have you ever been blind folded to play a game like Pin the Tail on the Donkey? If so, you are "Blind" for awhile. Have you ever sprained your ankle or broken your leg? If so you were "Crippled" for awhile. Have you ever tried to hear what someone was trying to say to you from the other side of a glass window but couldn't? Then you were "deaf" for awhile. Handicap people have feelings, and can get their feelings hurt. Just like anyone else, they do not like to be made fun of.

Handicapable Scouts

**TAKE THIS SIMPLE TEST TO SEE
WHETHER YOU ARE A HANDICAP
TO THE DISABLED**

(Be as honest with yourself as possible)

1. Do you ever feel awkward or uncomfortable in the presence of a disabled person?
2. Do your actions ever indicate to a disabled person that you consider him mentally disabled as well?
3. Are you unaware of some of the problems some disable people have in using public transportation, gaining access to many public buildings or using public facilities?
4. Most public parking lots have special parking places set aside for use by the handicapped. Are you unaware of the purpose for these special parking places?
5. Do you ever catch yourself treating disabled people as less than "normal" people?
6. If a disabled person where attending a social gathering, would you avoid meeting or talking to that person?
7. Would you pay the disabled person extra special attention?

If you honestly answered "Yes" to any or most of the above questions, think about why you did. Given our backgrounds and our environment, it's almost predictable that most of us would not feel totally open and free in our attitudes towards the disabled. Don't feel terribly guilty about your responses. But that's not to say we can't change...or don't want to change.

OUR ATTITUDE TOWARDS THE DISABLED

CAN BE THEIR BIGGEST HANDICAP

Handicapable Scouts

Introduction

Because we are not all exactly alike, we say we are different. Being different is only another way of being you. You should feel very special when you realize that no one else in the world is exactly like you! The important thing to remember about all the difference is that the differences make us who we are. And having different people in the world is what makes it an interesting place to live! Sometimes you may see or meet someone who is different because they have a handicap. A handicap is a difference which makes it HARDER not impossible for that person to do something that is easy for you to do -- something like WALKING, SEEING, SPEAKING, or HEARING. People who are handicapped know they have this difference. They have many likes and dislikes, just like you. Some things are hard for them to do while they can do other things very easily. And just like you, they want to be liked for who they are when all their differences are added together. Sometimes we don't know how to act around someone with a handicap. You may feel afraid because you don't understand it or think that the handicap may be catching. Well it isn't. It is only different. People with handicaps were either born with their handicap, or received them as a result of an accident or illness. They have to learn how to do things which are easy for you in a different way. After a while most handicapped people realize there is still so much for them to do, learn, and experience.

Group Discussion/Participation

Handicaps can affect walking, seeing, speaking, hearing, writing or learning.

1. What handicaps do you know about?
2. Do you know anyone with a handicap. Remember that handicap people are not dumb or stupid, they are only different. They have feelings and can get their feelings hurt. Just like anyone else, they do not like to be made fun of or teased.

Sometimes people think that people with handicaps are not able to do anything for themselves. This is not true. They have to learn a different way to do things and it is more difficult, but they can learn to do things for themselves. Their handicap will limit them in some areas, but not all areas.

3. List some handicaps and discuss.
4. What are some Visual Aids? Hearing aids, manual alphabet, Braille cards, sign language books, crutches, walkers, canes, wheel chairs.

Handicapable Scouts

5. Challenge:

- 1 Eat your lunch today with your eyes closed.
- 2 Try getting dressed tomorrow without getting out of a chair.
- 3 Watch a TV program without any sound.
- 4 Try writing something using the non-dominate hand.
- 5 Try getting dressed without bending your knees.
- 6 Try getting dressed, brushing teeth, washing with your eyes closed (the whole time).
- 7 Try eating your lunch or getting dressed with only one hand.

6. Craft / Activity

In this activity the boys will write their name in braille. Post or hand out copies of the braille alphabet to use as guides. Each boy will receive a 4" X 2" rectangle and some straight pins with the beaded tops. Using the braille alphabet as guides the boys will punch holes in the card to write their name. When they are finished, have them practice using their fingers to read their names in braille. Remind them that actual braille would be much smaller, like on the braille card.

7. Secret Messages

Make a message ahead. Using copies of the manual alphabet and copies of the braille alphabet, see if the boys are able to figure out what the message says.

8. Activities in Handicap Awareness

Have the boys either close their eyes or wear a blindfold. They will be asked to spread peanut butter on a cracker, pour a glass of water, or count out change.

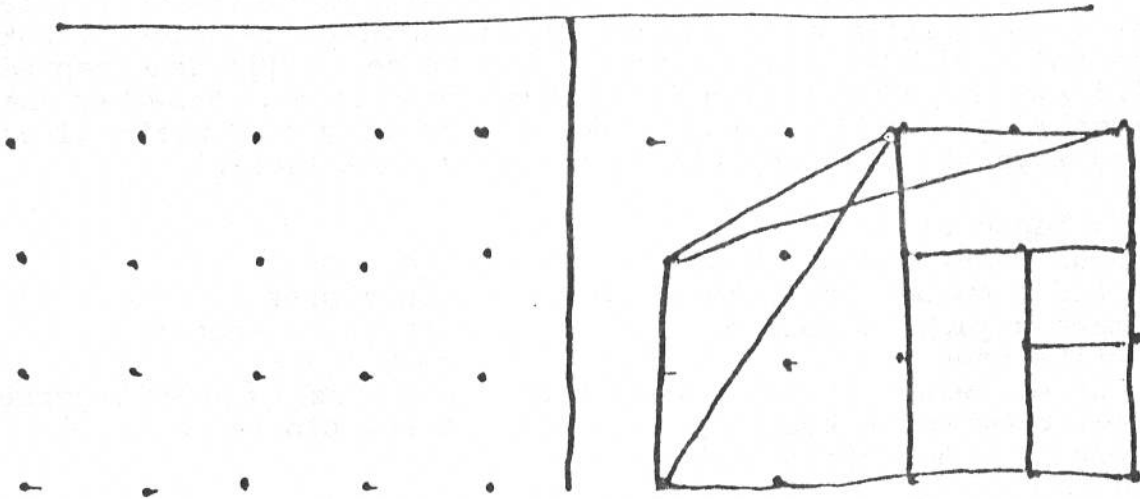
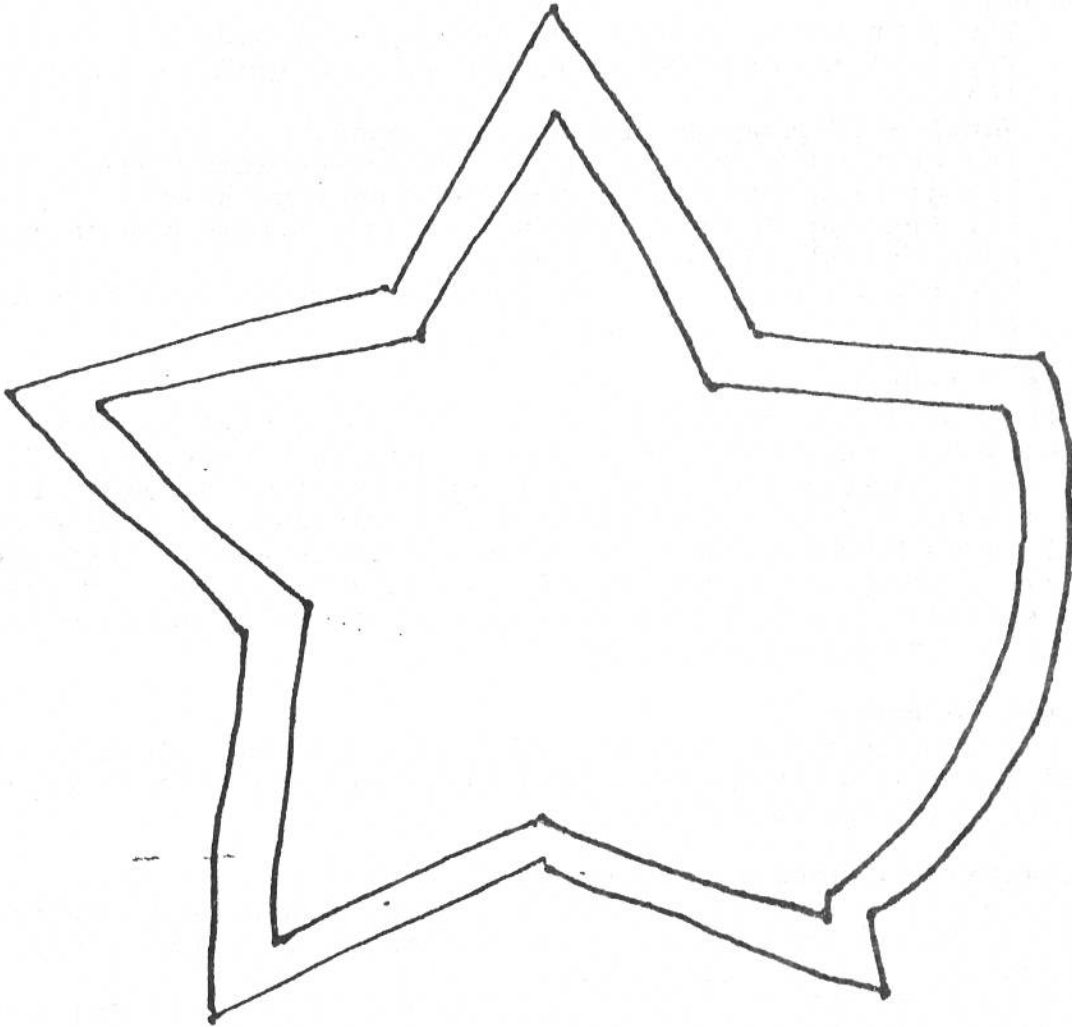
Have them repeat the activity, however this time tape down their thumbs and tape their little finger and ring fingers together.

Discuss their experiences. Was it easier to do the activities blind, or physically handicapped? How much practice would it take before you would be able to accomplish these things handicapped? How did you feel when trying to do these activities. Remember that handicap people will face challenges like this all their lives. Discuss ways that the activities could be made easier.

Fingers taped or blindfolded:

- | | |
|---------------------------------|----------------------------|
| pour water, beans or sand | tie shoes |
| find a beeper in roped off area | zip zipper |
| make a paper airplane | dial a telephone |
| write name | open a jar |
| put on twist tie on garbage bag | put puzzle pieces together |
| put baby beads together | stack blocks |
| identify household items | |

Handicapable Scouts
MIRROR IMAGE WRITING



3-D Wolf and Bear

New Dimension to Travel and Share Jump on our Circus Train if You Dare

Words of thought for a good start!

Keep it simple make it fun is always stressed by not #1
Den Leader **attitude** is #1, make it a job and it's no fun.
Family **participation** is #2, **good communication** helps them through.
Planning is another key, with lots of **credits & awards** you see.
Scouts beaming faces on awards day, is the **Best for Den Leaders**
pay.

Activities should be kept simple and fun, to the boy's **you're #1.**
Know the **book** inside and out, to do **your best as a good Scout.**
Know & use resources from A to Z, key to **good behavior** is keep'em
busy!

Attitude:

Think and make den leading a hobby, with an open mind for learning, sharing and caring. Remember no two people are aloke, there for, no two den leaders are alike or will run their meetings the smae. You will get out of Scouting only what you put into it. There is no room for judging other leaders, adults, or Scouts. Doing this will only cause you to have negative attitude and it does and will show in your performance.

Planning:

Long range planning helps keep Scouting for you simple and fun, the more prepared you are, the more confident and at ease you will fel and be. Learning the program and knowing the book you are working out of is showing **you** and the boys you are doing your **best** as a good Scout.

How to long range plan:

- 1 Decide when, where and how long your den meetings will be. Note: Common amount of time used for Wolf & Bear is weekly meetings for 1 to 1-1/2 hours. Common amount of time used for Webelos is every other week for 2 to 3 hours or the same as Wolf and Bear. When and how long den meetings are is up to the den leaders. It does not matter as long as the boys in your den get a **quality program.**
- 2 Know when you first meeting will be held, and the last meeting of the year before graduation. Then along with a school calendar you can easily figure out how many meetings for the year you need to plan. Once you start going though the book and jotting down how and what you want to do for achievements and electives and placing them with a den meeting you'll catch on quickly. Knowing the book will also give you knowledge enough to combine credits and not miss or redo things the boys have already done. **Key to good behavior is keepin ' em busy!** At first until you get to know the boys in your den it will

be hard to know how much you can accomplish. Over plan and make adjustments along the way. **Keep in mind there is no right or wrong way of den leading.** Look for suggestions at trainings, roundtables, Pow Wows, etc. People are willing to share what has worked for them.

Communication:

Good communication from pack committee to you and from you to the parents of your den is a must for keeping everyone apart of the program. Remember, you as a den leader have many people to ask questions and learn from. Starting with co-den leaders, to the Committee, up to the Council staff. Parents unless they know other committee members, depend on you to make sure they know and understand the program and what is expected of them. They need support along with their son. **Never assume anything!** How to communicate - notes, in person or by phone. The best form of communication is verbal followed by written.

KISMIF:

Keep it simple make it fun is important to keep our boys happy, learning, sharing, and caring.

Awards:

Awards helps keep the boys interested in the Scouting program. Facing facts - there are many programs offered to boys that they have fun, learn and receive recognitions of some sort. Scouting is different in the way the boys have a uniform and many awards in which to earn and wear with pride. Each patch, pin, arrow point a Scout receives gives them & us a Great feeling. There is no better pay in the world than to see their eyes light up and chests puff out with pride. To know you have accomplished something is a good feeling. To get recognition for your accomplishments is a Great feeling. To have something to keep and show for you accomplishments is a feeling too overwhelming for words. **Never hold back on giving a Scout his awards. Awards are to be given on completion.**

Learning:

Learning is a part of life that never stops, learning, and sharing is the key to keeping interest in anything. Scouting is no different. The Scouting program supports not only the boys but leaders also. Training is leader's support as well as any other position in Scouting. Training starts with Fast Start and Basic Training which gives leaders a good start at understanding the program and what is expected of them as a den leader. There are hands on trainings at Pow Wow, Craft Work Shop and Webelos Leader Outdoor Training, to name a few. Each district holds monthly Roundtables which are hands on learning along with knowledge of what is going on with the Scouting program. Does this affect you? Yes you are part of the Scouting program. What affects the program also affects you as a den leader.

3-D Wolf and Bear

Uniforms

Den leaders should wear a uniform. It is a form of monkey see, monkey do. Scouts will not respect, wear, or take pride in their uniform if the Den Leaders, "their role models" don't. It also helps the leaders have first hand knowledge of what is proper for the uniform and can easily help Scouts and parents know where patches, pins, etc. are to be properly placed.

Record Keeping

Record Keeping is **very important!** It is a must to keep updated records in order to give awards when they are earned! Types of records: attendance, achievements (trail points), electives (arrow points), denner and assistant denner dates, dues, etc.

Opening:

Most every meeting should start with a flag ceremony. Giving every Scout a chance to be a denner and assistant denner. One of their jobs is to present the colors (flags). Denner carries the American Flag and asks the group to join him in the Pledge of Allegiance upon placing flags in stands. You can get pamphlets on the American Flag through VFW's, Moose, American Legion, etc. Don't forget the library is good for flag information and ceremonies.

Closing:

Retreat colors (flags) then do some type of short fun song or discuss fun things you've done at the meeting.

Treats:

One simple way is to make a treat bucket. Scouts take turns taking the bucket home. Who ever has the bucket is to bring treats for the next den meeting. Bear program: Scouts can bring a treat and if it is cookies, he can also get credit for achievement 9a.

Outings:

Getting the outing back in Scouting is as easy as moving the den meeting outdoors on a nice day. Scheduling outings is an important part of learning to appreciate and understand the beauty of the world around us, how to respect it, take care of it, and enjoy it.

Tour permits:

Any time cars are used for travel and you have other Scouts in your car other than your own, **you are to fill out a tour permit.** It is recommended you fill out a tour permit any time you leave your normal den meeting place. Car information is not needed but it does not hurt to have drivers in case of bad weather. It is totally up to your judgement, but why not prevent the hassle when it is just as easy to take a couple minutes to fill out the permit and be covered!

Samples of getting the most out of a den meeting.

Wolf:

Den Meeting 1

Theme: Halloween Party

At previous den meetings, we discussed and planned the party with the Scouts.

- a. Make list of what kind of treat, drinks, type of games (for credit or fun), type of things in the haunted adventure trail they want.
- b. Narrow ideas for each item by voting.
- c. Give each Scout a job to do at the party.

Credits received for Halloween Party:

- E9c page 149 Help with a party (note we typed up information and placed in book instead of making Scouts write in small lines they are not used to.)
- E4a Washer toss (made into Halloween theme by using plastic pumpkin and ghosts instead of pie pan.)
- E4b Marble shoot (made into Halloween theme by making little ghost to sit on top of bottles.)
- E4c Ring Toss (made into Halloween theme by making a devil's head with horns to catch rings.)
- E4d Bean bag (made into Halloween theme by having a vampire with holes in mouth, and hands to toss bean bags through.)
- E4e Gathering time boys played marble game.
- E18e Plan adventure trail (made into Halloween theme by making haunted adventure trail). Boys were blind folded and walked from one room into another listening to spooky music. We also had a mom come dressed as a witch to run the boys through the haunted adventure trail. Boys had given us a list of what they wanted it to have. We made it happen by using dried beef for skin, elbow macaroni for brains, ketchup for blood, cherries for eyes, spaghetti for worms, turkey bones for finger bones etc. ON second touch of items, boys still blind folded were to use their other senses to guess what we used for each item before uncovering their eyes.

Den Meeting #2 Sample

Theme: Fun in the sun

At prior meetings we discussed and made plans for cooking out at the park. As a den we planned our walk to the park, took a list of ideas of what to cook, desert, drink, then voted for a final decision. We also made a list of things to do for a treasure hunt/obstacle course.

Credits recieved for den meeting:

- A18d page 193 - Help plan obstacle race
- A18c page 193 - help plan a treasure hunt
- E5g page 137 - Make or put together some kind of model boat
(e made a model from a quarter of an apple with a tooth pick in the middle and a piece of cheese for a sail (cheese was precut triangle). Floowing our model, The Scouts made a sail boat for desert and ate it. Of course we had to sail it first.
- E11e We sang Johnny Appleseed song for grace before eating (notes typed and placed in books.)
- A10b Plan a walk, visit a park, etc. with your family. As a den we are a den family.

Bear Program Samples

Den Meeting 1

Theme: Law Enforcement

Make a list of all achievements and electives a police officer can cover on your visit. When making plans with the officer, give him/her a list of what you want to be covered.

- A7a Make a set of your own finger prints
- A7b Make a plaster shoe cast of a a shoe print.
- A7d Visit your local police station
- A7g Know what you can do to help law enforcement
- A6c Find out from a city official what happens to your trash after it's hauled away.
- A12b Go on a hike with your den family (if you walk to your police station.)

Den Meeting 2

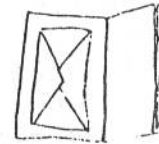
Theme: Knowledge is Great!

Visit a library: On planning your visit, talk to the librarian and give him/her a list of the things you would like covered on your visit with the den. Make sure they have a list of your Scouts' birth dates.

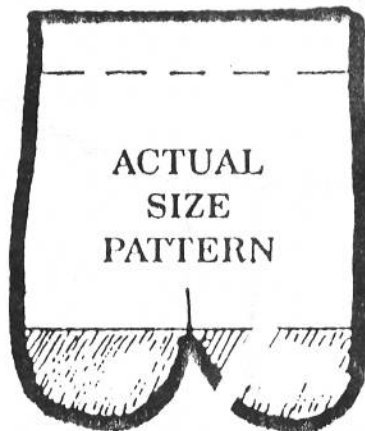
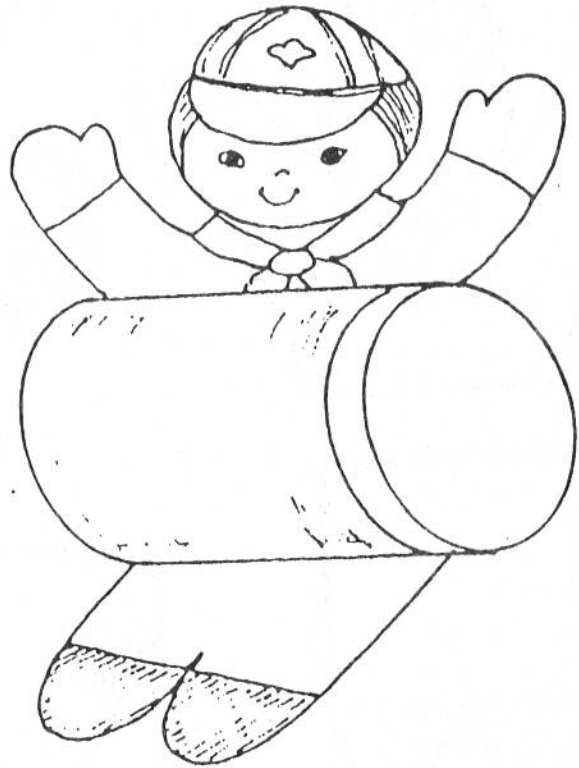
- A8a Visit your library and ask to see back issues of newspapers. What were the headlines on:
The day you were born?
July 21, 1969?
The day you were 5 years old?
- A8c Find out some history about your community.
How did people heat their homes?
Where was the first school?
Where was the first firehouse?
Where were the places of worship?
- A17d Visit a place where computers are used.
Find out how they put information in them.
What does the computer do with the information?
How do you get information from the computer?

MESSAGE POCKET

It's always hard to be sure that notes sent home from den meetings ever make it home to the parents. Give each boy an envelope slightly smaller than the handbook. Let them color or decorate one side of the envelope as they wish. Making sure that you can put papers inside the envelope, glue or tape it to the inside cover of each handbook. This gives the parents a specific place to look for important messages from the den leader.



Good
Time
Scouts
Packed
with
Fun!



Somersaulting Scout

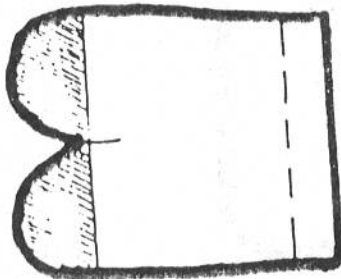
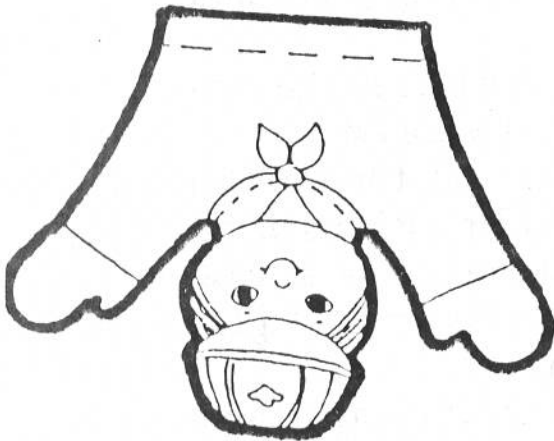
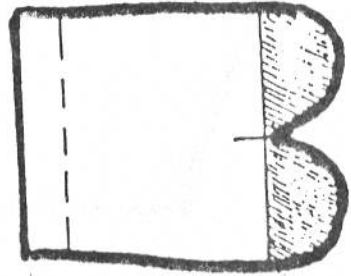
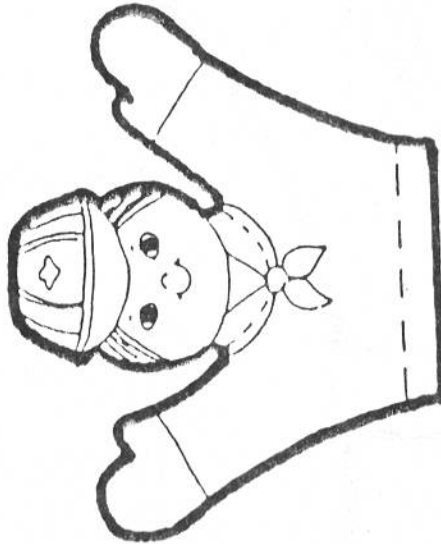
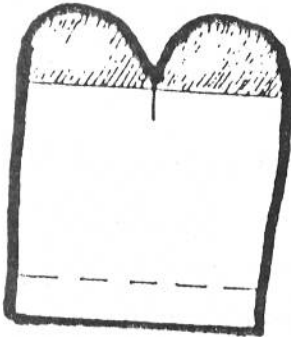
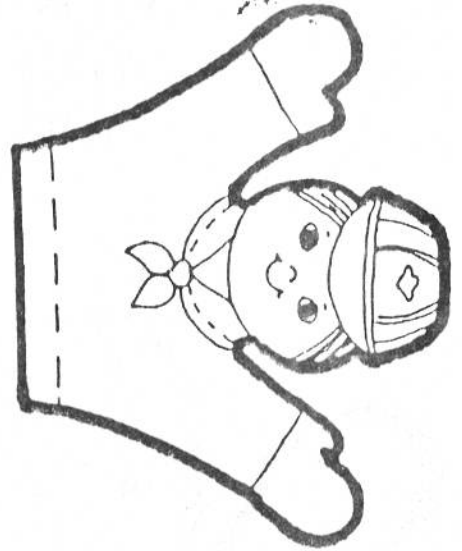
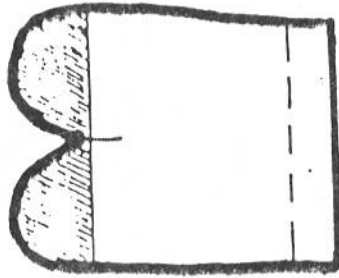
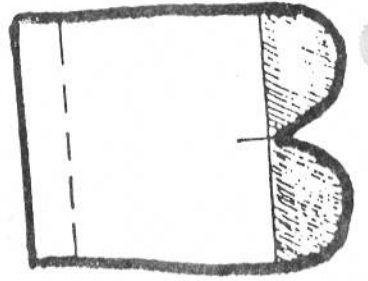
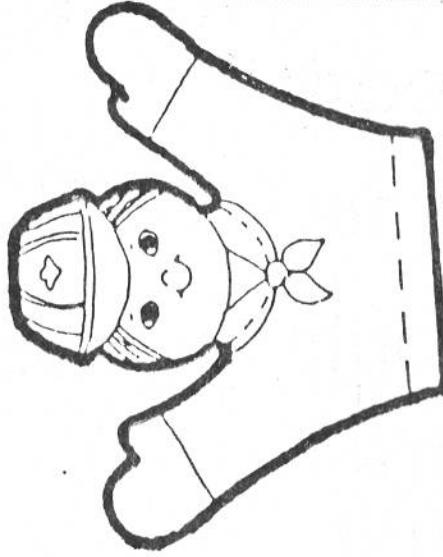
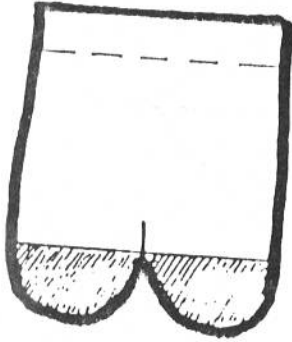
Edna Wolff
Central Point, OR

You'll need an empty film can or pill bottle, two marbles, paper, markers, scissors and glue.

Put the marbles in the container and replace lid.

Trace and cut the pattern on paper. Color with markers. Glue head and arms to can. Leave a $\frac{3}{4}$ " space and glue legs to can.

Roll the scout along a table and watch him somersault!



FOOD

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Cub Scout Cooking

THE CUB SCOUT COOK



COOKING IS FUN! Learning to cook is just like learning to ride a bicycle. It is fun to beat eggs, mix pancakes, make a go-go shake and an apple cobbler. It can be lots of fun as long as you know what you are doing. So before you begin to cook with the Cub Scouts, go over the rules that must be learned and followed to be a successful and safe CUB SCOUT CHEF. Don't be too ambitious to start with, remember you are working with 7 to 10 year old boys. Do simple recipes and progress as their skills develop.

Cooking with a campfire requires a different set of rules and equipment than cooking in the kitchen. Recipes for cooking in the kitchen and on the campfire can be found in cookbooks and on mix boxes. You will find out some recipes are better for inside cooking, while others are better for cooking outdoors.

Helping the CUB SCOUT measure out the ingredients himself will be lots of fun. It will take time to develop his skill. The CUB SCOUT should be encouraged to try their hands at fixing snacks, cooking simple food, and experimenting with new foods. Make cooking and eating an adventure.

When you begin to learn how to do something, if you start out doing it correctly, it soon becomes a habit that you don't have to think about. So let's begin by developing good work habits for the kitchen.

1. Start out by getting yourself ready to cook. If your hair might get in the way, tie it back. Protect your clothes from spills by putting on an apron; then **WASH YOUR HANDS.**
2. Read the entire recipe carefully (twice).
3. If you are not sure how to follow certain directions, ask an adult to explain them.
4. Collect all ingredients and equipment you are going to need, and line them up in front of you. Then you are sure before you start that you have everything you need. (And you know that if you have anything left over, you forgot a step.)
5. Know how to use the stove or oven or outdoor fireplace. Read and know about making fires and fire safety.
5. Measure ingredients accurately.
7. Follow the recipe in mixing the ingredients.
8. Check the recipe to see if anything was forgotten.
9. Then bake and finish cooking the product. Stay in the kitchen while things are baking. If you forget them, they will bake too long and burn.
10. While the product is cooking, put things away and clean up the kitchen.

Cub Scout Cooking

LITTLE OR NO-COOK

The following is a random sampling of fairly simple recipes that a Cub Scout would be able to cook - some alone and some with a little guidance. What it really takes is a little dash of bravery on the part of Mom and Dad - to let him try his hand at learning a new skill and eating the end result! Consider these just a spring board to the world of cooking. Many of your favorite recipes are adaptable to outdoor cooking. You may even find a new "favorite" to use with your family.

EGG SALAD SANDWICH ROLLS

Mix together:

- 3 hard-cooked eggs, chopped
- 1/4 cup finely chopped celery
- 1/2 teaspoon minced onion
- 3 tablespoons mayonnaise
- 1/4 teaspoon salt

With fork, scoop centers from:
4 sliced hot dog buns

Fill each bun with egg salad.

HIKER'S BIRD SEED

Mix any combination of three or more of the following ingredients together and divide into small plastic bags for easy carrying on hike:

- Semi-sweet chocolate bits
- M&M's or Hersheyettes
- Raisins
- Unsalted nuts
- Dried fruit bits
- Sugared breakfast cereal²

DUMP CAKE

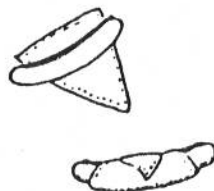
Grease a 9 x 13" baking dish or cake pan.
Pour 1 large can crushed pineapple into pan.
Pour 1 can cherry pie filling on top. Sprinkle on 1 box yellow cake mix (dry). Cut up 2 sticks of butter and place randomly on top. Bake at 350°. for 50 to 60 minutes.

CHEESE DOG ROLL-UPS

- 1 can refrigerated crescent dinner rolls
- 8 frankfurters
- 8 strips cheddar cheese

Preheat oven to 375°. Separate rolls into 8 triangles of dough. Cut a narrow slit lengthwise in each frankfurter and put in strip of cheese. Place frankfurter on wide end of the dough triangle and roll up.

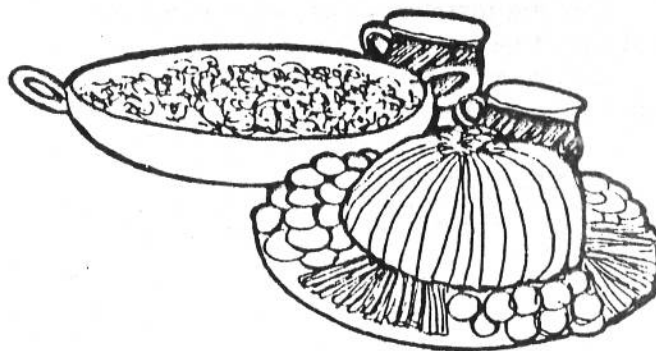
Cook on ungreased cookie sheet, cheese side up, for 10-15 minutes, or until nicely brown.



TV TREAT

- 1/2 cup corn oil
- 4 cups round oat cereal
- 1 cup thin pretzel sticks
- 1 cup salted peanuts
- 1/4 teaspoon onion or garlic powder

Place oil, cereal, pretzels and peanuts in pan. Add seasonings and cook 5 minutes.

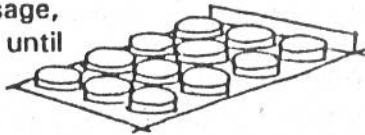


Cub Scout Cooking

INDIVIDUAL PIZZAS

Canned biscuits
Ragu Pizza Quick sauce
Mozzarella cheese, shredded
Cooking oil
Variety of toppings

Grease a cookie pan with oil. Flatten the biscuits on the pan and create the pizzas by putting 1 tablespoon of sauce on each biscuit and top with cheese. Add other toppings as desired -pepperoni, olives, cooked sausage, etc. Bake at 425° until crust is brown and cheese melted.



CHICKEN CONES

1 cup chopped chicken
1 tablespoon mayonnaise
1 tablespoon sweet pickle relish
2 ice cream cones

Mix chicken, mayonnaise and pickle relish. Put half the mixture into each cone.

MARSHMALLOW FRUIT

1 cup small marshmallows
3/4 cup sour cream or yogurt
2 cups drained canned fruit

Mix the marshmallows, sour cream or yogurt, and fruit together in a bowl.

Chill everything for several hours.

Spoon into small serving dishes.



HOPSCOTCH JUMBLES

1 cup peanut butter
1 6-ounce package butterscotch bits
1 3-ounce can chow mein noodles
1 cup miniature marshmallows

Melt peanut butter and butterscotch bits in double boiler over water. Remove from heat.

Stir in noodles and marshmallows. Drop by teaspoonfuls onto waxed paper. Chill until set.

"P & O" SANDWICHES

1/4 cup undiluted orange juice concentrate
1/2 cup peanut butter
8 slices bread

Mix orange juice and peanut butter well. Spread on 4 slices bread. Top with other 4 slices. Cut in half and serve.

PIZZA IN A CUP

1 single-serving envelope instant tomato soup mix
1/8 teaspoon dried oregano, crushed
2 tablespoons chopped pepperoni or salami
2 tablespoons shredded mozzarella cheese or cheddar cheese
1 to 2 tablespoons herb-seasoned croutons

Prepare tomato soup mix according to package directions, except stir in oregano with the dry soup mix.

Stir in chopped pepperoni or salami and shredded cheese. Top soup with croutons. Makes 1 serving.

Cub Scout Cooking

MAGIC LEMON PUDDING

1 can sweetened condensed milk
2 tablespoons lemon juice
Crushed graham crackers, chocolate wafers, vanilla wafers, etc.

Mix condensed milk and lemon juice. Mix in a few handfuls of the crushed wafers or crackers. It's not necessary to cook this.

MAKE YOUR OWN TOOTSIE ROLLS

2 tablespoons margarine (room temp)
1/2 cup corn syrup
2 squares chocolate (melted)
1 teaspoon vanilla
3 cups powdered sugar
3/4 cup dry powdered milk

Put all ingredients in double plastic bag (or zip lock bag) and knead until well mixed. Roll into balls or log shapes.

CINNAMON TOAST

1 slice of bread
soft margarine
1 teaspoon of sugar
1/4 teaspoon cinnamon

Toast bread in toaster. Spread at once with butter. Sprinkle on sugar and cinnamon.

FRUIT SPARKLE

1 can of your favorite frozen juice concentrate
Ginger Ale

Follow the directions on the can, but use ginger ale instead of water to dilute the concentrate.

HOT CHOCOLATE MIX

Measure 5 1/2 cups nonfat dry milk powder, 2 1/2 cups pre-sweetened cocoa powder, 2 cups tiny marshmallows, and 3/4 cup powdered non-dairy creamer. Mix well, put into an air-tight container to store. Makes about 9 1/2 cups mix (enough for about 28 servings).

To use Hot Chocolate Mix, measure 1/3 cup mix for each serving. Put mix into a mug or cup, add hot water, stir until dissolved.

GRAHAM CRACKER SANDWICHES

1 thin slice of raw apple
2 graham crackers
1/4 of a chocolate bar (no nuts)
1 marshmallow

Put apple slice on a cracker, add chocolate and marshmallow. Place on a cookie sheet in a 500° oven. Watch carefully until the marshmallow starts to brown. Remove from oven. Top with another cracker and press down until the marshmallow goes "squish" into the melted chocolate.

APPLE SMILES

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

Spread one side of each apple slice with peanut butter.

Place three or four 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. Makes 8 to 10.

Cub Scout Cooking

ROASTED SUNFLOWER SEEDS

2 cups sunflower seeds
Salt
Vegetable Oil

Spread sunflower seeds on large baking sheet and toast in preheated 300° oven for 10 minutes. Drizzle slightly with oil, sprinkle with salt and turn. Continue to toast, stirring often, for 30 minutes more until crisp as desired.

NO-BAKE BUTTERSCOTCH JIFFIES

2 packages (6 oz. each) butterscotch morsels
2/3 cup crunchy peanut butter
1/2 cup flaked coconut
6 cups corn flakes

Combine the butterscotch morsels and the peanut butter in a large pan or skillet. Heat over medium heat, stirring frequently. When the mixture is melted, remove the pan from the heat and stir in the coconut. Add the cornflakes a little at a time, stirring until everything is thoroughly mixed. Drop this mixture a tablespoon at a time onto waxed paper. Allow to set.

MOCK BANANA CREAM PIE

1 lg. pkg. instant banana cream pudding
3 cups cold milk
2-3 peeled, sliced bananas
1 cup vanilla wafer crumbs
1 large sturdy plastic bag
4-6 paper cups

Place pudding and milk in a large plastic bag, and tie tightly at top of bag squeezing out excess air. Shake pudding 3-4 minutes. Layer banana slices, pudding, and vanilla crumbs in paper cups. Repeat layers. Let stand five minutes.

STRAWBERRY CHEESECAKE SANDWICHES

Soft-style cream cheese (plain, with strawberry, or with pineapple)
Vanilla wafers

With a table knife spread some of the cream cheese on the flat side of a vanilla wafer. Top with another vanilla wafer, flat side down. Eat right away.

ROASTED PUMPKIN SEEDS

2 cups pumpkin seeds
1 1/2 teaspoon salt
1 1/2 tablespoons melted margarine

Preheat oven to 250°. Combine pumpkin seeds and salt. Mix well, spread in shallow pan with melted butter. Roast in oven for 30 to 40 minutes or until browned and crisp, stirring often to brown evenly.

SUNFLOWER SANDWICH

1/2 of a split English muffin or hamburger bun, or 1 slice bread
Peanut butter
1 canned pineapple slice, cut into 8 pieces, or canned pineapple tidbits
Raisins
Sunflower nuts (if you like)

Spread English muffin half, hamburger bun half, or bread slice with peanut butter.

Arrange the pineapple pieces on top of the peanut butter in a circle to look like the petals of a flower.

Fill the center of the flower with raisins. If you like, sprinkle with sunflower nuts.
Makes 1.

Cub Scout Cooking

VANILLA ICE CREAM

Ice bucket or small pail
Clean coffee can with lid
3-5 trays of frozen ice cubes
1 cup milk
1/4 cup honey
1 teaspoon vanilla
1 egg
1/2 cup heavy cream
salt
1 cup strawberries or blueberries
(optional)

Beat egg and honey together in coffee can. Beat in milk, cream, vanilla and salt. Add fruit (if desired) and put lid on can.



Put ice in bucket, sprinkle ice with salt. Place can on top of ice. Pack more ice around can and sprinkle with salt. Remove lid. Stir with big spoon for 10 to 20 minutes, also turning can.



Remove can from bucket and put in freezer 2-4 hours. Enjoy!

Put ice in bucket, sprinkle ice with salt. Place can on top of ice. Pack more ice around can and sprinkle with



PEANUT FUDGE DROPS

Mix together:

2 cups quick oats
5 tablespoons cocoa
2/3 cup peanut butter

Put in a saucepan:

1/2 cup milk
1/3 stick margarine
2 cups sugar

Boil one minute. Remove from heat and add 1 teaspoon vanilla. Mix both mixtures together and drop by spoonfuls on waxed paper. (If boiled the full minute, or just over - it will be ready to eat as patties within minutes.)

NO-BAKE COOKIES

Mix together:

1 cup powdered sugar
1 cup peanut butter
2 tablespoons margarine
1/2 cup nuts (optional)

Shape into marble-sized balls and roll in finely chopped nuts or chocolate sprinkles.

NUT BUTTER COOKIES

Mix together:

1/2 cup peanut butter
2 tablespoons honey

Knead in 3 1/2 tablespoons instant dry milk. Add 1/2 cup raisins. Make any shape you want.

SNOW BALLS

Mix together:

1 6-ounce package chocolate chips
1/3 cup evaporated milk

Add:

1 cup powdered sugar
1/2 cup chopped nuts

Shape cookies and roll in coconut or powdered sugar.

BANANA BOBS

Cut 4 medium bananas crosswise into 4 pieces. Insert popsicle stick into end of each. Place on baking sheet and freeze until firm. In top of double boiler, over boiling water, melt 2 tablespoons shortening and 3/4 cup chocolate chips. Blend. Dip frozen bananas in, coating well. Roll in finely chopped nuts. Place on waxed paper covered cookie sheet. Freeze till firm. Wrap in foil. Remove from freezer 15 minutes ahead.

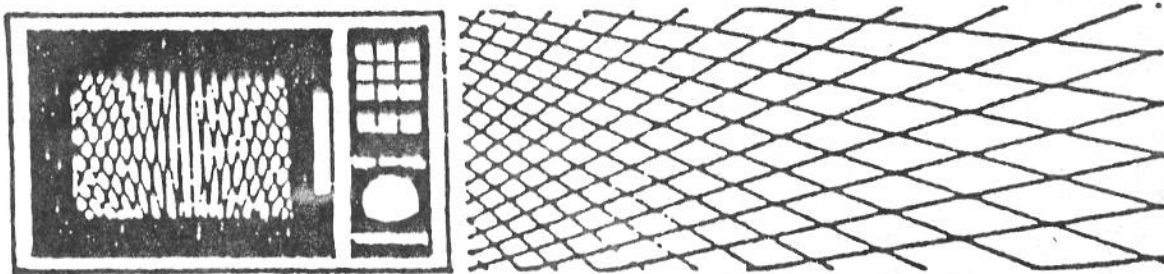
Cub Scout Cooking

MICROWAVE COOKING

Can you imagine being wrapped up like a hot dog in a bun inside a napkin and being hot in 30 seconds? Are you hungry for a cupcake? It can be yours in 15 seconds. Scramble an egg for yourself in 45 seconds.

No, it's not magic, it is microwave cooking. Young scouts and older scouts have found that microwave cooking is easy, quick, and fun.

Microwaves are a kind of energy. The microwaves are used for cooking much like the waves that bring the sound to your radio. The waves are invisible. If you could see the waves, they would be about 5 inches in length and the thickness of a pencil.



SAFETY FIRST

- * NEVER put anything metal in the microwave.
- * Use potholders when removing dishes from the microwave.
- * When removing covers or lids from dishes, open them away from you.
- * Keep oven clean. Just wipe the inside with a damp cloth.
- * Newspaper should not be used. Some printing inks can absorb microwaves and cause the paper to burn.
- * Recycled paper may contain small pieces of metal.
- * When covering dishes with plastic wrap, pierce it so air can escape.
- * Never run the microwave if the door doesn't close tightly.
- * Do not turn on your microwave if it is empty.

Cub Scout Cooking

MACARONI AND CHEESE

- 1 pkg (7 oz.) or 2 cups cooked elbow macaroni
- 2 cups shredded processed American cheese
- 3/4 cup milk
- 3/4 teaspoon salt
- 1/8 teaspoon pepper

Cook macaroni on stove top according to the directions on the package. Drain well. Mix all ingredients in a 2-quart glass casserole. Cover with a glass lid or plastic wrap. Cook 4 minutes. Stir lightly. Cover again. Cook 4 minutes or until piping hot. Let stand a few minutes before serving.

EASY HOT DOGS TWO WAYS

#1

Place hot dogs on a cooking grill or plastic rack. Pierce skins with tines of a fork. Cover with paper towel to prevent spattering. Cook until steaming hot.

- 1 hot dog -- 30 seconds
- 2 hot dogs -- 1 minute
- 4 hot dogs -- 2 minutes

#2

Place hot dog in bun. Wrap hot dog and bun in paper towel or napkin.* Cook according to time given above.

* strips of cheese may be added to the hot dogs in buns before cooking, if you like.

CHRISTMAS WREATHS

- 1/2 cup butter or margarine
- 1 teaspoon vanilla
- 3 cups cornflakes cereal
- 30 large marshmallows
- Few drops green coloring
- Red Cinnamon hot candy

Place butter or margarine and marshmallows in 3 quart casserole. Heat in microwave oven on HIGH for 3-4 minutes or until melted. Stir until smooth. Stir in vanilla and food coloring. Blend in cornflakes. Drop by teaspoons onto wax paper. Shape into one large or several small wreaths. After shaping into wreaths, add 3 or 4 red cinnamon hot candies, as desired, to each wreath for the look of holly.

SUPER QUICK CRISPY BARS

- 1/4 cup butter
- 5 cups toasted rice cereal
- 40 large marshmallows (or 4 cups miniature marshmallows)

Butter or grease 9x13 pan. Measure rice cereal. Set aside. In a 3-quart glass mixing bowl cook butter for 30 seconds. Stir in marshmallows, coating them with butter. Cook, uncovered, 45 seconds. Stir well and cook 15 seconds (30 seconds for large marshmallows). Stir until smooth. Add cereal; mix well. With buttered fingers or a square of waxed paper, press cereal mixture into buttered pan. Cool and cut into squares.



Cub Scout Cooking

CRUNCHY HOTDOG SNACKS

2 hot dogs (cut into bite size pieces)
2 cups corn chips (crushed)
1/2 cup barbecue sauce
tooth picks

Put hotdog pieces on toothpicks. Dip in barbecue sauce and roll in corn chips. Place in a circle on paper plate. Cook on high, 1 to 1 1/2 minutes, turning dish 1/4 turn one time.



MAKE-IT-YOURSELF OATMEAL

1/4 cup quick-cooking rolled oats
1/2 cup water, room temperature
1/8 teaspoon salt

Pour oatmeal into cereal bowl. Stir in water and salt. Cook 1 minute, 15 seconds. Stir, cover, let stand 1 to 2 minutes before serving.

(For instant oatmeal, heat water and pour over cereal in bowl. Let stand 1 minute before serving.)



SUNRISE SPECIAL

6 slices bacon, cooked and crumbled
1 tablespoon butter or margarine
4 eggs
1/2 can condensed cream of chicken soup
salt and pepper

Arrange bacon between 2 or 3 layers of paper towel on glass or paper plate. Cook for 3 1/2 to 4 minutes. Set aside.

Sprinkle bacon on top. Season with salt and pepper. Serves 2-4.

CUPCAKE IN A CONE

Prepare favorite cake batter (use 9 oz. package if using a mix). Spoon batter into wafer-type cones (ones with the flat bottoms); fill cones half full.

Place 6 cones on cook-and-serve tray. Cook 2-3 minutes on HIGH or until a toothpick inserted comes out clean; rotate dish during cooking period.

Makes about a dozen cones.

EASY FUDGE

Combine 1 pound box powdered sugar and 1/2 cup cocoa. Pour 1/4 cup milk over the mixture. Add 1/2 cup butter or margarine, cut up, over top. Microwave on HIGH 3 minutes. Take out and add 1 teaspoon vanilla and 1 cup nuts. Stir. Pour into greased flat dish or pan. Refrigerate 1 hour before serving.

Melt butter in 2 quart glass casserole.

Cub Scout Cooking

POCKET FULL OF GOODIES

1 pocket or pita bread
Mayonnaise
1/2 cup chicken or turkey
tomato slices
lettuce
2 slices cheese
2 tablespoons walnuts

Slice the pocket in half and open it. Spread the mayonnaise in the center. Then add the chicken and cheese.

Cook for 1 minute at FULL POWER. If you only want to cook half the pocket, cook for 30 to 40 seconds.

Insert the tomato and lettuce, and sprinkle with walnuts.

You can use anything to fill the pocket: leftovers, vegetable or cheese.

ROCKY ROAD FUDGE

1/4 cup milk
10 ounces chocolate chip bits
1 cup miniature marshmallows
1/2 cup chopped nuts
1/8 teaspoon salt
1/2 teaspoon vanilla
1 teaspoon butter or margarine

Rub the butter on the bottom of a square glass pan. Combine the milk, chocolate bits, salt and nuts in the pan.

Cook for 4 minutes at a COOKING LEVEL OF 5 OR HALF POWER, until chocolate melts.

Quickly mix in the marshmallows. They will make little lumps in the fudge. That is okay. Mix it well and then refrigerate for at least 1 hour. Cut it into squares.

GRILLED CHEESE SANDWICH

2 slices toast
2 slices of your favorite cheese

After toasting your bread, just put the cheese in between the slices. Cook for 30 to 45 seconds at FULL POWER.

Try some of these variations: Ham and Cheese; Bacon and Cheese; Beef and Cheese; Turkey and Cheese or your favorite kind of Meat and Cheese. Pile on whatever you like best and cook at FULL POWER until the cheese melts.

GOING BANANAS

1/4 cup butter
3/4 cup brown sugar
1 egg
1 teaspoon vanilla
1/2 cup sour cream
3/4 cup mashed bananas
1/2 cup crushed walnuts
1/2 cup flour
1/2 teaspoon baking soda
1/4 teaspoon salt
1/2 teaspoon cinnamon OR cloves
(powdered)
2 teaspoons cinnamon-sugar

In a glass bowl, mix the butter, sugar and egg until it is creamy and smooth. No lumps!

Stir in the sour cream and vanilla. Add the mashed bananas. Mix well.

Add the rest of the ingredients but save the 2 teaspoons of cinnamon-sugar. Mix it all until you have a nice thick mixture. It should look like cookie dough.

Place the mixture into a square glass pan. Cook for 5 to 6 minutes at FULL POWER. Dust the top lightly with the cinnamon-sugar.

Cub Scout Cooking

TYPES OF OUTDOOR COOKING

While cooking indoors and outdoors overlap and require the same skills, cooking outdoors is especially appealing to Cub Scouts. Here are various types of cooking, and some little helps to make these successful.



TOASTING - "to brown by heat." Best done over good coals; patience in waiting for the fire to burn to coals is its own reward. Toast evenly done on all sides. When a flaming fire must be used, hold the food to one side of the flames, instead of in or over them, or the food will be smoked instead of toasted.



BROILING - "to cook by direct exposure to heat." Broiling is a method used in cooking meat, especially tender cuts like chops or steak. It is usually done on a green stick or on a wire rack. Best done over coals, turning often, cooked slowly.



STEWING OR BOILING - "to cook in water." Tougher cuts of meat are good for stew but it takes longer to cook. For stews, meat should be browned quickly in fat, and cooked slowly in water until tender. For boiling, have a cover on the pot to hasten the action; put the kettle on the fire as soon as it is going to catch all the heat.



FRYING - "to brown or sear in fat in a pan." Best done over coals. Only a small amount of fat is necessary for frying. Drain fried foods on a paper towel or napkin to help get rid of excess grease. When frying bacon, onions, etc., for a one-pot meal, fry in the bottom of the kettle to be used, pour off the grease when brown, add other ingredients as needed.

BOILING

TIN CAN STOVES - often used for frying.



TIN-CAN FRYING

ON-A-ROCK COOKING is another kind of frying in which a flat stone is heated and used as a frying pan.



ON A ROCK

STEAMING is cooking by steam. Aluminum foil cooking is a steam process.

BAKING - There are many ways of baking outdoors. One way is on the end of a green stick. Another way is in a reflector oven. Dutch ovens are also used for baking.



DUTCH OVEN

NON-UTENSIL MEALS are those where you use no kettles or pans, but make any implements you need, like broilers or toasting sticks.

ONE-POT MEALS are those where many ingredients make the main dish. Everything is prepared in one kettle.



BARBECUES

BARBECUES are ways of roasting large pieces of meat over coals; a special sauce is used for basting the meat.



BARBECUES

Cub Scout Cooking

OUTDOOR COOKING HINTS

- * Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.
- * For a wood fire, use candle pieces wrapped (like candy) in wax paper. Light the wax paper and the wax will keep it going long enough to ignite your kindling.
- * Handy fire starters (never-fail) can be made by placing one charcoal briquette in each section of an egg carton (paper kind). Cover with melted wax. Tear apart and use.
- * Let your pan or bucket of water heat on the fire while you eat and your dishwasher will be ready when you are.
- * Melted paraffin, applied inside and outside a cooler leak will seal it.
- * A bar of soap will stay clean on a cookout if kept in the end of an old stocking and hung in a tree.
- * For safety, always keep a bucket of water nearby when cooking.
- * When camping, choose foods that keep well with little or no refrigeration. Check out instant dehydrated foods.
- * Cool the ice chest before you fill it. The ice will last much longer.
- * Cans of frozen juice can help keep other foods cold when packing your ice chest.
- * Freeze fresh meat before putting in cooler. It will last longer and also help keep other foods cold. Even make hamburger patties and freeze with double paper between each.
- * Give yourself plenty of time to start a fire and wait for wood and briquettes to be ready.
- * Brush grates of a grill with oil to prevent meat from sticking.
- * Don't forget to rub the outside of metal pans with liquid detergent. It sure helps when it comes time to clean up.

TYPES OF OUTDOOR FOOD



Here are some of the types of food, cooked or uncooked, that are part of outdoor fun. From the first hike lunch with nothing to cook, through the first steps in cooking, the Cub Scout can progress to the stage where all the parts of a meal are prepared on the trail or where he and the den members stage a dinner for guests, perhaps a barbecue.

To get started, try some of these things in this order:

1. Hike lunches - no cooking, but good planning and good packing.
2. Everyone brings lunches, with one item, like cocoa or soup, cooked for all.
3. Something cooked for a group in a large frying pan - like hamburgers or eggs - to go with lunches brought by each person.
4. Something cooked by each person in his own small frying pan - like bacon, a hamburger, an egg - to go with lunch brought all prepared.
5. Something toasted on a stick - sandwiches, frankfurters, etc.
6. One-pot meals for a group - (a main dish all in one kettle) - like stew.
7. On-a-Stick cooking (other than toasting) - such as breadtwists or reflector.
8. Reflector-oven baking, tin-can cookery or on-a-rock cookery.
9. Aluminum foil cookery.
10. Big affairs, like barbecues, bean-hole cookery.

SAFETY RULES FOR COOKING OUTDOORS

1. **HAVE A SAFE AND SUITABLE PLACE FOR YOUR FIRE.** Perhaps your fire will be built in a park, or campsite, in the backyard, or on a gravel driveway. Clear away anything that can burn--leaves, grass, etc...
2. **HAVE A SUPPLY OF WOOD AROUND:** tinder, kindling and fuel.
TINDER is thin twigs, tops of dried weeds, or wood shavings.
KINDLING is little sticks and can be as small as a pencil or as thick as your thumb that can burn.
FUEL is the larger wood that keeps your fire going. This wood should be seasoned wood, that was cut many months ago and should be dry.
3. **BUILD A FOUNDATION FOR THE FIRE.** Get your tinder and kindling. You will need two handfuls of kindling. Put the tinder on a rack instead of the ground. This way the tinder has air underneath it and there is space for your match. In order for a fire to burn it must have--fuel, heat and air.

Light the match. Kneel near the fire and strike the match away from you. Tip the match down so that the flame catches on the match stick. On a windy day, kneel with your back to the wind and cup your hands around the match.

Now light the tinder. Gently pile on more tinder. Be careful not to put the fire out. You may need to blow at the base of the fire.

Add kindling. When the small tinder fire is going well, add kindling, start with small pieces and gradually add larger ones. Remember to keep close together but allow space for air.

4. WHAT TYPE OF FIRE DO YOU NEED?

TEPEE FIRE:

This is a good fire for quick cooking since the heat is concentrated on one spot. It looks like a tepee. Stack the fuel over the foundation fire. The foundation fire will start the fuel burning. Add fuel as you need it.

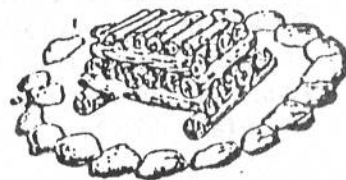


REFLECTOR BAKING:

This type of fire is built against a high back of rocks or logs; a wire screening over coals is good for roasting corn.

CRISSCROSS FIRE:

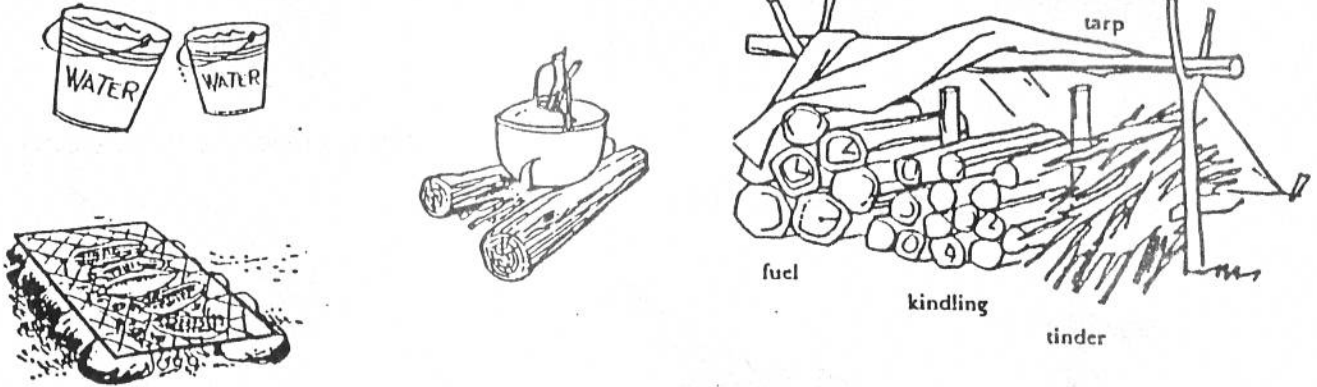
This type is long lasting and makes good coals. It is good for a campfire. To make this, lay fuel over the foundation fire in a crisscross pattern. Be sure to leave room for air. Add fuel as needed.



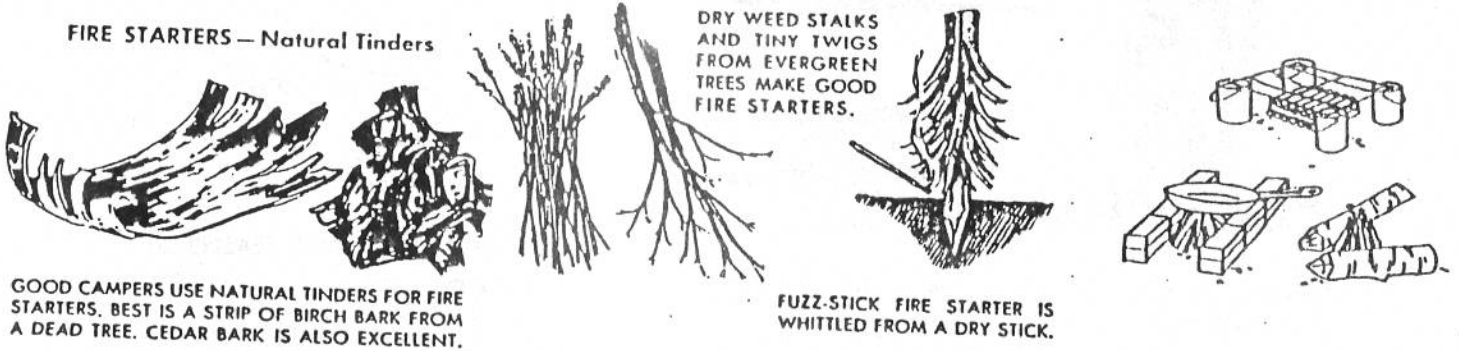
Cub Scout Cooking

SAFETY RULES, Continued

5. HAVE A BUCKET OR PAN OF WATER READY TO PUT OUT THE FIRE.
6. COLLECT ALL YOUR EQUIPMENT BEFORE YOU START.
7. HAVE AN ADULT WHO KNOWS WHAT TO DO ON HAND. Even adult cooks have more fun and feel safer when someone else is around.



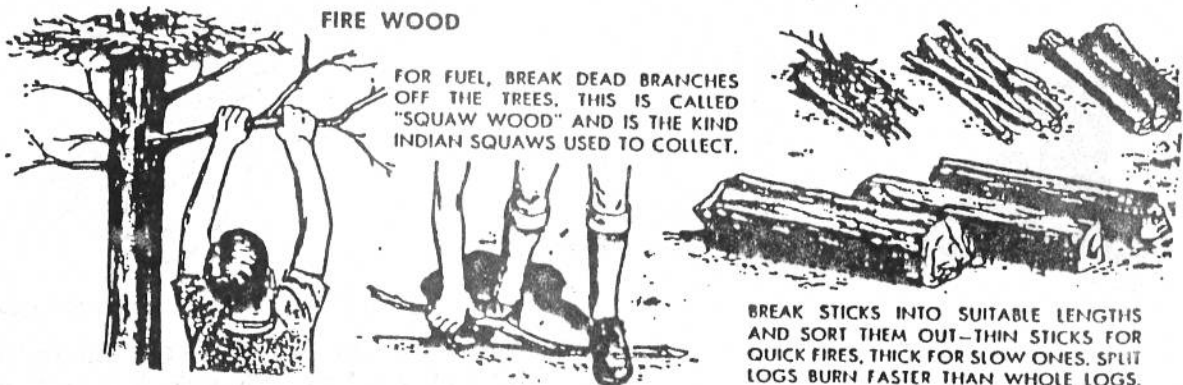
FIRE STARTERS — Natural Tinders



GOOD CAMPERS USE NATURAL TINDERS FOR FIRE STARTERS. BEST IS A STRIP OF BIRCH BARK FROM A DEAD TREE. CEDAR BARK IS ALSO EXCELLENT.

FUZZ-STICK FIRE STARTER IS WHITTLED FROM A DRY STICK.

FIRE WOOD

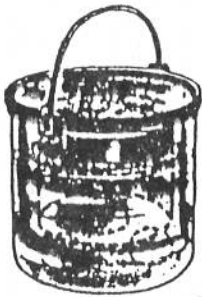


FOR FUEL, BREAK DEAD BRANCHES OFF THE TREES. THIS IS CALLED "SQUAW WOOD" AND IS THE KIND INDIAN SQUAWS USED TO COLLECT.

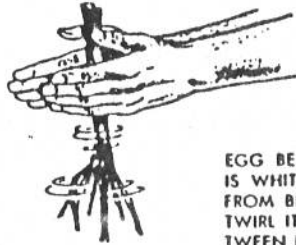
BREAK STICKS INTO SUITABLE LENGTHS AND SORT THEM OUT—THIN STICKS FOR QUICK FIRES, THICK FOR SLOW ONES. SPLIT LOGS BURN FASTER THAN WHOLE LOGS.

Cub Scout Cooking

COOKING TRICKS



SMALL POT PLACED ON THREE STONES INSIDE A LARGER POT MAKES A GOOD DOUBLE-BOILER.



EGG BEATER IS WHITTLED FROM BRANCH. TWIRL IT BETWEEN HANDS.

CAMP MEASUREMENTS FOR COOKING



2-FINGER PINCH = $\frac{1}{4}$ TEASPOON



3-FINGER PINCH = $\frac{1}{3}$ TEASPOON



4-FINGER PINCH = 1 TEASPOON

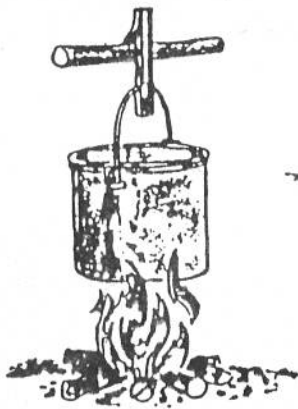


1 FISTFUL = $\frac{1}{4}$ CUP



1-FINGER GOB = $\frac{1}{8}$ TEASPOON

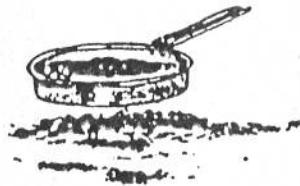
DIFFERENT TYPES OF FIRE TO USE



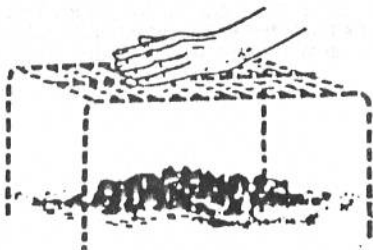
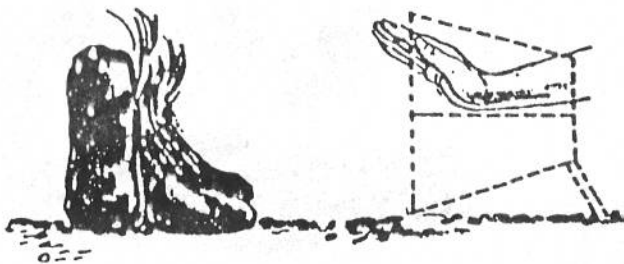
FLAMES ARE OK FOR BOILING.



YOU NEED COALS FOR BROILING.



TEMPERATURES



Hold palm at place where food will go. Count "one-and-one," "two-and-two," etc. Slow fire is 6 to 8; medium, 4 to 5; hot, 2 to 3; very hot, 1.

Slow: 250°-325°

Medium: 325°-400°

Hot: 400°-500°

Very Hot: Over 500°

Cub Scout Cooking

BUTTER-FRIED POTATOES

Take on your picnic or campout 6 medium sized boiled potatoes cooked in their skins and diced.

In a frying pan melt:

1/2 stick butter (1/4 cup)

Add to butter:

6 medium-sized potatoes, diced
1 onion, minced

Sprinkle in:

1/4 teaspoon salt
2 tablespoons minced parsley

Cook over a medium-hot campfire until potatoes brown on the bottom. Then lift with pancake turner and brown the other side of the potatoes. 4 to 6 servings.

KABOBS

Make a skewer from a green stick as thick as a lead pencil. Sharpen the thin end.

Cut into 1-inch pieces:

1/4 pound beef sirloin

Cut in half and peel:

1 onion

Cut in half:

1 tomato

Push the meat, onion, and tomato alternately on the stick. (Try an apple instead of tomato for variety.)

Broil by holding close to hot coals, turning constantly. Cook until meat is brown and vegetables are tender.

Makes 1 kabob for 1 dinner.

S'MORES

(They got this name because they make you want some more.)

You will need:

graham crackers
marshmallows
milk chocolate bar

Set 4 squares of a milk chocolate candy bar on a graham cracker.

Toast a marshmallow over the coals of your campfire. Slip onto the chocolate and top with a second graham cracker.

MULLIGAN STEW

In small amount of hot fat in heavy frying pan, brown:

1 pound stew meat, cut in small pieces

Add: 1 teaspoon salt

Stir in:

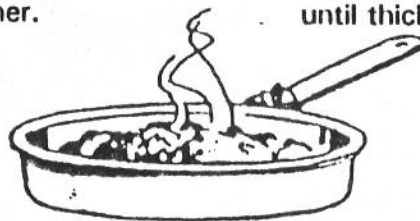
1 can condensed tomato soup
1 can water

Cover tightly and let cook slowly until tender (about 1 1/2 hours). If fire gets too hot, take from heat occasionally to keep at a simmer.

When meat is tender, add:

3 carrots, cut in thick slices
3 potatoes, quartered
3 onions, halved

Continue cooking slowly about 30 minutes. If there is not enough juice, add water during cooking. If too thin take off lid and cook sauce until thickened. 4 to 6 servings.



Cub Scout Cooking

DOUGHBOYS

Make biscuit dough by following directions on Bisquick package for biscuits.



Dip your hands in bisquick and pick up a small piece of dough. Roll between the palms of your hands to shape a ribbon about 5 inches long and the size of your little finger.

Heat a peeled green stick over the fire.

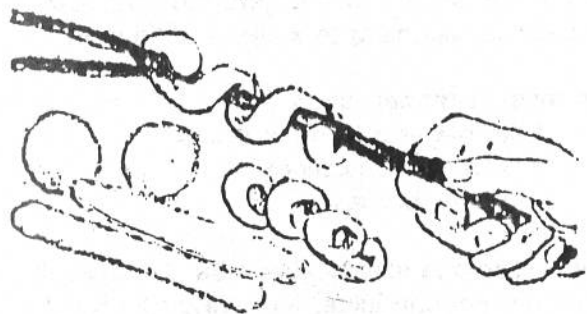
Wind a ribbon of dough spirally around the stick, pinching tightly at each end to hold it onto the stick.

Toast over hot coals, turning to bake evenly. With a good bed of coals, Doughboys bake in just a few minutes and slip easily off the stick.

Eat with jam or butter.

WHIZ DOUGHBOYS

They're twice as easy with refrigerated biscuits, ready to bake. You know, the kind that come in a can.



Wind the dough around the stick like this.

SCOUT FRANKS AND BEANS

Into a heavy frying pan empty:

1 no. 300 can baked beans
(1 pound)

Top with:

8 franks, sliced

Set over coals and heat until steaming hot. 4 to 6 servings

EGGS IN A FRAME

Pull center out of a slice of bread, or cut out center with biscuit cutter or can.

Butter bread generously on both sides.

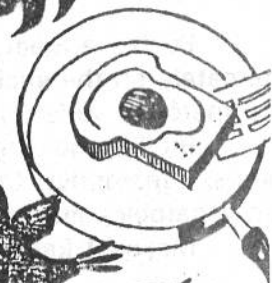
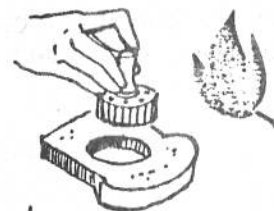
Brown bread "frames" on one side in moderately hot buttered frying pan. Turn over.

Drop egg into center.

Cook slowly until egg white is set. (Cover pan until white starts to set.)

Sprinkle lightly with salt.

Lift out with pancake turner.



Cub Scout Cooking

FOIL COOKING HINTS

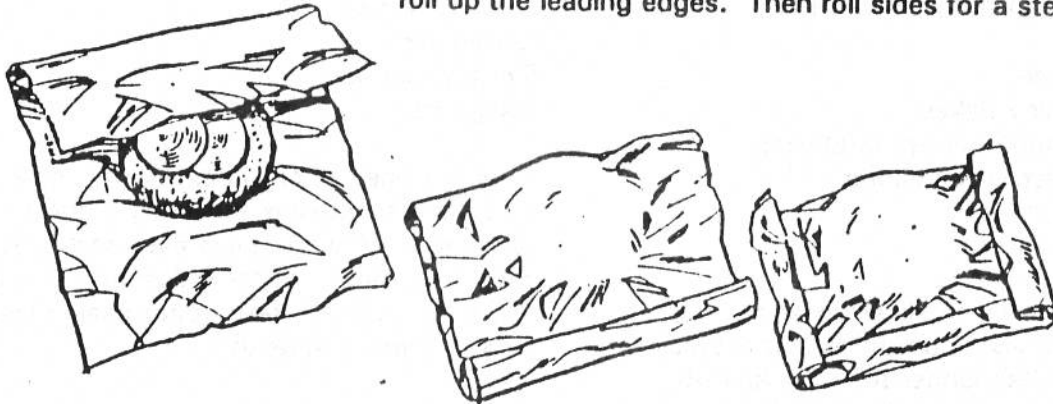
Use two layers of light weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. A shallow bed of glowing coals will last the length of cooking time that is necessary.

APPROXIMATE COOKING TIMES

Hamburger	8-12 minutes	Carrots	15-20 minutes
Beef (1-inch cubes)	20-30 minutes	Ears of corn	6-10 minutes
Chicken pieces	20-30 minutes	Whole potatoes	45-60 minutes
Frankfurters	5-10 minutes	Sliced potatoes	10-15 minutes
Pork chops	30-40 minutes	Whole apples	20-30 minutes

"DRUGSTORE WRAP"

Use heavy foil three times the width of the food. Fold over and roll up the leading edge. Then roll sides for a steamproof seal.



CAMPFIRE FOIL DINNER

In a square piece of heavy duty aluminum foil, place enough of each of the following to make one serving:

- sliced potatoes
- sliced onions
- thin ground beef patty
- sliced carrots
- salt
- pepper

Cook package on hot coals for approximately 15 minutes on each side. Pork chops are also good this way.

POCKET BURGERS

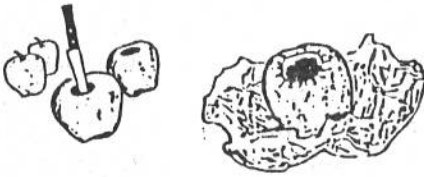
Ground Beef
Carrots, potatoes, onions (sliced thin)
Individually wrapped cheese slices

Using 1/3 to 1/2 pound of meat per serving, divide each portion of meat in half. Flatten into 2 large, thin meat patties. Lay cheese on one patty and cover over with the other patty. Seal edges of meat patties so the cheese is in a pocket. Stack on slices of vegetables, salt and pepper to taste. Seal foil around dinner. Double wrap with second piece of foil. Cook buried in hot coals, use longer cooking time and turn occasionally.

Cub Scout Cooking

FOIL BAKED APPLES

Core and fill each apple with a mixture of sugar, cinnamon, nuts, and teaspoon of margarine. Place apple on sheet of heavy duty foil. Gather foil loosely up and over the top of the apple. Twist together. Bake on hot coals, turning occasionally. To check to see if done - squeeze gently, like a potato.



HERBED BREAD IN FOIL

- 1 loaf French bread
- 2 teaspoons parsley flakes
- 2 tablespoons grated parmesan cheese
- 1/2 cup soft butter or margarine
- 1/2 teaspoon oregano
- 1/8 teaspoon garlic salt

Cut the bread into 1 inch slices. Place in the center of sheet of aluminum foil about 3 times as wide and 3 inches longer than the loaf of bread. Mix 1/2 cup soft butter/margarine with all the remaining ingredients in the bowl. Spread each bread slice generously with the seasoned butter. Reassemble the loaf and wrap securely with the foil, twisting the ends to make handles for turning. Heat on grill or near coals for 15-20 minutes, turning once with tongs.

HARD COOKED EGGS, CAMPFIRE STYLE

Wrap moist paper towel around each egg. Then the towel-wrapped egg in a double layer of foil. Be sure it is sealed tightly. Cook in hot coals. After 15 minutes, test one egg to check doneness.

CORN ON THE COB

Corn is very good cooked in the coals. Buy corn in full husks. Open tassel end and remove all the silk possible. Pour water on the corn and replace the husks. Wrap in foil and bury in a bed of hot coals. It should only take about 10 to 15 minutes. Remove from coals, remove foil and turn back the husks, using them as a handle while eating the corn. Add butter and salt for flavor.

FOIL BAKED CHICKEN

- Chicken pieces
- Lemon juice
- Salt and pepper
- Margarine

Season pieces of chicken. Place 1 or 2 pieces on a square of heavy duty foil. Pour 1 tablespoon of lemon juice over each piece. Dot with margarine. Add a tablespoon of water and wrap tightly. Bake in hot coals about an hour, turning frequently.

HOBO POPCORN

- 5 tablespoons cooking oil
- 1/4 cup popcorn
- 18 inch square of heavy duty foil

Cut foil into 4 squares. In center of each, place 1 tablespoon cooking oil and 1 tablespoon popcorn. Bring the corners of foil to center, making a pouch. Seal edges well, allowing room for expansion of popping corn. With a string, tie each pouch to a long handled tool or green stick. Place pouch directly on hot coals and shake constantly until popped. Season with melted butter and salt.

Cub Scout Cooking

DUTCH OVEN DELIGHTS

The Dutch oven came to this country in its early years of development, and it was an item of great use in preparing pleasant, nourishing meals for thousands of people. As settlers moved across our land, this cooking utensil was probably the most important one on the wagon or pack animal.

Through the years, many hunters, fishermen, ranchers, trappers, Scouts and campers of all styles have found the Dutch oven a most useful utensil. Probably your most versatile cooking tool, it can be used for frying, browning, steaming, stewing and baking. Most anything that can be cooked in or on your kitchen stove at home can be cooked in the Dutch oven in your camp.



SEASONING YOUR NEW DUTCH OVEN

To prevent rust and make cooking easier, "season" your Dutch oven before using. Heat your home oven to 350 degrees and in it warm the Dutch oven and lid for about ten minutes. Remove and carefully coat the Dutch oven and lid inside and out with cooking oil, using a pastry brush or a cloth attached to a stick. Place back into the oven and heat until the grease smokes. Turn off the oven and let the pot cool.

CLEANING YOUR DUTCH OVEN

If you have baked cookies, pies, bread or a casserole in a container in the oven, you remove the cleaning problem with the food container. Rechecking the oven for a protective oil film will be all that is necessary when the oven cools.

Many times after cooking biscuits or some dry dough item directly on the bottom of the oven, you can wipe the crumbs from the oven and do no further cleaning except rechecking the oven for a protective oil film on the metal.

After a greasy or sugary meal has been cooked directly in the oven, you must clean it. **DO NOT USE SOAP INSIDE THE OVEN**, since soap particles will seep into the pores of the metal and be forced out again at the next oven use. These particles will affect the flavor and purity of your next meal. The best way to clean the messy oven is to put water into the oven and replace it on the fire, bringing the water almost to a boil. The using an soft scrubber, such as plastic mesh, gently scrub the remaining food from the oven sides and bottom. Do not use a metal scraper or steel wool, since this will scratch or remove the patina from your oven.

After the oven is clean, place it near the fire so that it will heat dry to remove any moisture from the metal. When the oven is dry, remove it to cool. After the oven is cool enough to handle, apply a coating of oil to the metal to again provide a protective coating to the metal. To apply the oil, you can use a pastry brush, paper towel, scrap of cotton cloth, or even your fingers.

Cub Scout Cooking

COOKING IN A DUTCH OVEN

Many persons using a dutch oven the first time become discouraged with the oven because they did follow the instructions and ended up with some badly burned food. In using a dutch oven, IT IS FAR BETTER TO USE TOO FEW COALS THAN TOO MANY.

Even today, one can find contradictory instructions. In some books you will find that the main source of heat will usually be from the bottom, in other books it is recommended that the main source of heat come from the top. And, believe it or not, both instructions are correct! That is because of the way the dutch oven is used. When the dutch oven is used as a COOKING POT, where you are simmering or frying something, its main source of heat must come from the bottom. If you are using your dutch oven as an OVEN, the main source of heat should come from the top, with some heat from the bottom, so the heat surrounds the food to bake it.

Because an open flame is too hot and its heat is practically impossible to control, you'll need to let your fire burn down to hot coals before you begin your Dutch oven cooking. If you use charcoal briquets instead of wood for your fire, wait until the briquets are coated with a layer of gray-white ash and radiating a steady heat. Be sure to plan ahead, starting your fire soon enough so that the coals are ready for cooking.

When you are ready to start cooking in the dutch oven, some coals need to be pulled from your main fire area -- the equivalent of 9 to 12 charcoal briquets. The dutch oven can be set directly over these coals. It is important to have a small air space between the coals and the bottom of the oven. This can be as little as 1/4 inch. If there is no air space when you set the oven over the coals, set the legs on flat thin rocks to get this space.



Once the dish is in the dutch oven, put the lid on. If you are cooking something that is cooked in a liquid, it is possible that you will not need any coals on the lid. If you are cooking a dough of some type, you will need some coals on the lid. If the oven has been preheated, about 8 or 10 charcoal briquets will be sufficient. Actually, the best way to learn how many coals to use is to use a dutch oven, but start with few coals. Whenever the oven has not been properly preheated, the number of coals will have to be increased possibly for the first five minutes.

In cold, windy, or rainy weather, the major problem will be getting adequate heat. These conditions cause much loss of heat, and the number of briquets used must be increased. Placing the charcoal on a piece of aluminum foil will cut down the heat loss if the ground is wet or cold. Aluminum foil can also be used as a windbreak, either by placing it over the coals on the lid or around the dutch oven.

Cub Scout Cooking

BRIGHTEN-UP BREAKFAST STEW

Method 1

Time: 10 to 15 minutes

1/2 lb. bacon (diced ham or canned meat may be substituted)
1 can (20 oz.) whole, cooked potatoes
6 eggs
salt and pepper

Slice bacon in small pieces and fry. Drain off most of grease. Add potatoes which have been cubed. Salt and pepper to taste. Add eggs (which have been scrambled) to mixture. Cook to whatever hardness you wish. Season as desired. Serves four to six.

Method 2

Time: 20 minutes

1/2 lb. bacon (diced ham or canned meat may be substituted)
4 medium potatoes
6 eggs
salt and pepper

Boil, peel, and cube the potatoes. Slice bacon in pieces and fry. Drain off most of grease. Add the cubed potatoes: salt and pepper to taste. Fry until potatoes are browned. Scramble the eggs and add them. Cook. Season to taste. Serve plain or with catsup.

PEACH COBBLER

Place dutch oven over hot coals to preheat slightly. Pour a can of peaches into oven. Hold out some of the juice so cobbler won't become mush. Mix 2 cups biscuit mix and roll out dough to 1/2 inch thickness and to size of Dutch oven lid. Place dough on top of the peaches and sprinkle lightly with sugar. Place lid on oven, cover it with hot coals, and bake until crust is golden brown.

CAMP STEW

Time: 45 minutes to an hour

1 lb. meat, cubed
1 can stewed tomatoes
1 can corn or hominy
1/4 lb. grated cheddar cheese

Brown meat in pan. Stir in tomatoes and corn and simmer until done. Just before serving, add cheese. Serves five to six. (Other raw or canned vegetables may be added. To thicken, add flour mixed by hand with cold water until smooth.)

Just about any meat from chicken to sausage can be used for stewing, and just about any vegetable or seasoning can be added to the stew. Flavors blend and simmer together, making the stew an ever-changing dish.

FUN CAMP DOUGHNUTS

Vegetable cooking oil
Refrigerated buttermilk biscuits
(10 in a can)
Sugar
Cinnamon

Put vegetable oil in dutch oven and place over coals. You will need almost 1 inch of oil. Remove biscuits from cardboard can and shape into doughnuts with hands.

Place doughnuts in the heated oil, cook on one side and turn once to cook on the other side. It should take 1 1/2 to 2 minutes to brown each side. Remove each doughnut when cooked and drain for a moment before placing on paper towel.

In a separate pan or paper bag place some sugar and cinnamon for a frosting dip. After each doughnut is drained and cooled, it can be dipped or turned in the sugar and cinnamon mixture for a frosting. Eat while warm!

Cub Scout Cooking

CHICKEN SUPREME Time: 1 1/2 to 2 hours

1 chicken
flour
garlic salt, salt, meat tenderizer
1 to 2 cups hot cooking oil
2 large cans of tomato sauce
1-2 cans mushrooms

Cut chicken into pieces. Roll in flour and sprinkle with seasonings. Brown in Dutch oven in hot oil. Pour oil out of Dutch oven. Pour tomato juice and mushrooms into oven over the chicken. Cover and place your oven over a few coals, then place coals on the lid and let your chicken simmer at low heat for approximately one hour, or until chicken is tender.

ENCHILADA CASSEROLE Time: 15 minutes frying, 15 minutes baking.

2 lb. ground beef
1 tsp. salt
1 large onion, chopped
1 can tomato soup (10 3/4 oz.)
2 cans (10-oz. size) mild enchilada sauce
1 can water (10 oz.)
corn tortillas
1/4 lb. grated cheese

Brown hamburger, salt, and chopped onion. Add soup, enchilada sauce, and water, then simmer. Remove three-quarters of meat mixture from pan. Place over top of remaining mixture, three uncooked corn tortillas, then add another layer with remaining meat. Sprinkle cheese on top. Cover with lid and let simmer. Serves six. If available, dot with sour cream when serving.

DUMP CAKE Time: 45 minutes to 1 hour

1 No. 2 1/3 can sliced peaches
1 package of white or yellow cake mix
1/4 lb. butter or margarine

For easy cleaning, line Dutch oven with foil. Place peaches and juice into oven. Dump dry cake mix on top, spreading evenly. Stir enough to moisten cake mix. Dot top with margarine.

Put lid on oven. Place coals on top and bottom of Dutch oven and bake for 30 to 45 minutes, or until the top of the cake is a golden brown.

For variety, try pineapple, cherries, apples, and other fruits instead of peaches. Add nuts, or try other flavors of cake mixes.

CHERRY DELIGHT Time: 20 to 30 minutes

1 large can cherry pie filling
1 small package of cake mix
(1-layer size)

Line Dutch oven with aluminum foil. Place cherry pie filling inside. Sprinkle the box of dry cake mix over filling. Put lid on oven and place coals under and on top of Dutch oven. Bake until crust is golden brown.

DARN GOODS

Mix biscuits using Bisquick or from "scratch". Drop 1" balls of dough into hot oil. Turn over and over until golden brown. Remove from cooking oil and roll in cinnamon, sugar or powdered sugar.